



World-Quest of the Winter Calendar

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ADDITIONAL DEVELOPMENT BY
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WorldQuest of the Winter Calendar

A “World-Shaping” O-Level Funnel

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INTRODUCTION

World-Quest of the Winter Calendar is a quintessential 0-level funnel: it starts the player-characters down the road of adventuring destinies, determining who lives and who dies and potentially affecting the Luck and other ability scores of those who survive. As with any funnel, after it's over, the survivors will graduate to full-fledged adventurers as they level up to first level in an adventuring class.

But *World-Quest* is also a 0-level funnel unlike any you've ever seen. By undertaking the quest contained within these pages, the PCs take part in a mystical event with such cosmic significance that *the PCs' actions shape the very nature of the world into which they emerge after the adventure!* Many aspects of their world - politics, the economy, Patrons, even the current state of Balance in the Eternal Struggle between Law and Chaos - will be determined by what happens in their 0-level adventure. These determinations, in turn, change in-game mechanics in the Judge's campaign. *World-Quest* is a great funnel for players who are new to the DCC game, but its world-shaping feature makes it an *excellent* way to start a campaign for veteran DCC players who've "been there, done that" with regards to 0-level funnels.

World-Quest of the Winter Calendar is particularly appropriate for running during the holiday season. The Winter Calendar was conceived of as mystical Advent Calendar, menora or marker of the turn of the New Year and the quest of a holiday-inspired adventure. A holiday-inspired adventure is different from a "Christmas module." *World-Quest* draws on ancient myths that are the original sources of our holiday themes to present recognizable holiday season elements while avoiding cheesy adaptations of Christmas tropes. But *World-Quest* can also be run with no reference to the holiday season whatsoever - the week tracked by the Winter Calendar marks the high holy days of the god Lamushea and can be transposed on to any season in any climate.

THE LAND OF VARJOMA

Varjoma is a majestic, sub-arctic region of rugged steppes, dense pine forests and icy lakes. The Varjoma setting for *World-Quest* (also found in the Steve Bean Games-penned module *Trial of the Toymakers*) was inspired by Finnish mythology, a mythos which gave Western-European, Christian culture many of the things that are part-and-parcel of its winter holiday mythology: Santa's flying conveyance, his outfit, his reindeer and his toy-making "elves."

Varjoma shares its northern border with the Lands of the Dead. This proximity makes Varjoma's boundaries with *all* of the "Other Worlds" very thin. This proximity also makes Varjoma a locus of powerful mystic energy. Many beings have crossed the boundaries from the Other Worlds to take up residence in Varjoma, or have sought out this land as a source of power for magical works.

The land's best known being is its ruler: The Witch-Queen of Varjoma. Other powerful figures associated with Varjoma include: Tuwonatar, God of the Dead; Tkurrsor, a lake-monster demi-god, the divine hero Vaniminen and the wicked progeny of Tkurrsor and the Witch-Queen, the demonic demi-gods collectively called the Nine Mortal Afflictions. Several races of demi-humans with strong associations with all things mystical are also known to call Varjoma their home, including the semi-nomadic, wild elves called the Makarhu, the secretive Konhengen gnomes, and new to this adventure, a race of elf-kin called the Zvarts.

We've packed *World-Quest of the Winter Calendar* full to bursting with supplementary material about fantastic aspects of Varjoma to enrich your game. You'll find a new DCC class and two new patrons complete with Invoke Patron tables and new Patron Spells.

ADVENTURE BACKGROUND

Centuries ago, the Witch-Queen coupled with the lake-monster Tkurrsor. In so doing, these two demi-gods completed one of the most powerful, unholy rituals of an entire age. Their coupling produced nontuplets - nine fraternal twins - "The Nine" - who all emerged as fully-formed arch-fiends. Each of the Nine is the embodiment of a pair of afflictions - a life-threatening disease and a related flaw or vulnerability in the mortal psyche. The Nine are primal forces of Chaos and their sole purpose is to inundate the world with their afflictions and bring low all civilization - human, demi-human and humanoid.

One of the Nine Afflictions was Grim Inchyron, an artificer and the bringer of colic, a disease the fiend invented to inflict anguish on mortal babes. Day upon day, Grim Inchyron would sit in his Undercroft and create new ways to bring anguish to all beings who honor Law. On one such day, he hatched a diabolical plot to undermine the position of Law in the Eternal Struggle.

Grim Inchyron murdered Lamushea, beheaded him and took possession of the legendary scrying device and divine symbol called the Krytz. But, unbeknownst to the Artificer of Anguish, the Krytz had absorbed the Law-Shaper's essence.

Then Grim Inchyron returned to his Undercroft Foundry Hall. He worked his minions near to death forging the Hell-Forged Ferro-Zeffir - a magical flying conveyance that would aide him in impersonating Lamushea. At the same time, the Artificer of Anguish used Lamushea's severed head to fashion a mask and he worked a great gloaming glamour to complete his impersonation.

Grim Inchyron ventured forth during the Law-Shaper's High Holy Week to visit merciless, false justice on the mortal world. While posing as Lamushea, Grim Inchyron passed judgment upon judgment. He pronounced entire races and kingdoms guilty of heinous charges and sentenced them to insanely severe penalties; widespread executions and mass torture; cities were razed and farmlands were salted and made infertile for years to come. The plot was so successful that the very Balance of the Eternal Struggle tipped significantly in Chaos' favor.

Grim Inchyron returned to his sanctum to celebrate his great success. He took up watch at the Krytz to view, firsthand, the misery produced by his efforts. But instead of being cowed by the chaos Grim Inchyron had wrought, the mortal world rose to the occasion. In a rare, morally transcendent moment, people chose to forgive Lamushea in spite of their belief that the Law-Shaper had sown false justice.

This supreme act of moral transcendence funneled through the Krytz like a lightning bolt and struck down Grim Inchyron. The Artificer of Anguish decorporealized into a mere shade of himself, a "devil-wraith." During this interaction, Grim Inchyron's corporeality and Lamushea's essence within the Krytz intersected in a manner beyond mortal comprehension and trans-substantiated a third, new, Neutral god: Laylokan, the God of Weighing the Cost of Balance.

The "coming" of Laylokan had several significant metaphysical side effects. The transubstantiation sucked away all mortal memory of the world-shaking events of the previous week. These memories coalesced into a "mystical morality tale," a living, metaphysical narrative that magically enveloped both the Devil-Wraith and the Krytz artifact. The safe-keeping of this metaphysical narrative became the responsibility of the newly-created god, Laylokan - every birth comes with a price, one even the gods must pay.

Laylokan fashioned the Winter Calendar - an artifact to contain the lost tale - and has borne both every day since. The tale has served as source of guidance in his work of weighing the cost of balancing Law and Chaos. It has also been a massive distraction from that divine work, as he is constantly pursued by allies and servants of Grim Inchy-

ron who seek to free the Devil-Wraith from the bonds of the tale and restore him to full demonic form. In an effort to keep the calendar out of evil hands, Laylokan keeps to the "spaces-between-the-worlds." But in certain places, at specific times of the year, the boundaries between worlds is thin. At those times, mortals might very well find themselves in a chance encounter with Laylokan...

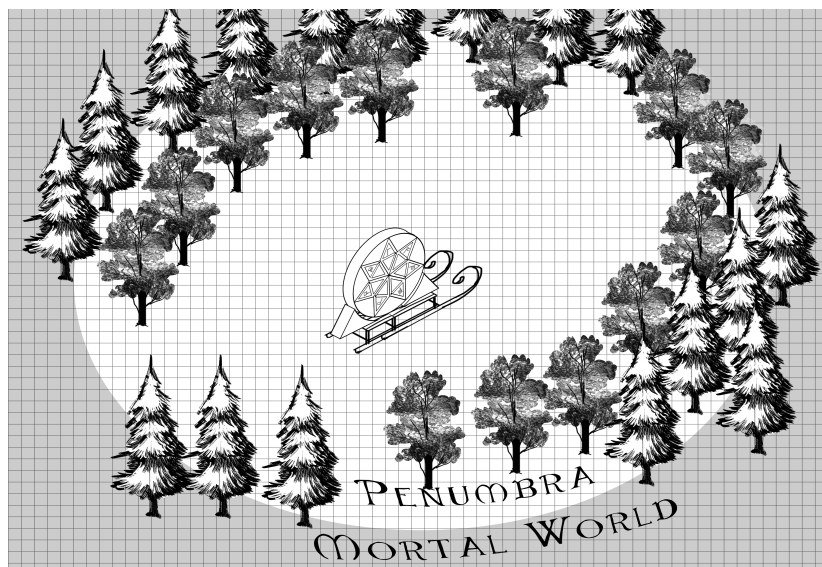
ENCOUNTER TABLE

Area	Type	Encounter
1-1	C, T	Barbed Imps and Trapped in the Penumbra
1-1a	P	Laylokan
2-1	T	Escaping Grim Inchyron's Undercroft
2-1a	P	The Chronicle 1 "Moral-Making"
2-2	C, T	Slag Hellion assault on Lamushea's Tower
2-3	T	Hellish Environment of the Foundry Hall
2-3a	P	The "Moral-Making" for Chronicles 2 & 3
2-4	C, T	Fuliginous Wing-Fiends
2-5	C, T	Dire-Rat and a Dangerous Climb
2-5a	P	The "Moral-Making" for Chronicles 4 & 5
2-6	C, T	Angry, Aggrieved Mob
2-6a	P	The Final "Moral-Making"

PLAYER START

The adventure begins in a Zvart village in Varjoma, northwest of the Lake of God's Blood. Zvarts are a race of elf-kin native to the Penumbra who crossed the border-between-the-worlds millennia ago and have all but lost this history to their long immersion in a mortal existence. The players may make Zvart PCs using the information on this class provided in Appendix C of this module. Any PCs whose 0-level characters are *not* Zvarts are travelers who have been welcomed into the Zvart village as "hearth-friends" during the festival of the High Holy Week.

The PCs have formed a foraging party to gather fodder for the festival feast. They are foraging in the forest when they come upon Laylokan in a glen. The boundary of the glen is also a portal into the Penumbra.



1-1 THE PENUMBRIC GLEN

Your group has gone gathering for the Grand Festival-Feast of the High Holy Week. Trekking through a crisp, snow-clad, evergreen forest, you hear a commotion up ahead. You come upon a perfectly round clearing in the forest, bordered by a circle of amber-leaved birch trees. Within the clearing is a bearded man who has been dragging a heavy, eight-runner sledge. On the sledge is a 5' tall sculpture wrought in pure, sterling silver - a wheel-like calendar with the symbols for the festival week's days engraved on 2' tall, hinged doors. The old man is beset by a swarm of hostile flying creatures - 6" tall, fiendish, winged simulacra with vaguely humanoid bodies fashioned from metal barbs welded together in wicked tangles.

If any PCs step into the clearing on the other side of the amber-leaved birches they will be attacked by Barbed Imps.

Barbed Imp Swarm (2): Init +0; Atk swarming scourge +1 melee (1d3); AC 13; HD 1d8; hp 5 each; MV fly 40'; Act 3d16; SP must successfully re-roll to-hit roll to score a critical hit, reduced combat effectiveness at lower than 4 hp, immune to fire attacks, darkness, demonic vision; SV Fort +3, Ref -1, Will +0; AL C.

Barbed Imps served Grim Inchyron in his lair, the Undercroft. Grim Inchyron fashioned them to fetch, carry, run errands and perform basic manual labor - not for combat. But what they lack in martial skill they make up for in numbers. A swarm consists of hundreds ofimps. The swarm can form itself into a cloud around a target and create a magical darkness with the same properties as if they had rolled an 18-19 on a spell check for the Cleric spell of the same name on page 258 of the DCC rule book. The Barbed Imps

themselves have demonic vision that cannot be hampered by any form of darkness or non-solid obscurant such as fog, smoke, etc.

With no higher intelligence to direct them, a swarm of these weak-minded imps is slow to react and has difficulty coordinating actions and executing decisions. Within the swarm, individual imps can often be seen bickering with each other or taking actions that interfere with other imps. As a result, the swarm lacks the coordination necessary for well-targeted strikes and therefore has difficulty scoring critical hits. Any roll of a natural 16 that would normally trigger a critical hit requires a re-roll of the action die. If the second roll hits against the opponent's armor class the critical hit occurs; if the re-roll doesn't equal or exceed the target's armor class, then the original roll of 16 is treated as a normal, non-critical hit. When the swarm starts to lose its numbers, its combat effectiveness is further reduced. At less than four hit points, the swarm's attack bonus is reduced to zero and it loses an action die.

The Barbed Imps will NOT attack anyone within 8' of the Winter Calendar for fear of damaging the artifact that houses their master's wraith form. Laylokan will quickly move into this safe proximity to the Winter Calendar.

Any PCs who step inside the ring of amber-leaved Birch trees enter the Penumbra, a space between dimensions. Time moves with almost infinite slowness in the Penumbra, so while they are in the Glen or in the Chronicles of the Winter Calendar, PCs cannot heal naturally, cannot earn XP or gain levels.

1-2 MEETING LAYLOKAN

When the battle is over, you get a good look at the man with the sledge. Despite a bone-white beard, his age is difficult to discern; he could be 35 or 75. He is wrapped in a great-kilt made from yards and yards of thick angora felt dyed a deep green and enhanced with silver-embroidered, spiked leaves. On his bald head he wears a silver half-skullcap covering his pate with two silver-sculpted ram's horns that curve back behind his ears. Despite the snowy clime, he goes barefoot and wears no gloves. Other than the harness for pulling the sledge, the man carries only a counting-tablet fashioned of well-waxed beech wood. The counters for working the tablet hang from cords attached to the burnished leather girdle he wears overtop his kilt.

The man wipes the sweat from his brow and then addresses you. "Forsooth, I thank you for your assistance. I am Laylokan, God of Weighing the Cost of the Balance and this load I pull is *The Winter Calendar*."

The Judge should use the information below to guide the interaction between Laylokan and the PCs.

Laylokan will Volunteer:

- That he is bound by the terms of his divinity to bear the calendar and its contents.
- That the PCs entered a space-between-the-worlds called "The Penumbra" the moment they stepped into the clearing inside the ring of birch trees.
- That time does not work the same in the Penumbra as it does in the mortal world. (Though Laylokan may or may not choose to reveal this, time moves much more slowly in the Penumbra. As a result, when the PCs return to the mortal world, decades, centuries or even millennia will have passed.)
- That having passed into the Penumbra, they cannot leave – if they try to go back the way they came they will wander through an endless, fairy version of the same forest.
- To return to their world they must enter the Chronicles of the Winter Calendar, in order, from 1-7, and bear witness to the story told in the Chronicles, a lost tale called the Sacred Krytz Mystery. By exploring the story and bearing witness to it, they will call forth the magic of the calendar. This will create an opening in the Veil of the Penumbra through which they can return to the

mortal world.

- If the PCs ask Laylokan what they'll find in the Chronicles, he responds cryptically, in verse:

*The Winter Calendar
Contains the tale
Of murder and miracle
That upended the scales*

*Hubris for both:
Devil and wisdom impeared;
The morals you glean
Will reshape the world!*

- That inside the Chronicles they will become involved in the story of the Sacred Krytz Mystery. **Their mission is to bear witness to what they see.** They may intervene as they see fit, and are likely to be drawn into events. However, they should understand that while they can affect the "local" events within a Chronicle and can, in turn be affected by the events (eg wounded or killed!) **they cannot change the ultimate course of the story.**
- That they must relate to him what they see within the Chronicles. At four intervals, upon returning from exploring one or more Chronicles, they will determine what the "moral" is of the portion of the story they just witnessed. One or more of their party must present what they think that moral is **from the perspective of Law** and one or more must present a moral that they believe represents **the perspective of Chaos.**
- The PCs not involved in formulating and presenting the morals from the perspectives of Law and Chaos will decide, from a neutral perspective, which of the two morals presented is the better one.
- By interpreting the significance of the story, they are enacting a great, magical ritual that restores the story of the Sacred Krytz Mystery to the mortal world. This ritual is so powerful that it will also change the very shape and nature of their world on **a profound and fundamental level!**

Laylokan will explain two more aspects of exploring the Chronicles:

- That when they open a door of the Calendar they can enter that Chronicle, but once they enter, there are specific conditions they have to fulfill in order to be able to leave it.
- That by exploring the Chronicles they may also recover artifacts lost to the world, or set free powerful forces of the Eternal Struggle that have long been contained within the Chronicles.

Laylokan will NOT:

- Identify the Devil-Wraith, invoke the name “Grim Inchyron” or explain that the Calendar contains Grim Inchyron’s spirit, in the form of the Devil-Wraith.
- Name “Lamushea the Law-Shaper” or inform them that his essence went into the Krytz.
- Describe the Krytz itself or identify its powers.
- Foreshadow, explain or interpret anything the PCs will see in any of the Chronicles.

Moral Making: The Chronicles

The quest to restore this lost morality tale to the mortal world requires that the PCs interpret to Laylokan what they witness in the Chronicles.

These interpretations happen at four points: after Chronicle 1, after Chronicle 3 (covering the events of Chronicles 2 and 3), after Chronicle 5 (covering Chronicle 4 and 5) and after the final Chronicle, number 6, has been explored.

Before the PCs enter the first Chronicle, each player must choose an “alignment lens” - Law, Neutrality or Chaos - from which ALL of his or her PCs will interpret the events of the story. To repeat: ONE “lens” will apply to ALL of the PCs a player controls (typically 3-4 in a 0-level funnel). This adopted lens bears no relation to those PCs’ *actual alignments*; it doesn’t matter if the alignments of the PCs a player controls are different from the “alignment lens” which the player uses to guide his or her participations in the moral-makings.

SIDEBAR: EXPLAINING THE "ALIGNMENT LENS"

Having all of a players’ three or four PCs view the Chronicles from a single “alignment perspective” is necessary to avoid confusion and streamline play. If your players need an in-game justification, tell them that entering the Chronicles is like mounting an anthropological expedition and that adopting an “alignment lens” is part of such an “investigative” approach to viewing the narrative; it is acknowledging bias and constantly choosing a singular perspective through which to view and interpret events. It has no bearing on their PCs’ personal ethics or beliefs as reflected in their actual alignments.

After viewing one or more Chronicles, the PCs prepare and conduct a “meaning making.” First, the players break off into alignment lens-alike groups. The Neutral group should leave the room while the other two player groups – Law and Chaos – spend three minutes or less composing a “moral of the story” guided by the alignment lens perspective through which they were viewing the story. The moral should be a pithy (12 words or less) statement that captures the “lesson” or “learning” that they believe should be understood from the portion of the story they just witnessed, according to their adopted alignment lens.

When both the Law and Chaos player groups have composed their morals, the Neutral alignment lens players return and the two morals are presented to them. The Neutral lens players have the task of deciding which of the morals is better. This decision can be based on whatever criteria they decide is appropriate to the goals of Neutrality (If after a couple of minutes of deliberation the Neutral group cannot agree, the Judge should put the decision to a majority-rule vote of those players).

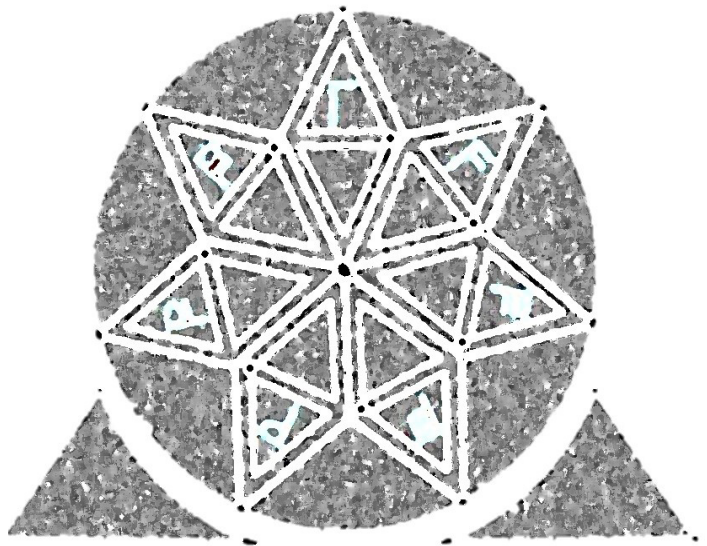
The Neutral PCs will bestow a rating on the winning side which determines what die on the Die Chain is rolled to determine the world-shaping effects:

Rating	Difficulty Class and Die
Marginally better =	Roll against a DC 12 using a d20
Significantly better =	Roll against a DC 12 using a d24
Vastly better =	Roll against a DC 12 using a d30

SIDEBAR: EXAMPLES OF MORALS FROM AESOP'S FABLES

Perhaps the best-known source of stories with morals is "Aesop's Fables." These are good models for the player's morals:

- Appearances often are deceiving. - From "The Wolf in Sheep's Clothing"
- Avoid a remedy that is worse than the disease. - From "The Hawk, the Kite, and the Pigeons"
- Pride goes before destruction - From "The Fighting Cocks and the Eagle"
- The hero is brave in deeds as well as words - From "The Hunter and the Woodman"
- No one believes a liar, even when he speaks the truth. - From "The Boy Who Cried Wolf"



A worksheet is included in Appendix A for the Judge to use to document these changes.

If at any point in the adventure, because of PC death, an "alignment lens", is no longer represented, a player may change his PCs' adopted lens to cover the gap. If there is ever only two players left with surviving PCs, one player should adopt the Law lens and another the Chaos lens and the players with no surviving PCs can continue to judge the retelling as Neutral "spirit-advisors" to Laylokan, who will announce their decision.

SIDEBAR: MORAL-MAKING DURING PLAY TESTING

Our playtest Judges experimented with different ways of handling the moral-making. You may find that some of these variants match well with your group of players:

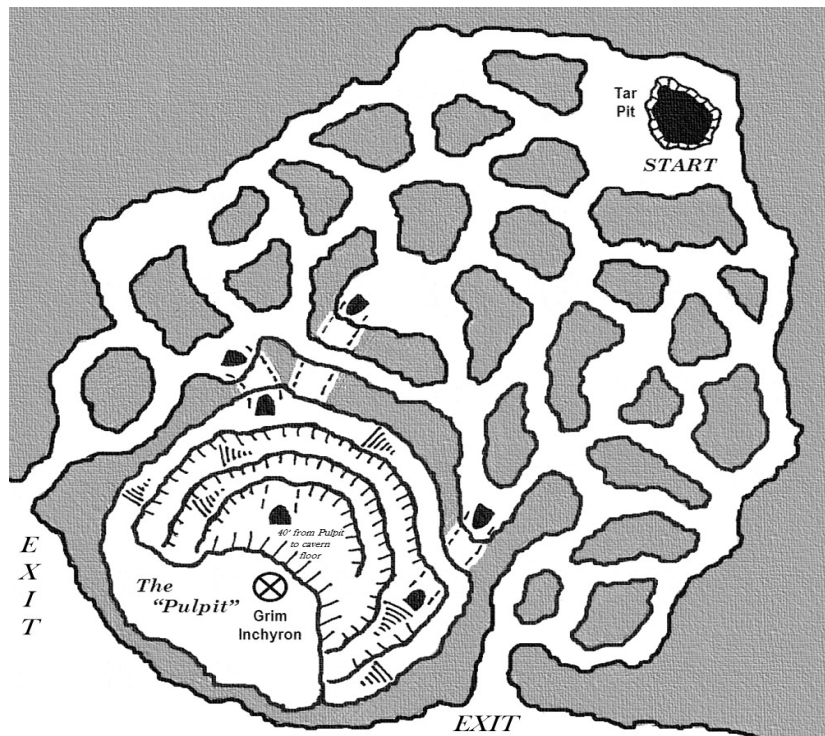
- One Judge had players rotate roles, so over the course of the adventure each player had the experience of inventing a moral from the perspective of Law, inventing one from the perspective of Chaos and judging others' moral-making from the Neutral perspective.
- Some Judges instructed their players to invent morals focused on the events they witnessed in the Chronicles while others allowed players to derive their morals from their characters' and/or the entire party's own experiences of the encounters in the Chronicle. Both of these approaches are good ones - you can choose what works best for you or mix-and-match and see what happens!

2-1 Chronicle 1 Encounter

Laylokan gestures to the door at the top of the sculpture, engraved with an ancient rune representing the numeral one. "The Chronicle behind this door recounts the first day in a week-long set of events. Remember, you will be a part of the story, making any dangers real to you. You can affect local events within the Chronicle but you cannot change the ultimate outcome. Your primary mission is to survive so you can bear witness, for, upon your return, you must tell me what meaning you derive from what you see."

As soon as any one PC opens the door, the entire party is transported instantaneously into the first encounter.

You materialize in a small round underground chamber with a low, vaulted ceiling. A tar pit burbles in the center of the chamber floor. Smudges and spills indicate that someone has been harvesting from this pit. There are several passages leading out of the chamber. As your eyes adjust to the dim light you see that the excavation of the chamber and its egresses



have exposed scores of small skeletons. You realize that this complex has been carved out of some kind of huge barrow mound that serves as a burial ground for dead children.

As you survey your surroundings, you see a troop of strange figures pass by a tunnel mouths. Two feet tall, the figures are composed of tar similar to what's in the pit, giving them a melted, amorphous, humanoid form. When they flex their limbs, their joints part at seams, revealing an orange, faintly glowing, molten substrate. There is nothing faint about the glow of their eyes, however – it is an unearthly purple hue like the sheen on an oil slick and much more luminescent than it should be, betraying the creatures' Infernal origin.

You hold your breath then exhale both silently and gratefully when the last of the troop of figures passes you by without notice. But your relief is short lived, replaced by a single thought that leaps to the forefront of your mind: *Escape!*

The party' objective in the Chronicle is to escape this portion of the Undercroft. They'll fare much better if they do this by stealth – fighting the denizens of the Undercroft can be hazardous to their health!

The PCs will make their way through and out of the Undercroft by making a series of paired navigation and stealth checks. (A map of this level of the Undercroft is provided, but is a rough illustration of the environs rather than a true map.)

In between these paired Navigation + Stealth checks, they

will hear portions of a ranting speech by Grim Inchyron echoing through the halls of the Undercroft (see below).

Navigation Checks

The party must make four (4) successful DC 12 checks. One PC must decide the direction for the entire party and the player controlling that PC makes the roll. The roll is:

Roll = d20 ± Int modifier +1 for related occupation (if applicable) +1 per successful PC assist vs DC 12

SIDEBAR: PLAYER STRATEGIES IN THE UNDERCROFT

In keeping with the ethos of Dungeon Crawl Classics, the Judge should encourage players to use creative problem-solving to improve their chances of navigating out of the Undercroft. You can award bonuses or reduce the number of successful navigation checks required by the party for stratagems like capturing one of Grim Inchyron's minions and compelling it to lead the party out, or looking for telltale signs that they are getting closer to the outdoors. In playtesting, one player with a Halfling Mariner kept testing the air in the Undercroft, looking for a draft that she could follow to an exit.

- Occupations with knowledge of navigation or underground complexes: any Dwarf occupation, Elven Navigator, Grave Digger, Smuggler, etc.

- Other PC's may attempt to aid the PC who is deciding direction by making a DC 13 Personality check. Every PC who contributes to making navigation decisions adds a cumulative -1 penalty to the party's stealth (see below).

Stealth Checks

Roll	Feature	Notes
Natural 20	Hint of an exit	This result counts as two successful navigation checks. The Judge should describe something that suggests that the party is on the right path to an exit such as a broken piece of foliage or smudge of dirt tracked in from the outdoors.
Modified 19+	Small chamber with tar pit	Chambers are 15'-40' across and varied in shape. This result means the party finds one with a bubbling tar pit.
Modified 13-18	2-way fork in tunnel	The PC deciding direction should choose left or right (though the choice has no actual bearing on finding the exit).
Modified 9-12	3-way fork in tunnel	The PC deciding direction should choose left, center or right (though the choice has no actual bearing on finding the exit).
Modified 4-8	4-way fork in tunnel	The PC deciding direction should choose left, center-left, center-right or right (the choice has no actual bearing on finding an exit).
Natural 5	Small chamber	Same as above but with no tar pit. The Judge can add "flavor" such as random tools, dead vermin, etc.
Natural 4	Tunnel to The Pulpit	A tunnel 20'-50' long leads to The Pulpit – the grand, cavernous area where Grim Inchyron strokes his own ego by relating the details of his grand scheme out loud to whatever minions are around. Entering a tunnel leading to The Pulpit or entering The Pulpit itself forces an extra stealth roll to avoid discovery by a troop of Bituminous Quasits.
Natural 2-3	Bituminous Quasit troop	The troop is passing by in an adjacent tunnel – the PCs remain unnoticed with a successful extra stealth check (see below).
Natural 1	Discovered!	A troop of Bituminous quasits stumbles directly upon the party, giving them no chance to hide - the PC's must run or fight. If the party is not suprised and win initiative, they can automatically evade the imps but they lose two of their succesful navigation checks to a maximum of once again needing 4 succesful checks.

Each successful navigation check brings the PCs closer to an exit. In addition, the result of the check roll determines what features the PCs come across as they move through the Undercroft:

After each Navigation check roll, tell the party:

"You walk/sneak down a short stretch of left-curving/straight/right-curving tunnel (Judge's choice) then Insert Undercroft Feature.

Stealth Checks

Along with each navigation check, the party must roll a DC 13 Stealth check. The roll is:

Roll = d20 -3 if party doesn't declare stealth +1 per PC with a stealthy occupation +2 if party uses tar -1 per PC assisting with navigation decisions vs DC 13

Stealthy occupations: any Halfling occupation, Outlaw, Smuggler, Hunter, etc.

In a manner similar to Deity Disapproval, each failed Stealth check increases by 2 the chances that the party will be "Discovered!" by a troop of Bituminous Quasits on subsequent Navigation check rolls. For example, after the first failed Stealth check, a roll of a natural 1-3 on a Navigation Check produces the "Discovered!" result. After two failed Stealth checks, a roll of a natural 1-5 produces a "Discovered!" result, etc. This resets back to a natural 1 after the resolution of any "Discovered!" result.

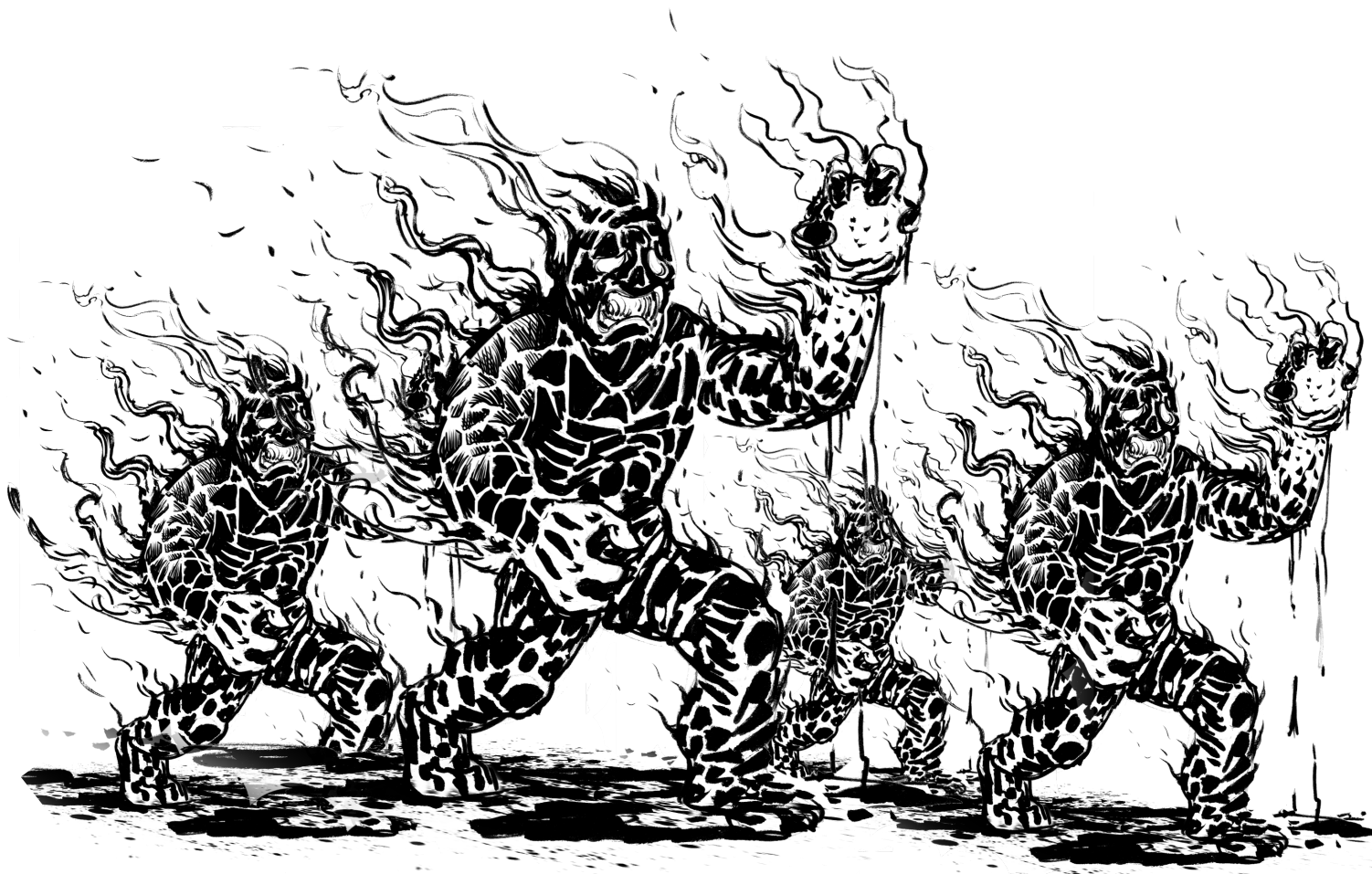
Bituminous Quasit (1d3+4): Init +0; Atk spit acrid brimstone -1 missile (1d3) or sling tar +0 missile (no dmg) or tar slap +1 melee (1d2); AC 9; HD 1d6; hp 4 each; MV 20'; Act 1d16; SP flaming missile, immobilize, suffocating critical hit, demonic vision; SV Fort +2, Ref -1, Will +0; AL C.

Bituminous Quasits are minor demons that Grim Inchyron animated from his tar pits using pure anguish in place of a spirit or soul. Fanatically loyal and obedient servants of Grim Inchyron, the anguish at their core drives them to treat all other creatures with extreme malice. In combat they can use either of two ranged attacks: their acrid brimstone spittle (10/20/30 range bands) ignites flammables that it contacts; or tar slung from their bodies (20/30/40 range bands) immobilizes an appendage unless the target makes a DC 12 Ref save. In melee, Bituminous Quasits lash out with their arms to slap hot tar on their opponents. A roll of

a natural 20 means that the Imp has covered a humanoid target's mouth and nose with tar. Until the tar is removed, the victim must make a DC 12 Fort save each round or fall unconscious from lack of air, dying from suffocation in four more rounds. These imps have demonic vision that cannot be hampered by any form of darkness or non-solid obscurant such as fog, smoke, etc.

Grim Inchyron's Rant

In between each set of paired checks, the PCs will hear Grim Inchyron ranting. The tunnels act as a natural echo chamber, so Grim Inchyron is easily heard in any part of the Undercroft. But the PCs cannot (and wouldn't benefit from) following the sound to its source.



The PCs hear the monologue, below. Because it is possible to exit the Undercroft in as few as two rolls, the PCs should get the whole monologue in three parts. Pieces of it should then be modified and repeated to give players the sense that the speaker is engaged in an endless loop of ranting and raving.

“Lamushea. God of Law. The Law-Shaper. Hah! So proud of his many righteous adjudications. Bah, that hubris will be his downfall!”

So accustomed are mortals to Lamushea’s legal pronouncements, they will not stop to question the harsh justice I mete out in his name! And I will dare to do so during his very own High Holy Week!

How? How will I hold court in Lamushea’s stead? Why, theocide, of course! Murder!... In a manner befitting my moniker as the Artificer of Anguish!

I, Grim Inchyron, will consider the ‘motions’ and ‘arguments’ that flow from Lamushea’s life’s blood. And I... will... laugh. ‘Ha, ha, haaa!’ Then I’ll make a bench-worthy robe from flesh flensed from his form. I will weave a barrister’s wig from the tangle of tendrils that will be his torn ligaments.

Then I will go forth and mete out false, merciless justice across the mortal world, appearing to all eyes to be the Law-Shaper himself! (Followed by an evil laugh.)”

In the unlikely event that the PCs make it all the way to the top of The Pulpit, use the second block of read-aloud text in 2-2 Chronicle 2 Encounter to provide a description of Grim Inchyron.

2-1a The Chronicle 1 “Moral-Making”

Back in the Glen, Laylokan invites you to sit. “When you have stanced your wounds, quenched your thirst and caught your breath, you must describe what you believe to be the higher meaning behind what you saw. Those viewing the events through the lens of Law must present what they believe is the “moral” of this portion of the story, and those contextualized in Chaos must also present their moral. I am not interested in the myriad details of the Chronicle but rather in what meaning and significance you draw from those details. Those who seek the Balance will decide which moral represents better the meaning behind the events you all witnessed.”

The players prepare and present the two “morals” in the manner described in the “Interpreting the Chronicles”

SIDEBAR: GRIM INCHYRON’S APPEARANCES IN THE CHRONICLES

From a metaphysical perspective, the Chronicles comprise a “living morality tale.” The tale is “living” in the sense that the narrative can be physically experienced and how it is experienced is influenced by what the PCs do while they’re a part of it. It is a magical vessel with the power to give the PCs benefits or hurt, maim or kill them. But it is still a story and each Chronicle resets after a party of adventures experiences it. Grim Inchyron’s role in the Chronicles is, almost exclusively, as an expositor of the narrative the PCs are witnessing. Thus, with the exception of Chronicle 5, he will take no notice of the PCs, nor will he take any action against them or be affected by any action they take. He’s like a hologram (and if you want, you can literally treat him as holographic!).

Alternately, Judges may choose to have Grim Inchyron affected by PC actions. But if you do, remember that he is a demi-god! If you allow the PCs to affect Grim Inchyron, these effects only apply to him in the current Chronicle the PCs are exploring. Such effects do not carry over into subsequent Chronicles – each new Chronicle hits the proverbial “reset button” and Grim Inchyron will not retain any effects the PCs have had on him in previous Chronicles. In fact, he will not even remember the PCs from chronicle to chronicle.

Moral-Making” section.

As the two sides prepare and present their morals, Laylokan explains:

“Your moral-making will determine the very nature of governance in your world, affecting the shape ruler-ship takes in directing the course of mortal societies.”

The Neutral-lensed PCs will decide - using whatever criteria they like - which moral is “better.” They bestow one of the three ratings, below, on the winning side. This, in turn determines what die on the Die Chain is rolled to determine the world-shaping effects:

Rating	Difficulty Class and Die
Marginally better =	Roll against a DC 12 using a d20
Significantly better=	Roll against a DC 12 using a d24
Vastly better =	Roll against a DC 12 using a d30

Use the Judge's Worksheet included in this module to record these results.

2-2 Chronicle 2 Encounter

Using the "Narrative Effects on the Campaign World" column have Laylokan relate to the players how the world they return to will be different as a result of the roll.

Laylokan turns the calendar so the second door is at the apex of the wheel. "You go now," he intones "to one of Law's fundamental places of power. You will be there for Grim Inchyron's assault on Lamushea. In order to return here, you must somehow withstand the assault."

You will yourself through the doorway and suddenly you're on a tower platform that doubles as a work area. The thinness of the air and the cloud formations below you suggest that

GOVERNMENT & INFLUENCE

	Broad Effects on Campaign World	Roll	Effects on Game Mechanics
C H A O S	Anarchy is widespread. Any centralized power is short lived; revolutions are frequent and violent. Most governments are quickly corrupted and no lineages rule for long without their claim being disputed.	12-14	Widespread black marketeering makes any Thief's share of treasure worth +10% of its stated value; Thieves get an additional +1 added to their bonus to forge documents and backstab.
		15-17	A Thief's share of treasure is worth +20% of its stated value; Thieves get an additional +1 added to their bonus to forge documents and backstab. Both Thieves and Halflings get an additional +1 to their bonus to sneak/hide. Chaos-aligned PCs receive a +1 to any Personality check rolls.
		18+	All of the effects of a 15-17 roll, plus: both Thieves and Halflings receive a bonus +1 to any addition to a die roll due to Luck Burn. Chaos-aligned PCs receive a +2 to any Personality check rolls.
N E U T R A L	Individual liberty combined with a belief in using the least amount of control to create the collective good trumps any other concepts of legitimate political power. Harmony in Nature is held up as the best guide for good governance.	Fail	Neutral-aligned PCs receive a +2 to any Personality Check Rolls. Because ideologies and loyalties are highly varied in a Neutral-dominated world, non-Neutral PCs must roll a Personality check in any new social situation (DC determined by a judge). If a PC fails this Personality check, any subsequent checks in that same social situation are made rolling one die lower on the die chain. If any PC fails this check, ALL of the party's PCs that have the same alignment as the PC who failed the check will be charged 20% higher prices when purchasing goods and services. Seeking metaphysical balance, the Neutral powers grant all Neutral-aligned PCs the ability to learn and cast Cleric spells, albeit with a d12 action die.
L A W	Governments achieve control easily. The people depend on government and have great faith in it. They support long reigns but corrupt rulers are quickly replaced through regime change. However, individual rights and freedoms are subsumed to the needs of the polis.	12-14	Extensive taxation means that ALL treasure is worth -5% of its stated value. Thieves suffer a -1 penalty to attempts to forge documents. Ubiquitous law-supporting institutions provide training to lawful characters, reducing the XP that lawful characters need to achieve the next level by a number of XP equal to that next level.
		15-17	Extensive taxation means that ALL treasure is worth -10% of its stated value. Thieves suffer a -2 penalty to attempts to forge documents. The XP that lawful characters need to achieve the next level is reduced by a number of XP equal to that next level minus an additional XP. Law-aligned PCs receive a +1 to any Personality check rolls.
		18+	Extensive taxation means that ALL treasure is worth -10% of its stated value. Thieves suffer a -3 penalty to attempts to forge documents. The XP that lawful characters need to achieve the next level is reduced by the number equal to that next level minus two additional XP. Law-aligned PCs receive a +2 to any Personality check rolls.

the tower is impossibly high. In fact, you're not sure how it is that this tower hasn't reached the heavens yet - and for all you know, it has. The tower itself is a proverbial "house of cards," constructed of 12' tall clay tablets inscribed with engraved writing - cuneiform. Somehow you know that these are records of Lamushea the Law-Shaper's legal work, spanning the ages.

The dominant feature of the tower's architecture is its improbability: overhangs are just barely counterbalanced, huge platforms teeter-totter on thin, fin-like ridges and there are jumbled piles of tablets that shouldn't stay in place themselves, much less support other parts of the structure.

Looking around, you spot platforms just like yours in every direction. On them you see workers call down massive creatures that are crosses between a bison and a turkey. These creatures use lifting harnesses to hoist finished tablets in the air. They fly off these tablets to the tower's peak and place them atop the structure, growing the tower ever higher.

The platform has all the tools and equipment necessary for making tablets: vats of wet clay, sacks of dry clay powder ready for reconstitution, tools, work tables, every manner of wooden stylus, (all of them spear-length) and a giant cow dung-fired kiln. There is no one else besides the PC's on the platform but every few minutes one of the aerial bovines flies by their platform just a few score yards away.

If the PCs wish to investigate, give them a few actions to do so, then the excitement begins.

A powerfully built humanoid with lustrous, pale skin appears, levitating in the air beside the tower. His form is physical perfection, from his toned musculature to the ebony sheen of his long, lustrous, raven-black hair. His face is hidden by a multi-flanged mask carved from the pelvic bone of some alien creature. The figure's voice gives away his identity - it is Grim Inchyron. With two gore-covered hands he presents a huge, severed, human head bearing an expression both wise and anguished.

Grim Inchyron screams out: "Come my Slag Hellions, lay waste to this tower of folly just as I have destroyed its builder!" He gestures downward and you see a thousands-strong horde of figures clambering up the tower like devil-spawned ants.

Grim Inchyron's assault force contains thousands of Slag Hellions. They are not especially fast climbers but nonetheless make steady progress up the tower. As the horde ascends, smaller swarms break off to kill Lamushea's faithful and then rejoin the mass.

Slag Hellion Horde (1): Init +2; Atk bludgeon +4 melee (4d3); AC 13; HD 24d4; hp 50; MV 20'; Act 6d20; SP en masse overrun, reduced damage from normal weapons; SV Fort +4, Ref -2, Will +0; AL C.

Slag Hellion Swarm (Special): Init +0; Atk bludgeon +2 melee (2d3); AC 15; HD 8d4; hp 18; MV 20'; Act 2d16; SP en masse overrun, reduced damage from normal weapons; SV Fort +2, Ref -1, Will +0; AL C.

Slag Hellions are 1½ foot tall minor demons that are as broad and thick as they are tall. Grim Inchyron fashions Slag Hellions from the tailings of stone and metal that are the byproducts of his foundry work. The Hellions emerge from this process as tough, ugly, lumpy, malevolent little humanoids. Their incredibly hard skin is highly resistant to normal weapons. Piercing and slashing weapons, and bludgeoning weapons made entirely of wood (eg, staves and clubs) do half-damage. PCs wielding steel bludgeoning weapons subtract 1 point from their damage roll. Slag Hellions can attack "en masse" in the first round of combat that a horde or swarm makes contact with a foe. This mass overrun attack works like a charge, but grants the horde or swarm the +2 bonus to its attack without any penalty to armor class. The to-hit roll for this attack affects all opponents in a 20' radius and does 1d4 damage to any target hit by the attack.

The PC's have three minutes to prepare themselves.

It should be apparent that the horde is too large to fight using conventional skirmish tactics. But the PCs can utilize their surroundings to their advantage against swarm-sized forces of Hellions. The sticky clay in the vats can slow or immobilize. The bags of powdered clay can be used as an obscurant. If the PCs can figure out a way to herd the imps into the kilns, the heat will melt them.

There's nowhere to escape to on the tower that the horde won't eventually reach and Lamushea's flying bovines will not willingly transport people - they haven't been trained for it. However, the bovines will follow the PC's commands if instructed to do what they know how to do - pick up and drop off tablets. This is key to what may be the PCs' best chance, albeit a risky one: commanding the bovines to drop tablets on swarms or direct them to remove "keystone" tablets to cause sections of the tower to collapse, dropping groups of Hellions into the ether and cut off their avenues of attack. While this tactic matches the scope and scale of the opposing horde, it also risks collapsing the section of the tower on which the PCs are standing!

If the PCs choose this strategy, for simplicity's sake state that each player's collection of 0-level PCs are working together as a team. Each round, a team can direct a flying bovine to move one tablet. At the point at which the party implements this strategy they have four rounds before the horde arrives at their platform.

Successfully executing the tactic requires that the PCs have three things: situational awareness, an understanding of engineering and the "animal magnetism" to direct a bovine. These challenges combine into a single DC 13 skill check. Each team determines its own modifier to the check by adding the highest Intelligence modifier in the team with the highest Personality modifier and then adding a +1 if any member of the team is a Dwarf or has an occupation that would involve knowledge of engineering. The sum of these three modifiers is the group's net modifier.

Each team rolls once per round and reports success or failure. The Judge should write the results as they happen on a piece of paper visible to all players. A roll of a natural 1 – a

fumble – makes that team's next check an automatic failure. If at any point in the process, more than half the teams have failed more times than they've succeeded, they've made a critical error and the part of the tower on which they're standing collapses. (See below for the effects of falling from the tower.)

If the platform has not collapsed at the end of four rounds, all teams determine their rate of success as a percentage and then all teams average their collective percentages to determine the party's overall rate of success. This determines how many Slag hellion Swarms they have to face in skirmish combat:

>51% = 2 swarms

51%-74% = 1 swarm

75%+ = 0 swarms

If the PCs collapse the tower, then in game terms it means the wrong tablet was removed or a tablet was dropped in the absolutely wrong place and the platform they're on falls away, sending them all plummeting to the ground.

Any PC falling from the tower – either knocked from the tower during combat or because a section of the tower s/he is standing on collapses - must make a DC 13 Fort save. If the save is failed, s/he dies instantly from the fall. If s/he makes the save, s/he awakens in the Penumbic Glen but has suffered a disabling injury and must subtract -1 point each from Strength, Agility and Stamina.

Once the party fights the Hellion Swarms they are forced to face, they are teleported back to the Penumbic Glen.

Note: After their Chronicle 2 encounters, the PCs do not do a moral-making with Laylokan. Instead, when they are ready, he sends them into Chronicle 3. When they return from their Chronicle 3 encounters they will do a moral-making that covers both Chronicles.

2-3 Chronicle 3 Encounter

Once your party has readied itself, Laylokan rotates the wheel of the calendar so that the door inscribed with the "3" rune is oriented vertically. Then he addresses you: "In this Chronicle, you have the chance to learn how Grim Inchhyron was able to impersonate another god. But you must infiltrate his Foundry and observe him in a great act of making. When you have seen what was made, you will be returned here to the Penumbic Glen."

SIDEBAR: PLAYER CHARACTERS INSCRIBING NEW LAWS ON TABLETS

The players in all the playtests came up with the same strategy: they tried to inscribe a law on a fresh tablet that would counter the Hellion horde, hoping that their law would be enforced by some divine or mystical magic. Our playtest Judges thought this was very clever and rewarded this creativity – you should too! Your players may try to enact a law prohibiting Hellions from occupying the tower, or they may write a law that punishes all Hellions with execution – who knows what they'll come up with! The thing to remember when adjudicating these attempts is that the Hellions' assault is being commanded by Grim Inchyron, a demi-god. So, while enacting a law in Lamushea's place of power can and should have an effect, Grim Inchyron's own power should blunt that effect, limiting it to reducing the size and power of the Horde and preventing any scribed law from legislating it out of existence. Use Luck or Intelligence checks to determine how powerful an effect the players can derive from manipulating the mystical power of Law through their writ. Determine an appropriate DC for this check and award a bonus to the PCs if their law is cleverly written.

SIDEBAR: USING A STACKED-BLOCK TOWER GAME AS A PROP FOR ENCOUNTER 2-2

If your players direct the flying bovines to remove and drop tablets and you're a Judge who likes physical props in your game you can use a Jenga™-style stacked-block tower game to determine the outcome of their use of that tactic. The outcome of the stacked-block tower game will determine how many Slag Hellion Swarms the PCs have to face in skirmish combat on their platform.

Set up the stacked-block tower game. It should have 18 levels. To speed up the process and prevent the players from removing all the easy, center row blocks, remove alternating side blocks from rows 3, 8, 13 and 18. Stacked-block tower games are played in "moves." A move requires the player to remove one block from anywhere on the tower and position it back on top of the tower. In *World-Quest of the Winter Calendar*, these moves represent the PCs directing flying bovines to remove tablets and drop them on swarms of Hellions or let them fall away with imps aboard. Use your best improvised exposition skills to describe to the players what happens to the Slag Hellions' assault as players use the tactic against them.

Your players must take turns making moves in the stacked-block tower game – players cannot opt out or execute more moves than any other player. Keep a tally of the number of moves the players complete without collapsing the tower. The players may choose to stop at any time short of collapsing the tower. The number of moves they've completed when they choose to stop determines the number of Slag Hellion Swarms that attack the platform they're on: >21 = 2 swarms, 21-25 = 1 swarm, 26+ = 0 swarms. If the PCs fight off the swarms in skirmish combat, the rest of the assault passes them by and they are teleported back to the Penumbic Glen.



can affect him, think twice on your actions – this is a demonic demi-god and you cross him at extreme peril! Extreme!”

Nodding an acknowledgment of Laylokan's words, you take a step towards the door, then find yourselves kneeling in canoes made from carved frames of pumice stone covered with the single, intact skin of some giant snake or lizard. You're paddling across a huge swamp, winding your way through tufts of marsh grass and the bone-grey trunks of dead trees sticking up from brown-green water. Off in the distance you see that the swamp gives way to a set of rolling lowlands. One feature stands out from the land's gentle hills and swales: a Great Barrow, mounded up against a tilted rock formation, jutting up three score yards tall.

Then you see another watercraft coming your way: a flat, narrow barge carrying a fully-enclosed, two-wheeled cart hung with all manner of peddler's wares. The barge is harnessed to two giant frogs who tow it behind them as they leap from tuft to tuft. The frogs' deft dance is directed via a set of long reins expertly handled by a slender, foppish demi-human with pale-green skin.

The reins-holder is Nedanax, an elf, hedge-wizard and self-proclaimed "Purveyor of Precious Products."

Laylokan continues: "In this Chronicle you will be closer to the Architect of Anguish than ever before. You may be tempted to confront Grim Inchyron directly. I caution you: you may be able to affect the demon or you may not – existing only as part of a story he may be insubstantial. Remember, your main task is to survive so you can bear witness. Even if you

Nedanax is coming from Grim Inchyron's Undercroft where he filled an exceedingly large order for cast iron pots and other implements. Nedanax just completed the transaction and is celebrating – bottle in hand - two facts: that he profited handsomely and left the Undercroft alive. Unless attacked, Nedanax will volunteer information about his visit to the Undercroft:

- There's a “big making” being undertaken in the Undercroft - the Foundry Hall was tooling up as he was making his delivery.
- He can give the location of the delivery dock where he offloaded the iron. A short access tunnel leads from the dock straight into the Foundry Hall. He believes the tunnel is only used for accepting deliveries and thinks it will be empty.
- The Foundry Hall in full work mode is a hellish place full of smoke and heat and sparks and fire and acrid gases and molten metal and massive, hazardous machinery.
- He's a little remorseful about trading with demons and very fearful about the purpose to which Grim Inchyron is going to put the raw materials he delivered. Between draws on his bottle, he rationalizes his action with statements like “an elf's gotta make a living” and “if I hadn't sold him the iron, someone else woulda...”
- He thinks that “Someone REALLY oughta go learn what that ole devil is up to...” Just talking about it he starts to shake with fear and apprehension. He gets the trembling under control and says “Yep, somebody really, REALLY oughta find out what's goin' on. I'd do it myself if I was one of them hero-types instead of a simple peddler.”

Nedanax is happy to sell or barter supplies or equipment. He doesn't have much in the way of armor and only a few weapons, but he can supply any common piece of gear from Table 3-4 on page 72 of the DCC rule book. If the PCs state their intention to investigate the Foundry Hall, Nedanax will give them very favorable trade terms and will also recommend some items: glassware to fashion into goggles, oilcloth garments to protect their skin, wool scarves and mint tonic to soak the scarves in and wrap around their nose and mouth to protect their lungs. He'll offer the PCs a stiff drink – for free – to bolster their courage.

Following Nedanax's directions, the party can easily find the loading dock. The low silhouettes of their canoes combined with their approach by water guarantees stealth. There is a door by the dock positioned where the barrow mound meets the rock outcrop. It is unlocked and opens into a 30'



long tunnel that leads directly to the Undercroft's Foundry Hall.

The Foundry Hall is a voluminous workshop, just under half a furlong (300') across. It contains a foundry for smelting ore into metal, complete with a blast furnace and a large crucible. It also contains a smithy, a dye shop and a general workshop. The Foundry Hall is currently operating at peak capacity, with scores of every variety of imp, quasit and lesser fiend hard at work. Grim Inchyron is supervising from an elevated platform where he is also crafting something all his own.

With the Hall in full swing, the environs are just as hellish as Nedanax described: intensely hot, smoky, acrid and deafeningly loud. Molten metal boils in the furnace, crucible and molds, smoke billows everywhere, sparks fly and there is an industrial accident practically every time an imp or fiend turns around. In this chaos, it will require long and careful observation to determine what is being constructed. But all the minions in the Hall are intent on their work and there are plenty of places to hide, inviting little to no chance of being noticed.

If the PCs survey their immediate surroundings, they will have the opportunity to line their pockets with some valuable salvage. Piled in bins and scattered about the floor are:

- Five metal ingots of meteoric iron that have gone through the smelting process. Each ingot weighs 5 pounds and is worth 50 gp.
- A pile of dust and ash covered slag tailings. These tailings contain multiple metals, including small streaks of the extremely rare form of Mithril called Paladinium. This metal is a purely Lawful element and can be forged into armor and weapons anathema to Chaos. Many minions died disposing of these tailings and they steer well clear of the pile. Individual tailings weigh between ½ and 5 pounds and tailings have 10 gp worth of trace Paladinium per pound.

Upon examination, any Dwarf PC or PC with an occupation possessing knowledge of metals will immediately recognize the value of these materials.

Grim Inchyron's minions are crafting an artifact called the Hell-Forged Ferro-Zeffir – meteoric iron cast into the shape of a large, hollow bull without a head. By attaching wings, imbuing it with enchantments and fashioning a full-headed mask constructed from Lamushea's own severed head, Grim Inchyron will be able to appear in multiple locations all over the world at the same time. He will appear as Lamushea and only powerful Wizards, Elves and Clerics will be able to see through the illusion.

But learning this through hidden observation of the Foundry is a test of endurance. The party must withstand the conditions of the Foundry Hall for five rounds to learn what Grim Inchyron is up to. Each round they endure, including the first, free (no check) round, yields an observation. (See table on next page.)

To endure the conditions of the Foundry, PCs must make DC 10 Fort Saves. (If the party still has more than 8 surviving members, for the sake of time you may want to have your players roll one d20 for all the PCs they control and then apply each PC's modifiers to that one roll).

Roll = d20 ± Fort Save modifier +1 to +4 for improvised techniques for mitigating Foundry conditions -1 (cumulative) for each consecutive round withstanding conditions after the 1st vs DC 10.

- Award a bonus for each strategy or piece of equipment a PC utilizes to mitigate the Foundry Hall's conditions.

Typically this bonus should be +1, though a larger bonus should be awarded for particularly clever inventions.

- As time in the Foundry takes its toll, PCs roll their saves at a cumulative -1 each subsequent round after the first.

Any PC who fails her Fort Save falls unconscious. For each full round a PC spends unconscious in the Foundry, s/he must make a DC 10 Fort Save to avoid death from toxic fumes and heat stroke. (Improvised gear does NOT modify this roll).

Canny groups may decide to send just a couple of PCs into the Foundry at a time to avoid prolonged exposure. This is a good strategy, but if it is used, the Judge can choose to write those PC's observations on notes and prohibit the sharing of the written notes. This will force the party to piece together these individual bits of information into the full story of the crafting.

After his great invocation of “maker magic,” Grim Inchyron – exhibiting his usual megalomania – turns to his minions to make a speech

“My tremendous toil and selfless sacrifices have not been in vain – tomorrow I will launch this Hell-Forged Ferro-Zeffir, and with it, the greatest act of Diabolism ever conceived...”
(etc., etc.)

Truly bold PCs can seize the initiative and attempt to steal the Hell-Forged Ferro-Zeffir while Grim Inchyron is busy making his speech.

The PCs make Stealth checks using the rules for encounter 2-1. If the first check is successful, they sneak up to the Ferro-Zeffir. If the second check is successful, they slip inside the Zeffir's “cockpit.” Any failed check alerts Grim Inchyron's minions to the PCs' activity – the PCs get a surprise round before swarms of Barbed Imps and Slag Hellions and troops of Bituminous Quasits charge to attack. (Use stats from encounters 1-1, 2-2 and 2-1 respectively.)

Once they have climbed inside the hollow metal bull (maximum occupancy is two human- or dwarf-sized individuals or three individuals if two of them are elves or halflings), one occupant must act as pilot and operate the device using willpower. The inside of the cockpit is inscribed with runes and sigils of awesome and universal magics – understanding and manipulating the runes requires a DC 18 Intelligence test.

Observation		
Round	Step in the Crafting	Also Describe to Players
1 (Free)	Casting of torso, leg and tail pieces	Minions are still prepping molds when others pour the molten metal in, destroying their comrades.
2	Tempering of pieces	As the hot castings are dunked in water to cool them, steam shoots out of the tempering tubs, melting nearby Bituminous Quasits.
3	Joining of the pieces	Slag Hellions pound Barbed Imps into pilot holes, using them as rivets while the Slag Hellions, in turn, are sacrificed as solder for welds.
4	Assembly of wings	Scores of Barbed Imps are stapled together then bleached with acid to form great, white animated wings. As the acid is sprayed about, Bituminous Quasits are dissolved by careless overspray.
5	Completing the illusion	When the bull is complete, Grim Inchyron comes down from his platform bearing a rigid, full-head mask he has fashioned from Lamushea's own severed head. He attaches it to the bull and with a powerful gesture, he scribes a great, demonic Rune of Making in the air. There's a strobe of demonic light and a burst of brimstone. When the flash fades, standing on the foundry floor is a perfect mechano-magical illusion of Lamushea – the Hell-Forged Ferro-Zeffir.

Roll = d20 ± Int modifier +4 for PC with magic-related occupation +2 (cumulative) per additional PC with magic-related occupation vs DC 18

- Magic/mysticism-related occupations: any Elf occupation, Sage, Astronomer, etc. convey a +4 bonus to this test, and an additional +2 for each PC beyond the first that has a similar background to lend knowledge to the test.

On a roll of a Natural 1, the characters have raised the artifact high into the air only to experience a critical control failure. This sends it crashing to the Foundry's floor, destroying the Ferro-Zeffir - and the PCs piloting it - forever. Not a trace remains of them, and only a few rivets and hull fragments remain of the artifact.

Should they steal the device, it has the following statistics: Can carry 1000 lbs; +7 AC when flying in it, MV 40', fly 60'; melee +4, dmg 2d6; magical weapon; demons will not attack occupants unless said occupants take hostile action or act in a way that is obviously inimical to the demons' interests; imp wings wear out in 13 days and must be replaced.

Any of the following three conditions will teleport the party back to the Penumbra: 1) If the entire party falls unconscious they will be teleported at the end of the round following (necessitating one poison save). 2) The entire party spends three full rounds back outside the Foundry, or 3) Observing the entire crafting. If, after observing the completed crafting, one or more PCs make a "play" to steal the Hell-Forged, any PC can choose to run out of the Foundry and return to the Penumbra, either with or without the Hell-Forged Ferro Zeffir.

2-3a "Moral-Making" for Chronicles 2 and 3

The format of the second moral-making is the same as the first. The morals the PCs compose should cover the combined events of Chronicles 2 and 3. Before the two sides prepare and present their morals, Laylokan explains:

"This time, the moral that better captures the meaning of the events you witnessed will re-write the very roster of gods and patrons who populate the pantheons of your world!"

Once again, the Neutral-acting PCs decide - using whatever criteria they like - which moral Lawful or Chaotic was better. They bestow one of the three ratings, below, on the winning side:

Rating	Difficulty Class and Die
Marginally better =	Roll against a DC 12 using a d20
Significantly better =	Roll against a DC 12 using a d24
Vastly better =	Roll against a DC 12 using a d30

Have a player from the winning group compare the result to the "Gods and Patrons" table (see next page). Record any significant results from this re-telling on the Judges worksheet referring to the "Narrative Effects on the Campaign World" column, have the Laylokan NPC relate to the players how the world they return to will be different as a result of the roll.

GODS AND PATRONS

	Broad Effects on Campaign World	Roll	Effects on Game Mechanics
C H A O S	The Devil-Wraith of Grim Inchyron is introduced into the world. One god of Law (Judge's choice) vanishes from the pantheon. PCs who level-up to become Wizards or Elves automatically receive Invoke Patron and the Patron Bond Spell tied to the Devil-Wraith of Grim Inchyron. The head of one of the world's prominent Lawful orders is secretly a worshipper of dark Chaotic forces.	12-14	Casters receive a +1 bonus to spell checks when casting Invoke Patron in connection to Chaotic Patrons
		15-17	Chaotic Clerics receive a +1 bonus to all spell checks. Chaotic Clerics who incur deity disapproval subtract 1 from their roll on DCC Table 5-7. Casters receive a +1 bonus to spells checks when casting Patron Bond and Invoke Patron spells in connection with a Chaotic Patron.
		18+	Chaotic Clerics receive a +2 bonus to all spell checks. Chaotic Clerics who incur deity disapproval subtract 1d3 from their roll on Table 5-7. Casters receive a +2 bonus to spells checks when casting Patron Bond and Invoke Patron spells in connection with a Chaotic Patron.
N E U T R A L	Neutrality possesses the greatest influence. Both the Logos of Lamushea AND the Devil-Wraith of Grim Inchyron are introduced to the mortal world. The head of one of the world's prominent Lawful orders AND the head of one of the world's prominent Chaotic orders are both secretly worshippers of Neutral forces.	Fail	Neutral Clerics receive a +1 bonus to all spell checks. Neutral Clerics who incur deity disapproval subtract from their roll on Table 5-7. Casters receive a +2 bonus to spells checks when casting Patron Bond and Invoke Patron spells in connection with a Neutral Patron. Halflings and those with agrarian- or nature-related occupations add 1d3 points to their Luck. Animals, both normal and giant, are especially hale and hardy, receiving a +1 AC bonus and +1 hp per hit die.
L A W	The Logos of Lamushea is introduced to the mortal world and one god of Chaos (Judge's choice) vanishes from the pantheon. PCs who level-up to become Wizards or Elves automatically receive Invoke Patron and the Patron Bond Spell tied to the Logos of Lamushea. The head of one of the world's prominent Chaotic orders is a secret follower of Law.	12-14	Casters receive a +1 bonus to spell checks when casting Invoke Patron in connection to Neutral and Lawful Patrons
		15-17	Lawful Clerics receive a +1 bonus to all spell checks. Lawful Clerics who incur deity disapproval subtract 1 from their roll Table 5-7. Casters receive a +1 bonus to spells checks when casting Patron Bond and Invoke Patron spells in connection with a Lawful Patron.
		18+	Lawful Clerics receive a +2 bonus to all spell checks. Chaotic Clerics who incur deity disapproval subtract 1d3 from their roll on Table 5-7. Casters receive a +2 bonus to spells checks when casting Patron Bond and Invoke Patron spells in connection with a Lawful Patron.

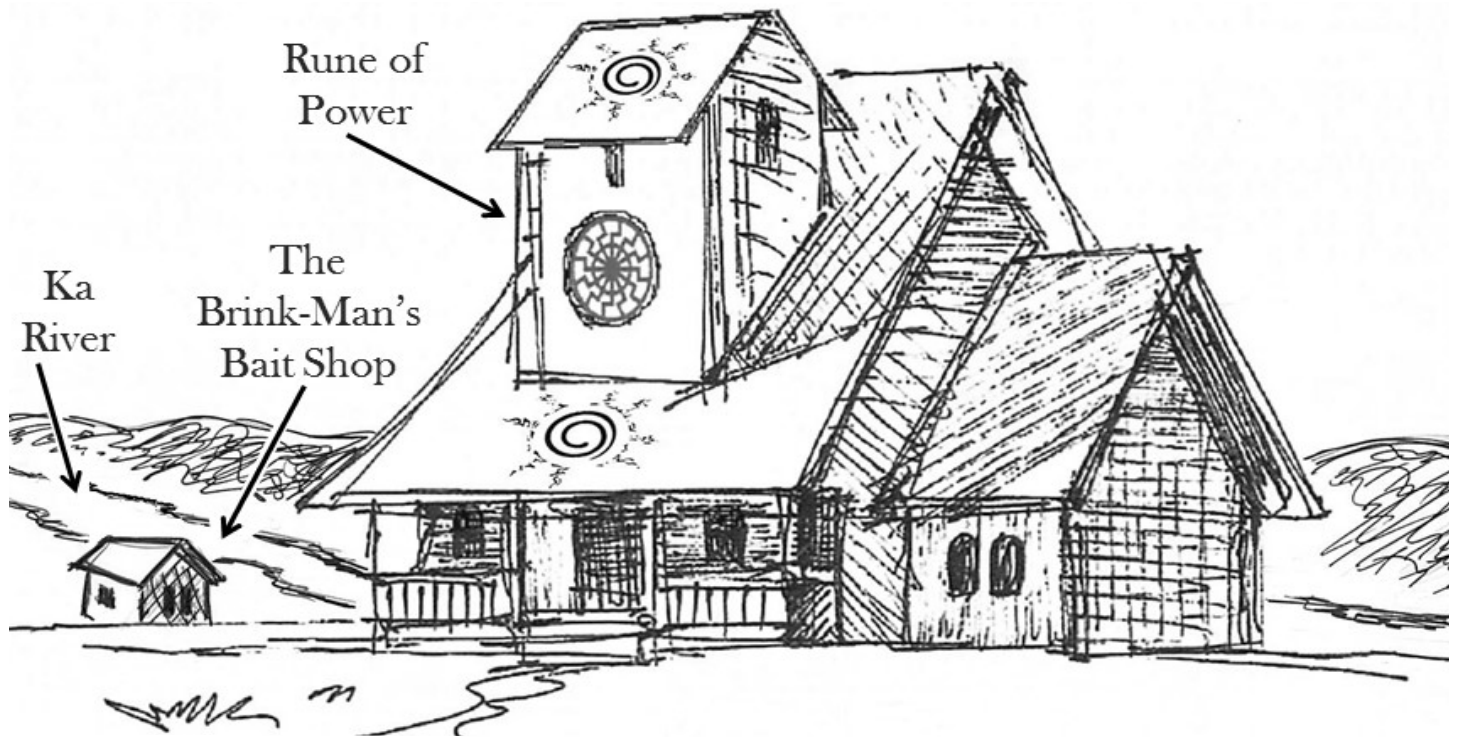
2-4 Chronicle 4 Encounter

By the time your group has assembled itself, Laylokan has already oriented the calendar to the fourth door. "In this Chronicle you must again bear witness to the world suffering at the hands of Chaos, but I can also tell you this: you have the opportunity to lessen that harm by taking action."

Then you find yourselves in Akaa, a village not unlike your own. But this village has been plunged into chaos – terrified screams can be heard from all corners and the smell of burning thatch wafts in every direction. You quickly learn the source of the chaos: in the village square stands Lamushea

the Law-Shaper directing his followers to destroy Akaa! Many of the villagers, conflicted but faithful, run to and fro with axes and brands, striking down any who attempt to contest Lamushea's judgment.

As you take in the scene, a stately, grey-haired woman creeps out of the shadows. She wears the insignia of Lamushea's priesthood. She identifies herself as Aarni, the Truth-Teller. "Please help us!" she croaks, the sound of her voice betraying the abuse she has suffered at the hands of villagers who once revered her as a god's spokesperson. "Something is amiss here! That is not the true Law-Shaper and this imposter has ordered his winged fiends to burn the Chapel of Akaa. Even the



villagers who execute the imposter's orders will not commit this heresy, but devils suffer no such inhibitions! If we don't stop them, we're all doomed – the Chapel is built around a seal that contains a great force of Chaos!"

If the PCs agree to go with A'arni, she leads them through the chaos-ridden village to the chapel. It's a one-and-a-half story building of wood and plaster sitting on a stone foundation. Built into the chapel's tallest wall is a stained-glass window depicting the rune of power that holds a force of Chaos in check.

A flock of Fuliginous Wing-Fiends are hard at work using brands to set the chapel on fire. If the chapel burns, the window will shatter and the rune's containment magic will fail. The Fuliginous Wing-Fiends are three feet tall with thick grey hide and fiery red eyes. Though naked and weaponless, the fiends' bat-wings give them clumsy but rudimentary powers of flight.

Fuliginous Wing-Fiends (special: ½ the number of PCs, rounded down): Init +1; Atk claws +1 melee (1d4); AC 13; HD 1d6; hp 6; MV 20' (on the ground), 20' (horizontal flight and diving) and 10' (climbing flight); Act 1d20; SP snatch-and-drop. SV Fort +2, Ref 0, Will +0; AL C.

The Fuliginous Wing-Fiends' preferred mode of attack is the snatch-and-drop: on a successful attack, the fiend grabs its opponent and then flies up 10' or more and drops the

grabbed individual, inflicting 1d6 of falling damage per 10' of altitude.

To confront the fiends, the PCs will have to find ways of neutralizing their flight advantage. They can scale the building's walls with a DC 13 Agility check, though climbing characters will be fighting the Wing-Fiends at a -4 penalty and any natural 1 attack roll will cause a character to fall from the walls, taking 1d6 hp damage for every 10'.

A nearby hut - with a sign reading "The Brink-Man's Bait Shop" - contains some items that could be of use in fighting flying foes: 2 fishing nets, 10 fishing lines and 4 harpoons (treat as javelins). A successful hit with a net forces a fiend to make a DC 13 Fortitude save or lose his flight ability; he will either be grounded (if already on land) or fall to the ground and take appropriate falling damage.) Netted creatures must make a DC 13 Fort save each round to escape the net. PCs receive a +4 bonus to hit netted targets. The nets can be used to trap creatures up to ten feet away. Fishing lines may be used to lasso or bind targets or as aides in climbing the chapel walls.

The chapel also contains useful items. The chapel font contains enough holy water for five uses. Holy Water does 1d6 points of damage to the Fuliginous Wing-Fiends and causes them to leave the encounter, flying off in agony and rage. The proximity of the stained glass window's protective rune of power allows a 0-level PC to use the holy symbols to

Turn Unholy as if s/he were a 1st-level Cleric, modifying the roll by his or her Personality modifier.

As an aside, the chapel regalia is valuable. Holy symbols are worth 50 gp apiece and on the altar there are also two censers inlaid with electrum worth 10gp each, a silver sacramental cup worth 7 gp, a fine candelabra worth 5 gp and an embroidered silk altar cloth worth 3 gp.

The Fuliginous Wing-Fiends apply themselves obsessively to the task of setting fire to the chapel. Only if netted or damaged will they engage in combat; any fiend that is forced to fight turns its full focus on the PCs. However, at least three will always stay focused on setting and stoking the chapel fire.

The chapel has 10 structural “hit points” left when the PCs arrive- for each round that the Fuliginous Wing-Fiends, work at torching it, it loses points. The PCs get one free round to get their bearings and observe the Fuliginous Wing-Fiends start their work. During this first round no structural points are lost. The number of structural points lost in subsequent rounds depends on the number of Wing-Fiends focused on destroying the chapel.

# of Wing-Fiends Engaged in Burning the Chapel	Structural Points Lost That Round
6+	3
4-5	2
1-3	1
0	None

If the PCs save the chapel from destruction by destroying or driving off the Fuliginous Wing-Fiends Aarni rewards any who wish to receive it with her blessing (Aarni will not bless any PCs who openly display – and refuse to return - items looted from the chapel- besides the holy symbols). The blessing heals 1d3 hit points and envelopes the party in a glowing halo of light. They emerge from this halo back in the Penumbic Glen.

If the Chapel sustains more than 10 structural hit points of damage, the fires have raged out of control. The stained glass Rune of Power shatters, freeing a force of Chaos that was contained generations ago. The power of Chaos unleashed causes everyone in the vicinity of the chapel to roll



a DC 10 Fort Save. Those who fail must then make a Luck check - a successful luck check indicates the character has survived with a minor corruption (see DCC RPG core rulebook p. 116); failure indicates the character is utterly corrupted and his/her body devolves into a squirming mass of Chaos-flesh. Those who make their save black out only to awaken back in the Penumbic Glen.

Note: The next moral-making occurs after the Chronicle 5 encounter and combines Chronicles 4 and 5.

2-5 Chronicle 5 Encounter

You're in a dark dwelling that reeks of foul workings and black energy. You are shrunk so small that the world towers above you and the view momentarily threatens to overwhelm your senses. Then this passes and you realize that you're in some kind of a sanctum. A giant divan looming as large as a Leviathan indicates that you are roughly the size of a mouse. You hear a familiar, vile laugh and see Grim Inchyron reclining on the divan and staring intently into a crystalline mirror. He adjusts several of the various gems set into the sides of this artifact, bringing into focus a view of first this village and then that city. He cackles with malicious glee as agents of Law follow through on the commands he gave them while posing as Lamushea. They burn, defile and destroy the institutions that they once held dear – institutions that made them “civilized.”

He reaches over to a coffee table, drawing your attention to a classic, bell-shaped, wire bird cage – as large as a gazebo to you. Imprisoned in the cage are many winged, elfin Sprites.



As you watch in horror, the Artificer of Anguish opens the door of the cage and reaches in. He snatches out a Sprite then thrusts it into his maw, crunching down once and then swallowing it, bones and all. He shuts the cage door and staggers away to refill his goblet of wine. As you follow his path, your eyes track across a vast field of thick, soft purple fronds. Beyond this field is a 20-story doorway through which Grim Inchyron exits. You cannot see beyond it, for the entire doorway is filled with the same aura of light that has accompanied each of your previous teleportations back to the Penumbra!

The PCs start in the corner of the room that's furthest away from the portal. The purple fronds are actually the strands of a plush carpet on the floor. These slow movement by half, so that moving through the carpet in a direct line to the portal exit is roughly the same distance as taking a right angled route around the carpet. The time needed to traverse

the room at an all-out run is 10 rounds, assuming the characters can travel 60 feet a round if they take no other actions besides a double-move.

As the PCs advance across the room, the Sprites will call to them from the cage – positioned 120' (4 feet in human scale) on a lefthand perpendicular off the straight-line path to the doorway. The Sprites implore the PCs in shrill voices to come and free them.

While Grim Inchyron will be out of the room for a good while selecting a vintage, there is another malicious creature in the vicinity: Sloucher, Grim Inchyron's Dire Rat minion. He is lingering nearby, hoping to score some cast-off Sprite bones.

The round after the PCs begin their trek across the room,

Sloucher slinks out of a crack in the wall and begins to stalk the PCs. He will take 2-3 rounds to carefully consult all five of his senses, making sure the PCs will be a good source of food and fun.

Sloucher the Dire Rat: Init +2; Atk bite +4 melee (1d8); AC 12; HD 5d8; hp 25; MV scamper 60'; Act 1d20; SP stealthy movement, gnawing; SV Fort +0, Ref +4, Will +0; AL C.

Relative to their reduced size, Sloucher is a gargantuan, terrifying death machine. His gnawing ability means that after a successful strike he gets +2 on the next attack against the same target.

To add to the PCs' difficulties, any melee attacks, agility checks and Reflex saves in the purple carpet field incur a -2 penalty.

Saving the Sprites

If the PCs decide to try to help the Sprites, they will face a dangerous climb up the coffee table on which the cage sits. Ascending the table to the cage requires three DC 12 climb checks, modified by a character's Strength or Agility, whichever is better. The three stages of the climb are: 1) floor to a horizontal brace spanning the legs of the table (the equivalent of 10' off the floor), 2) horizontal bracing to a set of decorative cross braces joining the legs of the table (equivalent of 20' off the floor), and 3) decorative cross-bracing to the tabletop (equivalent of 30' off the floor). Because of the overhanging lip on the table top, the last check is made at a -2 penalty.

If the PCs make it to the cage atop the desk, opening the cage door is a matter of working a simple latch mechanism. But it is stout and stiff, requiring a DC 15 Strength check to open. Up to 3 PCs may try to open it at once. Each additional PC after the first adds a +1 to the check, in addition to any strength modifier the PC has.

If freed, the Sprites will bestow 1d3 Luck to each of the PCs who climbed to the tabletop to save them and will gladly fly those PCs to the portal across the room. If the PCs wish to persuade the Sprites to try to save other comrades who didn't ascend the table, one of the PCs who was directly involved in their rescue must succeed at a DC 10 Personality check.

After ten rounds, Grim Inchyron returns with his goblet of wine and resumes his vigil at the mirror – the legendary Krytz. If the Sprites have not been freed, he will not notice

the PCs. But if the cage is open, he will fly into a rage and seek out the PCs, stomping them flat, one-by-one, shouting:

"Damn, pesky Brownies! I'll take cockroaches over 'em any day!"

Grim Inchyron makes no roll for this attack. Instead, the target must succeed at a DC 12 Reflex save or be instantly squashed flat like a bug.

Note: Any PC staring at the Krytz can see the images of Grim Inchyron ravaging the mortal world in the guise of Lamushea, and glean some sense of the function and operation of the Krytz artifact. This will afford that PC a +4 bonus to the Intelligence check required to use the Krytz as a scrying device (see Encounter 2-6, below). The PCs are currently too small to adjust the gems or handle the Krytz in any meaningful way.

2-5a "Moral-Making" for Chronicles 4 & 5

Conduct this re-telling in exactly the same manner as the previous two. Before the two sides prepare and present their morals, Laylokan explains:

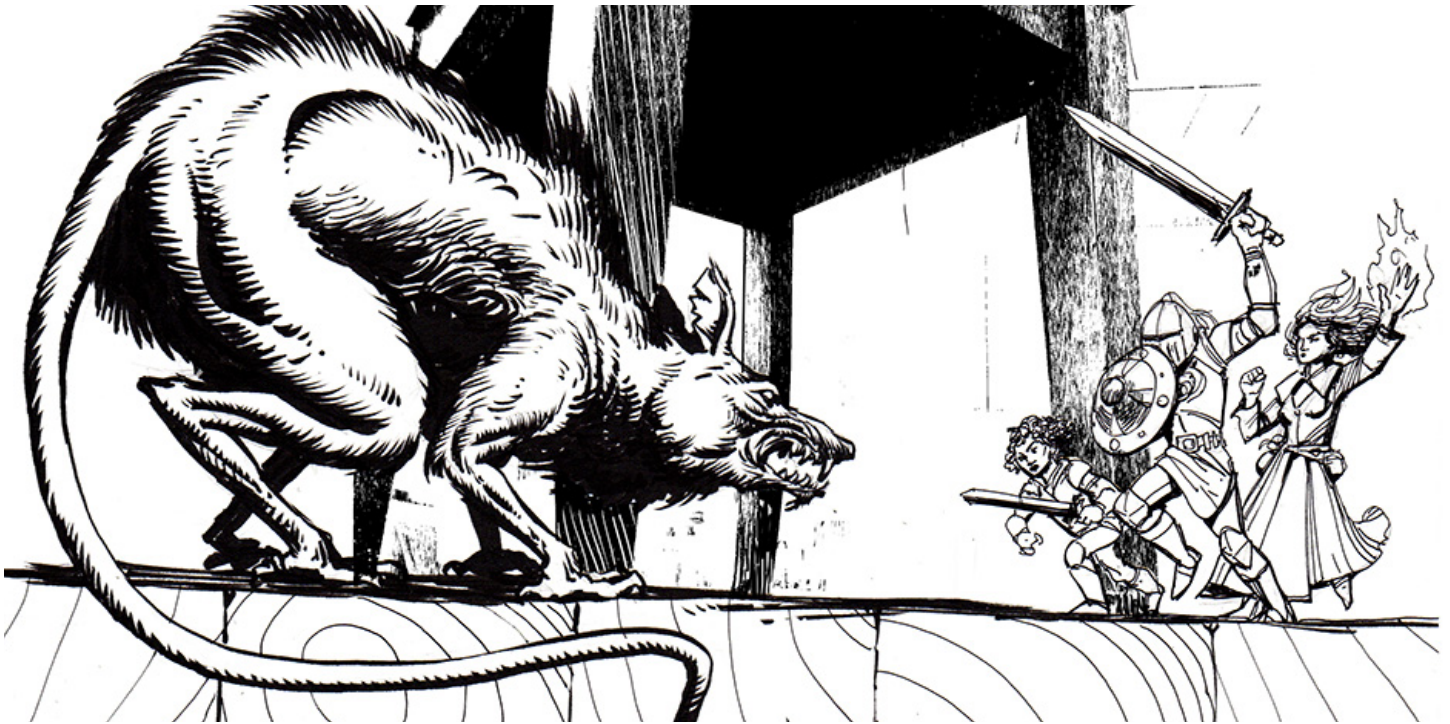
"The lessons you learned this time around will determine the influence that war and conflict have on the mortal world when you return to it. Whether violence is a force for order in your land or a daily source of fear and chaos will be decided by what you say!"

Rating	Difficulty Class and Die
Marginally better =	Roll against a DC 12 using a d20
Significantly better =	Roll against a DC 12 using a d24
Vastly better =	Roll against a DC 12 using a d30

Compare the result of this roll on the War & Racial Conflict Table

2-6 Chronicle 6

You find yourselves in a dank basement. Painted on the walls are the holy symbols of Lamushea the Law-Shaper. A crudely-crafted altar sits at one end and the rest of the damp space is filled with rickety, makeshift pews. A young priest in the vestments of Lamushea is imploring a group of commoners to join him in a prayer – a prayer that forgives the Law-Shaper for dealing in false justice. Lamushea's priests, disgraced and persecuted, have figuratively and literally taken their worship "underground."



WAR & RACIAL CONFLICT

	Broad Effects on Campaign World	Roll	Effects on Game Mechanics
C H A O S	Peace is impossible to maintain. Barbarian tribes invade civilized nations at any opportunity. Feudal lords attack each other at the slightest provocation. Diasporas range across populated lands ravaged by war.	12-14	Combat is savage and deadly. All rolls for critical hits are made with a +1 bonus to the roll.
		15-17	Combat is savage and deadly. All rolls for critical hits are made with a +1 bonus to the roll. All threat ranges are increased by one. Elves receive a +1 to Personality.
		18+	Combat is savage and deadly. All critical hits are rolled one die higher on the die chain. All threat ranges are increased by one. Elves receive a +2 to Personality; Dwarves receive at -1 to Personality.
N E U T R A L	Warfare is eschewed because of its potential to destabilize the balance and its destructive effect on Nature. All beings are acknowledged as having a niche and no creature is held another.	Fail	PCs receive a +2 to their die roll for all non-lethal combat: grappling, unarmed combat and subduing strikes. Casters using non-lethal attack spells such as Sleep or Paralysis receive a +2 to bonus to their spell check. Anyone inflicting harm or administering a coup de grace on a helpless foe must roll a DC 12 Fortitude Save. A failed save results in a Greater Corruption and a successful save still results in a Minor Corruption.
L A W	Warfare is a prime instrument of order but the best offense is a good defense. The most strongly governed nations have the best-trained armies and use them to expand their empires and maintain order. Military Orders have great prestige and influence.	12-14	Shields improve armor class by 2 instead of 1.
		15-17	Shields improve armor class by 2 instead of 1. All Mighty Deed attempts in the categories of Defense, Disarming and Rallying are rolled one die higher on the die chain. Dwarves receive a +1 to Personality.
		18+	All of the effects from the 15-17 die roll category, plus: Warriors, Elves and Dwarves receive a +1 to die rolls for HP increases. Dwarves receive a +2 to Personality; Elves receive a -1 to Personality.

The service begins with the crowd kneeling while the boyish-faced priest chants his prayer. But quickly shouts of "Liar!" and "Where is the false god Lamushea?" and "Why has he betrayed us?" ring out from different corners of the assembled worshippers. The priest tries to calm the crowd but pockets of attendees abruptly stand and start to push aggressively toward him, seething with violence. The young priest lifts his hands and shouts for order:

"Friends, even if we have been betrayed by our god, should we put away the principles we hold in our hearts? No! We must hold fast - transcend rage and bitterness and forgive, forgive even our own god! When Law fails us, Mercy must prevail! And what is Mercy except self-sacrifice? The path forward is clear: a willing sacrifice must be made! Will one of you sacrifice him- or herself to redeem Lamushea?"

For a moment, the priest's words give the crowd startled pause. Then the moment passes and the crowd yells in rage and frustration and surges forward, no longer just a crowd, but a mob.

The priest has presented a transcendent path through the injury Grim Inchyron has done to the mortal world. By invoking forgiveness he has initiated a divine rite. But he is now in mortal danger. Left unchecked, the angry mob will dismember him. If they do, the holy rite of self-sacrifice will not be completed and the world will continue the plunge into darkness that Grim Inchyron has set in motion. Pressing forward violently against the priest in clumps of 2-4 and armed with clubs and knives are 10 commoners and peasants:

Enraged Commoners (10): Init +0; Atk +0 melee (1d3); AC 10; HD 1d4; hp 3; MV 30'; Act 1d20; SP: none; SV Fort +0, Ref +0, Will +0; AL L.

The PCs must find a way to defuse the situation and protect the priest by force of arms or by dint of Personality and, at the same time, complete the rite. If five or more PCs stand in defense of the priest by forming some kind of defensive line or redoubt, it enables one of the PCs to try defuse the situation with a DC 12 Personality check. The Personality check can be done using one of two approaches: intimidation or pacification.

If they use intimidation:

Roll = d20 ± Pers modifier +1 / PC with 12+ Str + net sum of Str modifiers of PCs standing in defense ± modifier equal to net difference in # of PCs standing in defense (compared to 10) vs DC 12

That is, the PCs receive a cumulative +1 bonus for every PC with a strength over 12 and also a modifier equal to the net sum of the Strength modifiers of the PCs' standing in defense of the priest. In addition, the size of the PC group is compared to the mob's 10 members and the difference is applied as a bonus or penalty to the roll. (For example, if 12 PCs stand in defense, the party adds a +2 bonus to their check. If only 8 stand in defense, they incur a -2 penalty.)

To attempt pacification, one PC must take the lead:

Roll = d20 ± Pers modifier + sum of positive Pers modifiers of PCs standing in defense +1 per holy item displayed from Chapel of Akaa +2 if lead PC has a "persuasive occupation" +1 to +4 role-playing modifier (as applicable) vs DC 12

That is, the lead PC's Personality check receives a bonus equal to the sum of positive Personality modifiers of the PCs standing in defense of the priest. If PCs display the holy symbols or holy water from Encounter 2-4, they gain an additional +1 bonus for each item so displayed. In addition, if the lead PC has an occupation that deals in persuasion, s/he receives a +2 bonus to their checks. In addition, the GM should have the PC roleplay what s/he does to pacify the mob. The Judge should award bonuses as appropriate, particularly for entreaties to Lamushea's dogma of peace and order through lawful strictures.

If the PCs fail to calm the mob or defeat it in combat, it will beat the priest to death- he is sworn to do no violence to a mortal and will not defend himself. Any surviving PCs will each lose a Luck point and be returned to the Penumbra.

If the crowd is subdued or calmed, the priest continues his sermon:

The stripling priest wipes sweat from his brow and says in a shaky voice: "Who amongst us is capable of the ultimate act of forgiveness? Who can show the Mercy that our god forsook? Who will embody selflessness and sacrifice himself for Lamushea? Who among us will give his very life in order to prove that our faith does not yield, that our trust cannot be destroyed, that we are greater than the woes that may beset us - no matter what - even if those woes come from the very god who promised us deliverance?"

Completing this holy rite invoked by the priest requires a volunteer to willingly forfeit his or her life.

If one or more PCs volunteer, read the following, then con-



tinuing seamlessly with the next section of read-aloud text after this one:

As soon as you give yourself up to forgiveness of Lamushea, you feel your body flash with searing - but somehow painless - heat and you are illuminated by an unearthly radiance. Your senses are consumed in a lightning flash and the stunning sense of a tremendous impact!

The PC who makes the sacrifice is *dead*, consumed in a nimbus of white flame. If more than one PC volunteers at the same time, all are consumed in the flame, but only the PC with the highest Personality dies. The other PCs who sacrifice themselves receive a permanent +1 to their Personality and Luck ability scores.

Someone may ask: “Why doesn’t the priest sacrifice himself?” The young priest, (named Gerhan), is willing to do so but once the crowd turns into a mob he doesn’t believe that anyone will help him to conduct the ritual properly. But if a PC agrees to assist, Gerhan will give them his ceremonial dagger and take off his vestment, placing himself on the altar and letting his life feed forgiveness for Lamushea. The Judge should have the PC make a DC 12 Personality check

to complete the sacrifice with skill, awarding a bonus for the PC’s Occupation if that Occupation relates to understanding the divine nature of things (eg Alchemist, Astrologer, Grave Digger, Mendicant, Shaman, etc.). If the check is failed, the PC is included in the sacrifice and disappears along with Gerhan in a blaze of mystical light.

If no PC volunteers, one innocent little girl named Pannihoo steps forward and volunteers. She does it so quietly, and with such humility, that it takes several moments for the assembled crowd to even realize what is happening. Then, she disappears in the nimbus of white flame while her parents weep. Even the young priest will shed a tear, though he is bound by duty to the sacrifice.

Even if both Pannihoo and Gerhan are somehow prevented from making the sacrifice, the PCs will move to the next part of this encounter; after all, across the wide world, other congregants are sacrificing themselves for the redemption of Lamushea.

Regardless of who makes the necessary sacrifice, the completed rite means:

You appear back in Grim Inchyron’s sanctum, almost the same as you had left it before, but this time you are full-sized. The demon lies on his back, moaning and twitching. He’s clearly been struck by some magisterial force-- and you realize that (name of sacrifice)’s profound act of selflessness has stunned and defeated the Architect of Agonies. On the table before you, you see the Kryzt, still shimmering with the after-effects of the lightning-essence that it channeled – the force that struck down Grim Inchyron.

Whoever sacrificed him- or herself was literally transformed into pure redemptive force. Lamushea’s essence, contained within the Kryzt, was able to guide that force through the artifact and direct it at Grim Inchyron. The power of this force struck down Grim Inchyron and now, before the PCs’ very eyes, it decorporealizes him. Turing to smoke, his spirit peels out of his body and dissipates into the air.

The blinding shimmer emanating from the Kryzt slowly fades. As the PC’s eyes adjust they realize that a figure has appeared in the chamber who wasn’t present before; it is Laylokan, the same as he appears in the Penumbic Glen. Laylokan does not notice the PCs and nothing they do can gain his attention. He looks around and makes a single, self-reflective remark:

“And thus do I take up the duty of weighing the cost required to bring Balance to the Eternal Struggle. I shall fashion an Advent to commemorate these events and contain the powers

of both Law and Chaos that have brought such destruction to the worlds through their constant warring. Bearing this Advent is the cost of my creation - every birth comes with a price that even the gods must pay.”

The PCs have two rounds before they are transported back to the Penumbic Glen. If anyone handles the Krytz during these two rounds, their return is delayed until their interaction with the Krytz is completed. In addition to the Krytz, there are valuable luxury items that the PCs could loot from the sanctum: a goblet with inset gems worth 100 gp, a rare earthen jug of mead brewed by a monkish order dedicated to the god Sakanta worth 60 gp, a tea service carved from obsidian and inlaid with silver worth 50 gp and a set of silver serving utensils worth 20 gp.

If the PCs Try to Take Possession of the Krytz

The Krytz is a mirrored sheet of crystal enclosed in a thick frame of a silver-hued metal that is harder than steel and not of this world. Circumscribing the frame are 13 round gem settings, inset with 13 precious stones carved into letter-like shapes. The pane of the mirror shifts from one scene to another, scanning the mortal world. The device is still crackling with menacing sparks.

The Krytz’s thirteen gems are each carved into the shape of a rune. The runes are readable in the Common language as the letters T, D, O, P, U, J, C, E, W, I, R, G and L. The back of the Krytz has an engraved inscription written in Ordinal - a primal language of Law that can be understood by all creatures – that gives a clue to how to safely operate this powerful Artifact of Law:

Understanding comes through an ordering of the senses. Only then can the universe itself be ordered. Signify order and you will see with crystal clarity.

Anyone picking up the Krytz must first touch gem-letters in an order that spells out a concept of Law such as EDICT,

SIDEBAR: WHAT THE @#\$\$%^ JUST HAPPENED!?!

If you wish, as Judge, you can explain to the PCs what they’ve seen: the mystical interaction of a metaphysical trinity of Law (the Krytz, containing Lamushea’s essence) Chaos (Grim Inchyron) and self-sacrifice as a force for Balance has given form and “licensure” to a new, Neutral God of “Weighing the Cost of Balance.”



WRIT, CODE, RULE, etc. A gem can only be touched once, so spelling out “ORDER” or “PRECEPT” does NOT work.

Handling the Krytz for more than a round without first touching a correct sequence of gems will result in the character being exposed to a metaphysical force composed of divine wisdom. Since no mortal mind can comprehend or contain an infusion of divine awareness, a PC subjected to this metaphysical force must make a Will save at DC 12. If successful, the PC loses 1d3+1 points of Stamina and falls unconscious. If the save is failed, the PC’s brain will literally be melted in his or her head. His or her drooling, rudderless body will fall vegetatively to the floor with no possibility for restoration.

Once able to handle the Krytz, a PC acquainted with arcane arts (such those with the Astrologer or Shaman occupations) may roll an Intelligence check to attempt to use as the Krytz a scrying device. The result of this check is substituted for the Spell Check for the 1st level Cleric Spell Second Sight.

2-6a The Final “Moral-Making”

After the PCs exit the sixth Chronicle, they come before Laylokan for one final moral-making. He says:

“What understanding have you gleaned from this story in its entirety? What lessons do you draw from the miracle you beheld, whether viewed through the eyes of Lamushea – whose divine essence lives on within the crystalline mirror – or through the eyes of Grim Inchyron, whose wraith-like spirit still inhabits the calendar? It is time for you to determine the ultimate meaning of this Sacred Mystery. That meaning will

define the very nature of morality and ethics in the world you return to.”

Conduct this re-telling in exactly the same manner as the previous three.

Using the “Narrative Effects on the Campaign World” column, have Laylokan relate to the PC’s how the world they return to will be different as a result of the roll.

Rating	Difficulty Class and Die
Marginally better =	Roll against a DC 12 using a d20
Significantly better =	Roll against a DC 12 using a d24
Vastly better =	Roll against a DC 12 using a d30

MORALITY AND ETHICS

	Broad Effects on Campaign World	Roll	Effects on Game Mechanics
C H A O S	The social order is characterized by instability and rampant debauchery. No respect or deference is paid to virtue, in fact the very concept is subject to constant challenge. Individuals constantly question what is moral and acceptable and explore where these lines are drawn through all manner of depravities. Religion is pure politics and has no moral authority.	12-14	Chaotic Clerics incur a -1 penalty to spell check rolls to use Lay on Hands on a Lawful subject.
		15-17	Chaotic Clerics incur a -2 penalty to spell check rolls to use Lay on Hands on a Lawful subject. Once per day, Chaotic Clerics may re-roll one spell check to try to avoid deity disapproval (the spell still fails regardless).
		18+	Chaotic Clerics incur a 2 penalty to spell check rolls to use Lay on Hands on a Lawful subject and a +1 bonus to Lay on Hands checks on a Chaotic subject. Once per day, Chaotic Clerics may re-roll one spell check to try to avoid deity disapproval (the spell still fails regardless). Lawful clerics who incur deity disapproval also suffer a minor corruption
N E U T R A L	Neutrality is the overriding philosophy and notions of good and evil are nuanced and often unclear.	Fail	Clerics roll to Turn Unholy one die lower on the die chain (a d16 instead of a d20). Detect Evil and Protection from Evil spell checks are made at a -1 penalty to the die roll. Neutral casters roll one die higher on the die chain when casting all other Detect spells, divination spells (eg Read Magic and Second Sight) and illusion spells (eg Mirror Image).
L A W	The social order is characterized by narrow, prim mores and a strict class system. Individuals know exactly how they are expected to behave and there is no tolerance for deviation from the norm or aspirations beyond one’s station. The moral authority of religion is absolute, making theocracy the dominant form of government and the forces of Law dominant in these religious oligarchies.	12-14	Lawful Clerics incur a -1 penalty to spell check rolls to use Lay on Hands on a Chaotic subject.
		15-17	Lawful Clerics incur a -2 penalty to spell check rolls to use Lay on Hands on a Chaotic subject. Once per day, Lawful Clerics may re-roll one spell check to try to avoid deity disapproval (the spell still fails regardless).
		18+	Lawful Clerics incur a 2 penalty to spell check rolls to use Lay on Hands on a Chaotic subject and a +1 bonus to Lay on Hands checks on a Lawful subject. Once per day, Lawful Clerics may re-roll one spell check to try to avoid deity disapproval (the spell still fails regardless). Chaotic clerics who incur deity disapproval add an extra 1d3+1 to the dice they roll on the disapproval table.

Concluding the Adventure

With the Chronicles finished, Laylokan will gesture toward the seventh and last door on the calendar, explaining that it is now unlocked. Passing through it will take the PCs back to their world.

Before the surviving PCs leave the Penumbra, Laylokan will bestow upon each one a parting gift. He will pluck a single leaf from the amber birches and whisper an enchantment, attuning that leaf to the PC who receives it. The leaf now has the power to turn back time for the PC. When dropped to the ground in the mortal world, the leaf allows the PC to re-roll a single die roll and take the higher of the two results. Each leaf only works for the PC to whom it was given.

Through their experience exploring the Chronicles, the PCs have also unknowingly forged mystical connections with the two most powerful inhabitants of the calendar: The Logos of Lamushea and the Devil-Wraith of Grim Inchyron. Both

of these divinely-powered beings desire to regain their influence over the mortal world. This makes both of them eager to bestow their Patronage on one or more of the PCs. (Patron write-ups for both can be found in Appendix D.)

The PCs have also restored the memory of the story behind the Sacred Krytz Mystery to the mortal world. However, this restored memory is reflective of the PCs' interpretation of the story. The PCs' meaning-making acted as a ritual incantation that activated the power inherent in the calendar and its divinely-powered denizens, producing a powerful magical effect. This magic re-shaped the mortal world on a fundamental level, turning it into a representation of all the varied meanings that the PCs derived from the Chronicles. As Judge, you can decide that returning to the mortal world from the Penumbra imparts to them an instantaneous, full understanding of how they have re-shaped their world from the one they left. Alternately, you can choose to reveal these differences to them over time, as they embark on their new careers as full-fledged, first-level adventurers.

Appendix A: Judge Worksheet - Recording Effects of the Moral-Making on the Campaign World

Theme, Chronicle(s) and Moral-Making Encounter #	Moral-Making Alignment	Broad Effects on the Campaign World	Effect on In-Game Mechanics (From Moral-Making Encounters)	Judges Notes: What Your Campaign World Looks Like with This Effect (Refer to ideas in Appendix B)
<p>GOVERNMENT AND INFLUENCE</p> <p>Moral-Making Encounter 2-1a about Chronicle 1</p>	CHAOS	Anarchy is widespread. Any centralized power is short-lived; revolutions are frequent and violent. Most governments are quickly corrupted and no lineages rule for long without their claim being disputed.		
	NEUTRALITY	Individual liberty combined with a belief in using the least amount of control to create the collective good trumps any other concepts of legitimate political power. Harmony in Nature is held up as the best guide for good governance.		
	LAW	Governments achieve control easily. The people depend on government and have great faith in it. They support long reigns but corrupt rulers are quickly replaced through regime change. However, individual rights and freedoms are subsumed to the needs of the polis.		
<p>GODS & PATRONS</p> <p>Moral-Making Encounter 2-3a about Chronicles 2 & 3</p>	CHAOS	The Devil Wraith of Grim Inchyron is introduced into the world. One god of Law (Judge's choice) vanishes from the pantheon. PCs who level-up to become Wizards or Elves automatically receive Invoke Patron and the Patron Bond spell tied to Devil Wraith. The head of one of the world's prominent Lawful orders is secretly a worshipper of dark Chaotic forces.		
	NEUTRALITY	Neutrality possesses the greatest influence. Both the Logos of Lamuesha AND the Devil-Wraith of Grim Inchyron are introduced to the mortal world. The head of one of the world's prominent Lawful orders AND the head of one of the world's prominent Chaotic orders are each secretly a worshipper of Neutral forces.		
	LAW	The Logos of Lamuesha is introduced to the mortal world and one god of Chaos (Judge's Choice) vanishes from the pantheon. PCs who level-up to become Wizards or Elves automatically receive Invoke Patron and the Patron Bond spell tied to the Logos of Lamuesha. The head of one of the world's prominent Chaotic orders is a secret follower of Law.		

Judge Worksheet – Recording Effects of the Moral-Making on the Campaign World, Page 2

Theme, Chronicle(s) and Moral-Making Encounter #	Alignment that Wins Moral-Making Contest	Broad Effects on the Campaign World	Effect on In-Game Mechanics (From Moral-Making Encounters)	Judges Notes: What Your Campaign World Looks Like with This Effect (Refer to ideas in Appendix B)
<p>WAR & RACIAL CONFLICT</p> <p>Moral-Making Encounter 2-5a about Chronicles 4 & 5</p>	CHAOS	Peace is impossible to maintain. Barbarian tribes invade civilized nations at any opportunity. Feudal lords attack each other at the slightest provocation. Diasporas range across populated lands ravaged by war.		
	NEUTRALITY	Warfare is eschewed because of its potential to destabilize the Balance and its destructive effect on Nature. All beings are acknowledged as having a niche and no creature is held above another.		
	LAW	Warfare is a prime instrument of order but the best offense is a good defense. The most strongly governed nations have the best-trained armies and use them to expand their empires and maintain order. Military Orders have great prestige and influence.		
<p>MORALITY & ETHICS</p> <p>Making Encounter 2-6a about Chronicle 6</p>	CHAOS	The social order is characterized by instability and rampant debauchery. No respect or deference is paid to virtue, in fact the very concept is subject to constant challenge. Individuals constantly question what is moral and acceptable and explore where these lines are drawn through all manner of depravities. Religion is pure politics and has no moral authority.		
	NEUTRALITY	Neutrality is the overriding philosophy and notions of good and evil are nuanced and often unclear.		
	LAW	The social order is characterized by narrow, prim mores and a strict class system. Individuals know exactly how they are expected to behave and there is no tolerance for deviation from the norm or aspirations beyond one's station. The moral authority of religion is absolute, making theocracy the dominant form of government and the forces of Law dominant in these religious oligarchies.		

Appendix B: Tables of the Narrative Effects of Moral Making on Campaign Worlds

CHAOS		
d11	Category	Effect
1	Government	All governments evidence layer upon layer of corruption. Secret political orders vie with each other for the real political power. Assassination, character assassination and political sabotage are the primary tools of statecraft.
2		Governments operate under the patronage of evil gods and demons. Populations are ruled through terror and random cruelty; a “blood tax” is levied on all subjects.
3	Gods & Patrons	Total, open war has broken out among the gods; this war has shattered the boundaries between the mortal and divine spheres and made the world into the gods’ battlefield.
4		A god’s power is directly determined by how many followers s/he has, creating a vast marketplace of worship. Temple Districts dominate all settlements and in these districts the gods themselves make “sales pitches” in an effort to sign up more worshippers.
5	Warfare	There are no large civilizations; small, fortified keeps dot the landscape. Warlords maintain their military forces through oppressive feudal systems. These warlords sometimes band together for mutual defense but more often prey on each other.
6	Morality and Ethics	Public events are wild, violent Bacchanals marked by mob violence, property destruction, narcotic use and other debaucheries
7	Land & Weather	Violent storms and other extreme weather, such as droughts, appear frequently, quickly and without warning; earthquakes shake the continents.
8		There is no order or reason to nature: some continents float in the air, some seas boil, time moves faster or slower in some locales, lakes are filled with blood or wine and the world is rent open in random places, oozing raw magic
9	The Races	An over-abundance of Chaotic patrons has hybridized the Elvish races into omni-corrupted ½ demons that are reproducing so rapidly that the world is on the verge of being overrun
10	Metaphysics	A magical corruption-plague sweeps across the land, defying any attempts to cure it.
11		All creatures are subject to rapid, magical mutation triggered by any physical change: the blood flow from a wounds morphs into snake heads, the gap created by a tooth being knocked out fills with a functional eye, an individual defecates a tail, etc.

NEUTRALITY		
d11	Category	Effect
1	Government	Fairness is an immutable principle of governance. Each settlement has a Market Square of Balance as its highest authority. There, any and all choices or actions can be approved on the condition that those affected by that choice or action receive fair compensation.
2		The Law of Nature is an immutable principle of governance. Human and demi-human lands must answer to a governing body of animals called the Council of Beasts.
3	Gods & Patrons	The gods are forbidden by divine law to interfere in the affairs of mortals. Lawful and Chaotic Clerics still act as liaisons between mortals and the gods but receive no spells.
4		A secret order of wizard-assassins punishes gods who interfere in mortal affairs. They possess wondrous technology that negates divine power.
5	Warfare	The only organized armies are ancient coteries of mercenaries who fight on contract; these contracts are known for having many loopholes and termination clauses.
6	Morality & Ethics	Taverns and inns have satirical names and signs that lampoon symbols of Law and Chaos: the aristocracy, the clergy, lawful gods, major demons, etc.
7		Art is seen as the purest expression of individuality and is revered. Settlements abound with sculpture, murals and mosaics. Every city claims an “artistic wonder of the world.” Punishment for major offenses can be avoided by invoking the “performance art defense” and proving the artistic merit of an act.
8	Land & Weather	There is a ubiquitous, gentle wind in every corner of the land. The smell and feel of this continual breeze makes one feel relaxed and content.
9	The Races	Races of humanoids formerly considered “evil” – orcs, goblins, etc. – co-inhabit the civilized lands with humans and demi-humans. They have organized their own petitioner groups and guilds.
10		Halfling culture is considered the most evolved and the race has produced an abundance of evangelists who spread a gospel of “live and let live” mixed with mild hedonism.
11		Divine magic” (cleric spells) is wielded by shamanistic wizards called “witches” and “warlocks” and involvs spell burn, misfire and corruption.

LAW

d11	Category	Effect
1	Government	A gridwork of tall, ancient, sturdy, ivory walls demarcate the borders of every civilized land and are staffed by efficiently bureaucratic guards who carefully record and tax all border crossings.
2		All civilized lands are ruled by Priest-Kings whose every utterance is written into law and who pass down guidance and mores directly from the Pantheon of Law
3		Wizardry is outlawed, its unpredictability considered anathema by society. Wizards are hunted and Elves are regarded with great prejudice and must carry registration papers.
4	Gods & Patrons	The Pantheon of Law resides in the mortal world in a great temple atop the highest mount or in a city under the sea or a citadel floating in the sky; all know the location of their domicile.
5		The gods of Law have mated freely with mortals, spawning a sizeable race of demi-god heroes who walk upon the lands, equaling the highest kings in power, influence and might.
6	Warfare	Open warfare is extinct, replaced by a huge, live gladiatorial game resembling Chess or Go. This game is used by all factions to settle disputes.
7	Morality & Ethics	Social interactions are defined by formal greetings, titles and gestures; large gatherings involve complex introductions involving caste and ancestry, intricate dances and orchestrated music.
8	Land & Weather	The land is a continuous series well-kept agrarian steadings, each bordering the next with healthy hedgerows, husbanded forests and canals and connected by exceptional roads.
9		An administrative order of priests control and regulate the weather, maintaining a fair distribution of rain, sun, wind and snow, facilitating travel and trade.
10		Cloud formations are always uniform, symmetrical and well ordered. The color of the sky is always medium blue and clouds are always white, even when there is rain or snow.
11	The Races	Dwarves are considered the apex of civilization, and Dwarvish culture has evolved to evidence moderation in drink and speech and it frowns upon garish displays of wealth. Dwarvish Major Domos are highly prized among the rulers and nobles of other races.

Appendix C: New Class - Zvart



You are a short, lithe, olive-skinned demi-human with a subtle animal cast to your features and an untamed curiosity and zest for life. In fact, the name “Zvart” in your native tongue means “high-spirited people”. You are a fae race - distant relatives of the Elves. While you claim no bonds of kinship with your elf “cousins,” like them you have an inherently magical nature and a toxic reaction to iron. You are at home in the wintry, twilight forests and steppes of Varjoma, but living in the wilds has not made you reclusive. Your small, 4 1/2 foot stature makes you cautious and canny about potential danger, but an insatiable sense of wonder drives you to explore new places and meet new people. You are warm company, quick-witted and always eager to make a fair trade of bits of lore or goods and services.

Zvart society has been equally shaped by the demands of life in the hinterlands and the quest to create civilization. Zvarts aspire to high-minded pursuits of art and invention. They are a good-humored people, quick to jest or play pranks on one another and quick to break into song or proffer a drink. Zvarts are even-tempered and slow to anger. Even as they cultivate a civilized society, the Zvarts maintain a close relationship with the natural world. Their society’s success is bolstered by their skill as traders. They are aided in efforts to ensure the safety of their settlements by a magical nature that can influence the fortune of others, imparting an ill luck that thwarts enemy endeavors.

If you ask a Zvart, most will tell you that theirs is the perfect life, combining the advantages of civilized society and close-knit community with haleness and a comprehension of the

Great Mysteries that comes with living close to nature. Yet their ingrained curiosity and yearning for congress with other peoples sends many a Zvart out adventuring in the great, wide world.

Hit points: A Zvart gains 1d6 hit points each level.

Weapon training: A Zvart is trained in the use of the single-edged dagger, dart, sling, javelin, short spear, club and short sword. Sensitive to iron just like elves, Zvarts employ mithril weapons. At 1st level, a Zvart character may purchase one piece of armor and one weapon made of mithril at no additional cost.

Alignment: Zvarts value discovery, life experience, spontaneity and exchange, whether of knowledge, goods, services or friendship. As a result Zvarts embrace all the alignments: Neutrals who live for any and all trades, Lawfuls who insist on fairness and Chaotics who are eager to experience whatever life hands them. However, Chaotic Zvarts tend to eschew evil unless converted to it by some demonic influence.

Infra-vision: Zvarts live in the dim, twilight forests of Varjoma and so can see in the dark up to 30’ distant.

Immunities: As fae creatures, Zvarts are highly resistant to mind-affecting enchantments and thus are immune to magical sleep and charms. Their close ties to the material world gives them normal vulnerability to paralysis.

Vulnerabilities: Exposure to iron in the form of ore or metal is toxic to Zvarts. Direct contact over extended periods causes a heat rash and even close proximity makes them uneasy. A Zvart may not wear armor or handle weapons forged of iron or steel. Prolonged contact with iron causes 1 hp of damage per day of direct contact.

Ill-Crossed: Zvarts have a magical nature that protects them from the deprivations of others by bestowing ill fortune on their enemies. A Zvart can burn Luck to lower the results of die rolls that determine whether an opponent harms them and the extent of that harm. Every point of Luck that a Zvart burns reduces the result of an opponent’s roll by one for to-hit rolls, damage rolls and spell- or skill checks that would produce an effect that would cause direct harm to the Zvart. This last point is key: to affect an opponent’s die rolls, the outcome of the targeted roll must be something that would cause direct harm to the Zvart. Opponent’s actions that will harm a Zvart’s allies or compatriots, or may exert control over the Zvart without necessarily causing harm (eg Charm Person) are not affected by the Zvart’s imparting of ill-fortune. The amount of Luck a Zvart may burn to impart ill-fortune as a single action is equal in points to the Zvart’s

level. (ie, a 1st level Zvart can only burn one point per action, a second level Zvart can burn two points, etc.)

A Zvart's ability to impart ill fortune at others perpetually restores itself. A Zvart recovers Luck expended using this ability at the rate of one point per day. Luck "burnt" by a Zvart to add to his or her own dice rolls is lost.

Restorative Nature: The inherently magical nature of a Zvart is partly rooted in nature. Nature is an expression of pure life energy and Zvart's can connect to and channel this energy to perform magical healing. By making an action die roll, a Zvart may heal in a manner similar to a cleric's lay on hands ability. A Zvart may not heal un-dead, animated objects, extraplanar creatures or constructs. The Zvart must physically touch the wounds s/he seeks to heal and concentrate for one action. The Zvart adds his or her Stamina modifier and level to the action die roll and checks the modified result against the cleric spell check table for lay on hands (DCC rules, page 31). A Zvart always treats the target of restoration as being of adjacent alignment for the purposes of determining the result of a restoration action, regardless of the actual relationship between the target's alignment and

that of the Zvart. The result of the roll, in terms of number of dice healed, works the same as for a cleric's lay on hands ability. Just like a cleric, a Zvart may elect to heal a specific condition instead of hit points, using the guidelines for clerics (DCC rules, page 30).

Languages: At 1st level, a Zvart automatically knows his or her native racial language and Elvish. If a Zvart has a positive Intelligence modifier, s/he may make a DC 13 Intelligence check when s/he first encounters the Common tongue to determine whether or not s/he can understand it. If the check is successful, the Zvart can add Common to the list of languages s/he knows subject to Intelligence limits (See DCC rules, Appendix L.)

Action Dice: A Zvart's action dice can be used for attacks, exercising his or her restorative nature and skill checks.

Unique Society: Zvarts hail from isolated settlements in the borderlands between the mortal world and the netherworld. As a result, they have their own collection of occupations with their own associated weapons and trade goods. Because of a mystical connection between a Zvart's vocation and his

Zvart						
Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+1	d6/II	d20	+0	+1	+1
2	+1	d8/III	d20	+0	+2	+1
3	+2	d8/III	d20	+1	+2	+1
4	+3	d10/III	d20	+1	+2	+2
5	+3	d10/III	d20	+2	+2	+2
6	+4	d12/III	d20+d14	+2	+3	+2
7	+4	d12/III	d20+d16	+2	+4	+3
8	+5	d14/III	d20+d20	+3	+5	+4
Level	Title (all alignments)					
1	Shee					
2	Teeg					
3	Clurich					
4	Uruisg					
5	Tylwyth Teeg					

or her being, by the time a Zvart has learned an occupation well enough to be known by its title, it has shaped the Zvart's physical or mental capabilities. So a 0-level Zvart adds +1 to the ability score associated with his or her occupation.

Because of their inherently magical nature, some 0-level Zvarts know how to cast one spell. Zero-level Zvart spells are always cast as Wizard spells, even if the spell comes from the Cleric list. This follows all the normal rules for casting. However, 0-level Zvarts are not sufficiently advanced in the arts to Spell Duel or Spell Burn.

Zvart Occupations (Roll d24)

1. Match-Maker, +1 Stamina; *Charm Person* spell, flagon of wine and two fine chalices
2. Oliphalump Charmer, +1 Personality; wooden stool (as staff), large sack of peanuts
3. Day-Dreamer, +1 Luck; *Second Sight* spell, velvet cushion
4. Jig-Dancer, +1 Agility; steel-toed boots (as club), fiddle and bow
5. Piebald Piper, +1 Agility; flute (blowgun, as darts), piebald cape and comic masque
6. Brass Shaper, +1 Stamina; ball peen hammer, three ½'x2' sheets of brass and 24 rivets
7. Sonnet Stylist, +1 Intelligence; six quill pens (as darts), leather bound book and full inkwell
8. Herb Gatherer, +1 Intelligence; sickle (1d4), poultice (heals 1d3 hp)
9. Garland Weaver, +1 Luck; sickle (1d4); *Sanctuary* spell
10. Wacky Inventor, +1 Luck; giant compass scribe (as dagger); "odd device" and jeweler's loupe
11. Stickling Tinker, +1 Intelligence; screw driver (as dagger), clockworks and grease
12. Merry-Maker, +1 Personality; pewter ale mug (1d3), jug of honey mead
13. Haunch Pickler, +1 Strength; meat hook (1d4); pickled boar haunch, jug of vinegar
14. Carriage Upholsterer, +1 Strength; woodcarver's chisel and awl (as daggers), 6'x8' sheet of fine black upholstery leather and 50' of catgut
15. Team Handler, +1 Agility; hoof pick (as dagger); leather harness and 50' of spider-silk rope
16. Scaffold Stager, +1 Strength; mallet (as club) stout prop (10' pole) and 50' of spider-silk rope
17. Rumor Monger, +1 Intelligence; *Ventriloquism* spell, ear trumpet
18. Hired Celebrant, +1 Personality; pennant (as club), six small firecrackers
19. Dirge Carrier, +1 Luck; drum mallet (as club), drum, death masque and mourner's shroud
20. Pot Watcher, +1 Stamina; large metal ladle (as club), cast iron soup pot
21. Canny Lure, +1 Agility; caltrops, camouflaged cloak
22. Mushroom Milker, +1 Strength; yoke (as staff), two buckets
23. Worry Wart, +1 Stamina; *Detect Evil* spell, string of worry beads and an amulet on a leather cord
24. Raucous Prankster, +1 Personality; *Cantrip* spell, air bladder and stink bombs

Appendix D: New Patrons



THE DEVIL-WRAITH OF GRIM INCHYRON

Centuries ago, the Witch-Queen of Varjoma coupled with the lake-monster Tkurro and gave birth to the Nine Mortal Afflictions. Born as fully-formed arch-fiends, each of the Nine is the embodiment of both a life-threatening disease and a flaw in the mortal psyche. They are primal forces of Chaos who seek the downfall of civilization.

Grim Inchyron was one of the Nine, an artificer and the bringer of colic. Grim Inchyron hatched a plot so evil that it brought about the murder of a god of Law and briefly upended the Eternal Balance in Chaos' favor. But in the end,

his plot backfired - the mortal world made a rare choice to embrace virtue and this supreme act of moral transcendence struck down Grim Inchyron with its metaphysical power. He dis-integrated into a mere shadow of himself, becoming a "devil-wraith." The Devil-Wraith of Grim Inchyron inhabits the magical artifact called the Winter Calendar, seeking to return to his full form.

The Devil-Wraith's powerful psyche enables him to reach beyond the confines of the Calendar to traffic with the mortal world. The Devil-Wraith yearns to return to corporeality and regain his full demonic power. He is generous in granting patronage to mortals and readily answers calls for aid, because each time he does, he inches closer to achieving

full possession of a supplicant. Someday, one supplicant will evidence exactly the right characteristics to withstand a full and permanent transfer of Grim Inchyron's spirit. The right candidate will possess the fortitude and will necessary to contain the evil spirit of Grim Inchyron without going mad, but that same individual will not be so strong that he or she can resist the possession. The day the Devil-Wraith finds

– and possesses - that supplicant, is the day that he will be restored to the world as Grim Inchyron, one of The Nine.

Invoke Patron check results:

Special - The casting table for Invoke Patron for The Devil-Wraith of Grim Inchyron is modified as follows. The caster is imbued with demonic powers and traits:

1-9	Lost, failure and Patron Taint
10-12	+1 AC, +1 melee, -1 point of damage per die from non-magical weapons, poison and fire, immune to disease, infravision, +2 to Fort saves, +2d4 hp, subject to Turn Unholy. (Treat as 3-4 HD). Patron Taint.
13-16	Str 13, +2 AC, +1 melee, ½ damage from non-magical weapons, poison and fire, immune to disease, infravision, +2 to Fort saves, +1 to Reflex saves, +3d3 hp, cast Darkness with a +2 to spell check, subject to Turn Unholy. (As 3-4 HD).
17-19	Str 13, +4 AC, +2 melee, ½ damage from non-magical weapons, poison, fire, cold and electricity, immune to disease, immune from natural attacks from creatures of less than 2 HD, infravision, +2 to Fort saves, +2 to Reflex saves, +3d4 hp, cast Darkness with a +2 to spell check, subject to Turn Unholy. (Treat as 5-6 HD).
20-22	Str 15, Agility 13, +4 AC, +4 melee, ½ damage from non-magical weapons, fire, cold, electricity, acid and gas, immune to poison and disease, immune to natural attacks from creatures of less than 2 HD, infravision, +4 to Fort saves, +4 to Reflex saves, +3d6 hp, cast Darkness with a +4 to spell check, subject to Turn Unholy. (Treat as 5-6 HD).
23-27	Str 15, Agility 13, +4 AC, +4 melee, immune to non-magical weapons, fire, cold, electricity, gas, poison and disease, ½ damage from acid, immune from natural attacks from creatures of less than 3 HD, infravision, +4 to Fort saves, +4 to Reflex saves, +3d6 hp, cast Darkness with a +4 to spell check and Fly with a +2 to spell check, subject to Turn Unholy. (Treat as 7-8 HD).
28-29	Str 17, Agility 15, +6 AC, +4 melee, immune to non-magical weapons, fire, cold, electricity, gas, poison and disease, ½ damage from acid and to magical weapons of less than +2 enchantment, immune from natural attacks from creatures of less than 5 HD, infravision, +4 to Fort saves, +4 to Reflex saves, +3d8 hp, cast Darkness with a +6 to spell check, Fly with a +4 to spell check and Shatter with a +2 to spell check, subject to Turn Unholy. (Treat as 7-8 HD).
30-31	Str 18, Agility 15, +6 AC, +6 melee, immune to non-magical weapons, fire, cold, electricity, acid, gas, poison, disease, magical weapons of less than +3 enchantment and to natural attacks from creatures of less than 7 HD, ½ damage from magical weapons with +3 or +4 enchantment, infravision, +4 to Fort saves, +4 to Reflex saves, +2 to Will saves, +4d6 hp, cast Darkness with a +8 to spell check, Fly with a +6 to spell check, Shatter with a +4 to spell check and Planar Step with a +2 to spell check, subject to Turn Unholy. (Treat as 9-10 HD).
32+	Str 18, Agility 18, +8 AC, +8 melee, immune to non-magical weapons, fire, cold, electricity, acid, gas, poison, disease, magical weapons of less than +4 enchantment and to natural attacks from creatures of less than 7 HD, ½ damage from magical weapons with +4 enchantment, infravision, +6 to Fort saves, +6 to Reflex saves, +4 to Will saves, +4d8 hp, cast Darkness with a +8 to spell check, Fly with a +8 to spell check, Shatter with a +6 to spell check and Planar Step with a +4 to spell check, subject to Turn Unholy. (Treat as 11-12 HD).

PATRON TAINT: THE DEVIL-WRAITH OF GRIM INCHYRON

When patron taint is indicated for the Devil-Wraith of Grim-Inchyron, roll 1d6 on the table below. A caster does not get a second or third “level” of the same taint until s/he has acquired all six taints at the previous level. Any repeat result on the table is re-rolled until a caster has all six taints at one “level.” When a caster has acquired all six taints at all

levels of effect, there is no need to continue rolling – s/he has become a physical vessel for Grim Inchyron’s spirit and has been fully possessed. This returns the arch-demon to the mortal world.

Roll	Result
1	During periods of sleep when the caster is not adventuring, the Devil-Wraith takes possession of the caster for half the night. During this time, the demon’s spirit sends the caster’s body out into the world, seeking ways to accelerate his return to physical form. The caster will not have any knowledge of what s/he did while possessed by the Devil-Wraith. The caster may have to deal with the consequences of whatever actions the Devil-Wraith took while in possession of the caster: s/he awakens soaked in the blood of a murder victim, lawful clerics are leading mobs of witch-hunters in a search for the caster, etc. The second time this result is rolled, the caster is possessed for the entire night. The third time this result is rolled, the caster even blacks out during parts of the day and is possessed by the Devil-Wraith.
2	Anytime the caster is harmed, s/he must make a DC 12 Will save. If the caster fails the save, his or her next round of actions must be based on what the Devil-Wraith would do in the situation. The second time this result is rolled, the Will save increases to DC 15 and, if a save is failed, the caster must act as the Devil-Wraith would in that situation for the next minute (10 rounds). The third time this result is rolled, the Will save increases to DC 18 and, if a save is failed, the caster must act as the Devil-Wraith would in that situation for the next 10 minutes (100 rounds).
3	The caster begins to resemble Grim Inchyron: his or her hair lengthens and blackens, skin turns paler, his or her form becomes slender and toned, the caster becomes more androgynous, and his or her nose becomes thin and Roman-esque. The second time this result is rolled, the similarities become more pronounced and after the third time this result is rolled, the caster becomes the spitting image of the Artificer of Anguish.
4	The caster’s essence becomes increasingly demonic. S/he develops an aversion to empowered symbols of Law and locations sanctified by Law. If the caster’s alignment is not already Chaotic, it shifts one degree in that direction (ie if it is Lawful it becomes Neutral and if Neutral it becomes Chaotic). The second time this result is rolled, if the caster’s alignment is not already Chaotic, it shifts another degree towards Chaotic. The caster becomes subject to clerics’ Turn Unholy power as if s/he were a 7-8 HD creature and is hurt by holy water. The third time the result is rolled, the caster becomes subject to clerics’ Turn Unholy power as if s/he were a 5-6 HD creature and continues to be hurt by holy water.
5	The caster experiences occasional dreams that are actually Grim Inchyron’s memories, knowledge and thoughts. The second time this result is rolled, these dreams become a nightly occurrence. The third time this result is rolled, the caster experiences both sleeping and waking dreams of this nature, making it increasingly difficult for the caster to distinguish between his or her memories/experiences and those of Grim Inchyron.
6	The caster spreads colic to infants in his or her vicinity. All babies within 60’ of the caster begin crying uncontrollably until the caster departs. The second time this result is rolled, all babies within 120’ of the caster begin crying uncontrollably until the caster departs and evidence colic for 4d4 weeks afterwards. The third time this result is rolled, all babies within one mile of the caster begin crying uncontrollably until the caster departs; then they evidence colic the 6d4 weeks afterwards.

PATRON SPELLS: THE DEVIL-WRAITH OF GRIM INCHYRON

Level 1: *Minion Manifestation*
 Level 2: *Nefarious Plot*
 Level 3: *Infernal Artifact Magic*

SPELLBURN: THE DEVIL-WRAITH OF GRIM INCHYRON

Sacrifices to the Devil-Wraith support the eventual return of a fully-restored Grim Inchyron to the mortal world! When the caster utilizes spell burn, roll 1d4 on the table below.

Roll	Spellburn Result
1	The caster receives a Patron Taint as if s/he had rolled it on a casting table.
2	The caster receives a Patron Taint as if s/he had rolled it on a casting table.
3	The caster must perform a ritual killing of a human or demi-human infant within a fortnight. If the caster does not make this sacrifice s/he receives a permanent Patron Taint and cannot cast the spell for which s/he spellburned until the sacrifice is made.
4	One of the caster's allies within 60' who is not of Chaotic alignment must make a DC 18 Will save. If the save is failed, the ally's alignment changes to Chaotic. If none of the caster's allies are within 60' when the spellburn is performed, then the next time an ally comes within 60' of the caster that individual must make the Will Save and change his or alignment to Chaotic if the save fails.

PATRON SPELLS

MINION MANIFESTATION

Level: 1 Range: 20' Duration: Permanent Casting Time: 1 turn or less Save: None

General	The Devil-Wraith licenses the caster to summon and command Grim Inchyron's Infernal minions. Because the minions are constructs, they require no food, drink or rest and will serve the caster until destroyed. They are fanatically loyal, so their service extends to suicidal commands or commands seemingly against their nature.
Manifestation	Roll 1d3: (1) a trap door magically appears in the floor or ground, disgorging the summoned creatures, then seals back up, leaving no sign that it ever existed; (2) a dark, shimmering aurora appears in the air and the summoned creatures emerge from it; (3) a loud steam whistle with a thunder-like tone blows and then a hail of minion body parts rain down from above; after these parts hit the ground they join together into complete creatures.
1	Lost, failure and patron taint
2-9	Failure, but spell is not lost. Patron taint.
10-12	Patron Taint. The caster summons his or her choice of: two Fuliginous Wing-Fiends, two Bituminous Quasits or a Barbed Imp Swarm.
13-17	The caster summons his or her choice of: three Fuliginous Wing-Fiends, three Bituminous Quasits or two Barbed Imp Swarms.
18-19	The caster summons his or her choice of: five Fuliginous Wing-Fiends, five Bituminous Quasits or three Barbed Imp Swarms.
20-23	The caster summons his or her choice of: one Slag Hellion Swarm, six Fuliginous Wing-Fiends, six Bituminous Quasits or four Barbed Imp Swarms.
24-27	The caster summons his or her choice of: Sloucher the Dire Rat (in giant form), a Slag Hellion Swarm accompanied by two Barbed Imp Swarms, seven Fuliginous Wing-Fiends or seven Bituminous Quasits.
28-29	The caster summons Sloucher the Dire Rat (in giant form) accompanied by his or choice of: a Slag Hellion Swarm or six Fuliginous Wing-Fiends or six Bituminous Quasits.
30-31	The caster summons a Slag Hellion Horde.

NEFARIOUS PLOT

Level: 2

Range: Varies

Duration: Varies

Casting Time: 2 rounds

Save: None

General	In classic serial villain fashion, the caster devises a nefarious plot and then shapes the raw stuff of Chaos into a mystical set of probabilities that increase the likelihood that the plot will succeed. The caster must describe three aspects of a "plot:" 1) a rough outline of the series of steps or actions that s/he will enact, 2) the desired effect achieved by these actions and 3) the timeframe over which the plot will unfold, (The timeframe can be as short as one round.) The desired effect must further the cause of Chaos and the caster must also be able to explain how the series of steps or actions in his or her plot could conceivably lead to the desired outcome. If the caster's spell is successful, s/he will receive temporary Luck points. These Luck points may be burned to increase the success of an action linked to carrying out the plot. The higher the spell check result, the more temporary Luck points the caster receives and the longer points may be held in reserve to burn in the future.
Manifestation	Roll 1d3: (1) the caster instantly grows a long, curled, waxed mustache and must twirl the ends of it to cast the spell (2) the musical strains of Mysterioso Pizzicato can be heard floating faintly on the breeze (or light draft if indoors/underground); (3) a longhaired, white cat appears in the caster's arms and must be stroked continuously while the spell is being cast
1-9	Lost, failure and patron taint.
10-13	Failure, but the spell is not lost. Patron taint.
14-15	Patron Taint. The caster receives 1d3+1 temporary Luck points to burn per the guidelines, above. These points do not increase the caster's Luck ability score (and therefore do not affect his or her Luck modifier). The caster may hold these temporary Luck points in reserve for 1d3 turns, after which any unburned points are lost.
16-1-9	The caster receives 1d4+1 temporary Luck points to burn per the guidelines, above. These points do not increase the caster's Luck ability score (and therefore do not affect his or her Luck modifier). The caster may hold these temporary Luck points in reserve for 1d4+1 turns, after which any unburned points are lost.
20-21	The caster receives 2d3+1 temporary Luck points to burn per the guidelines, above. These points do not increase the caster's Luck ability score (and therefore do not affect his or her Luck modifier). The caster may hold these temporary Luck points in reserve for 2d3 turns, after which any unburned points are lost.
22-25	The caster receives 2d4+1 temporary Luck points to burn per the guidelines, above. These points do not increase the caster's Luck ability score (and therefore do not affect his or her Luck modifier). The caster may hold these temporary Luck points in reserve for 3d4+1 turns, after which any unburned points are lost.
26-31	The caster receives 3d4 temporary Luck points to burn per the guidelines, above. These points DO increase the caster's Luck ability score (to a maximum of 18), affecting his or her Luck modifier. The caster may hold these temporary Luck points in reserve for 2d3 hours, after which any unburned points are lost.
32-33	The caster receives 3d4 temporary Luck points to burn per the guidelines, above. These points DO increase the caster's Luck ability score (to a maximum of 18), affecting his or her Luck modifier. The caster may hold these temporary Luck points in reserve for 3d6+1 hours, after which any unburned points are lost. The caster may burn these temporary Luck points to the benefit of his or her allies, in the manner of a Halfling Luck Charm, so long as the actions of his or her allies advance the caster's nefarious plot.
34-35	The caster receives 3d4+2 temporary Luck points to burn per the guidelines, above. These points DO increase the caster's Luck ability score (to a maximum of 18), affecting his or her Luck modifier. The caster may hold these temporary Luck points in reserve for 6d6hours, after which any unburned points are lost. The caster may burn these temporary Luck points to the benefit of his or her allies, in the manner of a Halfling Luck Charm, so long as the actions of his or her allies advance the caster's nefarious plot.
36+	The caster receives 4d4 temporary Luck points to burn per the guidelines, above. These points DO increase the caster's Luck ability score (to a maximum of 18), affecting his or her Luck modifier. The caster may hold these temporary Luck points in reserve for 6d12+2 hours, after which any unburned points are lost. The caster may burn these temporary Luck points to the benefit of his or her allies, in the manner of a Halfling Luck Charm, so long as the actions of his or her allies advance the caster's nefarious plot.

INFERNAL ARTIFACT MAGIC

Level: 3

Range: Self

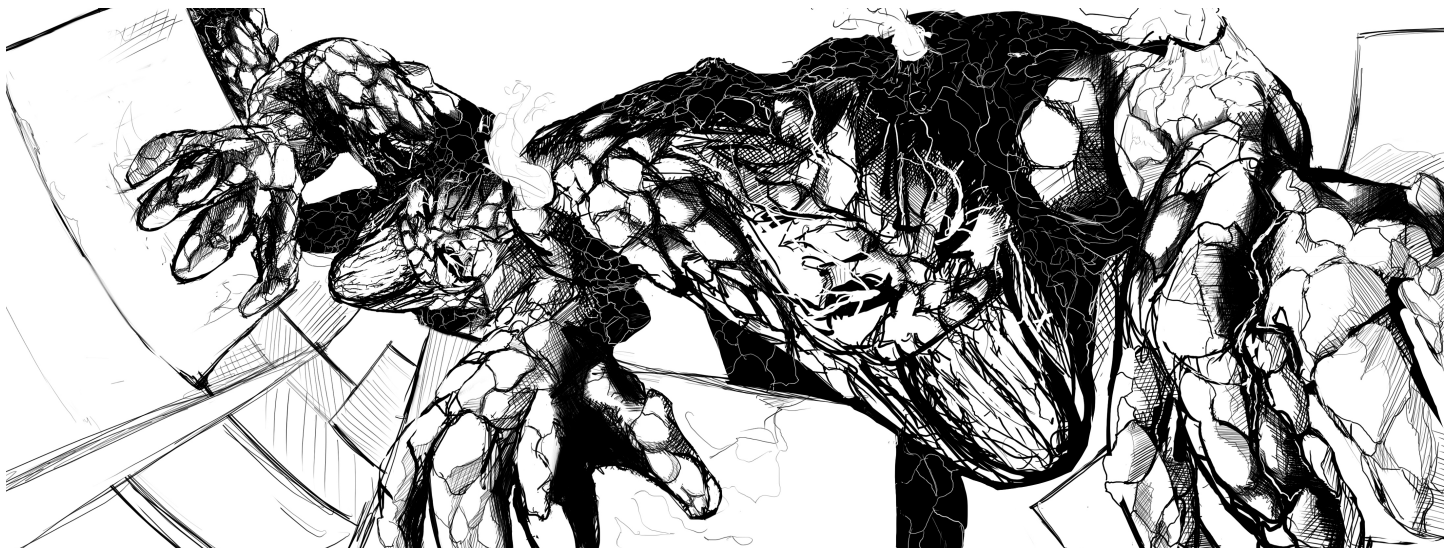
Duration: Permanent

Casting Time: A week or more

Save: None

<p>General</p>	<p>Grim Inchyron was a master maker and was often referred to as the “Artificer of Anguish” and the “Architect of Agonies.” The Devil-Wraith can psychically transfer this talent to a supplicant, thus enabling a caster to create magical artifacts using this spell description in combination with Tables 8-4 through 8-9 in the 3rd-level wizard spell <i>Sword Magic</i>. Any artifact produced through the casting of this spell is Infernal in nature: it is automatically Chaotic in alignment and if it acts as a bane, it is always the bane of Law and order, as well as the Balance of the Eternal Struggle. The sacrifice of lives/souls is more critical to the manufacture of an Infernal artifact than the cost of its materials in gold pieces.</p> <p>A spell check determines the possible abilities and properties of the artifact to be created. The specifics are determined by the form and function of the artifact, the design and intentions of the caster and the influence of the primal forces of Chaos that have marshalled behind the artifact’s creation. Spellburn utilized in the casting is lost for the duration of the casting and only heals when the spell is complete. All costs are expended before the spell check is made and failure means all costs are lost.</p> <p>This spell is geared towards the creation of magical artifacts rather than weapons. Thus, when using Table 8-4: Magic Sword Characteristics to create an artifact, some of the guidelines, below, will bump the spell check result up one or more rows in the table while other guidelines will bump the spell check result down one or more rows.</p> <p>Generally speaking, follow this process to create an Infernal, magic artifact:</p> <p>Manufacture the artifact: The spell is cast as an on-going ritual through the artifact manufacturing process and the caster may need a partner to manufacture the artifact if s/he is not a crafter. Any object can be enchanted and casters receive a +2 bonus to their spell check roll for this spell in addition to any other modifiers. The design, form and function of the artifact should influence what powers and banes a successfully enchanted artifact possesses. (For example, a chariot made into an Infernal magical artifact might have the powers of obscuring its surroundings, flight or plane shifting.) Construction of the physical object itself costs a minimum of 100x the cost of a normal version of the object.</p> <p>The basic enchantment: The spell check determines the basic enchantment. The “plus” of an artifact works as a bonus to any roll made by the user of the artifact for any action that the function and design of the artifact suggests it should benefit. The caster’s level has no effect on the “plus” of the artifact. The cost of plus, in addition to the artifact itself, is 2000 gp and 10 HD in live sacrifices per plus.</p> <p>The artifact’s intelligence: This spell is geared towards the creation of magical artifacts rather than weapons and for reasons hidden in the deepest recesses of thaumaturgical lore, artifacts are less suited for intelligence and communication than weapons (perhaps the taking of life imbues weapons with an inherent understanding of it). When referring to Table 8-4, the Infernal artifact created with this spell always has an Intelligence from the row two levels lower than the spell check roll would indicate. Thus, while artifacts, like weapons, will always possess intelligence and the ability to communicate, this ability is almost always rudimentary compared to an enchanted weapon.</p> <p>Alignment: An Infernal magical artifact always has a chaotic alignment – ignore Table 8-3. In campaign worlds where Good and Evil exist in an ethos separate from Law and Chaos, an Infernal magical artifact is always Evil.</p> <p>Banes: An Infernal magical artifact may act as a bane by virtue of its design, form, function and the intentions of its creator, all heavily influenced by the primal forces of Chaos that marshal behind its creation. When referring to Table 8-4, the Infernal artifact created with this spell always determines its number of banes from the row two levels lower than the spell check roll would indicate. The caster must declare what kind of banes s/he believes fit with the artifact’s form, function and purpose. Depending on the spell check, s/he may be successful in none, some or all of those. However, non-weapon artifacts are rarely constructed for the purpose of slaying particular creatures and many bane effects will not make sense for a non-weapon artifact. Such effects, if indicated, are re-rolled (Unreasoning Hatred, Beacon of Fury, and Festering Wound are examples of bane effects that might not make sense for a non-weapon artifact.) Each bane with which an Infernal magical artifact is imbued costs from 5,000 to 10,000 gp plus 20-50 HD in live sacrifices. The required number of HD of live sacrifices is reduced if the creator sacrifices the type of creature that is subject to the bane. The exact cost is dependent on the level of effect sought and the discretion of the Judge.</p> <p>Special purpose: An Infernal magical artifact always has a special purpose and this purpose is largely determined by the intentions of the caster, heavily influenced by the primal forces of Chaos that marshal behind its creation. Thus, when referring to Table 8-4, the Infernal artifact created with this spell always has Dice Rolled for Special Purpose(s) from the row two levels higher than the spell check roll would indicate. The caster then rolls on Table 8-6 and may choose any purpose on the table equal to or lower than his or her roll. The caster may also invent a special purpose not listed on the table. The Judge should determine a DC for this invented purpose based on how well the Judge feels the purpose fits with the concept of the artifact. If the roll on Table 8-6 equals or exceeds this DC, then this invented purpose becomes the special purpose of the artifact. Under certain circumstances the Judge may dictate the special purpose of the artifact or s/he may add one or more additional purposes. (The Judge may also hide additional purposes to the</p>
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	<p>caster/creator.) Any purpose must be aligned with the interests of the forces of Chaos marshalled behind the creation of the artifact. There is no gp cost for the special purpose.</p> <p>Powers: Because “powers” are the mainstay of artifacts, Infernal magical artifacts created through the use of this spell use the row on Table 8-4 two levels higher than what is normally indicated by the spell check roll. Infernal magical artifact powers are primarily Type I (Table 8-7) and Type III (Table 8-9) - because artifacts are not primarily weapons many Type II: Combat Sword Powers (Table 8-8) may not make sense for a non-weapon artifact. (Crippler, Cleave, Vorpal Blade and Throwing Blade are examples of powers that might not make sense for a non-weapon artifact). Type II powers that are rolled but do not make sense for the artifact are replaced. There is a 65% chance that the Type II power is replaced by a Type I power and a 35% chance that it is replaced by a Type III power. The caster pays a cost to imbue an artifact with powers: 1000 gp and 6 HD in live sacrifices for a Type I power, 3500 gp and 10 HD in live sacrifices for a Type II power and 5000 gp and 30 HD in live sacrifices for a Type III power. Depending on the result of the spell check, the artifact will have some number of those powers evident at the completion of the casting. It is possible that the caster will spend the money and make the sacrifices to imbue the powers but his or her spell check will not be sufficient to complete them.</p> <p>It bears repeating: spell-like powers are the hallmark of magic artifacts. Because of this, neither the creator of an Infernal magical artifact using this spell, nor the Judge adjudicating its creation should feel limited to Tables 8-7 and 8-9 when considering powers appropriate to the artifact’s design and purpose. This is especially true since these tables are primarily intended for swords and other weapons. In fact, some of the powers on these tables (Un-dead touch comes to mind) are unlikely to fit with a non-weapon artifact. Thus, creators and judges should borrow liberally from the wizard and cleric spell lists for powers to imbue into the design of an artifact, classifying the spell as a Type I, Type II or Type III power, as appropriate. These spell-like powers should have the same predictability as a wand, ring or other magic item as described on page 374 of the DCC rules.</p> <p>Creation properties: Several of the entries above note specialized circumstances that can influence an artifact’s final traits. Furthermore, the Sword Magic spell offers examples of circumstances that can influence the final result of an act of creating a magical sword. For this spell there is one circumstance that is always present but can profoundly affect the creation of an artifact in a myriad of ways: primal forces of Chaos have marshalled behind the creation of the artifact and the end result is Infernal in nature and ultimately serves the goals of the forces that enabled its creation!</p>
Manifestation	Creation of a magical, Infernal artifact.
1-15	Lost, failure and patron taint.
16-17	Per above and Table 8-4 on page 367 of the DCC rules.
18-21	Per above and Table 8-4
22-23	Per above and Table 8-4
24-26	Per above and Table 8-4
27-31	Per above and Table 8-4
32-33	Per above and Table 8-4
34-35	Per above and Table 8-4
36+	Per above and Table 8-4



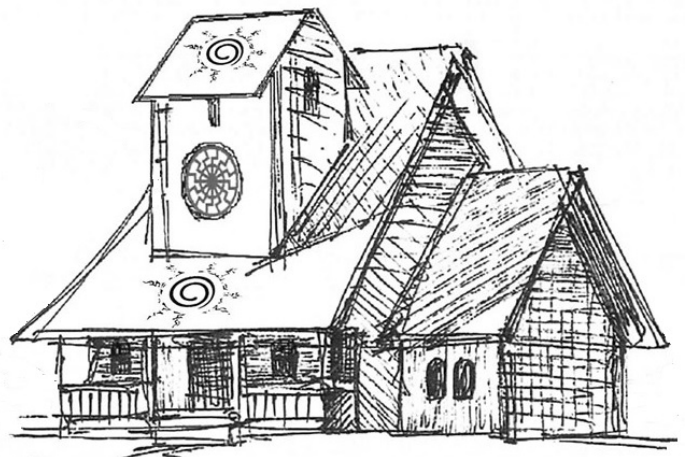


THE LOGOS OF LAMUSHEA

Lamushea the Law-Shaper was a god entrusted with helping mortals administer fair, just and enduring laws. Lamushea appeared as a muscular bull with glossy black hide, giant eagle wings and a majestic, human head. Lamushea was often seen in the mortal world advising kings and pontiffs and bearing the Krytz - a bejeweled, crystalline mirror which is both an Artifact of Law and the repository of all of Lamushea's legal lore.

Ages ago, Lamushea was murdered by Grim Inchyron, a demonic demi-god and one of the Nine Mortal Afflictions. Since divine essence cannot be truly destroyed, at the moment of his "death" Lamushea's essential godhood - comprised of his philosophies and principles - joined his store of legal knowledge in the Krytz and became eternally bound to that artifact. It was thus that the "Law-Shaper" became "The Logos." Whereas Lamushea was concerned with adjudication, The Logos is dedicated to the path of retribution. A divine revenant, The Logos no longer deals in mercy. In

its place The Logos espouses the Right of Retribution: harm is always to be answered in kind - an eye for an eye. If, in its zeal, the hand of retribution should take both the offender's eyes, so be it: better that than an act of harm go unanswered. The Logos' will gladly grant generous Patronage to any who will work uncompromisingly to deliver retribution by whatever means are necessary.



Invoke Patron check results:

12-13	The Logos licenses the caster with the Iron Boot, one of the Seven Castigations. Boots formed from brilliant light encase the feet of a target of any one biped in sight. That individual takes 1d3 damage per round and cannot walk unless s/he makes a DC 15 Fort save. If the save is successful, the target may walk at ½ speed but the damage-per-round increases to 1d4+1. This Castigation is not a physical construct and so cannot be broken by acts of strength or damage from weapons or tools.
14-17	The Logos warrants the caster to impose the Malefactor's Fork, also one of the Seven Castigations. A razor-sharp, twin-tined fork of glowing light appears, lashed to the neck of any one biped in sight with bindings composed of that self-same light. The fork wedges itself between the breast bone and jaw such that an individual takes 1d3 damage if s/he speaks or moves. If the individual speaks, the piercing of the fork distorts that speech unless s/he succeeds at a DC 15 Ref save. Distorted speech negatively impacts the individual's ability to communicate, give commands or correctly form any incantations necessary to cast spells as determined by the Judge. This Castigation is not a physical construct and so cannot be broken by acts of strength or damage from weapons or tools. The caster may choose to replace this effect with any effect lower on this Invoke Patron check results table.
18-19	The Logos sanctions the caster to sentence one creature to the Pillori Digitus. Manacles of searing light encase the hands and feet of any one biped within 120', regardless of whether the caster can see that individual or not. The individual takes 2d3 damage per round and cannot walk unless s/he succeeds makes a DC 15 Fort save. If the save is successful, s/he may move at half speed but takes an additional 1d3 damage. Similarly, the individual may not use his or her hands or fingers unless s/he makes a DC 15 Reflex save (eg to wield a weapon). If the save is successful, the individual takes an additional 1d3 damage and rolls for actions requiring skilled use of the hands are made at one die lower on the die chain. This Castigation is not a physical construct and so cannot be broken by acts of strength or damage from weapons or tools. The caster may choose to replace this effect with any effect lower on this Invoke Patron check results table.
20-23	The Logos invests the caster with the authority to incarcerate one creature within the Castigation called the Binding Gibbet. A tight cage of brilliant light encloses any one creature within 120', regardless of whether the caster can see that creature or not. The imprisoned cannot move. The imprisoned also cannot use his or her arms. The imprisoned may attempt a DC 18 Reflex save; if successful, the imprisoned can make fine movements with his or her hands which may allow the passing of objects or the casting of spells. Any rolls for attempting such actions are made using a die two steps lower on the die chain. This Castigation is not a physical construct and so cannot be broken by acts of strength or damage from weapons or tools. The caster may choose to replace this effect with any effect lower on this Invoke Patron check results table.
24-27	The Logos warrants the caster to imprison one creature within the Iron Maiden, one of the Seven Castigations. A fully enclosed sarcophagus of searing light encases any one creature within 120', regardless of whether the caster can see that creature or not. The imprisoned takes 1d4 damage per round and cannot move or use his or her arms. The imprisoned by attempt a DC 18 Reflex save; if successful, the imprisoned can make fine movements with his or her hands which may allow the casting of spells but also inflicts an additional 1d4 damage on the imprisoned that round. Any rolls for such actions are made using a die two steps lower on the die chain. This Castigation is not a physical construct and so cannot be broken by acts of strength or damage from weapons or tools. The caster may choose to replace this effect with any effect lower on this Invoke Patron check results table.
28-29	The caster brings can call forth the Bastard Brazen Bull, the most terrible of the Seven Castigations and a "myth-made-real." Borrowing from the Logos' own history, the caster causes a great crucible of molten metal (like those used to make the bull-shaped cast iron artifact called the Hell-Forged Ferro-Zeffir) materialize out of thin air and pour ovetop the wizards' enemies. The metal covers an area 10' wide by 5' deep by 10' tall. Creatures fully covered in the metal take 5d8+2 points of damage (No save). Enemies within 10' of the coverage area are splashed for 5d4+1 points of damage. A successful DC 15 Ref save reduces this damage by half. The caster may choose to replace this effect with any effect lower on this Invoke Patron check results table.
30-31	The Logos sanctions the summoning of an agent of retribution: an Avenging Aura. The Aura must be assigned to exact retribution on a wrong-doer. If, in the Judge's estimation, the caster attempts to use an Avenging Aura to further his or her personal ends rather than to enact legitimate retribution, the spell rebounds on the caster and the Aura is assigned to him or her until or unless the Logos is placated. An Avenging Aura is a lawful undead creature identical to a Shadow (DCC rules, page 425) except for the following: 1) the aura appears as a subtle glow, nimbus or halo that is visible under certain lighting conditions such as dawn and sunset and 2) the Aura attacks its target with whispered accusations of the wrongs the target has committed. This attack drains Personality instead of Strength and a creature reduced to 0 Personality goes stark, raving mad. This creature's sanity can only be restored by magical healing and that healing will only be efficacious once an act of restitution has been made on behalf of the creature driven insane by the Aura. An Avenging Aura will plague its target until destroyed.
32+	The Logos lends the caster a tiny, dilute portion of Its divine essence called the force majeure. In order to use the force majeure without destroying him- or herself, the wizard must channel it through a written, legal edict prepared on the spot. (The player has 60 seconds to compose the edict and no other players are permitted to give input on the composition). The wizard writes down exactly what s/he wishes to have happen in 13 words or less (13 being one of the numbers of Chaos - the Chaotic powers are able to place this limit on the force majeure). When the caster reads the edict aloud, the force majeure enacts it, making manifest whatever the author proscribed. The force majeure enacts whatever the edict decrees and enacts it in accordance with the proverbial "letter of the law" and applies it as broadly as possible. The force majeure will enact the provisos of the edict to any future situations in which the caster finds him- or herself to which the force majeure deems the edict applicable. The edict's enactment exists in perpetuity and follows the caster to other worlds and dimensions. It can be only be altered, mitigated, suspended or revoked by a power greater than the Logos, or by a new force majeure-powered edict. The Logos does not lend the force majeure lightly and only so it canbe used to forward the cause of retribution. Any caster who uses the force majeure in a way that goes against the divine purpose of the Logos will find him- or herself targeted for retribution by the Patron.

PATRON TAINT: THE LOGOS OF LAMUSHEA

When patron taint is indicated for The Logos of Lamushea, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling.

Roll	Result
1	The Logos knows better than most that the path of retribution is a lonely one. When this result is rolled, the caster loses a friendship (at his or her discretion the Judge may choose the friendship). Forevermore this individual regards the caster with mild enmity. If this result is rolled a second time, the caster loses all of his or her friendships. If this result is rolled a third time, the caster will never again form a genuine friendship. Personality checks involving interactions with any individuals with whom the caster has lost friendship are made with a die two steps down on the dice chain.
2	The caster has the constant feeling of being imprisoned. Every hour that the caster spends underground, s/he must make a DC 8 Will Save or be unable to engage in combat or cast spells until s/he succeeds at the save. If this result is rolled a second time, the difficulty of the Will Save increases to DC 10. If this result is rolled a third time, the caster must make a DC 10 Will Save when indoors as well as underground.
3	The caster begins to speak only Injunction, a rare dialect of the Lawful Alignment language. At first, the caster speaks in pidgin, and listeners must succeed at a DC 10 Intelligence check to understand it. If this result is rolled a second time, the caster's speech progresses towards a purer form of the language and listeners must succeed at DC 15 Intelligence check to understand the caster's speech. If this result is rolled a third time, only those fluent in Injunction can understand the caster's speech.
4	The Logos' code of justice sits on the razor-thin line between retribution and revenge. This line is so fine that the proverbial "double-edged sword" crosses it, cutting any who follow the same path as The Logos. After this result is rolled the caster takes one hit point of damage every time s/he inflicts damage on another. If this result is rolled a second time, this effect increases to one hit point of damage per die of damage inflicted. The third time this result is rolled, the effect increases to two hit points per die of damage inflicted.
5	The caster is compelled to tell the truth unless s/he succeeds at a DC 15 Will save. However, the caster can also tell that someone else is lying if s/he succeeds at a DC 18 Personality check (though s/he cannot tell what the truth is). If this result is rolled a second time, the caster must succeed at a DC 18 Will save to speak a lie but can detect lying with a DC 15 Personality check. If the result is rolled a third time, the caster must succeed at a DC 20 Will Save to be able to lie but s/he can tell that someone else is lying with a DC 13 Personality check.
6	The caster acquires the aura of an agent of retribution. Wherever the caster goes, s/he is petitioned by victims of wrongdoing who beseech him or her to set things to right; the caster is duty-bound to help. After the first time this result is rolled, the caster will find him- or herself petitioned for redress once each month. The second time this result is rolled the frequency of petitions increases to once each fortnight. The third time this result is rolled, the frequency of petitions increases to once a week.

PATRON SPELLS: THE LOGOS OF LAMUSHEA

The Logos exists among the nigh-limitless library of lore stored within the Krytz. It commonly dispenses the following three spells out of these annals:

- Level 1: *Stay of Execution*
- Level 2: *Warrant of Warding*
- Level 3: *Writ of Retribution*

SPELLBURN: LOGOS OF LAMUSHEA

The Logos of Lamushea requires all who receive its patronage to swear to subsume their own interests to the higher goal of punishing the wicked. When The Logos sanctions spellburn, the solicitor-Wizard must honor this judicial oath and accept its burdens. When a caster utilizes spellburn, roll 1d4 and consult the table below.

Roll	Spellburn Result
1	The caster is required to join The Logos in recording legal judgments for posterity by inscribing legal records on to his or her own body using ritual scarification. The process is so painful and makes concentration so difficult that in addition to the reduction of ability scores, a -1 penalty is imposed on all spell checks made by the caster for an hour afterwards.
2	The Logos demands that the solicitor-Wizard re-establish his or her judicial impartiality through a purification ritual. After casting the spell utilizing spell burn, the caster must self-inflict temporary blindness by grinding sand into his or her own eyes, rubbing in a mildly caustic substance such as lemon juice or applying an irritant such as hot peppers. The temporary blindness lasts 4d3 turns.
3	Some laws are too controversial to be displayed publicly, and yet they must also be recorded. In exchange for amplifying the effects of a spell the Logos requires that a supplicant-Wizard give over a portion of his or her own memory to keep record of such a law. The supplicant-Wizard must sacrifice a memory or knowledge of a skill, language, piece of lore, spell, etc. and put the legal record in its place. The greater the amount of spellburn, the larger the amount of memory the Logos will demand and the more significant the loss must be. The Judge should determine what memory or knowledge that the spellburn will cost the wizard up front (eg losing knowledge of a spell, forgetting an ally, etc.) and then give the player the choice of whether to go through with the spellburn at that price or not.
4	The Logos demands that the solicitor-Wizard prove that his or her judgment cannot be corrupted through bribery. The caster must destroy valuables – coins, gems, jewelry, luxury items, magic items, etc. – proportional to the amount of spellburn being utilized in the spell as determined by the Judge.



PATRON SPELLS

STAY OF EXECUTION

Level: 3

Range: Touch or greater

Duration: 2 rounds or longer

Casting Time: 1 round

Save: None

General	The wizard issues a sorcerous, life-affirming subpoena that the Logos sanctions through Stay of Execution. If, during the period of protection provided by the spell, the target of the spell is reduced to zero hit points, instead of dying, that individual may continue to act normally for the duration of the spell. When the spell expires the stay is lifted and the individual begins "bleeding out." Each time the individual takes damage after the stay is invoked, it reduces by one the number of rounds the he or she bleeds out (down to a minimum of one) and imposes a cumulative +1 on the Luck check roll for Recovering the Body.
Manifestation	Roll 1d3: (1) a tattooed sigil in the shape of an hourglass appears on the target's forehead – the "sand" flows from top to bottom marking the duration of the spell;(2) a spectral version of the target appears 13 hand spans behind and to his or her left, mirroring his or her every move; (3) if the target is reduced to zero hit points while under the protection of the spell the sound of a gavel being struck echoes forth as loud as a thunderclap immediately after the target loses his or her last hit point.
1	Lost, failure and patron taint
2-11	Lost, failure.
12-13	The caster targets one creature with 4 HD or fewer by touching it. That creature is under the spell's protection for 1d4+CL rounds. If, during that period of protection, the target is reduced to zero hit points, s/he can continue to act normally for a number of rounds equal to CL +1.
14-17	The caster targets one creature with 5 HD or fewer by touching it. That creature is under the spell's protection for 2d3+CL rounds. If, during that period of protection the target is reduced to zero hit points, s/he can continue to act normally for a number of rounds equal to 1d4 + CL.
18-19	The caster can target any one creature with 6 HD or fewer within 30'. That individual is under the spell's protection for 2d4+CL rounds. If, during that period of protection, the target is reduced to zero hit points, s/he can continue to act normally for a number of rounds equal to 2d6 + CL.
20-23	The caster can target any one creature with 6 HD or fewer within 60'. That individual is under the spell's protection for 3d4+CL rounds. If, during that period of protection, the target is reduced to zero hit points, s/he can continue to act normally for a number of minutes equal to CL +1.
24-27	The caster can target any one creature with 6 HD or fewer within 120'. That individual is under the spell's protection for 2d3+CL minutes. If, during that period of protection, the target is reduced to zero hit points, s/he can continue to act normally for a number of minutes equal to 1d4 + CL.
28-29	The caster can target any one creature with 8 HD or fewer within 120'. That individual is under the spell's protection for 2d3+CL minutes. If, during that period of protection, the target is reduced to zero hit points, s/he can continue to act normally for a number of minutes equal to 2d3 + CL.
30-31	The caster can target any one creature with 8 HD or fewer within sight or a number of creatures equal to CL within 30'. Targets are under the spell's protection for 2d4+CL minutes. If, during that period of protection, any target is reduced to zero hit points, s/he can continue to act normally for a number of minutes equal to 3d4 + CL.
32+	The caster can target any one creature with 12 HD or fewer within sight or a number of creatures equal to CL+1 within 60'. Targets are under the spell's protection for 2d4+CL turns. If, during that period of protection, any target of the spell is reduced to zero hit points, s/he can continue to act normally for a number of turns equal to 3d3 + CL.

WARRANT OF WARDING

Level: 2

Range: Varies

Duration: 1 minute per CL

Casting Time: 1 round

Save: None

General	The caster convenes a “tribunal” of magical forces that disrupts magic from divine and demonic origins (not wizardry). This includes spells and spell-like abilities from all clerics, priests, demons and creatures of Chaos. When necessary, the Judge’s discretion determines the degree to which a save against spell-like powers that would not normally grant a save mitigates or cancels the effects of such powers. At the highest levels of effectiveness, the caster can dismiss low-level spells and spell-like powers. On a successful casting, the wizard may choose to invoke any effect equal to or less than his or her spell check roll. Protection provided by the spell remain in effect for its duration.
Manifestation	Roll 1d3: (1) iron manacles spring up from the ground and shackle incoming spells and spell-like powers; (2) miniature griffins, shining with bright white light, circle about the caster and snatch away incoming spells and spell-like powers; (3) incoming spells and spell-like powers are flung away from the caster by fierce, micro-localized earth tremors.
1	Lost, failure and patron taint
2-11	Lost, failure
12-13	Failure, but spell is not lost.
14-15	The disruptive forces cause all spell checks made against the caster to suffer a -1 penalty. The caster receives a +1 on his or her save against spell-like powers directed against him or her. If a spell-like power does not normally grant a save, the caster receives a DC 18 save.
16-19	The disruptive forces cause all spell checks made against the caster and any of the caster’s allies within a 10’ radius to suffer a -1 penalty. The caster and his or her allies receive a +1 on their saves against spell-like powers directed against them. If a spell-like power does not normally grant a save, the caster receives a DC 18 save.
20-21	The disruptive forces cause all spell checks made against the caster to suffer a -2 penalty. The caster receives a +2 on his or her save against spell-like powers directed against him or her. If a spell-like power does not normally grant a save, the caster receives a DC 16 save.
22-23	The disruptive forces cause all spell checks made against the caster and any of the caster’s allies within a 10’ radius to suffer a -2 penalty. The caster and his or her allies receive a +2 on their saves against spell-like powers directed against him or her. If a spell-like power does not normally grant a save, the caster receives a DC 16 save.
24-25	The disruptive forces cause all spell checks made against the caster to suffer a -3 penalty. The caster receives a +3 on his or her save against spell-like powers directed against him or her. If a spell-like power does not normally grant a save, the caster receives a DC 16 save.
26-29	The disruptive forces cause all spell checks made against the caster and any of the caster’s allies within a 10’ radius to suffer a -3 penalty. The caster and his or her allies receive a +3 on their saves against spell-like powers directed against him or her. If a spell-like power does not normally grant a save, the caster receives a DC 14 save.
30-31	The disruptive forces cause all spell checks made against the caster to suffer a -4 penalty. The caster receives a +4 on his or her save against spell-like powers directed against him or her. If a spell-like power does not normally grant a save, the caster receives a DC 12 save.
32-33	The disruptive forces grant the caster immunity to all level 1 spells and the spell-like abilities of all clerics, priests, demons and creatures of Chaos that possess less than 2HD. The disruptive forces cause all spell checks made against the caster to suffer a -4 penalty. If a spell-like power does not normally grant a save, the caster receives a DC 12 save.
34+	The disruptive forces grant the caster and any allies within 10’ immunity to all level 1 spells and the spell-like abilities of all clerics and priests and demons and creatures of Chaos that possess less than 2 HD. The magic field causes all spell checks made against the caster to suffer a -5 penalty. The caster and his or her allies receive a +5 on their saves against spell-like powers directed against him or her. If a spell-like power does not normally grant a save, the caster receives a DC 10 save.

WRIT OF RETRIBUTION

Level: 3 Range: Varies

Duration: 1 round or more

Casting Time: 1 action

Save: None

General	Through the use of this spell, the caster names one creature (or more depending on spell check results) and place it under the aegis of divinely-promised retribution against a second named creature who seeks to harm those under the aegis. A “named” creature can be anywhere in the world or, subject to the Judge’s discretion, on other worlds or in other dimensions. Anything the second-named creature does to the protected individual(s) it also does to itself. For example, if the second-named creature attacks the protected creature with a sword, then the second-named creature must roll a duplicate attack against itself at the same time that it makes the attack against the creature(s) under the aegis. The creature targeted by the retributive effect of the writ always applies the higher of the two die rolls for the duplicate actions to itself and the lower roll to the protected creature(s). With higher spell check results, the caster can have the writ apply to the allies and minions of the second-named creature. On a successful casting, the wizard may choose to invoke any effect equal to or less than his or her spell check roll.
Manifestation	Roll 1d3: (1) a malleable feature of the local environment (clouds, smoke from a brazier, flames from a fireplace, etc.) takes the recognizable shape of a sword of retribution and positions itself so as to hang over the writ’s second-named creature; (2) a glowing picto-glyph in the shape of an eye appears on the forehead of all the creatures named by the caster for protection under the writ – when harm is done to any of the creatures bearing the picto-glyph, the glyph bleeds glowing light ; (3) fine cords of silver light stretch between the creatures protected by the writ and the second-named creature, identifying that their destinies are intertwined
1	Lost, failure and patron taint
2-11	Lost, failure
12-13	Failure, but spell is not lost.
16-17	The writ’s protection applies to the caster and its retributive effect affects a single, second-named creature with up to 8 HD. The spell lasts for 10 rounds + CL.
18-21	The writ’s protection applies to a single creature named by the caster and its retributive effect affects a single, second-named creature with up to 8 HD and any of that creature’s allies with fewer than 2 HD. The spell lasts for 2d3 + CL turns.
22-23	The writ’s protection applies to creature named by the caster and its retributive effect affects a single, second-named creature with up to 10 HD. The spell lasts for 2d3 + CL turns
24-26	The writ’s protection applies to a single creature named by the caster and its retributive effect affects a single, second-named creature with up to 10 HD and any of that creature’s allies with less than 3 HD. The spell lasts for 1d4 + CL hours.
27-31	The writ’s protection applies to two creatures named by the caster and its retributive effect affects a single, second-named creature with up to 12 HD. The spell lasts for 1d4 + CL hours.
32-33	The writ’s protection applies to two creatures named by the caster and its retributive effect affects a single, second-named creature with up to 12 HD and any of that creature’s allies with less than 4 HD. The spell lasts for 1d3 + CL days.
34-35	The writ’s protection applies to up to three creatures named by the caster and its retributive effect affects a single, second-named creature with any number of HD. The spell lasts for 1d3 + CL weeks.
36+	The writ’s protection applies to three creatures named by the caster, plus any additional creatures the caster wishes to include who are within a 15’ radius of the caster when the spell is cast. Its retributive effect affects a single, second-named creature with any number of hit dice and any of that creature’s allies with less than 5 HD The spell lasts 1d3 + CL weeks. If, at any time during the duration of the spell, any creature protected by the writ who was not one of the named three moves more than 15’ from the caster, that creature loses the protection of the writ and that protection is not restored by restoring proximity to the caster.

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World-Quest of the Winter Calendar

A “WORLD-SHAPING” 0-LEVEL FUNNEL WITH TWO COMPLETE PATRONS AND A NEW DCC CLASS!

**BY STEVE BEAN AND JULIAN BERNICK
WITH ROY SNYDER & BRENDAN LASALLE**

Your party encounters an old man under attack by a swarm of fiendish creatures. He is the god Laylokan. He bears the Winter Calendar, a vessel containing the Sacred Krytz Mystery. Unfortunately, in making Laylokan’s acquaintance, the party has become trapped in the Penumbra, a “space-between-the-worlds.”

There is only one way back - the adventurers must explore the Seven Chronicles of the Mystery - a “living morality tale” that was lost to the world eons ago. They must bear witness to the tale and divine its meaning, thus completing a magical ritual that will restore the memory of the tale to the mortal world.

But to witness the entire tale, the party must survive. By entering the Sacred Krytz Mystery, the party is jumping headlong into the Eternal Struggle between Law and Chaos – they’ll be caught up in epic events like the making of a Infernal artifact and the murder of a god!

World-Quest of the Winter Calendar is a unique 0-level Funnel: in it, PCs take part in a great, cosmic game of “telephone” that transforms the Judge’s campaign world – both narrative and game mechanics. This is the module for veteran DCC players and Judges who’ve “been there and done that” when it comes to funnels!



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