

# The Gongfarmer's Almanac

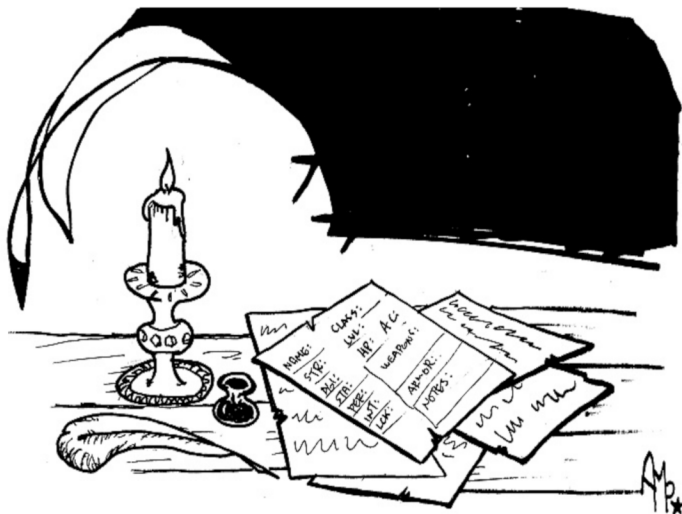


Volume #2, 2021

AK&A K&G DK&G

# The 2021 Gongfarmer's Almanac: A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by  
the DCC RPG Community



## Volume II: The Kids' Table Highlighting the Work of DCC's Next Generation

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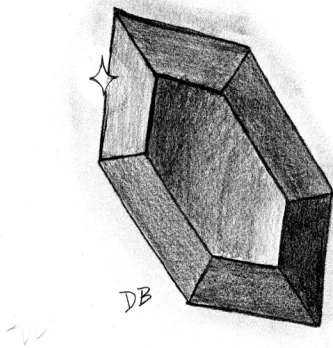
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## Jewel of Unrelenting Nightmares

A Mysterious Magic Item

By Flynn Gahsman

Illustration by Cory Gahsman

This purple hued, walnut-sized jewel is of exceptional quality and was enchanted by a paranoid wizard to protect his possessions from unwanted handlers. The jewel may be physically affixed to any object that the owner wishes to protect from tampering ( a chest, tome, closet, etc.). Once affixed, the jewel may distract potential thieves by diverting their attention to the jewel, instead of the true valuable item.

When a person, other than the jewel's owner, touches the gem, they are immediately transported (no saving throw) to a pocket dimension located within the jewel, where they will encounter a creature of nightmare. The only escape from this magical dimension is to defeat the nightmare in combat, at which point they are transported back to the place where they initially touched the gem. Anyone outside of the gem can see the combat within the gem, if they examine it carefully. However, they can do nothing to aid the person trapped in mortal combat. Destruction of the jewel causes 10d10 damage to the person trapped in the jewel and a phlogiston disturbance (see DCC Rulebook, pg. 103) for those near the gem.

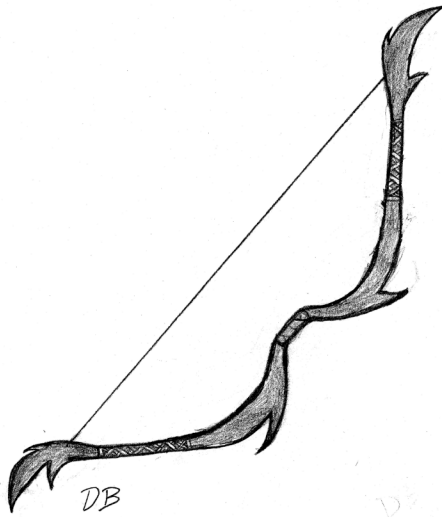
The form of the nightmare is pulled from the depths of the victim's psyche, and always has the same number of hit points as the victim's maximum HP. The nightmare always wins initiative, and attacks immediately. It can not be negotiated with or scared away, and always fights to the death.

Use the following table to determine the form of the nightmare. The nightmare's stat block is identical to the character's in terms of Init, AC, HD, MV, Act, and SV. Alignment is chaotic (but is always immune to being turned). The form of the creature determines the attack damage and any other related modifiers to the basic stat block (described on the table).

Roll a d14 for each column on the table to determine the form of the nightmare.

## Form Of The Unrelenting Nightmare

D14	Head	Body	Appendages
1	Snake (Bite 1d6 + venom, DC14 FORT save or additional 1d6 damage)	Turtle (+4 AC)	Cat (Claws 1d6)
2	Dog (Fangs 1d6)	Cockroach (+5 AC)	Spider (Climb walls 45')
3	Bird (Peck 1d6)	Scorpion (+3 AC)	Monkey (prehensile tail)
4	Frog (Tongue DC14 STR check to break free)	Elephant (+7 FORT)	Lion (Claws 1d8)
5	Cat (Bite 1d6)	Snake (Slither 60')	Bear (Claws 1d10)
6	Mosquito (Bite 1d4 + 1d4 per round of blood loss)	Spider (spin webs - entangle DC16 STR check to escape)	Elephant (Trample 1d12)
7	Monkey (Bite 1d4)	Monkey (+2 REF)	Bird (Talons 1d6)
8	Spider (Bite 1d4 + DC12 venom or additional 1d4 damage)	Cat (+4 REF)	Squirrel (Climb walls)
9	Stag Beetle (Bite 1d8)	Dog (+2 FORT)	Octopus (4 attacks 1d6 damage)
10	Squid (Bite 1d7)	Lion (+4 FORT)	Cheetah (Run 90')
11	Lion (Bite 1d10)	Mosquito (Fly 30')	Dog (Claws 1d4)
12	Ostrich (Bite 1d5)	Dinosaur (+15 HP)	Ostrich (Run 75')
13	Shark (Bite 1d10)	Squirrel (+5 REF)	Frog (Leap 30')
14	Squirrel (Bite 1d3)	Bird (Fly 60')	Cockroach (Scurry 50')



## The Bow of Tamsini

A Magical Artefact  
By Delaney Gahsman  
Illustration by Cory Gahsman

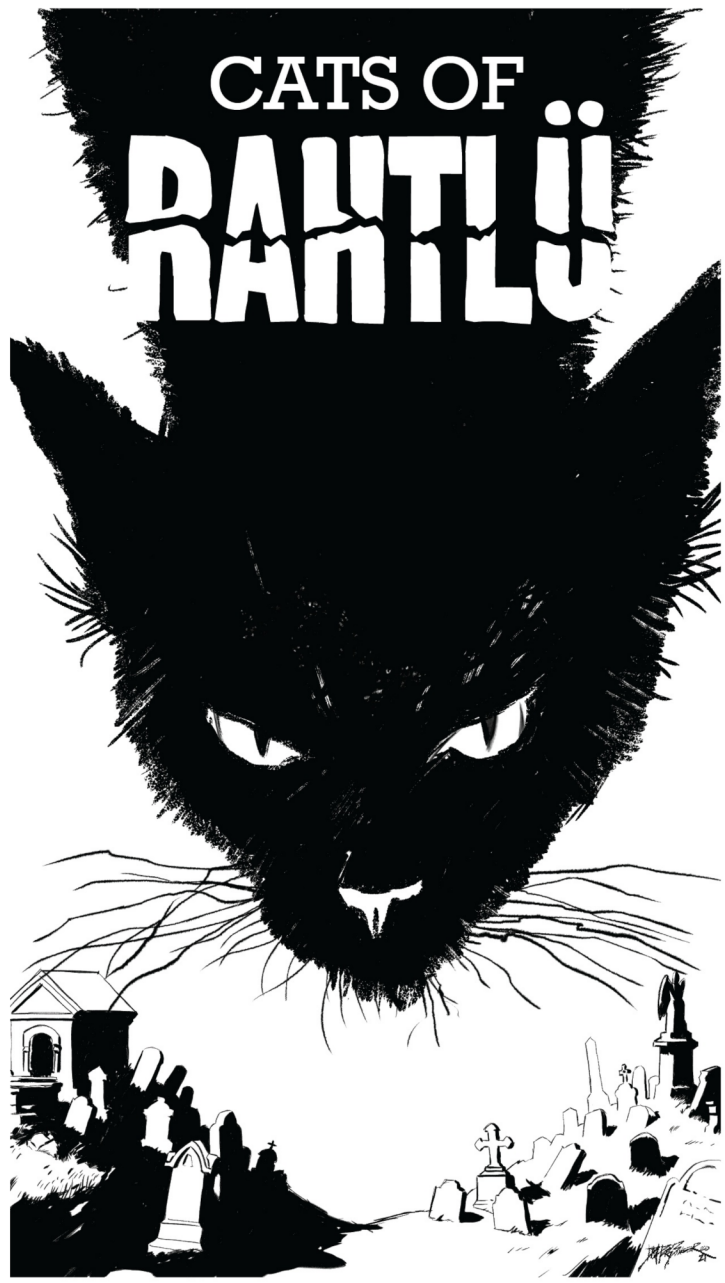
The Bow of Tamsini is a magical bow forged by the great sphinx Tamsini as a gift for her followers. Her followers, however, fell into a great war, and many perished in the process. In the war's final battle, Tamsini's most trusted hero was slain, and the bow was lost to history, spirited away to an unknown locale, presumed lost...until now.

The Bow of Tamsini can be used as a normal short bow that inflicts 1d8 damage when firing normal arrows. However, the bow can also be used to summon forth magical bolts that simulate spell-like effects. Each magical power can be used up to 3 times per day. The magic arrows appear when the archer concentrates and draws back the bowstring. The magical effects function as their spell counterparts, except the archer adds their AGI modifier (and their level) to the spell check instead of INT or PER.

The magical effects possible through the bow always manifest as a glowing arrow, and are as follows:

- > *Scorching Ray* (DCC Core Book pg. 192)
- > *Spider Web* (DCC Core Book pg. 196)
- > *Ray of Enfeeblement* (DCC Core Book pg. 190)
- > *Locate Object* (DCC Core Book pg. 178)

CATS OF  
**DAUTLÜ  
DANILÜ**



# Cats of Rahtlu

A 1st level DCC Adventure for 4-5 Players

By Ophelia Pozenel & James A Pozenel, Jr.

Illustrations by SGT Dave

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Filler art by Ari-Matti Piippo

## Judge's Information

The village of Rahtlu is infested by a clan of mythos ghouls. When they first settled in Rahtlu, the local cemetery was full of dead soldiers from a battle and generations of townsfolk. The opportunity to feast for years on the soldiers that died in the last war was regarded as a great boon. However, the combination of the villagers' longevity and prodigious appetite of the clan has left the once brimming cemetery devoid of ghoulish delectables.

A ghoulish-blooded human and cobbler, Jerediah Pickman, leads the clan. Jerediah Pickman's ghoulish ancestors settled in the town just after the Battle of the Pass some 400 years ago. The family embraces its ghoulish-blood heritage as each generation eventually metamorphoses and retires to underground life.

To solve the clan's food woes, Jerediah hatched a plan. Once a month, they craft a pair of fine yellow & brown shaded shoes and imbue them with captivating magicks during a ceremony held amongst the standing stones on Old Man's Hill. The cats of the village, doing the ghouls' bidding, leave the magical shoes at the doorsteps of a villager. A villager seeing the shoes cannot resist wearing them, and thus ensorcelled, walks out of town to the cemetery to their doom and fills the larder of the ghouls.

## Adventure Summary

**Act 1** - The party arrives in the town of Rahtlu. They learn of mysterious disappearances and investigate the town and its surroundings.

**Act 2** - The party locates one of the entrances to the underground. They explore catacombs, encounter mythos ghouls and their wizard leader.

**Act 3** - If the party is able to locate and solve the candle puzzle, they find a mega horror!

## Plot Hooks

-> Sybil, head council member of Rahtlu, has posted messages in neighboring towns asking for help with disappearances and a call for new artisans (a tanner in particular).

-> The ensorcelled shoes are delivered the night the party arrives. One of the party (Luck check) sees cats carrying shoes in their mouths. A chase between houses and tight spots culminates in a Rahtlu cat swarm.

-> Party arrives with no idea, but the innkeeper gives them some idea of local news and points them to the head council member, Sybil.

-> Rumors of a clan of mythos ghouls taking up residence in Rahtlu have come to light during some other adventure.

-> Strange lights are seen on the summit of a large foothill (Old Man's Hill).

## Act I: the Village of Rathlu

*Your party finds itself in the small village of Rahtlu. Rahtlu lies at the bottom of a wide valley hemmed in by a series of foothills. Village life is unhurried and loosely governed by a council of elders. Rahtlu's inhabitants are healthy and prudent. A small inn/black smith and a shrine to Ulesh, god of peace, are the only public buildings. The foundations of a small stone garrison lie outside of the village near a narrow pass. Its stones, repurposed as grave markers for the village's cemetery and a memorial cairn, dot the landscape between the village and the ruins. The party also notices that there is a marked overabundance of cats.*

Rahtlu's elders are positively ancient in appearance. If asked they will confirm their ages at well over a hundred. Most of the citizens of Rahtlu are likewise on the elderly side with very few children. All agree their longevity comes from simple living and regular consumption of herbal tea.

The village is more or less just as it seems. The citizens have an abnormally long lifespan and whether that is due to their tea, healthy living or something else remains to be seen. Most people live by agricultural pursuits and byproducts. The only note of discord is a solitary couple that is rumored to kill any cat that strays near their remote hovel under a canopy of dark trees. While social pariahs, the couple are most in tune to strange activities and the cats' involvement.

A recent spate of disappearances disturbs the townsfolk. About once a month for the past year, a citizen mysteriously disappears in the night, between the time they retire for the evening and the early morning. No one knows how or why they vanish.

Interviewing townsfolk will reveal that on some evenings there are strange lights at the Stone Crown, a set of standing stones atop Old Man's Hill, near town. Townsfolk usually discount the lights as they've occurred for as long as any of them remember. Some people, when pressed, will admit

their dislike of the old couple who live under a stand of dark oaks. They are said to have unsavory notions about cats.

### Headswoman Sybil

Upon the party's arrival they are soon greeted by Sybil, the head of the village council. Sybil invites them to lunch and serves them the local tea while explaining its virtues. She asks if the party wishes to take up the trade of tanning for the village, adding that the tanner's house will be given to the new citizen.

If there are no takers, she will ask if the party has heard about the disappearances and if they are here to help. She knows the following:

- > Roughly once a month a member of the community disappears in the night.
- > Most have been farmers, but the old cobbler and then the tanner disappeared in the past two months.
- > Thankfully, the cobbler had an apprentice who was able to take over.

### Rahtlu Smithy

A man of average frame works on fittings for a plow. The mostly open air building is little more than a roof and a stone forge. He quenches the eye hook he was shaping and asks if you need any blades sharpened, equipment repaired, or looking for something in particular.

Rop the Smith doesn't know much about the goings on but will share local lore and wivetales. You can sprinkle these stories during their commercial conversation or as answers to specific queries.

*"Yep they say the cats all just showed up one day. I mean, sure, we had cats, but all a sudden we had lots of cats. Musta been back around the time of the Battle at the Pass."*

“Oh hey, you look like you’ve seen some things. Sometimes the wind whistles through the rocks of Solider’s Cairn. Folks say they hear ghosts talking in the gusts.”

“You ever heard of Old Man’s Hill? They say cultists go up there and perform strange rites. Or it’s fairy feasts in the light of the full moon. Maybe it’s just some ol’ hermit living in the woods, right? Who knows, eh? People sure like to get all excited about the light at night and the weird stones.”

## Old Tannery

On the edge of town, the tanner’s shack leans up against a single tree. The nearby open air tanning vats still stink of feces and urine despite sitting unused for the past month. A pile of refuse sits at the entrance.

The tanner’s effects and possessions have been removed. The home is clean and ready for a new occupant. An unclaimed tanned deer hide (2 gp) is lost amongst worn out clothes, broken housewares, and other junk in the refuse pile.

## The Hovel Under the Trees (Pharion and Elaith)

A withered old couple, rumored to hate the cats of Rahtlu, reside in this small hovel amongst a stand of dar’ oa’ trees. Placed at the perimeter of their home, pungent rue, lavender, geranium, and rosemary form an odorous wall of plants. Small animal pens sit next to the hovel and contain several rats.

Pharion and Elaith live here and are indeed hostile towards the cats of the town. They will share the following diatribe/stream of complaints if asked:

“The cats are up to no good and serve foul demons. We’ve seen the cats at night and they all head towards the Old Man’s Hill. Nothing good has ever happened up there on that summit. It’s a place of evil and blasphemous ceremonies going way back. If those priests of Ulesh ever got their heads out of their asses

and went up there, they’d lose their minds with all the scandalous things up there. Or that’s what we’ve heard. Nope never been up there to the Crown. Why would we!? We ain’t mad cultists! Folks up to no good up there that’s for sure.”

The couple cannot back up their claims with any facts, but they do have a cat fur blanket over their modest bed. Pharion & Elaith both have slings tucked in their belts. If asked about cat pelts or the rats, the pair will explain their plans of feeding rats to the cats and cats to the rats (after they have been skinned) to get the cat skins for nothing. They unhappily note that the “newcomer” Jerediah lobbied for an ordinance prohibiting the killing of cats. If asked about the tanner or the old cobbler, they will reveal that both parties were interested in the pair’s scheme.

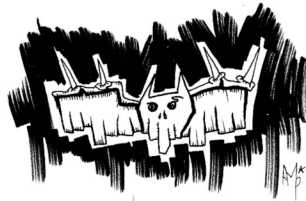
If asked why the term “newcomer”, they will explain that his family took up residence in Rahtlu around the time of the Battle of the Pass (about 400 years ago).

## Shrine to Ulesh

The Rahtlu Shrine to Ulesh is a small, simple stone building. A bas-relief of a pair of hands grasping wrists is carved into the tympanum above an open door.

Preadorn cares for the shrine, but as a beadle his office is minor in the Uleshian church. He also keeps records for the village and, if asked, will confirm that the disappearances do take place on a regular 30 day pattern. If the pattern holds true, the next disappearance takes place tomorrow night.

Preadorn is unaware that the top of the altar can be pushed aside to reveal a shaft that leads down to a tunnel under the village. See Act 2: Under Rahtlu.





## The Inn of Great Enjoyment

*A painted sign bearing the smile of a lady swings gently on its hanger arm. The building itself is a two story wattle and daub house of larger than usual size.*

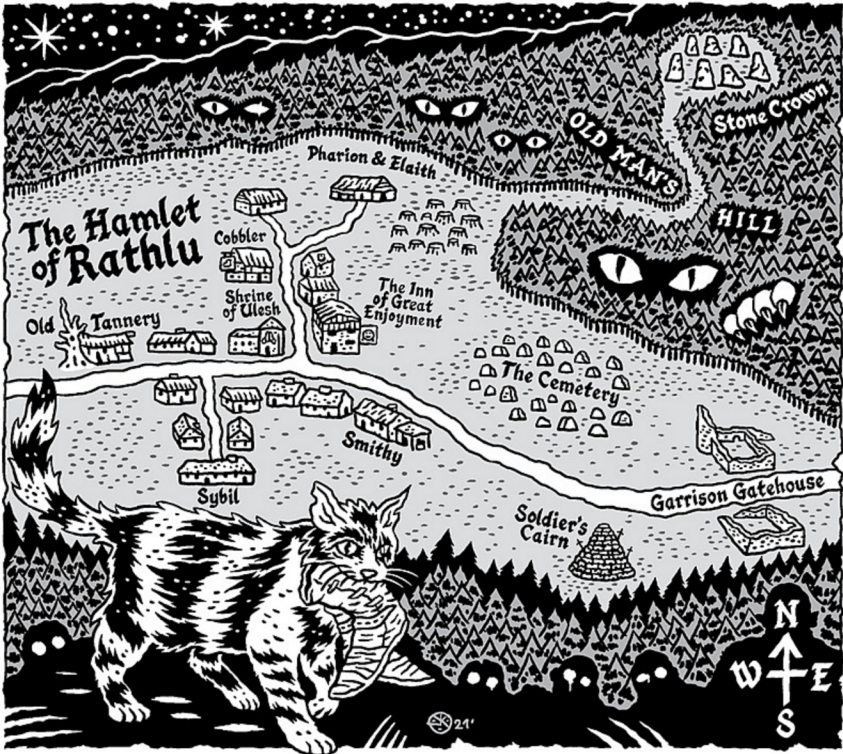
The proprietor, Gillers, welcomes the party warmly. He has rooms for up to 11. 4 single rooms of roughly closet size, 2 for two guests and a suite large enough for 3. Animals can be stabled; food and drink are available at normal rates.

He will joke with the party about taking care overnight and not disappearing before paying. If asked about the nature of the jibe, he'll explain that there have been some disappearances, but never his

guests. Sybil, the council head, can talk with the party about them if they're concerned.

If used as the primary plot hook, Gillers will chat with the party about the unfortunate and inexplicable disappearances of the tanner and former cobbler. He will recommend the party talks with Sybil, the headswoman, and will have her fetched if the party pursues the offer.

A concealed and warded door (as per *Ward portal*, spell check result 24) exists in the cellar, but Gillers does not know about it. If the ward is somehow removed, it reveals a tunnel leading to the catacombs of the cemetery. See *Act 2: Under Rahtlu*.





## Cobbler Pickman

*A simple house of standard construction stands before you. A newly painted sign of a shoe hanging from a pic' is posted next to the entrance. The door is loc' ed. A note says, "Away on business."*

Jerediah is the sole occupant of his family home, which has been recently converted into a cobbler's workshop. He will not be accessible during Act 1 as he is busy preparing for its finale (see below). The doors are locked and stuck quite tight (perhaps barred from the party's perspective). It is in fact held fast by *Ward portal*.

The front of the house contains the workshop. The back of the house has living areas and access to a basement. In a common room off the kitchen, a trap door is skillfully concealed by a simple rug. If found the trap door is locked (DC 15 pick lock skill check) and leads to *Jerediah's Sanctum* in *Act 2: Under Rahtlu*.

## Jerediah the Cobbler

Jerediah recently became the village's cobbler upon the disappearance of his master, the former cobbler. Unbeknownst to his community, he is a self-taught wizard. His prize possession is his family's grimoire, which he uses to ensorcel shoes made from human skin.

## Old Man's Hill

*The largest foothill stands guard over the cemetery and slopes down to the valley's pass. It is covered with dense forest and a small path leads upward to "Stone Crown." Several tree stumps dot the edge of the forested hill.*

The stumps appear to be the result of casual and necessary logging by the village. Some stumps are fresher than others and furthermore some stumps are quite old and rotting towards full decay. Careful examination of the rotting stumps will reveal that one is easily moveable and conceals a tunnel into the earth and signs of frequent use. If the party uses it, proceed to *Act 2: Under Rahtlu*.

## Stone Crown

*At the top of the foothill closest to the cemetery lies a circle of misshapen, mossy, worn stones. The shapes suggest men, bulbous eyed with large drooping lips.*

Investigation reveals several monstrous footprints as well as those of a human and cats. Burnt offerings ringed by grotesquely shaped mushrooms lie in the center of the clearing. Examining the coals and ashes reveals shards of bones. Anyone accustomed to healing work will recognize that the pieces are from human bodies.

If the party ventures to the summit of the foothills, shortly after they arrive a swarm of Rahtlu cats appears from the woods and attacks. They fight until destroyed.

**Rahtlu Cat, swarm:** Init +5; Atk swarming bite and scratch +2 melee (1d3); AC 12; HD 4d8+4; hp 25; MV 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, supernal appetite; SV Fort +0, Ref +10, Will 0; AL N.

## The Cemetery of the Battle of the Pass

*From the eastern edge of the village to the narrow pass where two foothills meet, the valley floor is littered with stones and grave mar' ers. A great cairn of the same stone sits near the south side of the path. Where the dirt path ascends to the opening between the mountains, the foundations of a garrison house jut out of the ground li' e bro' en teeth.*

The garrison house was maintained by Count Derlette, the village's distant liege lord. Four hundred years ago, the garrison was destroyed in a small battle of a minor political war and never rebuilt. The dead soldiers were placed in the cairn and the locals have since used the fallen stones of the garrison for building repairs and even headstones.

## Soldiers' Cairn

*A large funerary monument consisting of carefully stac'ed, split fieldstone stands 10 ft high and twice as wide in diameter. The overgrowth of moss and algae suggests that the cairn was built several generations ago.*

According to local history, this cairn was erected after the Battle of the Pass. The cairn can be easily climbed and a successful Luck check reveals an area of loose stones at the top. These stones are easily moved. A ladder leans against the opening and disappears into the tomb.

Once inside the empty cairn, a faint moan emanates from one side of the hollow chamber. At the other side, is a second ladder leading into a hole in the earth. If the party descends this second ladder they find themselves near the catacombs under the cemetery, see Act 2: *Under Rahtlu*.

In the direction of the moan, a barely visible, ghostly warrior lays on his side and coughs, "Is...is that you, Perigard?" If the party answers the ghost, he continues, "I've lost Tell True. My father will be angry for having lost our ancestors' dagger. I was struck during the retreat from the garrison. I must have lost it then. Find it won't you?"

If the party heckles the ghost, disparages nobility, or tells him the outcome of the Battle of the Pass (they lost), he will attack, claiming the party are spies and traitors intent on killing the king.

**Lord Vemba (ghost):** Init +2; Atk telekinesis ranged (1d3) or special (future sight); AC 10; HD 2d12; hp 18; MV fly 40'; Act 1d20; SP un-dead traits, immune to non-magical weapons, telekinesis, future sight; SV Fort +2, Ref +4, Will +6; AL C. (For special attacks see pgs. 413-414 of the DCC RPG rulebook).

If provoked Lord Vemba will alternate between picking up rocks to hurl at the party (dealing 1d3 damage) or using future sight to frighten opponents with visions of their death.

The dagger is buried amongst the ruins of the southern gatehouse (see encounter area in this document). An hour of searching yields the lost heirloom.

<p><b>Tell True:</b> +1 Dagger Alignment: Neutral Intelligence: 6 Communication: None Power: Detect evil within 10'</p>
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## Garrison Foundations

*All that is left of the garrison and its gatehouse are two square foundations set to either side of the east/west road leading into Rahtlu. Stone litters the areas near the foundations. A ramp of rubble (formerly stairs) leads down into the basement of the northern gatehouse.*

### Garrison Ruins (Southern Gatehouse)

*A pile of stones and the remnants of the foundation lie here.*

Anyone seriously searching the ruins is liable to find more than they were bargaining for. A vombis leech has hidden itself amongst the stones. Each searcher must make a Luck check. If a PC fails, they are attacked by a Vombis Leech hidden amongst the pile of stones. If multiple PCs fail the Luck check, the one with the lowest Luck score finds the leathery cowl-like predator. The vombis leech's first attack is a surprise with +4 to the attack roll.

**Vombis leech (1):** Init -1; Atk bite +0 melee (0); AC 10; HD 1d6+1; hp 6; MV 15'; Act 1d20; SP cranium bore; SV Fort +1, Ref -2, Will Immune; AL N. (See DCC RPG rulebook p. 431 for full description).

### Garrison Basement (Northern Gatehouse)

*Amid the rubble sits a low-curved well, covered with a wooden lid. The lid resembles a wagon wheel with a hub and carriage bolts.*

Examining the lid reveals a rotating handle in the hub. Twisting the handle unlocks the lid, but also triggers a trap. If not detected and removed (with a DC12 target for both find & disarm traps skill checks), the carriage bolts shoot out, potentially striking anyone opening the lid as well as up to three people within 20'. The trap's bolts attack with a d20+4, deals 1d4 damage, and the opener is denied any Agility bonus to their AC.

Once open, a rope ladder descends into *Act 2: Under Rahtlu*.

## Act 1 Finale: The Shoes!

### Finale Script

If the party makes no plans or fails to act, these steps play out in order.

1. All of Rahtlu's cats slink their way out of town to the cemetery, disappearing through the Soldiers' Cairn into the catacombs.
2. Jerediah puts the finishing touches on the most recent pair of shoes in the Shoemaking Workshop under Rahtlu.
3. A swarm of Rahtlu cats returns to the village in the predawn hour carrying the pair of shoes. The shoes are placed on the victim's doorstep. The cats disperse.
4. Whoever first lays eyes on the shoes is strongly compelled to put them on (DC 20 Will save) and will think of nothing else besides putting them on their feet.
5. Once wearing the shoes, the victim walks out of town straight to the closest accessible entrance to Under Rahtlu (either the tree stump or cairn entrance).
6. The victim is escorted to one of the shrines (roll 1d4 for random location) and the ghouls begin the performance of a Rite of Feasting.

7. The Rite of Feasting takes hours to complete while the still-living sacrifice is vivisected and flayed. Skin is carefully removed for the making of more shoes. Organs are removed from the body yet left attached. During the rite, the performer is careful not to sever any crucial blood vessels. If the party acts with urgency, it is possible to find the victim still alive. The town comes to life and the missing person is noted.

At some point you, the judge, may need to pull the trigger for the finale; the ensorcelled shoes need to be delivered to a victim. Saving Pharion and Elaith, who have protected themselves from the cats' approach, the victim is up to you. It could be someone the party has befriended or a stranger. If a group moves slowly through the adventure, a judge may even opt to target the party thereby bringing them under the cemetery. Alternatively, the party could merely run into the swarm of cats who are delivering the shoes to the victim. The outcome depends on the party actions, the time of day or whether they are on watch for the next disappearance. If they are sleeping, it might also depend on where and when they wake up.

If the swarm is encountered while delivering shoes, one large cat holds a pair of shoes in their mouth. Other members of the clowder will instantly move to fight the PCs.

**Rahtlu Cat, swarm:** Init +5; Atk swarming bite and scratch +2 melee (1d3); AC 12; HD 4d8+4; hp 40; MV 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, supernal appetite; SV Fort +0, Ref +10, Will 0; AL N.

Any attempts to steal the shoes will be difficult as the swarm has a single minded purpose to deliver them to a victim. Anyone touching or closely examining the shoes is instantly beguiled. A powerful dwomer placed on the shoes requires DC 18 Will save to resist wearing them. Once shod, the victim is compelled to walk to the nearest known entrance to the underground. If they know of none, then they proceed to stump entrance.

## Act 2: Under Rahtlu

### Under the Cemetery

A maze of earthen tunnels winds its way under the bucolic valley's sod. The tunnel network is most dense at the cemetery forming a catacomb strangely devoid of remains. Transit tunnels lead away from the cemetery to Old Man's Hill, Soldier's Cairn, the Garrison Basement and back to town. Once under the village, the tunnel branches and ends at various locations (The cellar of The Inn of Great Enjoyment, the altar in The Shrine of Ulesh and Jerediah's Sanctum. The warrens under the cemetery feature four shrines dedicated to beings important to the ghouls.

### Exploring Under Rahtlu

Instead of a full, labyrinthine map the judge can use a hex crawl to simulate time and distance underground. Hexes and basic dimensions to be explored are provided on the map below, but the exact contents of each hex are rolled. Time spent per

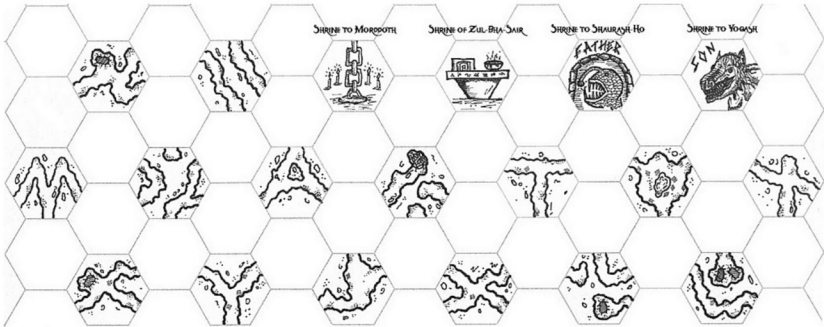
turn assumes cautious exploring speed. Cut time in half if the party is moving quickly. If the party moves with alacrity, double the chance of surprise.

For every turn spent exploring, roll a d12 and consult the wandering monster/event table below. If a shrine is discovered, choose one at random. You may also opt to choose a result for the sake of cohesion or expediency or use a smaller die such as a d8. For the placed "winding tunnels; open graves" hexes on the map below, use a d8. You can document their progress on the map provided by filling in the map details as you go.

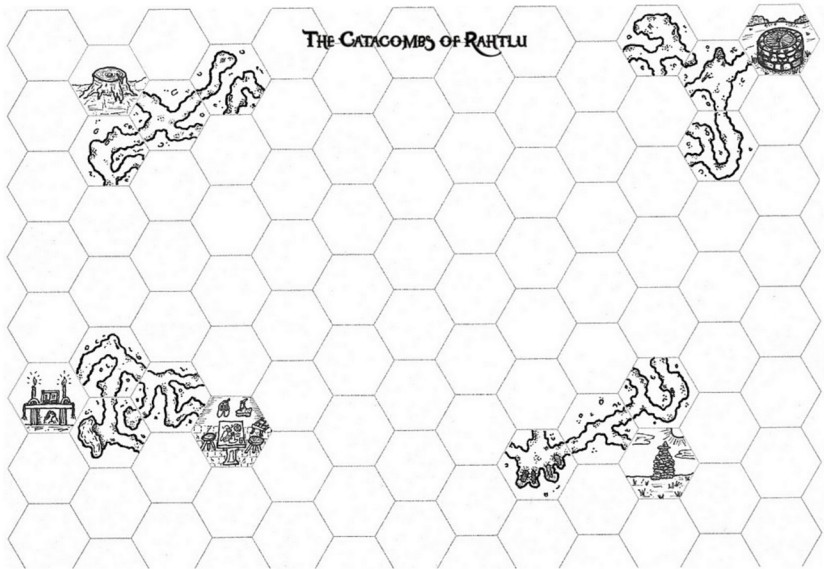
### Combat Under Rahtlu

The highly tunneled nature of the labyrinth allows for more fluid combat than might be expected for narrow passages. Tunnels weave in and out from each other forming more of a grid with columns of dirt for support. Ranged combat will be difficult for anything other than crossbows, small thrown weapons or short bows.

Encounters Under Rathlu	
D12	Wandering monster / Event result
1 - 6	Winding tunnels; open graves. Nothing happens.
7	1d3 ghouls; Winding tunnels opened graves.
8	A swarm of Rahtlu cats form from all directions. They lick their chops and stare at the party hungrily before attacking; Winding tunnels; open graves.
9 - 11	Party discovers a shrine (choose one at random).
12	Jerediah & 5 ghouls surprise the party; winding tunnels; open graves.



	OLD MAN'S HILL	<b>LEGEND</b>		GARRISON RUINS	
	SHRINE TO ULESH			JEREDIAH'S SANCTUM	



## Named Encounters

Unless otherwise mentioned, all the rooms are earthen and have at least three open tunnel exits.

### Shrine to Morddoth

*Candles in a rainbow of colors are arranged around an obsidian bas-relief of an amorphous cloud-like worm. A length of chain descends from a hole in the ceiling to a great, rune-marked iron plug that fills a roughly 6ft diameter hole in the floor.*

If magic is used to divine the iron plug, it is in fact magical and radiates powerful conjuration. If the spell check warrants the information, the 3rd level wizard spell planar step is present. In most cases, clerics will see the item as “evil” in nature.

The candles are unlit but a simple wrought iron candlelighter and a dozen lighting tapers sit nearby. The candle colors are khaki brown, amethyst, daffodil, azure, tangerine, and honeydew green. Lighting the candles in the order that spells “KADATH” causes the chain and iron plug to be drawn up. This procedure is documented in the Pickman Family Grimoire in *Jerediah's Sanctum*. The hole in the floor is finished in brick and a ladder descends into the bowels of the earth. A stale, dry, earthy smell wafts from the hole. If the party descends, go to *Act 3: Under the Catacombs*.

### Shrine to Lord of Zul-Bha-Sair

*A blackish purple stone carving of a low, windowless building with a portico on each of its four sides sits on a small altar. Next to the building a bowl of rotting flesh gives off strong charnel odors.*

If a PC touches the carving of the building, which depicts the Temple of Morddoth in Zul-Bah-Sair, images of strange purple hooded priests taking corpses into the putrescent smelling temple assault their senses. The violator must make a DC 14 Will save or be shaken with horror for the remainder of the adventure suffering -1d on all future actions.

### Shrine to Shaurash-Ho

*A blackened bronze statuette of an anglerfish-headed, scaly-skinned humanoid surrounded by prostrate worshippers stands alone in an alcove. The word ‘Father’ has been scraped into the earthen walls and painted with a rust colored pigment.*

The statue implies that the creature is stitched together and is made of several different chunks of flesh. Its chest cavity is pinned open, with the exposed heart likewise pinned, as if an autopsy was just performed. A garland of skulls girds its waist. Around it vaguely canine faced figures lay in poses of worship or ecstasy.

Those with occult knowledge may recognize Shaurash-Ho and realize his role as The Prowler Among the Tombs, and Father of All Ghouls.

### Shrine to Yogash

*An antique brass statue of an emaciated, dog-faced humanoid with pointed ears, red gem eyes, flat nose, and drooping lips hunches over a corpse. It gnaws at a partially defleshed skull in its bony claws. The word ‘Son’ has been scraped into the earthen walls and painted with a rust colored pigment.*

Those with occult knowledge may recognize that this statue of a ghoul is not just any ghoul, but Yogash, the First Ghoul. Seeing both Yogash and Shaurash-Ho with their crudely inscribed epitaphs certainly makes clear the figures’ relationship.

Placing the two idols in the same vicinity unleashes a powerful curse. A wave of nausea washes over those in the room. Anyone failing a DC 18 Will check is cursed to devolve into ghoullhood within 2 years time. Minor symptoms such as a thinning of muscle and body fat, ears increasingly become more pointed, bloodshot eyes, slowly flattening noses and noticeable prognathism befall the accursed. The curse may be lifted with powerful magic or burning 40 mythos ghoul skulls and repeating the Obssecration against Ghouls, an invocation found in a rare manuscript called the “Cults of the Ghouls”.



## Shoemaking Workshop

*The smell of an over-full latrine and rotting flesh assault your sense of smell even from outside the room. Meager light pours out from under the ric'ety door covering the entrance.*

Anyone familiar with tanneries will instantly recognize the smell of skins being cured.

After opening the door read the following: *A small cobbler's wor' shop has been incongruently installed into this earthen chamber. Three red-eyed, boney, canine-li'e creatures are ma'ing shoes and cutting paper-thin leather.*

If not already encountered, Jerediah is in this room instructing the ghouls on the finer points of shoe making.

**Mythos Ghoul (3):** Init -1; Atk claw +1 melee (1d3+1), or bite +4 melee (1d4 + worry); AC 12; HD 1d8+1; hp 9, 8, 4; MV 30' or climb 20'; Act 1d20; SP worry; SV Fort +1, Ref +1, Will +0; ALC.

**Jerediah:** Init +0; Atk dagger +1 (1d4) or clawed gauntlet +1 melee (1d3+1) or wizard staff +2 melee (1d4+4); AC 11; HD 4d4; hp 14; MV 30'; Act 1d20; SP spells (+4 spell check, *Charm person*, *Chill touch*, *Feather fall*, *Spider climb*, *Ward portal*, *Wizard staff*); SV Fort +1, Ref +1, Will +1; ALC.

**Jerediah's Staff:** Jerediah's staff is as described in the wizard staff in the DCC RPG rulebook and provides the following benefits: The staff's wielder receives a +1 bonus to spell checks when casting chill touch and ward portal. The staff also grants a +1 bonus to saving throws.

**Jerediah's Shoes:** Jerediah has fashioned a pair of magical shoes from layers of cured and waxed human skin. Their appearance is that of a glossy, supple, yellowed leather. The wearer may invoke the shoe's powers by speaking the phrase "All mortal flesh must become the provender of the god." At that point the shoes will ignite in purple and sable flames

that consume one layer of skin from the shoes. As the layer of skin peels and turns to smelly black ash, the magical flame deals 1 hp of damage to the wearer, after which the wearer may select from one of two effects below. After 4 uses the shoes' layers of skin have all burned away, rendering the item useless.

*Feather fall:* Caster falls at a graceful rate of 50' per round and takes no damage if they land before 3 rounds pass. Otherwise, they suffer half damage and are allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.

*Spider climb:* For the next 30 mins, the wearer becomes extremely skilled at climbing, gaining a +20 bonus to Climb checks, and moves at normal speed as they climb.

## Jerediah's Sanctum

*This cramped, earthen, underground room is crammed with all sorts of grave goods. Several clay and glass containers of various sizes hold herbs, powders, liquids, and mummified bits of animals. Tools and other esoteric items lie amongst charts and papers on a small table. An inexpertly crafted, yet stout, door made of various species of wood lead off to the east.*

Various artisan tools, votive objects such pots or holy symbols, and even simple jewelry lie in one corner of the room. If a PC is looking for a specific trade's tool there's a 50% chance it's in the pile and in good condition. Most of the pots are empty, but one contains 2d20 silver pieces. Another has a collection of 2d10 arrow points. Jewelry tends to be semi precious in nature but adds up to 2d10 x 10 gp in value.

The table has several charts and papers with mathematical figures on them. An astrolabe, compass, rulers and other drawing tools litter the table. A wizard or someone skilled in astrological matters can easily determine that the author is tracking movements of stars and planets. It's harder to determine why. The prominent feature is a desk lectern holding a grey, rubbery, hide-covered book.

The book is closed and padlocked (DC 13 pick locks skill check to open the lock). A DC 12 find trap skill check reveals several needle holes in the filigreed padlock's face. A DC 17 disable trap successfully disables all the needles. Lower result checks partially disable the lock's needles. There are seven needles in total. Each attack with a d20+2 and deliver a DC 16 Fort save poison that deals 1d4 damage on success or 1d4 temporary Agility damage on failure. The difference between the DC of the trap and the disable trap skill check is the number of needles attacking the PC (e.g., the PC rolls a 13 on disable traps. DC 17 - 13 = 4 needles attack the player as they open the padlock).

-> One section, starting with the phrase: "All mortal flesh must become the provender of the god." describes the entities Morddoth, Sharuash-Ho and Yogash and ceremonies associated with the ghouls. If found before entering Act 2: Under Rahtlu, PC's will clearly recognize the shrines and their deities.

-> A section on the use and deployment of the iron plug in the Shrine of Morddoth. Including the methodology of opening the well.

-> Lastly the book contains all the spells Jerediah knows (charm person, chill touch, feather fall, spider climb, ward portal, wizard staff) plus make potion.

**Pickman Family Grimoire** contents:

-> A family genealogy dating back thousands of years. Each person has curious horn-like marks over their names except Jerediah. A sage specializing in occult might know that the horn-like symbols denote their ascension to full ghoulish-hood.

Above the table are shelves of glass and clay containers. All the items have value to someone in the magical arts and amount to 4d10 x 10 gp of value. There is a collection of potions here as well. Some may be missing due to their role in parts of the adventure. If missing they are with Jerediah.

Pickman's Potion Shelf			
Potion	Appearance	Effects	Notes
Paralysis	Clear glass with a long glass stopper. Light maroon in color, smells of wet earth.	Paralysis for 1d8+5 rounds. If the creature is 2 HD or less, it is automatically paralyzed. If 3 HD or more, roll a DC 20 Will save to resist. Each HD above 3 reduces the DC by 1. Dose size: a drop from the glass stopper. Doses 5.	Missing from this location if a Rite of Feasting is active.
Human control	Tin salve container. Viscous, black, smells of burnt sugar.	Imbiber gains control of one human as per <i>Charm person</i> . Victim may resist with a DC 19 Will save. The effects are broken with saving throws at set intervals of time (see DCC RPG rulebook p. 131). Dose size: a globe the diameter of a silver piece. Doses: 2	Missing from this location in the days leading up to the <i>Finale of Act 1</i>
Healing x 4	Brown glass bottle with cork stopper dipped in beeswax. Red brown in color, smells of tarragon.	Imbiber is healed 2 HD of damage. Dose size: 1 bottle.	One bottle missing from this location if a Rite of Feasting is active.
Poison	Clear glass bottle with cork stopper. Slate grey in color, smells of the ocean.	DC 16 Fort save, 1d4 hp on success, 1d4 Agility (temporary) on failure. Doses: 7	



## Act 2 Finale: Jerediah!

Once inside the catacombs it's time to bring the party face to face with Jerediah and his terrible secrets.

Jerediah and a number of ghouls to provide a suitable challenge to the party gather in the Shrine to Morddoth. When the party enters read the following:

*A group of cultists dressed in long cowed purple robes stands before you. The room is lit by an array of colorful candles. A huge iron plug hangs over an open pit of about 6 feet in diameter. Two cultists each hold a purple pillow; one bearing a clear glass bottle, the other with a brown bottle. A number of them hold leather straps and various instruments of torture. Still others hold staves carved into a swirling cloud-like worm.*

If Jerediah already has a victim, they are in the middle of torturing the stone-still sacrifice.

For the first few moments of combat it will be impossible to tell Jerediah from the ghouls. He will reveal himself after he is able to take an action, typically a *Charm person* spell to gain an ally. Anyone taking their action to find Jerediah may notice one of the cultists carrying themselves in a human fashion, rather than the loping movements of the ghouls.

During the final confrontation he's upset that the adventurers want to stop his genius plan, shouting at them: *"You give the shoes to the humans and the humans to the shoemaker and get the human meat for nothing!"*

## Act 3: Under the Catacombs

Should the party figure out the candle puzzle in the Shrine of Morddoth or find the ghouls during their Rite of Feasting, they may descend from the catacombs into the dreamland home of mythos ghouls. It is a place of darkness, infinite piles of bones, wandering ghouls, and sometimes things far worse. If the party doesn't realize it's in over its

head, the encounter with the Morddoth Spawn will certainly get the point across.

It should be noted that the iron plug itself is the means by which the portal between dimensions exists. Removing the plug removes the physical connection between realms.

*The party descends the rope ladder into light absorbing darkness. About half way down there's a brief unsettling feeling as if you have passed an unholy threshold. As you set your feet down a crunching sound meets your ears. You find yourselves standing on a great mound of bone shards that continue as far as you can see. The air is fetid and stale. You hear a susurration as if the wind blows, yet the air is still.*

### Spawn of Morddoth

Inform the party that whatever light sources they have are perceptibly dimmed to half the normal illumination. Give the party a few moments to make plans or search the surrounding and then read the following:

The whispering sound grows louder and suddenly a swirling darkness appears within your weakened light. A huge shadow moves over you and coalesces into a worm shaped column with tendrils of shadow issuing forth from the main body. The tendrils coil and collapse as it moves towards you.

**Morddoth Spawn:** Init +3; Atk envelopment +5 melee (special); AC 13; HD 8d8; hp 40; MV 40' flying; Act 2d20; SP half damage from physical attacks; SV Fort +4, Ref +8, Will Immune; AL C.

The spawn attacks by enveloping a target with coils of shadow. The blackness grows and waxes making a flame-like murmuring as it closes about the victim. Anyone enveloped must make a DC 14 Fort save or take 5d6 damage as their body and soul are dissolved by ebon flame. Succeeding the save prevents all damage, but fills the victim with abject terror and immediately flees the area at maximum speed for 1d4+1 rounds. Those slain by the attack, dissolve in a

sudden gust of air of strangely hot and cold, with an acrid odor and no chance to roll the body.

The spawn will not stop attacking and the party should realize that they are in over their heads. If they manage to defeat this eldritch horror, there is not much for the party to retrieve for their trouble. Exploration will uncover great dunes of shattered bones all within a seemingly unending subterranean cavern system. Perhaps they are in the bowels of the earth or perhaps a place in between Kadath and the lands we know.

## Bestiary

**Rahtlu Cat, swarm:** Init +5; Atk swarming bite and scratching +1 melee (1d3); AC 12; HD 4d8+4; MV 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, supernal appetite; SV Fort +0, Ref +10, Will 0; ALC.

Rahtlulian cats look like normal cats although they often gaze hungrily at animals and people alike. When provoked or ravenously hungry, a clowder of cats form and attack their victims by biting and scratching all within their midsts. Once their prey is down it takes only a few minutes for Rahtlulian cats to strip the corpse to raw bloody bones. Sated for the moment, the cats happily busy themselves with grooming.

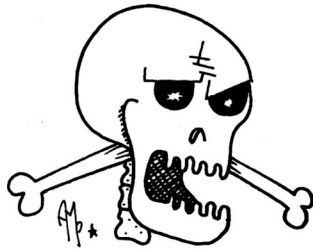
It should be noted that in some other dimension or alternate reality another breed of cats behaves in a similar nature in a town named Ulthar. The only difference between the two is the cats' alignment. Cats of Ulthar are lawfully aligned.

**Mythos Ghoul:** Init -1; Atk claw +1 melee (1d3+1), or bite +4 melee (1d4 + worry); AC 12; HD 1d8+1; MV 30' or climb 20'; Act 1d20; SP worry (automatic 1d4hp dmg/round after successful bite); SV Fort +1, Ref +1, Will +0; ALC.

Mythos ghouls are loathsome vaguely human creatures with hooved feet and canine features; they speak a guttural language that is best described as

weeping and gibbering. They are often encrusted with grave mold that collects on them as they feed. They dwell underground, frequently in tunnel systems located under villages and towns; they also like to burrow vast networks under graveyards, their preferred feeding grounds. When a mythos ghoul successfully bites its prey it latches on tight and does not need to roll an attack on the following round; it automatically inflicts another 1d4 points of damage as it worries its fangs into the victim. Mythos ghouls are agile climbers and exceptional diggers.

(Reproduced from "Lovecraftian Monsters for Dungeon Crawl Classics" by Jon Hook in *Goodman Games Gen Con 2017 Program Guide*.)



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**Judge Crockett:** *Gary Butler Esq, Rodger Butler!, Mr. McGrieffy, Butterscotch*

**Judge Eric Young:** *Joan Troyer, Julian Hayley, Marlene Whitmer, Anna Horvath*



# A Free and Unofficial Zine for DCC RPG

