

INVASION OF THE **TUBER DUDES**

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B/X ESSENTIALS
Compatible Product

Invasion of the
TUBER DUDES

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Thanks to playtesters Alison Wilson, John Wilson, Jon McClelland & Nahid Taheri and to Jacob Hurst for coining the term “Tuber Dudes.”

Map: Vault of the Granite Ogre by Dyson Logos

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Invasion of the Tuber Dudes is a one-shot aimed primarily at low-level characters, and requiring minimal preparation for Referees. In playtests it took about three-and-a-half hours but as always your mileage may vary.

To print the puzzle on page 15, go to our website (knightowlpublishing.com) for a free download.

As with all our adventures, we prefer to err on the side of evocative rather than descriptive. If you are unsure of anything, make it up. You have our permission to change, remix, add and subtract as you see fit.

Okay, the story:

I. The characters arrive at **Sun Radive**, a high desert town on the edge of the wilderness, and learn of the bandit **Jhadar Khale** that has been raiding the city's caravans. In addition to robbing the trade goods, the nefarious marauder has also been committing mass kidnapping of babies, children, and pregnant women.

II. The characters meet the de-facto rulers of the town; a trio of women known as the **Sisters of Clemency**. Possibly the PCs are granted powerful weapons, and are sent to capture the bandit king.

III. Along the way, they are ambushed by a dozen of the titular **Tuber Dudes**, who will likely capture them and take them to the Bandit King.

IV. **Khale** will attempt to turn them to his side. If they refuse, or anger him, or kill his favorite purple carrot warlock, he will have them thrown into a prison in his old hideout before marching on **Sun Radive**.

V. The PCs escape, possibly loot the abandoned mine, return to the town, either with a captured **Khale** or to confront the Sisters.

VI. Shit goes down. Lives will almost certainly be lost.

You may be thinking: *“Isn't that a railroad? What if my players don't want to do any of that?”* Well, every plot point apart from the first is pretty mutable. But in the interest of keeping this short enough to be run as a one-shot, a linear structure is provided.

That doesn't mean the players have to do anything they don't want to. By all means, have them make the choices they want to make. Just be prepared to improvise a little if and when things go off the rails.

Finally, the stats in the book are formatted for B/X but when possible conversions are listed as well. Thus Armor Class might be listed as AC 4 (15), where 4 is the B/X standard but 15 is the corresponding AC (for most systems).

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Sun Radive



The Sage Desert. Evergreen trees cling to the dormant volcanic peaks, and ribbons of obsidian flow like cold, gleaming rivers. Summers find hot days and cold nights with snow lingering in the mountains year-round. Winters are glacially cold with heavy snow but the days are often bright and sunny.

On the arid valley floor, plants are smaller but more fragrant; big sagebrush, rabbitbrush, junipers, and yucca all have medicinal value. This area is known as the Rolling Sage Plain, the Sage Desert, or Centralia. The only settlement of note is called Sun Radive.

It is the last of the post cities, built as a fortified lumber and mining town a century ago. If there is a mainland in your campaign, the town of Sun Radive is on the far edge of it.

A former military installation, it has a large wall (20 feet high and 20 feet thick) around it. A large river flows above the city; the river itself is intersected by a series of hot springs. Just after that intersection is the only bridge, which leads to the Rolling Sage Plain in the north.

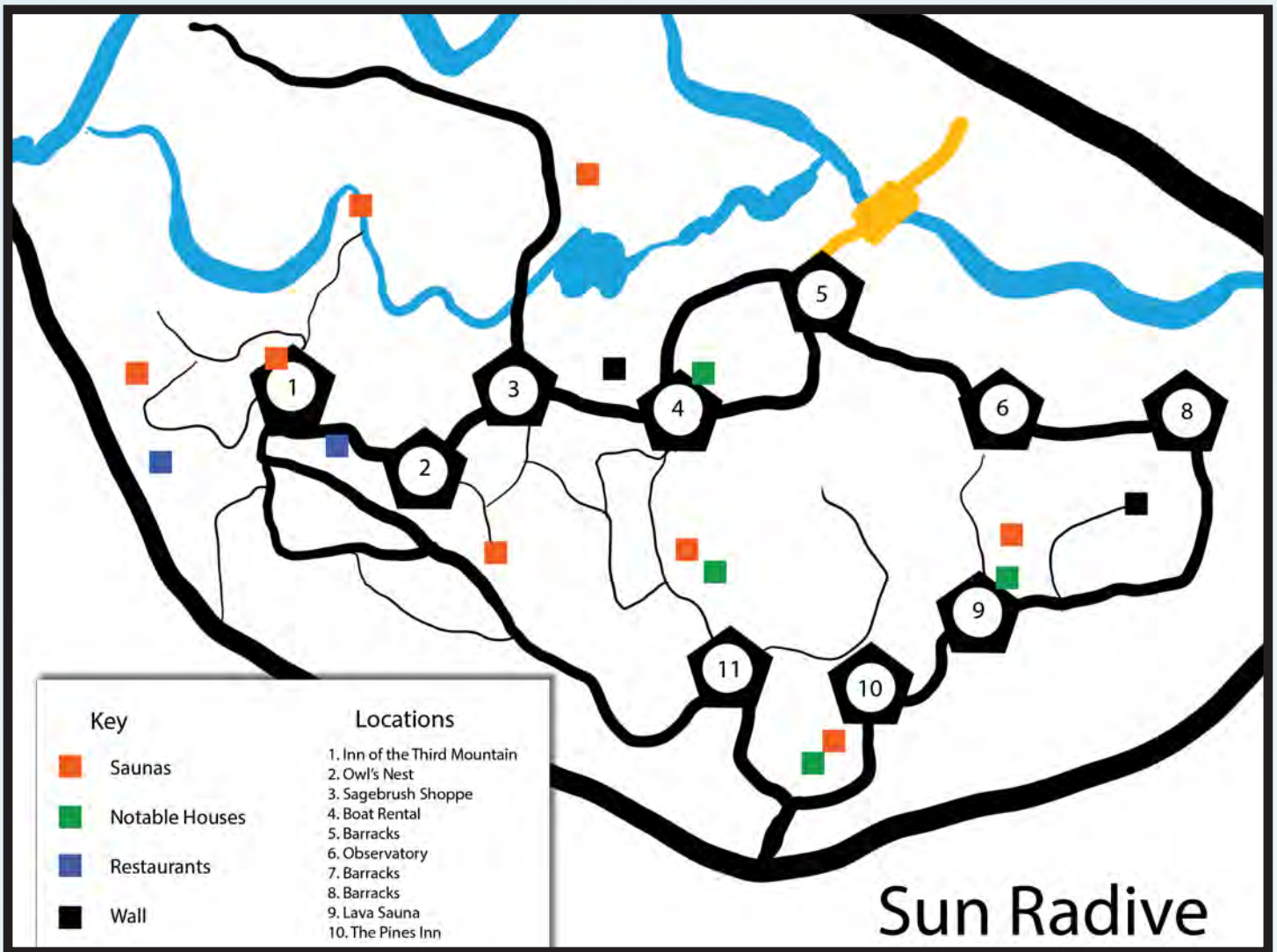
As written there are no demi-humans. If you include them, then an enclave of desert dwarves stay near the Pines Inn at Circle 11.

The people of Sun Radive are hale and healthy but possess a provincial coldness toward anyone not originally from Sun Radive.

That said, any players who chat with an NPC for more than a minute or two and is suitably friendly (or makes a successful *Charisma* check if you prefer rolling to role playing) can use the adjacent table.

Sage Desert Scuttlebutt

1	The Three Sisters are a boon to this town. We love them with all our hearts.
2	There's something odd about Three-Fingered Jack.
3	Jhadar Khale is evil and deserves death. I'd pay good money to see his head get chopped off.
4	The Sisters have a secret arsenal of artifacts. Some are said to be EVIL.
5	Dire curses affect those who enter the Observatory without permission.
6	There are bizarre creatures on the Sage Plain that have never been seen before.
7	Some of the adventurers hired to kill Khale instead joined him. Traitors!
8	To hell with Prophecy! I don't believe that baby is at all evil.
9	There are shadows that sneak into the city from underground tunnels.
10	People keep disappearing by Circle 5.
11	There's a rare desert yucca that's worth its weight in gold. You can identify it by its smell: like whisky!
12	I'm not one for harming the innocent, but the Book of Juniper has never been wrong before. Why take the chance?



Orientation within Sun Radive can be confusing. The town has only one-way roundabouts called Circles. They are numbered 1-11 but there is no number 7. The main buildings of town lie at the circles.

Not long ago, Sun Radive was an active frontier town but the events of the last several months have hit it hard. Many are leaving, traveling closer to civilization.

CIRCLE 1 - The Inn of the Seventh Mountain. It's not cheap (10 gold a night) but was built on hot springs; soaks (and dinner) are included in the price.

CIRCLE 2 - Owl's Nest. Fresh, local grub and the best beer in town can be found here.

CIRCLE 3 - Sagebrush Shoppe. Sells all standard equipment at 20 percent more than regular prices.

CIRCLE 4 - Boat Rental. Cruise the streams or canals for 2 gold per hour. Or buy a kayak for 30 gold but it encumbers two people while on land.

CIRCLE 5 - Barracks. A solid brick building, at three stories it is taller than anything other than the Observatory. Houses 500 soldiers and an attached stable holds 200 houses, though currently it is only half full.

CIRCLE 6 - The Sisters of Clemency Observatory. Long ago, this was the domain of scientists and learned astronomers. Now it is both an orphanage and the headquarters of the Sisters of Clemency.

CIRCLE 8 - Barracks. An outdoor series of tents that hosts 120 archers.

CIRCLE 9 - Barracks. Once a school but recently converted into quarters for 100 militia. At any given time d100 soldiers are here.

CIRCLE 10 - Lava Sauna. A no frills spa for locals built in obsidian pools. Costs 3 gold.

CIRCLE 11 - The Pines Inn. Cheaper but further away from town than its competition, it costs 5 gold a night but includes neither meal nor sauna.

The Sisters of Clemency

Faith

The oldest of the Sisters, she has a habit of referencing long-ago events, though she appears young and fair. She is a level 4 Cleric who worships a local volcano deity.

HP 16

AC 4 (15)

STR: 12

INT: 10

WIS: 16 (+2)

DEX: 12

CON: 7 (-1)

CHA: 15 (+1)

Spells

Blight

Darkness

Cause Light Wounds

*Candle Blow** (see page 22)

Catchphrase - "But that was long ago. You wouldn't understand."

Hope

This middle child is the smallest of the Sisters and the most quiet. Though outwardly meek, she is the most ruthless. She is a level 4 Cleric who worships a local volcano deity.

HP 16

AC 4 (15)

STR: 12

INT: 10

WIS: 16 (+2)

DEX: 12

CON: 7 (-1)

CHA: 15 (+1)

Spells

Cause Fear

Know Alignment

Resist Fire

*Volcanic Storm** (see page 22)

Catchphrase - (whispers) "They must die."

Charity

The youngest of the Sisters is the tallest. She speaks of herself in the third person and is rather vain. She is a level 4 Cleric who worships a local volcano deity.

HP 16

AC 4 (15)

STR: 12

INT: 10

WIS: 16 (+2)

DEX: 12

CON: 7 (-1)

CHA: 15 (+1)

Spells

Cause Light Wounds

*Create Lava Golem** (see page 22)

Hold Person

Snake Charm

Catchphrase - "Charity is the reason why anyone stays in this dusty town."



Who is Jhadar Khale?

Half a year ago, no one in Sun Radive had ever heard the name Jhadar Khale. Now is he all the town can talk of. There are few unaffected by his raids--everyone at this point is missing a sister or an aunt.

The Urban Perspective

Jhadar Khale is a warlord and slaver who in the last six months has gained immense power by killing and capturing all of the local slavers, bandits, and ruffians. His newly forged empire of unified brigands is suddenly the most powerful force within a hundred miles.

Khale raids caravans and will kill men, women, animals, children who resist. But he allows surrender, and after victory, he will let the adults go free, where they wander footsore through the high desert into the city of Sun Radive. He always keeps babies, however, and even pregnant women. The infants are never seen again and honest people shudder when they speculate what dark rites are undertaken.

The Sisters have decided against their own ostensible morals that Khale must be assassinated. Once he dies, they reason, his fledgling empire will crumble and his death will save the lives of many others.

The Perspective of Khale

Like many warlords, Jhadar Khale has done awful things. He doesn't deny this, though his life was far more mundane until six months ago when it changed forever. Deep in a cavern, while a slave himself, Khale found a relic, an eldritch stone, sullenly throbbing with crude power. He calls it the Swell Stone and it is the source of his strength.

It was at the same time he learned of the 10th prophecy, by an actual Juniper Sage (said to have become part of Khale's retinue and personal cadre.) Khale truly believes the Sisters will raise a baby so evil that it will doom the world. This is why he began taking babies and (he says) why he began the slavery ring in the first place.

The Swell Stone

Warps living things if they are in the first year of growth. Within a month, they will age to $18+d6$ years old (or the species equivalent). Obviously this will have a severe impact on their long-term intellectual, emotional, and linguistic development, if any live long enough for it to become an issue.

Jhadar Khale

Level 8 Fighter

AC: 3 (16)

HP: 50

Attacks/round: 2 (Daggers, each do d6 damage)

Magic Resistance 50%, only struck by magical weapons

He owns the Swell Stone and is always accompanied by his elite bodyguard, d6 Purple Carrots.

Personality - Taciturn, fatalistic, and good-humored, Khale is charismatic and driven. His forces-humans and vegetables alike-will die for him.

Catchphrase - "So be it."

d8	Jhadar Khale's Background
1	Farmer - Increase all Tuber Dude HP by d4.
2	Blacksmith - His army's weapons do +1 damage.
3	Cowboy - Rides a giant antelope.
4	Miner - Has a cart full of 1000 gold nuggets.
5	Publican - He really likes beer.
6	Bandit -He's greedy and will attempt to rob the characters of their funds and magic items.
7	Scribe -He has discovered a secret entrance beneath the river into Sun Radive.
8	Lumberjack - Fights with a battle axe (d10) instead of knives. Still attacks 2 times per round.



The Offer



The Sisters are desperate to stop Jhadar Khale. They will hire any greenhorn or tenderfoot and send them after him. (The Sisters expect them to die, of course, but that is of small concern and eventually, they hope, someone will succeed.) This has been their policy for the last six weeks but now it is more urgent than ever. The urgency is because they fear that Khale will come for a baby who is in their keeping (see page 10), and that all their plans will fail.”

Of all their fears and frustrations, they are most upset that they know neither the source nor the scope of the brigand’s power. Now with danger so imminent they will allow PCs to loot their armory for weapons.

The items are powerful and locked in a hexed vault, and they come with a stiff stipulation. A jewel is inserted in the back of the willing PC’s neck. If the magic item is not returned with 30 days, the jewel will magically compel them to return or suffer a loss of 1d6 HP per day. (Of course, a clever PC can probably figure out a way around this.) If the three Sisters are killed the jewels lose their power but remain embedded.

The PC’s can choose or make the Sisters more stern and assign randomly by rolling 1d10 on the adjacent table.

1	Chingu Sword It hits as a normal longsword. But when it misses, the target must <i>Save vs Spells</i> or be affected by <i>Charm Person</i> .
2	Mighty Mace Does maximum damage against inanimate objects.
3	Trifling Axe Casts <i>Silence 15’ Radius</i> when drawn.
4	Soothe Spear Cannot be used to hurt; heals d8 HP.
5	Astral Shield +2 AC Made of cosmic metal. Does not encumber.
6	Singular Spellbook Allows any class to cast 3 randomly determined first level spells.
7	Lawful Candle Only burns (-1 HP) those of a Chaotic Alignment.
8	Rainbow Gloves Allows the user to change hair color at will.
9	Thunder Hammer d10. When a 20 is rolled, it casts lighting doing 2d10 damage to target and d10 damage to the wielder.
10	Abiding Potato A delicious, everlasting spud. So long as the skins are kept another potato will appear the next day.

The Baby and the Prophecy

The madmen, hermits and zealots of the Sage Desert have a poor track record when it comes to prophecy. However the Book of Juniper is the exception. It has ten prophecies; so far nine have come true. The tenth concerns a baby. Many (including the Sisters of Clemency) believe it refers to an infant recently left on steps of the observatory. It reads:

*“From the far-flung corners of the West
An unknown child will be born of unknown people,
Raised by sisters, her words will seduce a great host;
Her might will eradicate the realm of men.”*

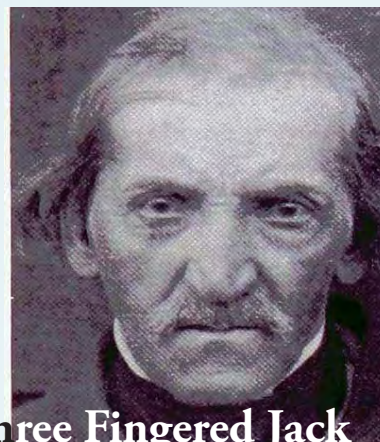
At this point, all of Sun Radive is well-aware of this prophecy. They are split on whether it applies to this particular baby but Jhadar Khale’s raids have only increased dependency and trust in the Sisters. Their power grows every day and will reach an apex if/when the city is besieged. The situation is not yet a boiling pot but it’s closer every day.

How did the baby arrive?

1	The baby was put there by some anonymous person in the city.
2	The baby is actually Three-Fingered Jack’s illegitimate child. He placed it there in the dark of a cloudless night.
3	The baby was created and appeared by supernatural means.
4	The baby was secretly born by one of the Sisters.
5	The baby appeared the moment Jhadar Khale claimed his power.
6	It’s just a normal baby with nothing mysterious about it whatsoever.
7	There are actually two babies, twins, though this a closely kept secret.
8	It is Jhadar Khale’s child though he knows it not.

The infant has no name: it is known simply as “the Baby.” Once Khale is defeated, the Sisters plan to have a victory celebration and naming ceremony. Currently the Sisters have taken the unusual step of assigning it their greatest bodyguard.

Three-fingered Jack watches the baby night and day.



Three Fingered Jack

A loyal servant of the Sisters, he has worked for them since he was ten years old. Rumors told in dark cellars by flickering candlelight attribute eldritch powers to him and they are not wrong.

Jack is a silent man who lives to serve the Sisters. He would gladly lay down his life to protect them. However, he is good and any signs of overt evil on the part of the Sisters would cause him to have a serious crises of faith.

He is a first level fighter and carries a pocket guillotine for emergency finger severing.

Catchphrase - “As you will it, m’lady.”

HP: 8 AC: 5 (14)

STR: 17 (+2) INT: 9 WIS: 12

DEX: 12 CON: 7 (-1) CHA: 15 (+1)

Poison 12
Magical Devices 13
Paralyzation 14
Breath Weapon 15
Magic 16

In times of great need, Jack can cut off one of his fingers and evoke a limited *Wish Spell* (see page 22). He knows he should not squander this but there is a reason he is called Three-fingered Jack. Four of the seven were removed at the behest of the Sisters.

What happens when Jack runs out of fingers and loses his usefulness? What if someone else cuts off his finger? What if a severed finger is magically healed? That’s for you to decide.

Into the Sage Desert

Once they are suitably equipped and prepared, it's time to head north, cross the river, and seek out Jhadar Khale. The Sisters will suggest they leave early in the morning before it gets too hot. If the PCs agree, they can stay for free in the bunks at the Observatory.

What if they don't go?

That's fine; your players are welcome to do as they please.

If they stay in Sun Radive, they will be besieged by Jhadar Khale's army in 1d4 days. It's up to the Referee to figure out everything else that happens.

Or they can set out whenever they like. This travel phase is the calm before the storm. It's a good time to have some role-playing, to develop any threads from past adventures, and to plant any seeds for future adventures.

They will encounter three things that day.

After d4 hours - A vast field of sharp obsidian. Make a *Dexterity* check or suffer 1 HP whilst clambering across.

d4 hours after that - A silent pine forest empty of all animal life. It is eerily quiet and this is a great place to ramp up the tension.

d4 hours after that - A clear river (see page 12). There is a boat to get across and a rope bridge (requiring a *Dexterity* check). If any PCs drink from the river, they must *Save vs. Paralysis* or 50 percent chance they will change into a Skellington. If they fall in the river, they must *Save vs. Paralysis* or 100 percent chance they will change into a Skellington. It happens immediately and nothing short of a *Wish* can change them back.

The immediate effects are:

Charisma is reduced to 1d4. For reasons that should be obvious.

Add 2d10 HP. This represents the newfound ability to withstand massive damage.

If there is a cleric in your party right now, the character is immune to their *Turn Dead*. But only that cleric(s).

They now level up as a Skellington, but have essentially become dual class, for they keep all the previous powers and abilities of their original class. (Though they will never improve again in their original class.)

If one player does fail their save, wait to tell about their powers until after the river. You perhaps don't want the players min-maxing their way to a brotherhood of skellingtons.

Skellington

Requirements: Special

Prime Requisite: none

Hit Dice: 3d4

Maximum Level: 10

Allowed Armour: None

Allowed Weapons: Any melee

Languages: Alignment language, Common

Level Progression & Saves: As Thief

Morale: 5

Skellingtons are the rare undead that are not mindless; instead they carry a vestige of their former humanity. Though hideous to behold they retain whatever goodness (or badness) they once possessed.

Abilities

Restore: Even down to 1 HP they can pick up bones (theirs or others) and restore their body. It takes 1 minute of game time per major bone. and they gain d4 HP for each bone restored thusly.

Frightening Jape: Ever the masters of humor, they can tell jokes so unsettling that the listener is affected by it. Roll **1d4**
1. -2 to saves for the rest of the day. **2.** -1 to strike for the rest of the day. **3.** -1 to damage for the rest of the day. **4.** -3 HP for the rest of the day. (These can be cumulative, but the player must actually make Cryptkeeper-like jests to achieve this.)

Real Ugly: Even cloaked and hooded, their high-pitched voices are terrifying to experience. All NPCs must make a morale check (roll 2d6 and get a 5 or higher) upon meeting the Skellington.

If the NPC fails they will flee or attack, depending on temperament.





Ambush!

After the potential ordeal at the river it is getting dark when the path winds through a canyon. Any character who cares to note would know that it is a perfect place for an ambush. But it's also the only way the path goes.

Nothing actually happens in the canyon though you can use this time to amp up the tension. There can be another stream, this one mundane. Go the full horror movie route and have a black cat jump out at them. Or just have them pass through as the sun sets. Regardless, as they come out trouble emerges.

Sailing in on hang-gliders made from giant cabbage leaves come a strong force of Tuber Dudes. They are 10 **Carrots** led

by a **Purple Carrot** warlock named Tendril.

Carrots 1 HD, AC 5 (14), D10 damage with polearms.

Tendril 3 HD, AC 3 (16), D10 damage with polearm, can cast *Web*.

Option 1: If no fighting has started by the time they land and surround the PCs, the leader will insist upon surrender. (A single word command; he will repeat it if necessary.) If the PC's do surrender, they will be tied up and led to meet with Khale

himself. It will take the rest of the next day to reach the fortress and it's probably best to skip right to it.

Option 2: If the PCs fight (and lots of parties will reflexively), it will be very difficult and possibly frustrating. This adventure expects them to lose especially if they are first level (although see option 3 in case they don't). The Tuber Dudes will do stun damage and once the PCs are knocked out carry them back to Jadar Khale's hideout.

Option 3: If the PCs fight and win, and keep going forward, Khale will be upset but still willing to talk upon meeting the PCs. If they have slain Tendril the Warlock, he will be furious and attempt have them immediately thrown into jail. (See page 16).

Options 1 or 2 will lead to a pleasant Jadar Khale, for he will feel like he is in control. He has a fanatic's certainty that he is right and believes that if he simply explains himself, the PCs will also see that he is right. His truth, he is sure, is so self-evident that only the wicked or insane would disagree. (See Page 8, The Perspective of Khale.)

If the PC's attack Khale, he is attended by d4 Purple Carrots

at all times. If they fail, they will be thrown into prison. If they succeed, and kill or capture Khale, they will be pursued back to Sun Radive for either vengeance or to free him.

Khale's Crew

There is an army outside in the desert, sitting on top of what were recently slave mines. Characters who have a relevant skill or who make a successful *Intelligence check* guess there are perhaps 800-1,000 humans warriors. If examined, there is something odd about many of them. They are a little clumsy, perhaps, and their faces young, almost childlike.

Additionally, many are naked or clothed only in the rudest of breech clothes. Those wearing clothes are dressed in a plethora of patchwork uniforms (indeed d100 of them were adventurers sent to kill Khale who changed their minds and joined his side.)

The number of Tuber Dudes is almost impossible to guess, for many of them are buried in the earth. If someone had to guess, it might be in the region of 10,000 but it could be half or double that.

The forces are preparing to march upon Sun Radive, for Khale believes the baby must be captured and slain.



The Tuber Dudes

These constructs are neither male nor female and the use of “dudes” is considered to be gender neutral. In the desert tongue, they are called “*sākākhyathag*”. The translation we have chosen is Tuber Dudes, though it does not carry the connotation of violence that the original tongue does. Consider “Tuber Thugs,” “Tuber Bandits” “Tuber Raiders” or “Tuber Brigands” as synonyms. Incidentally, their name for themselves translates as “Living Beings of the Soil.”

The Tuber Dudes are a new species and a vigorous taxonomy does not yet exist. There may be a few scholars and sages in Jhadar Khale’s horde (especially the Taro) that are studying them, but if so they have yet to share their findings. The following general qualities are not yet known by anyone in Sun Radive but can quickly be discovered in the company of Jhadar Khale.

- Tuber Dudes seem to have the ability to communicate amongst themselves via nonverbal means, but they are capable of speech and understand Common to some extent. They only speak verbs, however.
- Even with these linguistic limitations, they are clearly of a philosophical bent. Due to their gentle nature most are not good warriors but they make up in numbers what they lack in ferocity.
- As you’d expect, they make excellent miners and gardeners.
- They are surprisingly mechanically inclined and tend to be surprisingly great inventors.

When you need to see just what kind of tuber you’re dealing with, use the below table.

d10	Wandering Tubers
1	Carrot
2	Jicima
3	Beet
4	Malanga
5	Celeriac
6	Crosne
7	Mandrake
8	Taro
9	Radish
10	Purple Carrot

All Tuber Dudes begin with 10 HP, 1 attack per round for D6 damage and have AC 9 (10). They count as 1 HD creatures.

- **Carrots** form the bulk of the Tuber Dudes. They are soldiers and footmen, as well as architects and engineers. They favor polearms. *Add +1 to hit and do d10 damage if fighting with polearm.*
- **Jicima** act in a similar manner to human clerics and can heal any kind of Tuber Dude with *d8 HP three times a day.*
- **Beets** are sturdy warriors. They can withstand great damage though they have no hands and are incapable of attack. *Double their HP.*
- **Malanga** are hefty creatures that work in the mines and dig up great riches to support the army. They are rarely seen above ground.
- **Celeriac** are fanatical warriors that function akin to human berserkers. *They attack twice a round and do +4 damage.*
- **Crosne** are worm-looking roots that act as spies and thieves and form the core of Khale’s intelligence work.
- **Mandrake** possess powerful arcane powers are similar to human wizards. *They know every spell involving plants.*
- **Taro** are the most philosophical of all Tuber Dudes. They rarely fight and spend much time watching the stars or buried in the dry earth. Given time and their survival, they may spread across the land as advisors and academics.
- **Radishes** Armed with organic crossbows, these burly creatures make up the artillery of Khale’s forces. *Their organic crossbows do d8 damage and load themselves so to fire every round.*
- **Purple Carrots** are the rarest of all. Only eight exist and they serve as Jhadar Khale’s elite guard and commanders of his forces. They are akin to warlocks and can cast magic or fight expertly. *Add +10 HP, +3 to hit and to damage and 1 random 1-3 level Magic User Spell.*



Imprisoned

In order to get free from their cell, the players have d4+1 minutes to solve this puzzle. Solving it equals unlocking the cage and immediate freedom. If they cannot solve it in time they can pick the lock but it's difficult and takes d6 hours and they will each lose d4 HP from hunger and thirst.

Tuber Dudes

D4+1 minutes to unlock your prison

K U	J L P	R A M	R O T	K D H
F J N	A O J	A G V	E P R	A S F
H J X	C X H	B N Z	P S E	C L K
A O A	K N A	B A D	I T S	C A Q
K F U M	N U D	I L D	N E E	U H
B G	C D I	Q S A	T A Y	U E D
J H N	L O C	N T R	B M I	J B W
U I L	E M I	O X L	R F N	F K P
Y G E	M A J	T F N	U O Z	B C Q
B Q Z V	E N U	G G S	S M P	J T
H X	D K Z	N D L	N W S	H P C
V R W	O W C	C R D	I S W	Y L W
P C U	T W E	Y A R	L A Z	B Q G
V W U	Y F L	H K V	L G Q	A O B
N N I E	C T E	S E L	E E E	B E
O C	R K C	E A R	I M I	K J P
J X E	C D A	H R I	D F X	S Z Q
S T E	M O R	P O A	A R R	A D V
H Q R	C Y R	O S C	R G E	D Z O
X E O H	F M O	R R S	E E G	K S
R V	V O T	H S T	P E C	X L N
S Y A	I I U	Y D S	Z T B	M A I
R F S	D D M	R J I	U S Z	J H F
F Z O	A U G	E I J	K I E	P K F
L I Q	R W H	Y H J	W S R	Y T

SUN
KHALE
CARROTS
MALANGA
TARO
THREE
BABY
DESERT
RABBITBRUSH

RADIVE
SISTERS
JICIMA
CELERIAAC
RADISH
FINGER
SKELLINGTON
JUNIPER

JHADAR
CLEMENCY
BEETS
MANDRAKE
PROPHECY
JACK
SAGE
YUCCA

Escape

Once free, the PCs can chase after Khale immediately or if they wish to explore the almost completely abandoned mine, there is treasure for the taking.

1. d10 wagons full of tea, spices, glassware, salt & pepper. Worth quite a lot if it could be brought to an interested buyer.

2. D12 ruined wagons, full of dried roots and flowers, juniper berries, sage incense.

Eating Room - Once a living area for miners, it now has tapestries, carpets, fancy torch sconces, and other ornate whatnots from captured merchant trains.

Behind one of the tapestries are d12 gemstones in a chest.

Sleeping Quarters - This large chamber has holes in the ground and beds enough for 5000. Little of else of note, though there is evidence (clothing, mostly) for any who look of several hundred women living here until recently.

3. 18 barrels filled with dried fruits and berries.

4. An army barracks with room for 500 people to sleep. Currently empty save for three sickly teen boys. They know nothing useful and are rather simple-minded.

5. Several banks of makeshift squat toilets. They do not smell good. Some players might delve into the muck for loot but they will be disappointed to learn that sometimes a toilet is just a toilet.

6. A dying Tuber Man (roll on chart on page 14 to see which kind).

7. The Kitchen with wood ovens and d100 portions of food.

8. Piles of reeking bones stacked into geometric patterns.

9. Bones, rotting bodies, and decomposing Tuber Dudes. If looted there are d10 gold nuggets but the looter(s) will stink (-8 *Charisma*) until cleaned.

10. Three ceramic jars with mastadon a mouse and a raven on each, respectively. Inside each is a single meter high soapstone statue matching the illustration on the jar. The statues are largely mundane, but if oil is added to them, they become giant (10 meters) for d4 hours. If water is added to them, they

shrink to tiny 2.5 cm high. If alcohol is added to them, they animate and serve the one who added it for d20 minutes.

11. A mostly looted armory, there are still d12 polearms here. They were grown, not made, and are all one piece. They do d10 damage.

12. Two long hallways that intersect.

a. d1000 worth of copper bars, though they are encumbering and there are no bags for collection.

b. A large pulsating stone sits on a small dais. Anyone who touches it will randomly change class. 1. Fighter 2. Magic User 3. Cleric 4. Thief. The stone only works once per person.

c. A well full of refreshing water. If anyone dives in, it goes 5 meters down and there is a diamond ring at the bottom. If removed, the water becomes full of mud and worms. The ring is a minor artifact that clears up subterranean water sources.



Besieged



Perhaps the PCs marched to Sun Radive with Khale or perhaps they escaped prison and found the army besieging the city.

Regardless, unless they killed Tendril the Purple Carrot Warlock, Khale will welcome them and in fact invite them to join a reconnaissance team that hopes to slip into the city and open the gates for the main army.

Despite the presence of tens of thousands of warriors, it is well organized. The Tuber Men have created a highly organized siege outfit. Most importantly, an advance force has tunneled below the city and created an opening beneath the barracks in Circle 5.

A line of Beets and Radish have encircled the entire city. They are led by three of the Purple Carrots and a dozen Mandrake. Behind them are the auxiliaries: the humans and the Carrots.

The Malanga have built an underground tunnel into the city and the Crosne have infiltrated the town.

If the PCs have not allied with Khale, or are attempting to spy on him, they have a 2:6 (4:6 for thieves) chance of overhearing about the tunnels. Alternately the PCs could have heard rumors of a tunnel in the Scuttlebutt on page 5. If you are a kind Referee, you may wish to remind them of this.

Some PCs might want to go in through the river or find another scheme. They also might want to capture Khale. That's fine! (Though in the last case they will have to fight 6 random Tuber Dudes).

Getting back into the city doesn't need to be a major endeavor. This adventure was designed as a one-shot, after all. But it can be tricky to gain egress into a besieged location. Whatever way they take, there are likely to be dangers on the way.

Roll d10 on the following table. The results are vague and can be customized based on the route the PCs take and what they are likely to encounter.

Sneaky Mishaps Table

1	Unexpected obstacle. Randomly determined PC loses d4 HP in clambering over it.
2	An intelligent being attempts to stop PCs. The PCs can get past, but the being is so vexing that PC's are at -1 to initiative for the rest of the day.
3	A localized burst of magic goes off. PCs must <i>Save vs Spells</i> or lose 1 item of equipment from the magical bomb.
4	Strange music fills the air. <i>Save vs. Paralysis</i> or follow the Piper, a giant rat-like creature, into the sewers beneath the city.
5	Fierce animals attack. Half of the PCs lose 1 HP in fending them off.
6	Traps! 2 in 6 chance of being caught up in pesky traps. The wounds slow down any PCs who fail a <i>Dexterity</i> check and cause -2 to AC until healed.
7	Monster Ambush. PCs who fail a <i>Charisma</i> check lose half their remaining XP in fending off the beast.
8	Injected with a poison! PCs must <i>Save vs Poison</i> or lose 1 HP per hour until healed.
9	Boring! Neither anything good nor anything bad.
10	Whoohoo! One of the unused weapons from the Sister's arsenal (page 9) is found, perhaps on a dead or wounded adventurer.

When the PCs emerge into the city there will be one person waiting for them, either by chance or design. Roll D6.

1. Rival adventurer. She won't fight unless forced to defend herself. Level 1, 4 HP, AC 7 (12), dagger d4 damage.

2. Human cleric. Level 2, 5 HP, AC 9 (10), Mace d6, Turn Undead, Cure Light Wounds

3. Man-at-arms. Level 2 Fighter, 12 HP, AC 7 (12), spear d6 damage.

4. Wizard. 2nd level Magic User, 6 HP, AC 9 (10), Charm Person and Magic Missile.

5. Captain of the Guard. 2 HD, AC 5 (14), Flail D6 damage.

6. Three Fingered Jack himself (see page 10).

The Observatory

It doesn't take long to reach Circle 6 from Circle 5. Though the streets are empty the atmosphere is absolutely electric with the impending crisis. The Tuber Dudes are about to break through, even without the PC's help as Khale has sent several bands to achieve this.

The Sisters of Clemency have battened down the hatches and any who enter the Observatory without the jewel in their neck must *Save vs Spells* or suffer one of the following curses. These curses are permanent until cured, unless stated otherwise.

Those with jewels are free from the below curses but if they attack the Sisters it will be at -4 to hit as their bodies resist the message from their brains.



d20	Curses of the Observatory
1	ENFEEBLED. Your unarmed attacks cannot hurt anybody, not even a baby. The one exception is horses which you instantly murder with a successful hit.
2	HOURGLASS BLOB. You are infused with vigor. Gain 50+5d10 max HP. However, neither potion nor spell nor rest can ever heal you. If the curse is not lifted, you will die when you run out of HP.
3	LATENT DISEASE. You receive 10 diseases at once but they all counteract. Each time healing magic or potions are taken, one disease is activated.
4	NO FACE. Lose one facial feature. It is erased as though it had never existed which can have important in-game repercussions. Roll 1d6, 1=left eye, 2=right eye, 3=nose, 4=mouth, 5=eyebrows, 6=ears.
5	BELLICOSE RAGE. Get violently angry at the mention of _____. (Choose or roll D12. 1=dogs, 2=cheese, 3=urine, 4=love, 5=shoes, 6=carts, 7=melons, 8=horns, 9=scrolls, 10=ice 11=cuteness, 12=mendicants.)
6	OBSESSION You fervently collect _____ (Choose or roll 1d6. 1=mushrooms, 2=geometric patterns, 3=morning stars, 4=birds&feathers, 5=unusually colored cobblestones, 6=pieces of dead human.)
7	GENEROSITY. Everyday this isn't cured you will give away d100 % of your remaining savings. Once you fall under 1 GP, you will start to sell your gear and give away the profits from that.
8	NEW OBJECTIVE. Whatever your party is doing/looking for is no longer important to you. Instead, you really want to ... (Choose or roll 1d4, 1=Build and stock an underground bunker, 2=Write and Star in your own play, 3=Convince a local lord to fill the city/area with statuary dedicated to your mother, 4=Have the highest Charisma in the world.
9	LIAR LIAR. You cannot tell the truth for the next d3 days.
10	OVERCONFIDENT: You think every missed attack is a Critical hit and can neither believe your own luck nor how many crits your opponents can withstand.
11	FRAGILE: A natural 1 on an attack automatically shatters your weapon beyond repair. Any weapon, until the curse is lifted.
12	WEAKNESS: Your damage is reduced by one die type. A weapon that did 1d10 does 1d8. A spell that did 6d6 does 6d4.
12	WICKED SPEECH: Anyone who can understand you suffers 1 point of damage each round you speak.
14	THIRST: Water or other liquids provide you no hydration. You must consume magical potions to be hydrated. Failure to consume potions will result in death in 1d4+2 days.
15	CRAWL: You can't stand or walk, but you can crawl. You are considered prone.
16	TICKLISH: Each time 1 Damage is done to you it tickles, making you laugh as hard as you can.
17	OUCH: All damage dealt to you is maxed.
18	YOUTHFUL: Each day your age is reduced by 1d6 months. If you pass the infant stage you cease to exist.
19	ELDERLY: You age 1d6 months each day. Once you reach 100 (or demi-human equivalent), you die of old age.
20	DERP: Every time you read or are spoken to you must make an intelligence check to comprehend the meaning.

Confrontation



There's a chance the PCs have brought Khale back to the Sisters. (That is what they were asked to do, after all, which is why it's a little unlikely.)

If they have captured Khale, the Sisters will be very pleased. They will pay the promised price and the PCs will be rewarded and allowed to depart once Khale's forces have been broken.

Otherwise, if the PCs have teamed up with Khale or just oppose the Sisters, it's a pretty deadly fight. (In play-tests, half the party died.)

The Location

The main room in the Observatory is a big circular room with tall ceilings. There are barrels of food and water that have been stockpiled in the event of a long siege.

Besides the door that led in, there are two more doors on the other end of the room. One leads to the nursery, where there are beds for three dozen children though currently only one occupant.

The other leads to the weapons vault, which the PCs may have seen before they left Sun Radive the first time. Clever PCs may try to sneak in or force their way in to attain the powerful weapons. This is up to Referee discretion but there is a 25 percent chance of d4 city guards guarding the vault.

Guard HD 1 AC 7 (12), Spear D8.

Tactics

The Sisters will meet any opposition with murderous rage. If any of the PCs have become Skellingtons, they will attempt to turn them. If any have jewels, they will mercilessly castigate them as feeble traitors.

Hope will cast *Volcanic Storm*, then Charity will summon a *Lava Golem*. Their oldest sister, Faith, will attempt to defend them with *Candle Blow*. It's a powerful stratagem but there is one weakness to their plan.

The truth is that although the Sisters have dark powers and are as ruthless as they are diabolical, they haven't ever faced much opposition. Should one of the Sisters lose half her HP, she will shriek and wail and flee back to the room with the baby. If he is still alive, Three-Fingered Jack is in the room with the baby and will lose all three remaining fingers to protect her.

After the first retreats, the two remaining Sisters will withdraw after suffering one additional wound. If the fight is drawn out, or if the PCs are losing badly, a bit of Khale ex- machina may be in order. He is storming the city, after all, and coming directly for this place. Apart from narrative reasons, give Khale a 25 percent of arriving each round, starting with the fourth round of combat.

He will be accompanied by d6 Tuber Dudes. Khale may not survive this fight and may not want to: if he can eliminate the baby he will die a happy man.

If the Sisters are out-matched, consider the intrusion of another party to defend them, one with gems in the back of their neck. It works better if the characters are known to the players, and best of all if the characters were previously played by the players.

What Becomes?

Maybe everyone is dead now. In case there are survivors, here are some things to think about the future.

The Three Sisters

If only one or two of the Sisters survive, they will try to take the baby and escape. Nurtured by elaborate plans of painful revenge, eventually they will come after the PCs.

If all three are slain, there is a 33 percent chance their patron—a volcanic demigod—will take a special interest in whomever killed them.

Three-Fingered Jack

Assuming he survives, Jack could go many ways. If he has no fingers left, regardless of anything else, he will flee into the Sage Desert and become a hermit. If he still believes in the Sisters, he will try to serve the survivors, or take revenge upon their killers.

If he sees their dark sides, Jack may turn on the Sisters or switch sides.

The Baby

Aw. She's just a little tyke. Could she really be so bad? Assuming she survived, are the PCs willing to take that chance? Or will they decide that nurture wins over nature and adopt her as a mascot?

Failing any narrative choices, there is an even chance the baby is the evil creature of prophecy or just a normal infant.

Jhadar Khale

All along, Khale has maintained that his actions were justified for the greater good. Now after his attack on Sun Radive, what will he do? It doesn't take a high Wisdom to guess that at this point he's not going to peacefully disband his forces.

Another issue: If someone else gains the swellstone, will they gain power over the Tuber Dudes?

Tuber Dudes

If Khale remains alive, the Tuber Dudes could become a force in the world. If he falls, they will spread out of the Sage Desert into the greater world. Some will become mercenaries, others advisors to lords. Many will undoubtedly fall victim to xenophobic humans.

Perhaps one of the Purple Carrots would claim the mantle of leadership and lead a force of Tuber Dudes upon a rampage that would take no few victims.

Sun Radive

If the city is badly damaged in the siege, and the Sisters scattered or slain then the town will become largely empty, another ghost town on the frontier.

If the Sisters stay in control and/or the city stays in decent shape, it will continue to grow and could become quite a bastion of darkness.



Appendix

The Sisters each know a spell higher than they should be able to cast; gifts from their patron the Volcanic Lord.

Candle Blow

Level 3

Duration: Instant

Range: 4'

This spell sends a noxious blast of gas from a candle that shoots towards an area within range. Creatures caught suffer 1 damage per level of the caster, with a successful *Save vs Spells* indicating half damage. If they fail the save, they are disfigured from the blow. Lose 1 point of Charisma for each blow suffered.

Summon Lava Golem

Level 5

Duration: Permanent (until dismissed or slain)

Range: 240'

This spell creates a 10' tall, 8' wide volatile creature of molten lava.

- Acts as 10 HD monster but see below for actual HP.
- It obeys the caster's commands.
- It remains animated until destroyed or until a dispel magic spell is cast upon it.
- The Golem deals double damage to creatures that use cold or are accustomed to cold.
- When the Lava Golem is summoned, put 6d8 on the table for its HP. No need to roll them, the dice themselves mark its life.

Each time it is hit for more than 2 damage, take the dice out of its HP pool and move them to the damage pool. (Which starts out at 0.)

When it has 6 attack die and no HP, it can attack once, raging and fierce, but will die the next round.

- If summoned during **Volcanic Storm**, double Golem's Dice.

Volcanic Storm

Level 4

Duration: 10 turns

Range: 120'

Lava bubbles through the floor and smoke fills the area. This spell creates a 30' radius of blazing, smoky heat so intense that characters must *Save vs Spells* or suffer d2 damage from heat. If two consecutive saves are failed, character passes out.

Wish

Level 4

Duration: 10 turns

Range: 120'

Jack's spell comes at quite a cost. He cuts a finger off, chanting: "I wish, I desire with my heart's fire that subject verb object shall transpire." It will do so instantly.



Tuber Dude PCs

As written, there's not a way to play as a Tuber Dude in this adventure. But if one of your players really wants to be a giant carrot, in this adventure or another, send them here.

Tuber Dude Class



Requirements: *Constitution* 10
 Prime Requisite: *Strength*
 Hit Dice: d8
 Maximum Level: 10
 Allowed Armour: None
 Allowed Weapons: Any
 Languages: Alignment language, Common
 Level Progression & Saves: See Table
 Tuber Dudes don't need rations or much of the typical adventurer kit. Roll 1d6 three times on the below table to customize your Tuber Dude.

d6	What Kind of Tuber?
1	Carrot (XP and Saves as Fighter) +1 to Hit, +1 to damage with polearms
2	Jicama (XP and Saves as Cleric) Can cast <i>Cure Light Wounds</i> 3 times a day.
3	Purple Carrots (XP and Saves as Elf) +1 to hit, gain 1 spell each level
4	Beet (XP and Saves as Dwarf) D12 Hit Dice.
5	Crosne (XP and Saves as Thief) Automatically get bonus 4 in addition to their roll.
6	Mandrake (XP and Saves as Magic User) Start with <i>Growth of Plants</i> , <i>Speak with Plants</i> spells.

Abilities

Camouflage: All Tuber Dudes can hide as thief of same level (use *Hide in Shadows*) while in forests, grasslands, and other verdant locales.

Grapple: If an unarmed Tuber Dude wins individual initiative by at least three, they can choose to grapple upon a successful hit. Using their whole body, they can incapacitate an enemy roughly their size for d4 rounds.

Pesticide: Anytime in the presence of an insect swarm, magical or mundane, the Tuber Dude will be singled out and attacked by insects. They must *Save vs Death* or die.

Photosynthesis: Tuber Dudes don't need food and save loads on rations. But they lose 1 HP for each day they don't see the sun.

Sentry Duty: Tuber Dudes cannot sleep and are unaffected by magical *Sleep* as well.

Short Lifespan: Tuber Dudes only live for 1 year +d12 months. They do not, as a rule, fear death or dread "the looming," as they call it, but their short life spans significantly shape their culture.

Soiled: If they bury themselves in the earth, they can use the nutrients to heal. At levels 1-3, they heal d6 HP per day. From levels 4-6, 1d6 HP per 12 hours, and from level 7+ they can heal 1d6 HP an hour.

	Weapon	Personal Quirk	Bonus
1	Maul (d12)	Hard Skin +1 AC	A belt with d4 Onion grenades (<i>Save vs Poison</i> or blinded with tears for 2 rounds.)
2	Quarterstaff (d4)	Lithe +1 to hit	Rides a giant, gangly potato horse.
3	Throwing Trowels (d3)	Nimble +1 to AC	Enough tendrils to act as 30 ' rope.
4	Jackfruit Morningstar (d8)	Extra bushy top-add 10% to Camouflage bonus	Roots can act as Thieves' tools.
5	Urumi (Whip Sword) (3d4)	Fetching +1 to <i>Charisma</i>	Really cool vest (with sequins!)
6	Giant Scissors (D4, double damage against Tuber Dudes.)	Infravision as dwarf	Cabbage leaf hang-glider (If in high and windy place, acts as <i>Fly</i> spell for 60 seconds.)

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a puissant revolutionary
a notorious traitor
a daring rebel
a foul murderer
an inspiring hero
a disgusting slaver

What does he want ?

to end the tyranny of the Sisters of Clemency
to gain wealth and power at the cost of innocent lives
to murder, to kill, to destroy for that is his evil nature
to save the world

How will he win?

by sheer cunning alone
his savage army of twisted mutants
he won't: we will crush him any day now!

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