

A Third Party Compatible DCC Adventure for Level 2 Characters

Beneath the Giant's Head



By Mark Tasaka

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April 2021

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First Printing: April 2021



Beneath the Giant's Head
is available as a FREE PDF on DriveThruRPG

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There are many sources of inspiration that led to the creation of this adventure. To start off, I would like to thank Jason, our Game Master from 2010 to 2017, who introduced our group to Dungeon Crawl Classics. I would also like to give a shoutout to Jessica, Jason's wonderful wife, who joined us in these amazing adventures. As well, I would like to thank the guys I game with every week: Devon, Lexx, Marius, Ryan, Gurvinder 'GV' and Guy. I would like to thank Chris, the Manager of Imperial Hobbies (imperialhobbies.ca), and his incredible staff, for giving us a place to game. Lastly, I would like to give a special thank you to Sean and Brett of the Gaming and B.S. podcast (gamingandbs.com) for their countless hours and selfless dedication in producing such an incredible weekly podcast.

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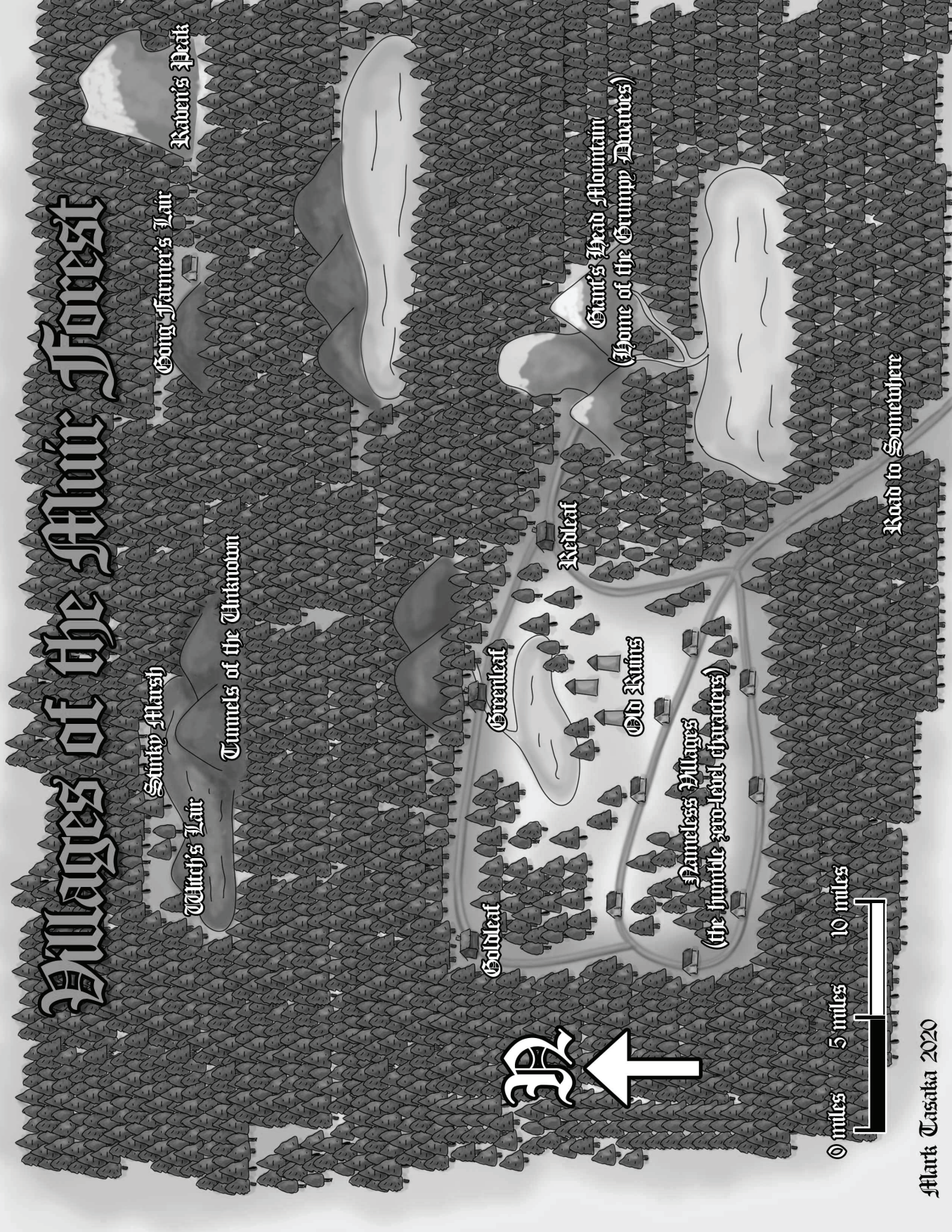
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Villages of the Mirk Forest



Squid Marsh

Witch's Lair

Tunnels of the Unknown

Gong Farmer's Lair

Raven's Peak

Goldleaf

Greenleaf

Redleaf

Old Ruins

Nameless Villages

(the humble zero-level characters)

Giant's Head Mountain

(Home of the Grumpy Dwarves)

0 miles 5 miles 10 miles

Road to Somewhere

Mark Tasaka 2020

Beneath the Giant's Head

Long before the rise of the first civilization, long before the birth of the elves, travelers from a distant world traveled to the land. The travelers possessed technology that appeared as magic and were able to transverse thousands of light years in a blink of an eye, by 'folding' the fabric of space and time. The travelers made a miscalculation when plotting their coordinates; instead of arriving a thousand feet above the surface, the travelers arrived a hundred feet below the ground, in a network of caverns beneath a mountain. The travelers' ship was damaged and unable to move through space and time. Thus, the travelers set up beacons throughout the caverns and entered a great slumber, waiting for a rescue party to arrive... no rescue party came... nearly a million years passed.

For over a millennium, the Grumpy Dwarves have lived in the Giant's Head Mountain. For as long as the dwarves could remember, it was forbidden to dig below the Giant's Head. "There is great evil below the Giant's Head", the old saying would go. "If you dig below the Giant's Head, you will release evil upon the clan."

When the King of the Grumpy Dwarves passed away, his only old son, Edgarr, inherited the rulership of the clan. Edgarr was a young fool of a dwarf, suffering from a 'short beard complex'. Edgarr desperately wanted to prove that he was the greatest king of all. One day, after eating exotic mushrooms, a vision came to Edgarr. The vision told Edgarr that he will find great treasure underneath the Giant's Head Mountain.

Despite warnings from his advisors, Edgarr ordered his dwarves to tunnel below the Giant's Head. There, the dwarves uncovered a network of caverns; in the caverns grew strange flora, unlike anything the dwarves had seen before. The dwarves delved deeper into the caverns and discovered a strange structure, covered with an exotic metal alloy. The metal was lightweight and flexible, yet stronger than the strongest steel. King

Edgarr was pleased with the find and commissioned his smiths to forge a crown from the metal.

Shortly after receiving the crown, King Edgarr fell ill; the smiths, who forged the crown, fell ill as well. The group of dwarves sent to explore the caverns never returned. An expedition of fighting-dwarves was sent to find the missing group. Only half of the expedition returned alive and gave accounts of metallic beings and strange monsters lurking in the caverns. The dwarves sealed the caverns off and buried the recovered metal deep within the earth. The King's Advisors put a call out for adventurers and offered a reward of a thousand gold pieces to find and destroy the source of the evil that lurks in the caverns beneath the Giant's Head.

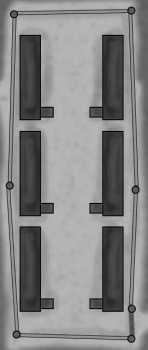
Introduction

Beneath the Giant's Head is a third-party compatible Dungeon Crawl Classics adventure designed for a party of 6 to 10 Level 2 characters; this adventure builds on the *Fantastic Adventures and the Disgruntled Gong Farmer* adventure module. It is not necessary to have played *Fantastic Adventures and the Disgruntled Gong Farmer* to run this adventure; however, it is useful to have a copy of this adventure module as a reference, as several of the NPCs in this adventure were first introduced in *Fantastic Adventures and the Disgruntled Gong Farmer*. *Fantastic Adventures and the Disgruntled Gong Farmer* is available as a free PDF on Drive-Thru RPG.

Beneath the Giant's Head is set in a small pocket of the world known as the Villages of the Muir Forest; a collection of small villages located inside the Muir Forest. The villagers are simple folk, and most have never travelled outside of the forest. This has led to the commonly held belief that the world is flat and ends a hundred or so miles outside of the forest. In fact, a common saying is: "If you travel too far, you will surely fall off the edges of the world'.

Village of Greenleaf

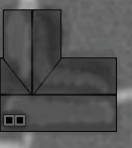
Chicken Coops



Happy Halting Tavern



Roth & Ruen's Home



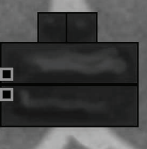
Bunk House



Farmer Grub's Home



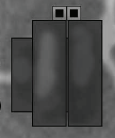
General Store



Constable's Office



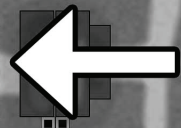
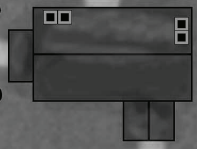
Homey's Bakery



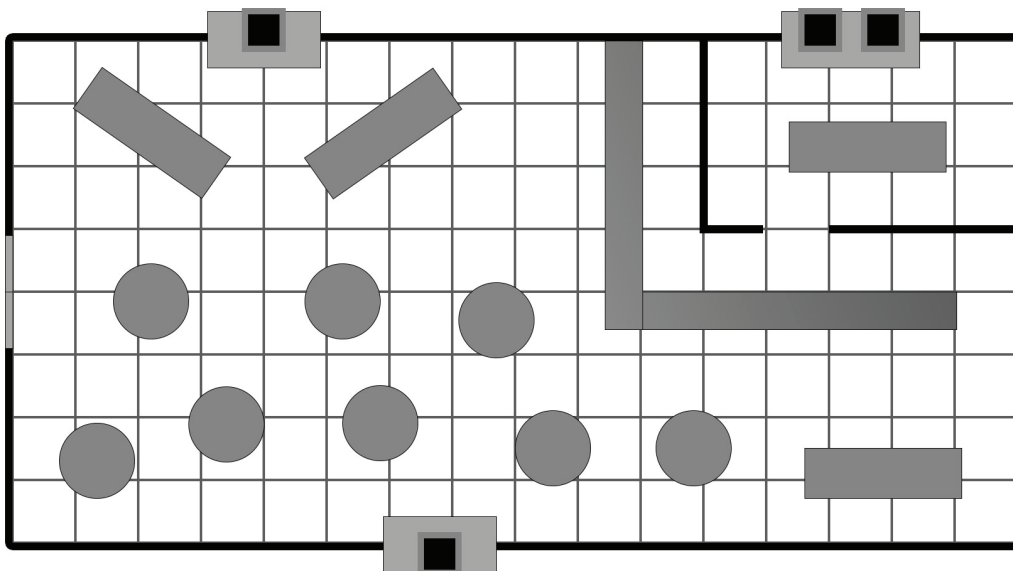
Church of Greenleaf



Mrs. Whynworth's Home



Map 1-1: The Happy Halfling Tavern



□ = 5'

This adventure is divided into two parts. The first part of the adventure takes place in the Village of Greenleaf. The characters will be staying at The Bunkhouse, owned by Roth, the kind-hearted owner of the Happy Halfling Tavern. Through the span of several weeks, the characters will receive a series of rumours ('village gossip') of the Dwarf King's efforts to dig underneath the Giant's Head Mountain to uncover a great treasure. The rumours accumulate into a call out for adventurers and an offer of reward. Between the first rumour and the call out for adventurers, the characters will take part in a series of mini-adventures in the Village of Greenleaf.

The second part of the adventure will involve the characters travelling to the Giant's Head Mountain, the home of the Grumpy Dwarf Clan. The characters will arrive in the evening at the Edge of the Giant's Beard, a small village located below the mountain. They will spend the night at the Traveller's Inn; the next morning they will enter Giant's Head Mountain to meet with

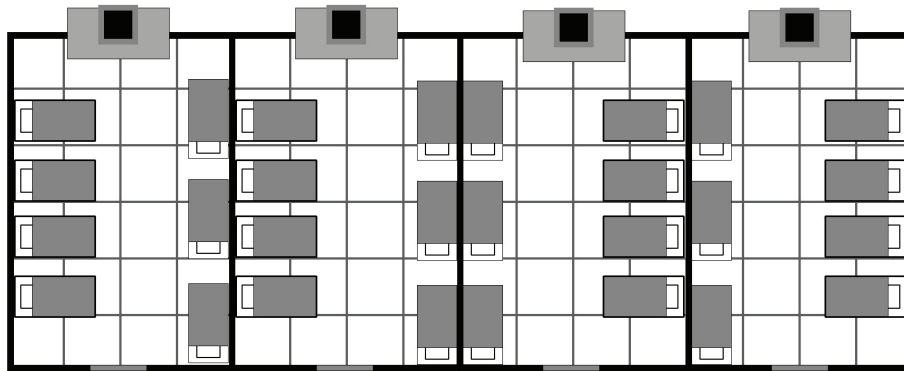
the Dwarf King's Advisor (at this point, the King is very ill) and venture into the hidden caverns beneath the Giant's Head Mountain.

Part 1: Village Gossip & the Dwarf King's Folly

Village of Greenleaf

The Village of Greenleaf is made up of a few hundred villagers, each with their own quirky personalities and eccentricities. The villagers, for the most part, are down-to-earth folk, who delight in conversations and 'village gossip'. Going on an adventure for most is travelling from one village to the next; travelling 10-miles is considered a long journey. Like those in the surrounding villages, most of the villagers believe the world is flat and the boundaries of the world ends a hundred or so miles outside of the forest. In fact, those who claim the world is round are viewed as 'telling tall tales' or 'having a bit too much to drink'.

Map 1-2: The Bunk House



□ = 5'

The Happy Halfling Tavern. The only tavern in Greenleaf, The Happy Halfling Tavern is the hub of village gossip. The tavern was once a barn, that was converted into a tavern many years ago. From the outside, the tavern looks like a typical barn, with a trio of chimneys added to the barn; the exterior paint is faded, cracked in many places, and showing signs of wear. The interior of the tavern is simple, yet comfortable, filled with a mix-matched collection of tables and chairs; a make-shift bar is constructed from salvaged pieces of wood and barrels. The Happy Halfling Taverns is owned and operated by Roth and his daughter Ruen. Ale, mead, and wine are served at the tavern, costing a copper piece per drink; the drinks are of an average quality. The food served in the tavern ranges from hearty stews to roast chicken. Meals are served with a drink and cost three copper pieces.

The Bunk House. The Bunk House is owned by Roth and serves as the characters' home for the first part of the adventure. The Bunk House serves as an inn and is divided into four suites. Each suite has a fireplace, four single beds and three bunkbeds.

Farmer Grub's Chicken Coops. Farmer Grub and his wife, Missy, have a lucrative business of selling eggs and poultry. In the past few weeks, a group of the couple's chickens have grown abnormally large, which

has led to rumours circulating as to what Farmer Grub is feeding his chickens to make them grow so big (the most extreme rumours surround witchcraft, forbidden magic, and packs with other worldly beings).

Honey's Bakery. Owned by Honey the Halfling, the bakery sells an assortment of buns and baked goods. The most famous baked goods sold by the bakery are Honey's special buns, which she has named her Honey Buns.

Church of Greenleaf. The Church of Greenleaf is the spiritual centre for the village. The church is operated by Reverend Lavanya, the village Cleric. If the characters enter the church, they will notice the Statue of the Lady. When the characters first enter the church, read the following to the players.

Upon entering the Church of Greenleaf, your eyes are immediate drawn to a life-size stone statue of a woman wearing flowing robes and a winged crown upon her head. The woman is beautiful, breath-taking in fact. Her features are too fine to belong to a human; yet, she is not an elf, although she shares many of the graceful features of an elf. Rather, the woman is the perfect harmony of elves and humans, blending the features of both species into one. You notice there is something missing from the statue... You see the outline for a medallion on the statue's chest.

General Store. The General Store is owned by Murt. The characters could purchase the equipment listed in the DCC rulebook here (Table 3-4: Equipment). Murt does not sell armour and the weapons available are limited to hand-axes, clubs, short bows, and arrows.

Constable's Office. There is a single law-enforcement officer (Constable Gregor Hornjur) for the Villages of the Muir Forest. Constable Hornjur has been called away to deal with a situation in the Village of Goldleaf. Thus, the office is closed until his return.

Mrs. Wynworth's Home. Mrs. Wynworth is an elderly woman who is obsessed with her cat, Mr. Mu. She lives with her adult son, Thomas, and his wife in a large green house.

The Villagers

Roth. Roth is the owner of The Happy Halfling Tavern and works as the bartender when the tavern is open. Roth is a kind-hearted bear of a man, who standing nearly 7 feet tall and weighs over 300 lbs. It is rumoured that Roth has an ogre or a similar creature in his ancestry. Despite Roth's intimidating appearance, he is a gentle giant of a man, who is always fair to everyone.



Ruen. Ruen is Roth's daughter; she is the spitting image of her father. Ruen works as the tavern's barmaid. Ruen is still sad, due to the passing of her friend Oscar, the strange creature that lived in the tavern's outhouse (Oscar was killed by the vile Gong Farmer). Ruen is very emotional and will occasionally break into tears, especially when something comes up that reminds her of Oscar.



Farmer Grub. Farmer Grub is the village poultry farmer, who raises chickens for both eggs and meat. In the past, Farmer Grub's business was negatively impacted by kobolds raiding his chicken coops; now that the kobolds have been dealt with, Farmer Grub's business has prospered. Farmer Grub is married to Missy Grub, his better half; the couple have been married for nearly twenty years. The couple do not have children; thus, their dogs fulfil the role of children for the couple. The couple's head dog is Rexx, an intelligent dog with uncanny abilities.

Missy Grub. Missy is Farmer Grub's beloved wife, who brings out the best in her husband.



Rexx the Dog. Rexx is Farmer Grub and Missy's head dog; he is a medium size dog, weighing 40 lb. Rexx is a bit of a mystery and a source of gossip, as rumours circulate around Rexx's age and origins. Rexx has been Farmer Grub's dog for as long as anyone can remember. Rexx has been with Farmer Grub long before his marriage to Missy. In fact, many in the villager claim that Rexx has been Farmer Grub's dog since he was a child (even others claim that Rexx has been around before Farmer Grub's birth; that he was his father's dog).

Rexx: Init +1; Atk bite +1 melee (1d6); AC 14; HP 11; HD 2d6+2; MV 30'; Act 1d20; SP teleport and healing 1/day; SV Fort +3, Ref +2, Will +2, AL L.

Rexx is truly a remarkable dog. Rexx is highly intelligent and understands what people are saying. While unable to talk, Rexx communicates with people through barking and K9 mannerisms. Rexx's most unique ability is his ability to appear and disappear. This is done through his ability to teleport. No one has seen Rexx use this ability. The villagers often scratch their heads wondering how Rexx could be at one place one moment and at another the next. Rexx's other ability is to heal 2d6 of hit points once per day. This is done by Rexx licking the wounds of the injured person; a short time afterwards, a soft glowing light will appear over

the wounded area and 2d6 of lost hit points will be recovered.

During the characters' time in Greenleaf, Rexx will visit the characters during their meals, begging for food. If a character is kind to Rexx, he may appear when the character is injured, using his magic to heal the character, and disappearing shortly afterwards.



Honey the Halfling. Honey is the owner of the village bakery, Honey's Bakery, where her famous Honey Buns are made. Honey is very talkative and social; she loves to tell stories and tends to exaggerate things. In fact, every time Honey retells a particular story, the more the events in that story are exaggerated.

Murt. Murt is the owner of the General Store. Most describe Murt as a strange man, with a head full of conspiracy theories and nonsense. Among Murt's strange ideas is his belief that the world is round, and it rotates around the sun. "What nonsense!", the villagers would say, "Everyone know the world is flat." Another one of Murt's strange beliefs is that each star in the night's sky is a sun, and around each star orbits planets; some of these planets even support life. "Where do you get such strange ideas?", the villagers would ask Murt. "From reading books," Murt would reply. Most believe the books Murt owns are full of conspiracy theories and are written by people 'not right in the head'.



Reverend Lavanya. Reverend Lavanya is the minister for the Church of Greenleaf. Reverend Lavanya will keep a professional distance from the characters at first. However, through the characters' actions (i.e., retrieving the medallion for the statue, returning the figurine, etc.), they could earn the Reverend's trust and friendship. Depending on the characters' actions, the Reverend may provide them with magical healing or even accompany the characters in Part 2 of this adventure.



Reverend Lavanya* (Level 2 Cleric): Init +0; Atk +1 melee/missile (by weapon); AC 10 (without armour); HP 16; MV 30'; Act 1d20; Str 12, Agi 10, Sta 11, Per 15 (+1), Int 12, Luck 14 (+1); 5 level 1 spells; SV Fort +1, Ref +0,

Will +2, AL L; Lucky Sign: Seventh son (spell checks +1); Profession: Herbalist.

*If Reverend Lavanya joins the characters for Part 2, she will be armed with a mace and a sling and will be armoured with chainmail armour and a shield. Plus, she will have the necessary equipment for adventuring.

Rumours and the Call for Adventurers

Through the course of several weeks, the characters will receive rumours of the Dwarf King's efforts to uncover the secret treasure below the Giant's Head Mountain. The characters will likely hear these rumours at the Happy Halfling Tavern, as this tends to be the hub for village gossip. These rumours will lead to a call out for adventurers and an offer of a reward.

Rumour 1: With the passing of the King of the Grumpy Dwarves, Edgarr, the King's only son, has inherited the rulership of the clan. Edgarr is a young and foolish dwarf who seeks to make a name for himself. His trusted Advisors are worried what the future will hold.

Rumour 2: King Edgarr received a divine vision telling him to tunnel under the Giant's Head. It is believed King Edgarr received this vision after eating a batch of 'special' mushrooms.

Rumour 3: Against the advice from his Advisors, King Edgarr orders his dwarves to tunnel below the Giant's Head. Behind the King's back, the dwarves refer to King Edgarr as 'the Foolish Young King' and 'Edgarr the Crazy'.

Rumour 4: After weeks of digging, the dwarves uncovered a network of caverns, with strange flora growing throughout the caverns. The dwarves discover a metal alloy in the caverns. The alloy is strong, yet flexible and light. The dwarves return to King Edgarr with the

alloy. The King is pleased with the find and orders his dwarves to retrieve more alloy. The King orders his smiths to forge a crown from the alloy.

Rumour 5: The dwarven excavation party does not return from the caverns. The Advisors recommend sending an armed party of fighting-dwarves to the caverns to search for the missing dwarves. King Edgarr dismisses the advice from his advisors, saying the excavation party is late.

Rumour 6: After two days of waiting, King Edgarr finally sends a party of fighting-dwarves to search for the missing dwarves. Only half of the fighting-dwarves return. The survivors describe strange monsters and metallic beings in the caverns. The King orders the tunnels leading to the caverns sealed off. The smiths forging the King's crown start developing a strange illness, which causes their hair to fall out and burn marks to appear on their bodies.

Rumour 7: King Edgarr receives his crown made from the strange alloy recovered. Within a day of receiving his crown, an illness falls upon the King. The metal alloy is deemed to be cursed and is buried deep within the earth. Strange noises are heard coming from the sealed tunnels leading to the caverns.

Call for Adventurers: A curse has fallen upon King Edgarr and an evil has been unleashed from beneath the Giant's Head. A call out for adventurers is made. A 1,000 gold pieces is offered for a party of adventurers to uncover and defeat the evil that exists in the caverns.

Events

Several weeks will pass between the first rumour and the call out for adventurers. A series of events (mini adventures) have been created that could be used between the rumours to show the passage of time. As a Judge, it will be up to you to decide which events you

would like to use and what order you would like to use these events.

Event 1: Attack of the Killer Chickens

A few months back, Farmer Grub purchased some 'magical chicken feed' from a merchant who was travelling through Greenleaf. The merchant told Farmer Grub that his chickens will grow large from eating the feed. As an experiment, Farmer Grub fed one group of chicks the feed. He isolated this group of chicks in a separate chicken coop and continued to use this special feed to feed the chicks. Just as the merchant said, these chicks grew into 50 lb chickens. However, as these chicks matured, Farmer Grub noticed these chickens were aggressive and would peck at him and his dogs whenever they were near the coop.

One day, Missy Grub runs into the Happy Halfling Tavern, saying that a group of chickens escaped and have cornered her husband. After this, the characters will hear the rustle of feathers and the screams of villagers as they flee from the attacking chickens.

Killer Chicken: Init +2; Atk break/claws +0 melee (1d4); AC 13; HP 4 (each); HD 1d6; MV 30'; Act 1d20; SV Fort +0, Ref +2, Will -4, AL N.

There are 24 Killer Chickens causing havoc around the village. A dozen chickens have cornered Farmer Grub and his dog Rexx; while the others are running throughout the village terrorizing the villagers. When the characters arrive at Farmer Grub's home, they will find Farmer Grub and Rexx standing on the roof of the house. Circling the house are a dozen angry chickens. The remaining chickens are running throughout Greenleaf chasing the villagers.

After the characters slay the chickens, Roth will ask if he could have the slain chickens. If the characters agree to this, Roth will use the chickens to make chicken dinner. The chicken dinner is delicious and is rank

among the best dishes Roth has made.

stuck looking after the Happy Halfling Tavern, while his or her companions are off adventuring.

Event 2: The Prospect of Marriage

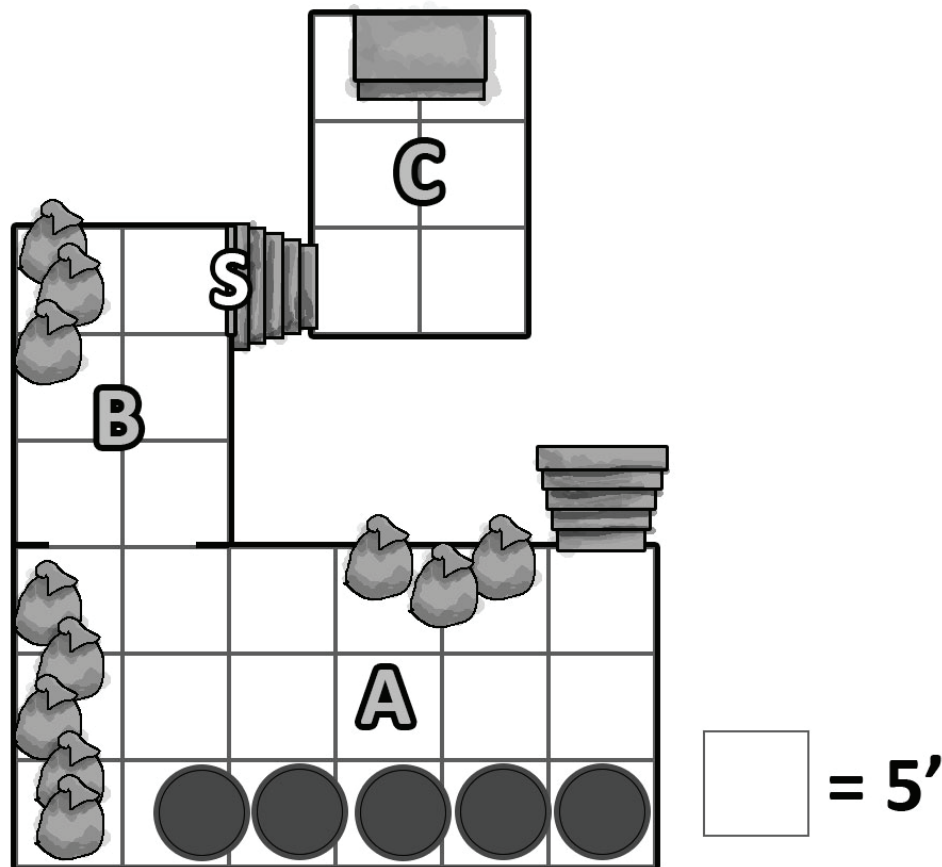
Ruen falls in love with one of the characters. Roth is excited and offers the character a 50 percent partnership of the Happy Halfling Tavern should the character marry Ruen. If the character agrees to the marriage, a wedding ceremony will be held at the Church of Greenleaf. A few days before the call out for adventurers, the characters will notice Roth acting strangely, which has something to do with a letter Roth received earlier that day. Roth will put on a suit of armour, strap a longsword to his hip and pack the appropriate gear for a long journey. Without saying where he is going, Roth will depart Greenleaf. The character who married Ruen will be left in charge of the tavern. When the call out for adventurers occurs, the character will be

Events 3: Rats in the Basement

History of the Bakery. *The foundation of Honey's Bakery was built on an existing structure, which existed long before the village. The existing structure became the basement for the bakery. Hidden behind one of the walls is a staircase leading to a room containing a chest filled with treasure.*

When the travelling merchant arrived in Greenleaf selling Farmer Grub the 'magical chicken feed', the merchant also sold Honey some special baking ingredients. Honey stored the baking ingredients in her basement and soon forgot about it (Honey is a little absentminded). The rodents living in her basement ate the ingre-

Map 1-3: Honey's Basement



dients and grew to an unnatural size as a result. One day, Honey runs into the Happy Halfling Tavern, saying there are giant rats in her basement. The tavern patrons think Honey is exaggerating (which she tends to do), and ask her if the rats are as large as she says they are. Honey will ask the characters for their help with the rats.

When Honey leads the characters down to the basement, she will be embarrassed with what the characters will see. Her basement is a mess; bags of flour and other supplies have been chewed open by the rats. There are rat droppings everywhere. Shortly after Honey leaves the basement, the rats will come out of hiding and attack the characters.

Giant Rat (15): Init +1; Atk bite +0 melee (1d3 + disease); AC 12; HP 3 (each); HD 1d4; MV 30'; Act 1d20; SV Fort -1, Ref +2, Will -3, AL N.

The giant rats weight around 30 lb each. There are 15 giant rats in total; the bulk of which are in Area A. The rats are too big to escape through the holes in the basement walls and will fight to the death as a result. If a character is bitten by a rat, they must make a DC 6 Fort Save against the disease carried by the rat. If the character fails this save, they will suffer a minus 1 dice penalty to their attack rolls and saving throws. This penalty is temporary and will wear off in a day or two.

Area A. This room is filled with torn bags of flour and other baking supplies. Rat droppings are scattered everywhere. The bulk of the giant rats are in this area.

Area B. A secret staircase is located behind a section of one of the walls. If a dwarf enters this room, they will 'smell' the gold on the other side of the wall. Otherwise, the characters must be actively searching the wall and pass a DC 18 Intelligence check to find the hidden staircase.

Area C. Against the far wall is a treasure chest. The chest is unlocked and sits upon a pressure plated trap.

The trap is set to the weight of the treasure chest. If the contents of the chest (or the chest itself) is removed, the trap will trigger, which will cause the ceiling to collapse on those inside the room. The characters must make a DC 15 Ref Save; a failed save will result in 3d10 points of damage, while a successful save will result in half damage. If the characters are searching the base of the chest, they will see the outlines of the pressure plate; otherwise, if they are searching the chest for traps, they must succeed a DC 10 Intelligence check to find the pressure plate. Once found, the pressure plate is easy to neutralize by wedging a thin hard object, such as the blade of a dagger, into the sides of the plate (likewise, if the characters come up with a logical solution for deactivating the trap, the pressure plate will be neutralized).

The chest contains the following items:

- 93 gold coins*
- 852 silver coins*
- Enchanted +2 chainmail armour**

*The coins have the same ancient markings and symbols as those found on the coins recovered from the Kobold Tunnels (please see Fantastic Adventures and the Disgruntled Gong Farmer for more details).

**A lightweight coat of chainmail armour that weighs less than 10 lb (the penalties to checks and speed are reduced due to the armour's reduced weight). The chainmail grants a +2 AC bonus and could be worn by either a human or an elf (the chainmail counts as mithril armour if worn by an elf). Another benefit granted from the amour is that the wearer will always land on their feet when they fall, and their falling speed will be reduced. Thus, the wearer of the chainmail will not suffer damage from a fall. The specific statistics for the chainmail are:

Chainmail +2			
AC Bonus	Check Pen	Speed	Fumble
+7	-3	-	d12

Uncovering Honey's Secret. After the characters clear the basement of rats, they will discover the currants in Honey's famous Honey Buns are not currants. Rather, they are rodent droppings.

Event 4: A Cat in Need of Rescue

Rexx, Farmer Grub's dog, will run into the Happy Halfling Tavern, barking at the characters to get their attention. Rexx will lead the characters outside to a nearby tree. Rexx will start barking at the base of the tree. The characters will see Rosa, Honey's lazy cat, up in one of the tree branches. The branch is 12 feet above the ground. It will be an easy climb to reach the cat; either a DC 6 Strength or Agility test is required to successfully climb the tree. A failed roll will result in the character falling to the ground, suffering 1d6 points of damage. If the character reaches the cat, read the following:

"Oh, at last you are here to save me! I have been so scared!", Rosa the Cat says. "What, have you never heard a cat talk before?"

Near the cat you spot the glint of tarnished metal coming from a moss-covered object.

If the characters have met Mr. Mu from Fantastic Adventures and the Disgruntled Gong Farmer, they will be familiar with talking cats. Rosa will only talk when she is stuck in the tree. When the character returns Rosa to the ground, she will return to her cat like state, meowing and purring. If the character tells any of the villagers that Rosa could talk, the villagers will think the character is either 'pulling their leg' or should have their 'head checked out'. Once Rosa is safely returned to the ground, Rosa and Rexx will touch their snouts together. Rexx will barked in appreciation and lick the character to say thanks.

Tarnished Medallion. The tarnished moss-covered object close to Rosa is a medallion. It will take roughly 15

minutes to clean the medallion up. If the characters have visited the Church of Greenleaf, they will recognize the unique shape of the medallion as belonging to the stone statue inside the church. If one of the characters places the medallion on the statue, read the following:

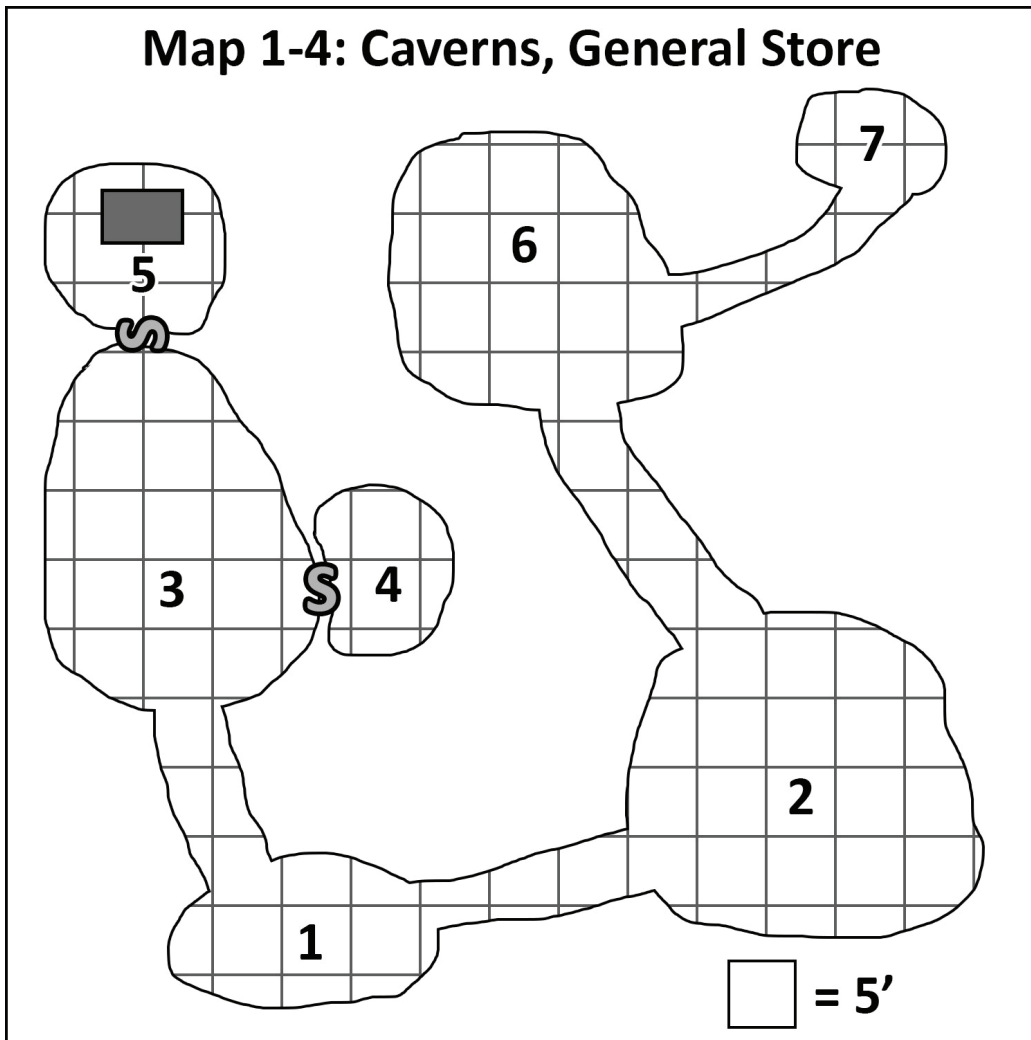
As you place the medallion around the statue's neck, a soft glowing light surrounds you. You hear a female voice say, "Thank you for returning my medallion". The voice has a beautiful soft melody. Suddenly, a warm sensation flows over your body. You feel stronger. You look at the statue and notice the statue and the medallion are one.

The character who placed the medallion on the statue will receive an increase to their ability scores. All the character's ability scores will increase by one point to a maximum score of 18. As well, this action will build up the party's relationship with Reverend Lavanya.

Event 5: Caverns under the General Store

History of the Caverns Under the General Store. *Years ago, a group of kobolds built the caverns under the General Store. The kobolds would venture up to the surface at night, and raid Farmer Grub's chicken coops for poultry and eggs. This proved to be dangerous for the kobolds due to Farmer Grub's vicious dogs. Thus, the kobolds decided to grow their own food. The kobolds stole some 'special fertilizer' from the Gong Farmer and planted mushroom spores in the fertilizer. Instead of growing a garden of large mushrooms, the kobolds grew a Fungus Monster; thus, instead of having fungus to eat, the kobolds became the meal for the fungus.*

While organizing the General Store's basement, Murt noticed one of the floorboards was loose. Murt removed the floorboard and to his surprise he discovered the basement floor opened to a cavern. Murt



ventured into the cavern and heard some strange monstrous sounds. Scared, Murt climbed out of the cavern and sealed the floorboard in place.

Murt will approach the characters asking if they could explore the cavern beneath the basement to uncover the cause of the monstrous noise. If the characters ask Murt for payment for accomplishing this task, Murt can pay the characters with a maximum of 20 gold pieces (which is amount of gold Murt has) or with goods from his store.

Caverns feature: While the cavern was built by kobolds, human size characters can move in the cavern with ease. A light source is required to see in the caverns.

Area 1: This area is located directly below the General Store's basement. The character will enter the cavern from here.

Area 2: Fungus Monster's Lair

A rancid smell comes from the large growth of fungus and mould growing on the cavern floor. You hear moaning sounds coming from the growth. Suddenly, the growth starts to rise and take a humanoid form.

Fungus Monster: Init +0; Atk fist +2 melee (1d8); AC 12; HP 20; HD 4d8; MV 20'; Act 2d20; SP explode into fungus minis at 0 hp; SV Fort +3, Ref -3, Will +0, AL N.



The Fungus Monster receives two attacks per turn. When the Fungus Monster is reduced to 0 hit points, it will explode into 12 Fungus Minis.

Fungus Mini: Init +0; Atk bite +0 melee (1d3); AC 12; HP 2 (each); HD 1d3; MV 20'; Act 1d20; SV Fort +0, Ref -3, Will -2, AL N.

When the monsters are destroyed, the characters will discover broken kobold bones. This is where the Fungus Monster ate the kobolds.



Area 3: Kobold Barracks

There are five small makeshift beds in this room, built for halfling size creatures. The beds are crudely constructed, and the bedsheets are made from torn pieces of clothing.

This is where the kobolds slept. If the characters search through the beds, the only items of value they will find are a coin pouch containing 27 copper pieces and a rusted dagger. There are two secret doors in this area. The secret doors require a DC 12 Intelligence check to find.

Area 4: This area contains the items the kobolds stole from the surface (most of the items are from the General Store). The items contained in this room are:

- Flint and steel
- 2 rusted crowbars
- A lantern
- 3 vials of lantern oil
- 50' of rope
- A heavy winter jacket
- A dozen torches

- A blacksmith's hammer
- 3 horseshoes
- A waterproof sack (large).

Area 5: This area contains a simple wood chest. The chest is unlocked and contains the following:

- A book
- An urn with ashes inside
- An onyx figurine.

Book. The book belongs to Murt and is filled with illustrations and maps depicting the world as a sphere (planet). This is one of a collection of books Murt owns, which are responsible for his 'strange' ideas that the world is round, and it rotates around the sun. If any of the villagers sees this book, they will say this book is filled with conspiracy theories.

Urn. The urn is a simple urn filled with the ashes of the deceased. There are no identification markings on the urn. If the characters place the urn in the Bunkhouse for the night, they will have a dream. In the dream, the spirit of a woman will speak to the characters asking if they could return the urn to her brother, Thomas Wynworth. If the characters return the urn to Thomas Wynworth, he will be incredibly grateful. That night, the characters will have another dream. In this dream, the spirit of Thomas's sister will thank them for returning her ashes to her brother. Each character will have their Luck score increased by one point, to a maximum score of 18.

Onyx Figurine. The onyx figurine stands a foot in height. Due to the material of the figurine and quality of workmanship, the figurine is worth 100 gold pieces. However, no one in the village will have the gold (or the desire) to purchase the figurine from the characters. Carved on the bottom of the figurine are the words 'Property of the Church of Greenleaf'. If the characters return the figurine to the Church of Greenleaf, Reverend Lavanya will be grateful. This will strengthen the relationship with the Reverend.

Area 6: Sweet Smelling Mushrooms

The sweet-smelling scent of cinnamon and other spices fills the air. The scent is coming from a group of mushrooms growing along the walls of the cavern.

If eaten, the mushrooms cause hallucinations. The character must make a DC 12 Fort Save after eating the mushrooms. A failed save will result in the character experiencing wild hallucinations and engaging in embarrassing behaviours while in the hallucinated state. With a successful save, the character will still experience wild hallucinations, but they will not engage in any embarrassing behaviours.

Area 7: This area is located directly below the floorboards of Murt's shed and is where the kobolds accessed the village above. The tunnel leading from Area 6 to Area 7 is at an upward slope; thus, the distance from the floor to the ceiling (floorboards of the shed) is a mere 2 feet in height.

Event 6: The Stranger and the Potions

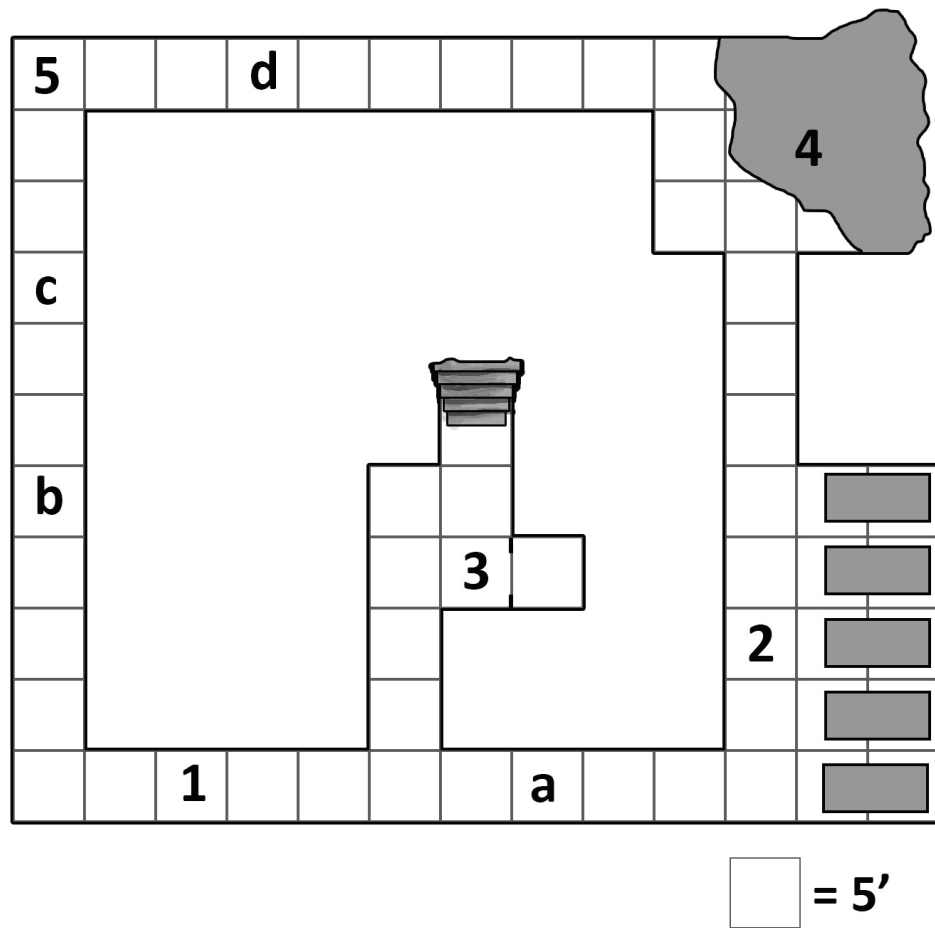
While the characters are eating their meals at the Happy Halfling Tavern, they will notice a woman reading a book at one of the tables. The woman has fair skin, long platinum-white hair and dressed all in black. The woman will leave her seat and exit the tavern through the main door. Immediately afterwards, the characters will notice she has left her handbag on her seat. If the characters leave the tavern to look for the woman, they will not be able to find her. In fact, no one else in the tavern will have any memories of seeing the woman.

If the characters look inside the woman's handbag, they will find two vials filled with liquid. One vial contains a purple liquid, while the other contains a light blue liquid. Use the table below to determine the random effects of the liquids should the characters drink the liquids (potions).

Table 1-1: Potion Effects

d8	Effects
1	The character will feel a sensation of sickness pass over them. Each of the character's ability scores will be reduced by 1 point.
2	A feeling of despair will be experienced by the character. The character's luck score will be reduced by 2 points.
3	The character will develop a severe rash and their hair will fall off. Their hair will grow back at a normal rate. However, the character's stamina score will be permanently reduced by 1 point.
4	The character will experience a renewed sense of vigour. Their stamina score will be increased by 2 points, to a maximum score of 18. If their stamina score is already 18, their lowest ability score will increase by 2 points (to a maximum score of 18).
5	The character will experience their senses improve dramatically (they will be able to hear and smell things they were not able to hear or smell before). The character's body mass will increase by 20 percent due to added muscle mass and their facial features will take on an almost canine-like appearance. The character will be able to see in total darkness as well as they could see in daylight and their senses of hearing, smell and taste will improve. The character's strength, agility, and stamina scores will increase by 2 points, to a maximum score of 18.
6	The character will experience a sense of euphoria. Their luck score will increase by 3 points, to a maximum score of 18. If their luck score is already 18, their lowest ability score will increase by 3 points (to a maximum of 18).

Map 1-5: Tomb



- 7 The character will feel heavier and somewhat bloated. Their skin will turn grey, the colour of stone. The character's natural armour class will increase by 3 points and their stamina score will increase by 3 point to a maximum score of 18.
- 8 The character will feel a strange sensation over their body, as if they are being pulled into two. Soon afterwards, a duplicated version of the character will appear before their eyes. The duplicate will appear slightly younger than the character and will have the statistics of one character level lower (i.e., if the character is a Level 2 Warrior, the duplicate will be a Level 1 Warrior). The duplicate could join the party. The characters will need to obtain weapons, armour, and gear for the duplicate.

Event 7: The Tomb

Treasure Hunters. Long before the Village or Greenleaf stood on the land, a pair of treasure hunters, a dwarf and a human, travelled from afar seeking treasure from looting tombs. The treasure hunters entered the tomb that belonged to an ancient civilization. The treasure hunters uncovered a secret treasure, which the dwarf insisted on carrying. As the pair explored the tomb further, the dwarf fell into a pit trap, meeting his end. The human, now frightened, ran as fast as he could. He stepped on a pressure plate, triggering a trap that fired arrows. The arrows hit the human directly in his chest, killing him instantly.

While digging a new outhouse, Farmer Grub hit solid rock. He dug around the rock, uncovering a stone structure buried under his property. Farmer Grub was

able to pry part of the stone structure open, revealing the piece removed was part of the ceiling of a subterranean labyrinth. After this, Farmer Grub finds the characters and asks if they are interested in exploring the underground labyrinth.

Area 1: This is where the characters enter the tomb. The ceiling of the tomb is 7 feet tall; thus, the characters will be able to move through the tomb with ease. However, they will need a light source to see in the dark.

a. **Pit Trap.** The pit trap will activate when 20 lb or more of pressure is placed on the trap door. The trap door will open, dropping the victim into the pit, then close shut. Due to a complex spring mechanism, the trap door can only be opened from the top (the victim inside the pit trap cannot open the door). If the characters are actively scanning the passageway for traps, a DC 12 Intelligence check is required to spot the trap. If the character triggers the trap, a DC 15 Reflex Save is needed to avoid falling into the trap. The pit trap is 10' deep and there are spikes at the bottom of the trap; thus, falling into the trap will inflict 2d8 points of damage.

b. **Pit Trap.** This pit trap shares the same characteristics as the trap described above. However, this trap has the skeleton of a dwarf inside it. The dwarf is wearing scale mail armour; a longsword, 2 daggers, and a shield are found nearby. The dwarf carries a backpack which contains the chest recovered from the secret hiding spot in Area 3. The chest is unlocked and contains the following:

- 192 gold coins*
- 372 silver coins*
- A gold ring with an amethyst gemstone (worth 50 gold)

- A necklace with a pair of emerald gemstones (worth 60 gold)
- A coin pouch containing 12 topaz (worth 5 gold each) and 5 ruby gemstones (worth 20 gold each).

*The coins share the same markings and symbols as the tarnished silver coins recovered from the Kobold Tunnels in *Fantastic Adventures* and the *Disgruntled Gong Farmer*.

Area 2: The Sarcophagi

Five stone sarcophagi lay side by side, roughly two feet apart from each other. The sarcophagi are designed for human size occupants. Carved on the surfaces of the sarcophagi are runes in an unfamiliar language.

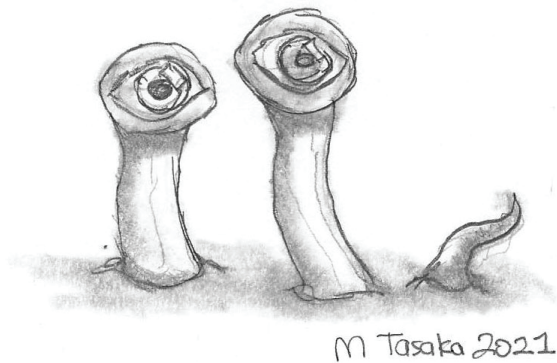
The runes on the sarcophagi are from the same language as those found on the coins recovered in the tomb and lists the names and details of the warriors contained inside. In each sarcophagus is the skeletal remains of a warrior, along with their armour and weapons. The armour and weapons need some oiling and care to bring them into serviceable condition (1 day of work for each suit of armour and 2 hours per weapon will be sufficient). The following pieces of armour and weapons are contained in the sarcophagi:

- 2 suits of chainmail armour
- 3 suits of banded mail armour
- 5 longswords
- 3 short swords
- 3 maces
- 6 daggers.

Area 3: This was once the entrance for the tomb; however, the stairs leading down to the tomb have collapsed and are buried under dirt and rubble. There is an open secret compartment against the base of one of the walls. The treasure chest inside the compart-

ment has been removed and rests at the bottom of one of the pit traps.

Area 4: Baby Oscar



The floor and the far walls of this room have collapsed. A pool of murky water fills the areas of the room that have collapsed into the earth. You see a pair of eyes look up at you from the murky water; the eyes belong to a strange, yet familiar, creature. The eyes quickly retreat under the water. The creature swims away and escapes through a narrow tunnel in the collapsed wall.

The murky pool is connected via a narrow underwater tunnel to an underground river. The pool is 3' deep at the deepest point. The creature that escaped through the tunnel is a baby version of Oscar; the creature that lived in the tavern's outhouse. Ruen was heartbroken when Oscar died. The characters could try to capture the creature. They could place food in the pool to lure the creature to them. If the characters come up with a creative and logical solution for capturing the creature, they will be able to capture the creature with ease. If the characters give Ruen the creature, she will burst into tears of joy. Ruen will place the creature in the outhouse, where it will live in a warm and comfortable environment with an abundance of food.

Area 5: Along each of the corner walls are five holes used for firing arrows activated by pressure plates on the floor (Areas c and d). The holes on the wall facing Area c are empty as this trap has been triggered. The holes on the wall facing Area d are filled with arrow.

c. **Treasure Hunter's Remains.** The skeletal remains of a human lies on the floor. There are three arrows protruding from the skeleton's chest; another arrow is impaled into a broken lantern nearby and the final arrow is broken against the far wall. Near the skeleton's feet is the pressure plate that triggered the trap. If the characters search the skeleton, they will find the following:

- Short bow and 12 arrows
- Short sword
- Coin pouch containing 33 silver and 19 copper coins.

d. **Pressure Plate.** If the characters are actively searching this area for traps, a DC 12 Intelligence check will reveal the pressure plate. If the pressure plate is stepped on, five arrows will fire at the character. The character must make a DC 12 Ref Save for each arrow. Each failed save will result in d6 damage. Once this trap has been triggered, it will not fire again until the trap is reset.

Part 2: Evil Beneath the Giant's Head

Background

Close to a million years ago, a spacecraft from a distant part of the galaxy travelled to this world by 'folding' the fabric of space and time. The travellers made a miscalculation when plotting their coordinates; instead of arriving a thousand feet above the surface of the planet, they arrived a hundred feet below the Giant's Head Mountain, in a network of naturally formed caverns. The spacecraft was heavily damaged; the communication systems were destroyed, and the ship lost its ability to travel through space and time. The damage was beyond repair.

The travellers exited the ship and explored the caverns looking for a way out. They could not find a way to leave the caverns, so they set up three beacons at separate locations throughout the caverns. The travellers set their ship on emergency power, which gave their life-support systems 500,000 years of power. A backup power generator was setup to activate in the event the emergency power died. The travellers entered their life-support units, which put their bodies in stasis, in hopes a rescue party would arrive. No rescue party came. The emergency power expired; the backup generator failed to activate.

The spacecraft released low levels of radiation. The radiation affected the evolution of the flora and fauna indigenous to the caverns. Through the course of hundreds of thousands of years, new exotic species of plants and animals evolved in the caverns.

One day, a group of dwarves came across the spacecraft, which was hidden beneath layers of dirt and fossilized plants. The dwarves noticed the unusual shape of the spacecraft and used their picks to remove a section of dirt and rock. They uncovered the surface of the ship, which was made from an engineered metal alloy. The dwarves removed a section of the metal plate that formed the shell of the ship and took this sample back to their King.

The Dwarf King was impressed with the metal alloy; it was lightweight, flexible, and stronger than the strongest steel. The King commissioned his smiths to make a crown for him from the metal and dispatched the dwarves to obtain more metal alloy from the ship. The dwarves stripped more alloy from the spacecraft, which opened a way inside the ship. Curious, the dwarves entered the ship.

The dwarves triggered the backup generator while exploring the interior of the spacecraft, which activated the robot guardians inside. The robot guardians, programmed to defend the ship, attacked the dwarves.

The dwarves fell one by one, until all were slain. When the dwarves did not return, the King's Advisors advised their King to dispatch a party of fighting-dwarves to search for the missing dwarves. The King ignored this advice at first. Two days passed. Finally, the King dispatched a party of fighting-dwarves to search for the missing dwarves.

Through the process of reforging the metal alloy, the metal released radiation. The smiths became ill, losing their hair and developing strange burn marks on their flesh. The King's Advisors warned their King about the crown. However, the King did not listen to his Advisors and accepted the crown forged from the metal.

The ship's power systems emitted high frequency sounds, beyond the hearing range of the dwarves, throughout the caverns. The Lagaurath, a species of humanoid salamanders, heard the high frequency sounds and interpreted it as a calling from the 'Ancient Ones'. When the fighting-dwarves arrived at the spacecraft, they were met by both the Robot Guardians and the Lagaurath. Half of the fighting-dwarves were slain; the survivors returned to the King.

When the surviving fighting-dwarves returned to their King, the Dwarf King was ill, suffering from the effects of radiation poisoning. The King was too weak to talk. The King's Advisors were horrified with what the survivors had reported and ordered the tunnels leading to the caverns to be sealed off. The Advisors buried the crown and metal alloys deep underground and put a call out for adventurers, offering a 1,000 gold pieces for finding and defeating the evil that has been unleashed from the caverns.

Giant's Head Mountain and the Grumpy Dwarves

The Giant's Head Mountain is an oddly shaped mountain that resembles the head of a giant; a mythical monster from popular dwarven children's fairy tales.

For over a millennium, the Grumpy Dwarf Clan has lived in the Giant's Head Mountain. The clan earned its name through the dour personalities of its members. "Only a grumpy dwarf could stand to live with another grump dwarf", the old saying would go.

The clan itself consists of roughly a thousand dwarves, and this population has remained constant over time (while dwarves live long lifespans, they have low birth rates). Around 700 dwarves live inside the Giant's Head Mountain, while the remainder live outside the mountain, in an area known as the Edge of the Giant's Beard.

Edge of the Giant's Beard. Edge of the Giant's Beard is a village located at the base of the mountain. At the start of each day, dwarven smiths and merchants set up shops in the village, trading their goods with traveling merchants. When evening approaches, the smiths and merchants return to the mountain. The village also keeps the clan's livestock: sturdy dwarven ponies, pigs, chicken, and sheep. Outside the village are several small farms, providing the agriculture for the clan.

Inside the Giant's Head. A road leads from the village (Edge of the Giant's Beard) to the main gate of the Giant's Head Mountain. The gate, known as the Giant's Mouth, is closed at nights and open during the day. The gate leads to the main level of the dwarven kingdom, which consists of the King's Hall, the King's Residence, the Clan's Administrative Offices, the Garrison, the Armoury, and the Bank. There are five levels above the main level, made up of the dwarves' homes. Below the main level is the lower level, which is made up of forges and shops. The tunnel leading down to the caverns is located on this level.

Arriving at the Giant's Head Mountain

When the characters arrive at the Giant's Head Mountain, it will be the evening. The gate to the mountain

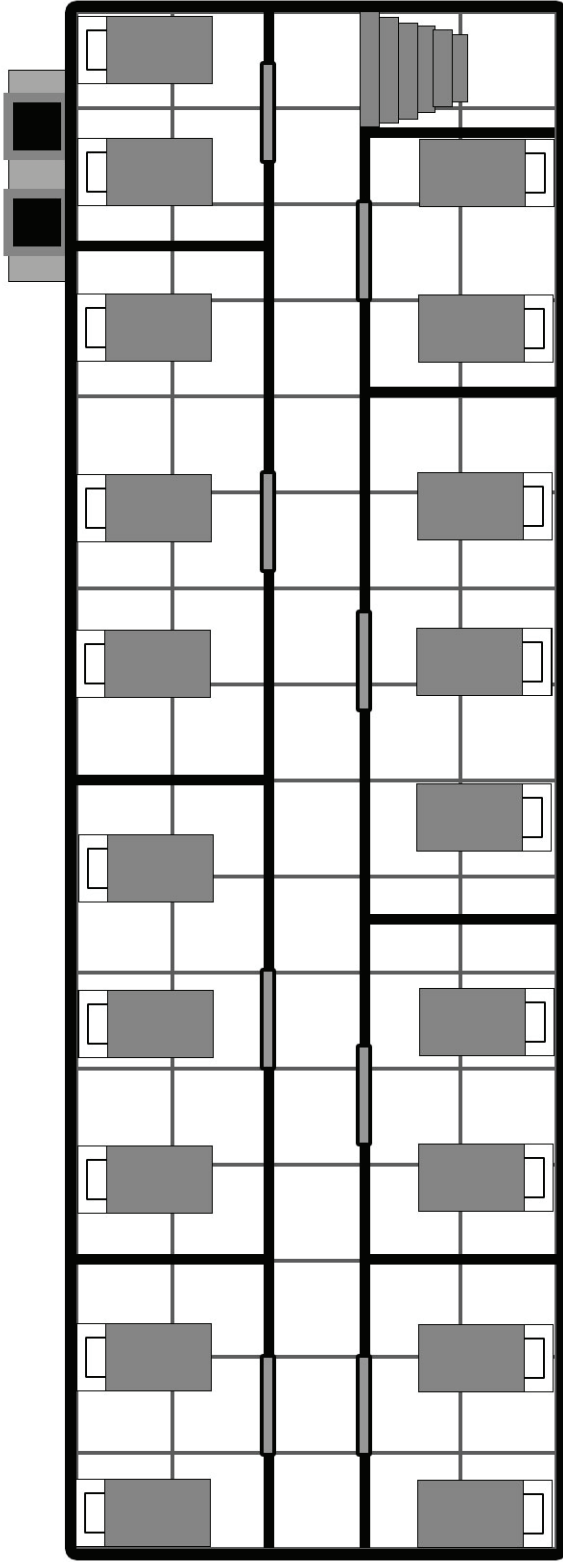
is closed for the night. Thus, the characters will have to find shelter at an inn. The only inn available in the village (Edge of the Giant's Beard) is the Traveller's Inn.

Traveller's Inn. The Traveller's Inn is a two-storey building, with accommodations on the second floor. The inn has been built to accommodate the human merchants who travel to the mountain for trade. Thus, the beds are human size. The building itself is well built, comfortable and clean; yet it lacks the fine architecture and workmanship typically associated with dwarven buildings. The accommodations are moderately priced (it will cost the party 5 to 8 silver pieces for the night, depending on the size of the party). The meals served in the inn are filling and nutritious, but rather bland, lacking spice and flavour.

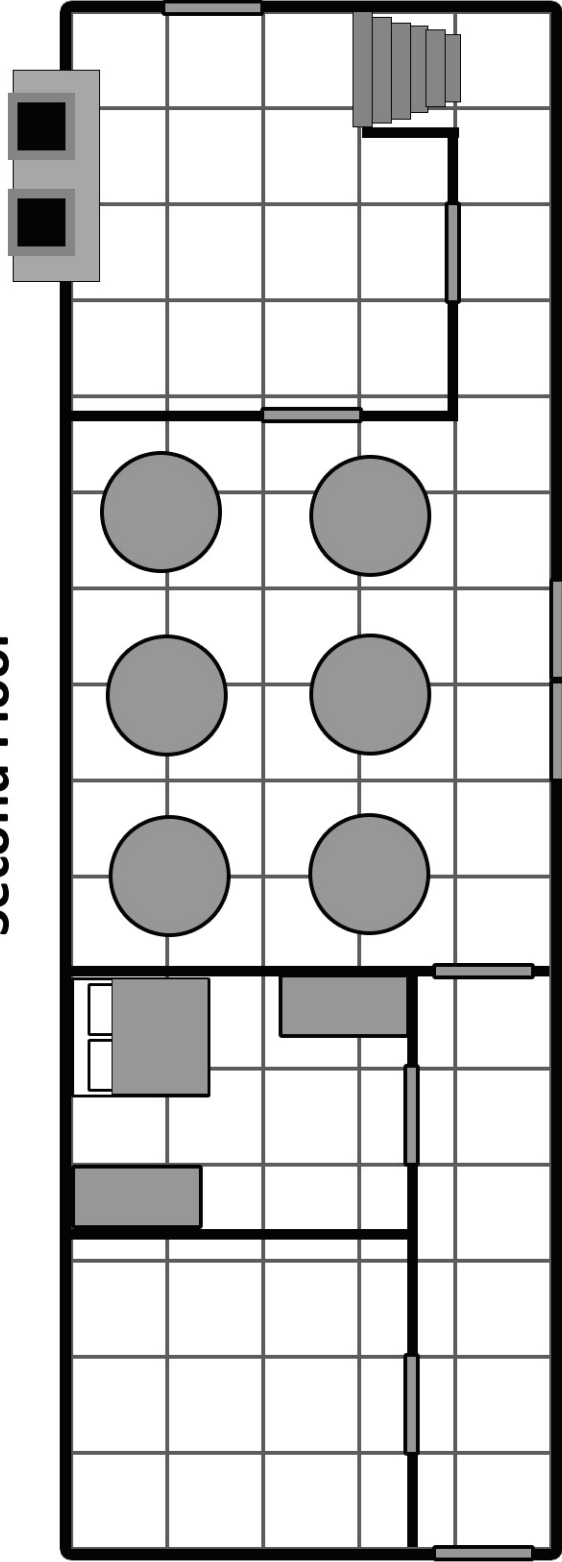
The Traveller's Inn is owned by Frydrock and his husband, Bob. Frydrock and Bob have opposite personalities; yet their marriage works as the two have been married for over a century. Frydrock is outgoing, talkative, and social; whereas Bob is dour and has a general dislike for people (a common trait among the Grumpy Dwarves). Frydrock is the 'face' for the inn; he interacts with the customers and serves the meals. While Bob looks after the cooking, cleaning, and repair. If one of the characters is a dwarf, they will recognize that Frydrock is not a dwarf; rather, he is a gnome.




Traveller's Inn



Second Floor



Main Floor

 = 5'

Frydrock. Frydrock loves gossip; if the characters are friendly to Frydrock, he may reveal some useful information. Frydrock could provide the characters with the following pieces of information:

- Two evenings ago, a party of 5 adventurers stayed at the inn. The adventurers consisted of a warrior, a cleric, a thief and two elves. The adventurers departed the following morning for the Giant's Head Mountain.
- King Edgarr has become terribly ill. The King is under the care of the Clan's Physician, while the King's Advisors oversee the clan.
- The leadership of the Grumpy Dwarven Clan is in chaos following the actions of the King. There is talk about abolishing the monarchy and adopting democratic elections to determine the rulership of the clan.

Meeting with the King's Head Advisor

After spending the night at the Traveller's Inn, the characters will make their journey to the mountain. When the characters leave the inn in the morning, they will see dwarven merchants and smiths making their way down to the village to sell their goods. The characters will have the opportunity to purchase equipment and weapons. The characters could purchase the equipment listed in the DCC rulebooks. The weapons sold are limited to only those weapons available for the Dwarf character class and the armour is limited to shields.

The journey from the village to the entrance of the mountain (The Giant's Mouth) will take less than half an hour by foot. The Giant's Mouth consists of a pair of large iron doors, guarded by four dwarven soldiers. The soldiers are heavily armed and armoured. The soldiers are an unfriendly bunch, but when asked, one of the soldiers will lead the characters to King's Hall to meet with the King's Head Advisor, Braundel Hammersmith.



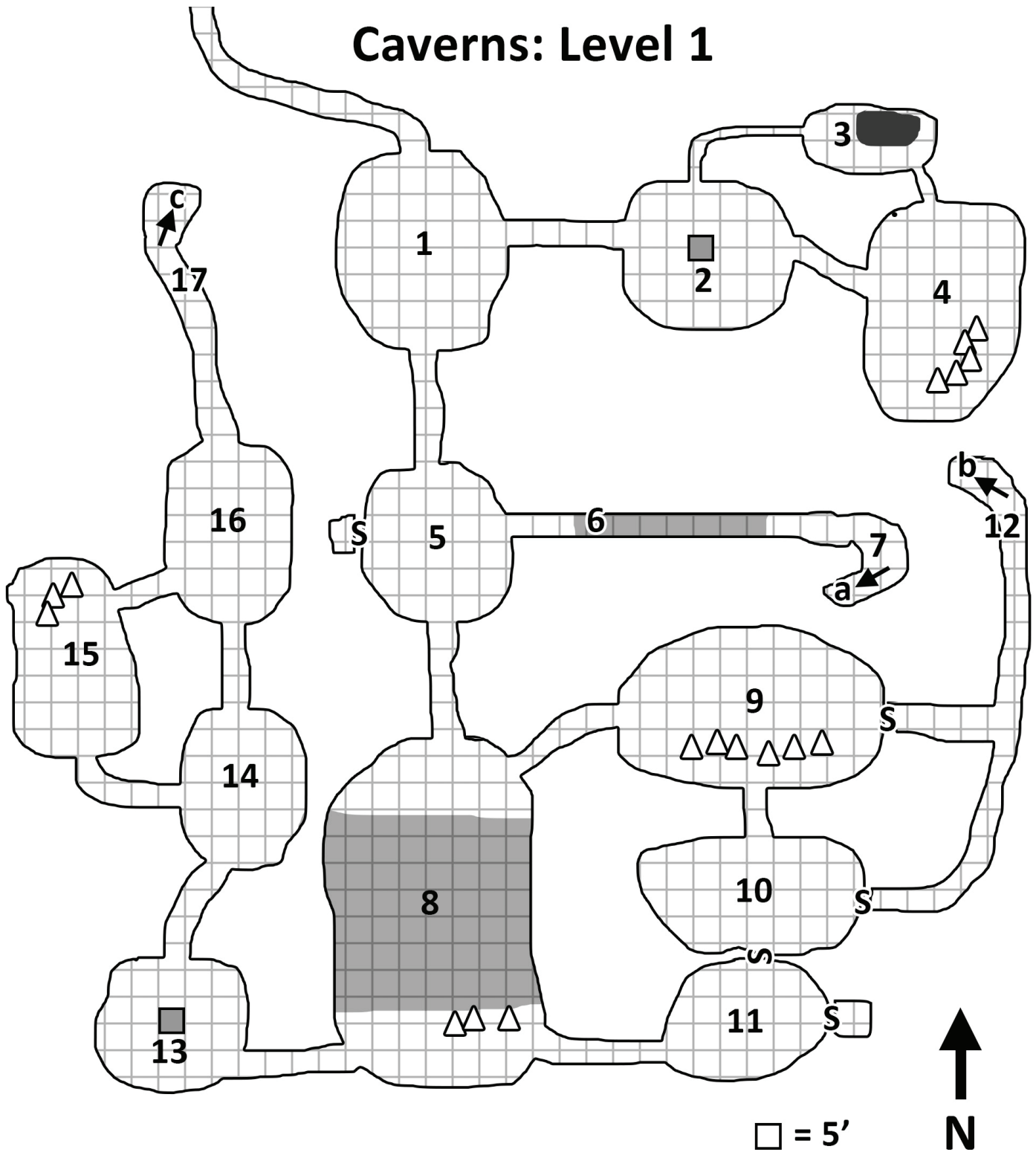
Braundel Hammersmith. Braundel Hammersmith is King Edgarr's Head Advisor and represent the voice of the King in his absence (King Edgarr is too ill to meet with the characters in person). Braundel is gruff and unpleasant. However, he will fill the characters in on what he wants them to accomplish and will guide the characters to the lower level where the tunnel leading to the caverns begin. Before the characters enter the tunnel, Braundel will give the characters enough time to purchase extra supplies and weapons from the stores in the lower level.

Stores in the Lower Level. The stores sell all the equipment available in the DCC rulebook; however, the prices for the items are twice as expensive. The weapons available are limited to those available for the Dwarf class. Likewise, the armour sold are designed for dwarves; thus, humans, halflings or elves would not be able to wear any of the armour sold.

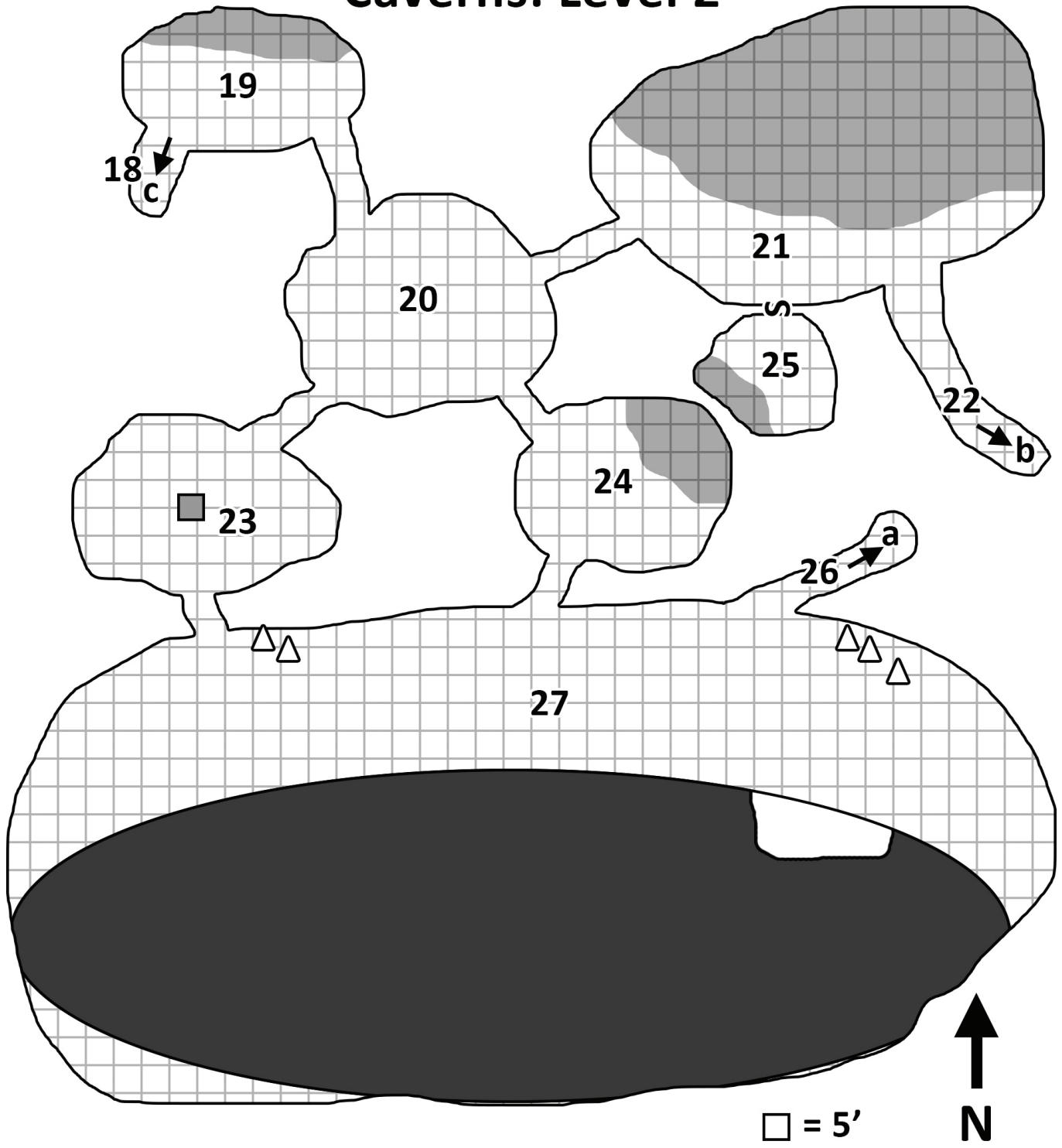
The Caverns

The caverns are large enough for human size characters to travel through with ease. A strange light source illuminates the cavern's floor, produced by a species of glowing mushrooms growing throughout the caverns. Thus, the characters will not need a light source when

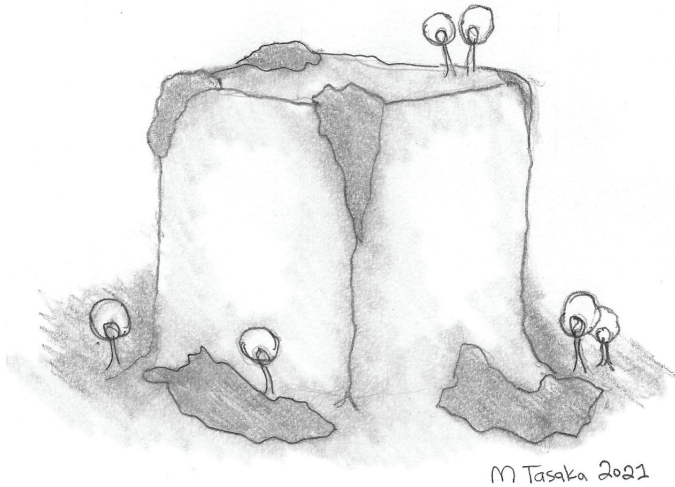
Caverns: Level 1



Caverns: Level 2



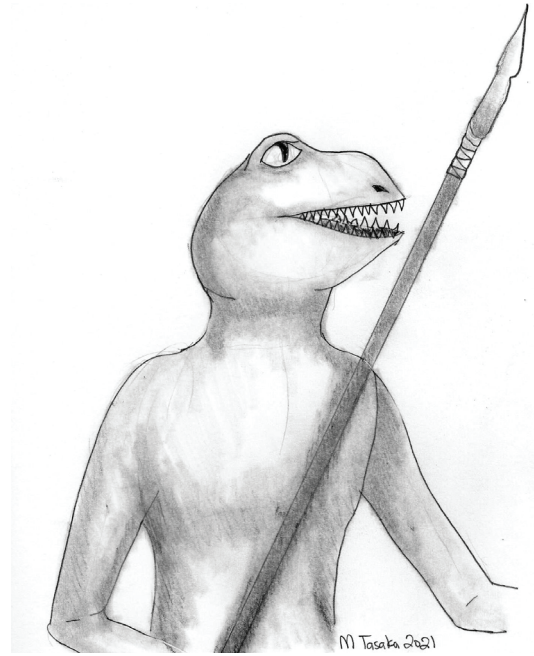
travelling through the caverns. Under the mushrooms are several inches of soft soil; therefore, the characters will be able to track the boot prints of the dwarves on the cavern floor (the creatures native to the caverns, including the Lagaurath, are too light footed and agile to make footprints).



Beacons. The travellers have placed three beacons in the caverns. Like the spacecraft, the beacons are powered by nuclear power; thus, they have a lifespan of 500,000 years. However, only one beacon is active at any given time; this is determined on a set rotational basis. That is, every 92 days, one beacon will become active, while the other two will power off. When the 92 days has passed, the active beacon will power off, and one of the two dormant beacons will become active. Thus, all three beacons have active levels of nuclear radiation inside.

When the characters encounter the beacons, they will be covered with layers of rock and debris. With the proper tools and some work, the layers covering the beacons could be removed, revealing a rectangular metallic box underneath. With hard work and creativity, the characters could remove the beacon's cover. If this is done, the character will be exposed to radiation. The character must make a DC 15 Fort Save; a failed save will result in radiation poisoning. The character will feel weak and fatigued as a result; their attack rolls, saving throws and checks will be reduce by 1 dice

until they recover (recovery takes a couples of weeks; magical healing will negate the effects of the radiation poisoning). Regardless of whether the character has passed their saving throw or not, they will develop sores on their skin and their hair will start to fall out (these effects are temporary; their skin will heal, and their hair will grow back in a couple of weeks).



Lagaurath. The Lagaurath are a species of humanoid salamanders whose evolutions was directly shaped by the low levels of radiation emitted from the spacecraft; the ancestors of the Lagaurath were a common species of cave salamanders when the Travellers first arrived. Lagaurath stand between 4 to 5 feet tall and weigh 50 lb; they have dark green-grey skin and lanky bodies. They do not wear armour and their weapons are fashioned from sharpened bones. Lagaurath prefer missile attacks over hand-to-hand combat and each warrior will carry at least 3 javelins. Lagaurath produce a natural poison and regularly lick their weapons.

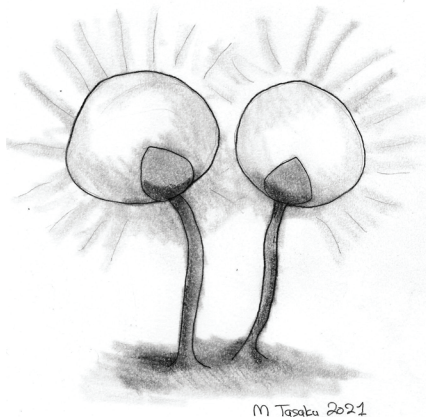
Lagaurath: Init +3; Atk bite +0 melee (1d4+poison*); javelin +3 missile (1d6+poison*); AC 13; HD 1d6; MV 30'; Act 1d20; SP poison*; SV Fort +0, Ref +3, Will +0, AL N.

*The poison produced by the Lagaurath's attack has a random effect. Use the table below whenever a Lagaurath's attack succeeds.

Table 2-1: Poison Effects

d6 Effects

- 1 **A Dud.** The poison has no effect.
- 2 **Ouch That Hurts!** The character must succeed at DC 10 Fort Save to avoid suffering 1d6 points of extra damage. A successful save will result in no additional damage.
- 3 **Ouch That Really Hurts!** The character must succeed at DC 12 Fort Save to avoid suffering 2d6 points of extra damage. A successful save will result in no additional damage.
- 4 **A Quick Nap.** The character must succeed a DC 8 Fort Save. A failed save will result in the character falling asleep for the next 2 to 7 rounds (1d6+1).
- 5 **Paralyzed.** The character must succeed a DC 10 Fort Save to avoid being paralyzed. At the end of the character's turn (and every turn afterwards), the character can make another Fort Save to break free from the paralysation.
- 6 **Distorted Senses.** The character must succeed a DC 12 Fort Save. A failed save will result in the character's senses becoming distorted; this will translate into a minus 1 dice penalty to the character's attacks rolls, saving throws and skill check (i.e., a d20 attack roll will be reduced to a d16 attack roll). All attack rolls made against the character will gain a +1 dice bonus. At the end of each of the character's turns, they will be able to make another DC 12 Fort Save to break free from the effects.



1: Entering the Caverns

A group of dwarves removes the planks of wood that forms the makeshift barricade to the tunnel entrance. One by one, you and your companions travel down the tunnel to the darkness below. Some of your companions carry torches, which allows you to navigate in the dark. After 10 minutes of traveling, the tunnel opens to a cavern. Soft green glowing bulbs of light illuminates the ground. The light comes from mushrooms growing throughout the cavern. The tops of the mushrooms are semi-transparent, and they radiate a soft green glow, allowing you to see in the cavern without the aid of a torch.

There is a passageway in front of you and another to your left. Some of the mushrooms are crushed, stepped on by heavy boots. You see boot prints leading in the directions of the two passageways.

If the characters examine the boot prints in detail, they will discover three types of boot prints: boot prints belonging to dwarves, humans, and elves (elves are lighter footed than humans). The dwarf boot prints are the most numerous.

2: The Beacon

An oddly shaped mound of rock sits in the centre of the cavern. The mound stands roughly 4 feet tall. Around the mound grows glowing mushrooms, marked by heavy boot prints. You notice an area on the mound that has been chipped away, revealing a tarnished metal surface.

This area contains one of the beacons the Travellers placed in the caverns (please see Beacon description for more details). The dwarves started to chip away at the surface of mound and decided to stop. If the characters search the ground nearby, they will find the hammer and chisel used to chip away at the rock. There is a hidden passageway in this room, which re-

quires a DC 8 Intelligence check to spot (this passageway is not hidden behind a secret door; rather, it is difficult to spot, due to the shape and slope of the cavern wall). The hidden passageway is very narrow; however, with the right amount of effort, the characters will be able to squeeze through it.

3: The Drop

With a combination of hard work, creativity, and a few bruises, you squeeze through the narrow passageway. You find yourself in a cavern. There is a large pit in the cavern that opens to another cavern below. The drop is 10 feet; luckily, there is a deep pool of water in the cavern below.

The drop leads to Area 21. Since the water is 8 feet deep, the characters will not take any damage from the fall. When the first character jumps into the pool, the Lagaurath in this area will attack. As soon as more characters jump into the pool, the Lagaurath will flee through their escape tunnels.

4: Lagaurath Unaware

There are a group of lizard-like creatures sitting in a semi-circle in the corner of the cavern. The creatures are 4 to 5 feet tall; they have smooth watery dark green-grey skin and long slender bodies. There are 8 creatures in total. The creatures are passing looted dwarven shields, swords, and gear between each other. A strange pattern of clicking sounds comes from the creatures' mouths as they argue over the stolen goods. The creatures do not notice you.

Lagaurath (8), 4 hp each.

The characters could launch a surprise attack on the Lagaurath. As soon as the Lagaurath realize they are overwhelmed (after 1 or 2 rounds of combat, or sooner depending on the size of the party), they will attempt

to flee through the narrow passageway leading to Area 3 (The Drop); there, the Lagaurath will jump down the open pit to safety. The Lagaurath, due to their slight build, will be able to move their full movement speed through the narrow passageway; however, the characters' movement will be reduced to 5' per turn.

Various looted items belonging to the fallen dwarves are scattered throughout the cavern (the highest concentration of which is where the Lagaurath were sitting). Among these are the following items of value:

- 2 shields*
- Dwarf-size suit of chainmail*
- 3 longswords*
- 3 leather pouches containing a total of 47 gold, 62 silver and 58 copper pieces**

*The shields, armour and swords are of dwarven designing, sharing many of the characteristics found on the armour and weapons used by the dwarf soldiers stationed at the Giant's Mouth (the entrance to the mountain).

**The coins contain dwarf ruins and symbols and were minted by the Grumpy Dwarf Clan.

5: Dwarf Skull

An upside-down mining pick stands upright in the centre of the cavern. Resting on top of the pick is a dwarf's skull. The boot prints continue throughout the cavern; some lead to a passageway in front of you and others lead to a passageway to your side.

There is a hidden cavity in the cavern; the cavity is hidden behind loose rocks and debris. A DC 10 Intelligence Check is required to find the hidden cavity. Inside the cavity are mining picks, hammers, shovels, and a potion. Dwarven ruins are written on the label of the potion; the ruins say 'Healing Potion, Love Mom'.

When consumed, the healing potion will heal 3d6 hit

points and neutralize any of the negative conditions (i.e., poisoning) suffered in the caverns. As well, the person consuming the potion will gain 2 to 5 (1d4+1) points of Luck, to a maximum Luck score of 18.

6: Quicksand

You are travelling down a long tunnel. The mushrooms and the boot prints end; the ground changes. The mushrooms stop growing and the ground is covered with wet sand. The sand continues for some 35 feet. The tunnel continues after the sand ends.

If any of the characters attempts to cross the sand, their feet will start to sink into the sand; their speed will be reduced to 5' per turn. The character will sink 1 foot per turn. However, the quicksand is only 3 feet deep; thus, by their third turn, the character will reach the bottom of the quicksand pit. The character will still be able to move 5' per turn and will be able to reach the other side of the tunnel.

7: To Area 26 (Level 2)

The passageway descends to Area 26.

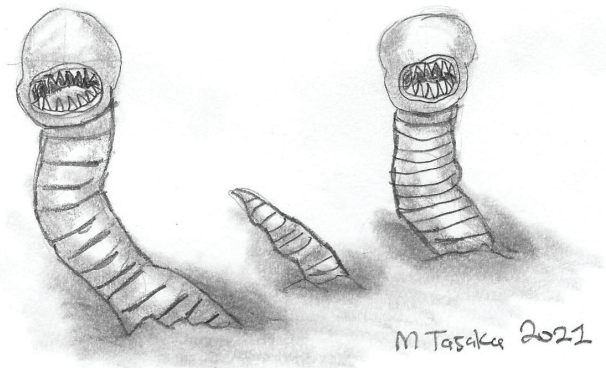
8: Mudd Worms

If the characters enter the cavern for the first time from Areas 5 or 9, read the following:

You have entered a large spacious cavern. A shallow pool of muddy water fills the centre of the cavern. The muddy pool is 35 to 40 feet long. The mushrooms and the boot prints continue until they reach the pool of water. On the other side of the pool, the mushrooms continue to grow, and the boot prints continue as well.

The muddy pool is 2 feet deep at the deepest point; however, due to the thickness of the mud that makes

up the bottom of the pool, the characters' speed is reduced by half. Shortly after entering the pool, the characters will be attacked by Mudd Worms (there are 15 Mudd Worms in total). Hiding behind a formation of stalagmites are 6 Lagaurath. When the worms attack, the Lagaurath will make missile attacks. When the characters come within melee range of the Lagaurath (or when most of the worms are killed), the Lagaurath will flee to Area 11, access the secret door to Area 10 and make their way to Area 12 to escape to the second level.



Mudd Worm (15): Init +0; Atk bite +0 melee (1d4) or grapple +0 (-); AC 11; HP 3 (each); HD 1d4; MV 20'; Act 1d20; SP grapple; SV Fort -1; Ref +0, Will -3, AL N.

Mudd Worms. Each Mudd Worm is 5 to 8 feet in length and are hiding under the muddy floor of the pool. The Mudd Worms can either make a bite or grapple attack. When the grapple attack succeeds, the worm wraps itself around the character's leg. The character is unable to move, and attacks against the character are increased by 1 die type. At the start of the character's turn, they could make a DC 10 Strength Check to break free from the grapple.

Lagaurath (6), 4 hp each.

On the other side of the muddy pool, the characters will see boot prints leading to Area 13. They will also see signs of a battle and see droplets of dried blood on the ground. The characters will also notice what appears as two bodies were dragged in the direction of Area 11 (this is where two of the surviving adventures

from the first group met their end; their slain bodies were dragged to Area 11).

If the characters enter the cavern for the first time from either Areas 11 or 13, describe the scene from the opposite end of the cavern. The Mudd Worms will still attack; however, the Lagaurath will not be around.

9: Ambush

If the characters enter the cavern from Area 8, they will be ambushed by the Lagaurath hiding behind the stalagmites. When this occurs, read the description below.

Upon entering the cavern, you hear a pattern of clicking sounds coming from behind a formation of stalagmites. The clicking sounds form words, and the words form magic. Suddenly, beetles, centipedes and other cavern dwelling insects emerge from the cavern floor. Insects fall on you from the stalactites above.

The characters are ambushed by a group of Lagaurath hiding behind the stalagmites. There is a spellcaster among the Lagaurath, who has summoned a swarm of insects to attack. The Lagaurath will keep their distance from the party, attacking with missile attacks while the swarm of insects tries to devour the characters. When the tides of battle turn against the Lagaurath (i.e., the swarm of insects are destroyed), the Lagaurath will



flee to Area 10, then escape through the secret door leading to Area 12.

Insect Swarm: Init +3; Atk bites +0 melee (1d6); AC 11; HP 30; HD 6d8; MV 25'; Act 6d20; SV Fort -4, Ref +0, Will -4, AL N.

The swarm of insects will receive six attacks per turn, dividing the attacks up among the characters.

Lagaurath Spellcaster: Init +3; Atk bone dagger +1 melee (1d4+poison); harmful spells x 3 missile*; AC 13; HP 8; HD 2d6; MV 30'; Act 1d20; SP poison/harmful spells*; SV Fort +0, Ref +3, Will +2, AL N.

*The Lagaurath Spellcaster has 3 harmful spells and can cast one spell per turn. The spells have a range of 50'. The spellcaster selects a single target; a ball of blue energy is directed at the target. A DC 12 Reflex Save is required to avoid the ball of energy. A failed save results in the victim suffering 2d6 points of damage and being pushed back 10' and landing on their back. A successful save results in avoiding the ball of energy.

Lagaurath (7), 4 hp each.

If the characters enter the cavern through the secret door or from Area 10, the cavern is unoccupied; thus, the ambush will not occur.

Secret Door. There is a secret door connecting to the tunnel leading to Area 12. The characters must be actively searching the walls and succeed a DC 12 Intelligence Check to find the secret door.

10: Collection of Skulls

Two crudely constructed javelins are placed blade down in the ground; the blades are made from sharpened bone. Balancing on the ends of each javelin is a human skull.

The skulls belong to the Cleric and Thief (from the first

party hired). The rest of their bodies are in Area 11. There are two secret doors in this cavern: One door leads to Area 11 and the other leads to the tunnel leading to Area 12. The characters must be actively searching the walls and make an Intelligence Check to find the secret doors; a DC 12 Intelligence Check will reveal one secret door, while a DC 15 Intelligence Check will reveal both secret doors.

11: Headless Corpses

The corpses of two victims lie on ground. Beetles, worms, centipedes, and other cavern dwelling critters eat away at the remaining meat on the bones. The heads of the victims are missing.

The corpses belong to the Cleric and the Thief, who were part of the first adventuring party hired. The skulls of the skeletons are on display in Area 10. Hidden inside a cavity in the cavern are the weapons, armour, and gear of the two adventurers (rocks and debris are placed in front of the cavity). The cavity requires a DC 8 Intelligence Check to find. If the characters search the cavity, they will find:

- Scale mail armour (human size)
- Leather armour (human size)
- A longsword, a mace, a short sword, a crossbow, a sling, and three daggers.
- A holy symbol and a vial of holy water.
- Two backpacks filled with the typical gear carried by adventurers.
- Two leather pouches containing a total of 33 gold, 13 silver and 22 copper pieces.

In addition to the hidden cavity, there is a secret door leading to Area 10 in the cavern. To find the secret door, the characters must be actively searching the walls and success a DC 12 Intelligence Check.

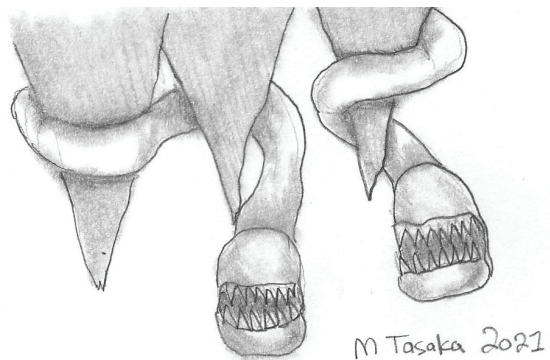
12: To Area 22 (Level 2)

The tunnel leads to Area 22 on the second floor. Boot prints lead from Area 12 to the secret door connecting to Area 9. This is the direction the surviving fighting-dwarves travelled when they were making their escape from the caverns.

13: The Beacon and the Snakes

An oddly shaped mound of rock sits in the centre of the cavern. The mound forms a rectangular shape and stands 4 feet tall. On top of the mound rests a visored helmet; the helmet has been designed to fit the head of human. The boot prints continue throughout the cavern.

The mound of rock is one of the beacons placed by the Travellers (please see Beacon description for more details). The helmet resting on the mound belongs to the Cleric, whose remains are divided up between Areas 10 and 11. Hiding in the stalactites above the characters' heads are 3 Cavern Snakes. The Cavern Snakes will wait for a few rounds, then launch a surprise attack on the characters.



Cavern Snake (3): Init +2; Atk bite +3 melee (1d6+poison); AC 14; HP 15, 18, 19; HD 3d8+3; MV 30'; Act 1d20; SP poison; SV Fort +2, Ref +2, Will +0, AL N.

The cavern snakes are 8 to 10 feet long. When a character is bitten by a cavern snake, they must make a DC 12 Fort Save to avoid the effects of the poison. A failed save results in an extra 2d6 points of damage (a successful save results in no additional damage).

14: The Grave

Near one of the cavern walls, a collection of rocks forms a shallow grave. Resting on a large stone at the head of the grave is a silver necklace with a pendant.

The necklace and pendant are made from mithril. The pendant is of elven design and takes the shape of a stylized sun. Underneath the rocks lies the dead body of an elf. The elf is dressed in mithril chainmail. The body is in the early stages of decay.

15: Ellanya Brightstar

A single set of boot prints leads from one of the passageways to a collection of stalagmites in the corner of the cavern. You hear sobbing coming from behind the stalagmites.

Hiding behind the stalagmites is Ellanya Brightstar, the only surviving member of the adventure party sent into the caverns two days before. Ellanya is a Level 1 Elf, who, along with her brother, Sylvaran, joined a party of more experienced adventurers (Level 2) in hopes of receiving the Dwarf King's reward. The party reached the spacecraft and fought the Robot Guardians and Lagaurath guarding the entrance to the craft. Outmatched, the party retreated, with the Warrior cover-



ing their retreat; the Warrior fell. The four surviving party members retreated to the first level of the caverns (the current level), where they were ambushed by the Lagaurath. In the confusion of battle, Ellanya and her brother were separated from their companions (the Cleric and the Thief). Both Ellanya and her brother were injured; her brother's injuries were more severe, and he succumb to his wounds. Ellanya buried her brother's body in Area 14.

When the characters encounter Ellanya, they will notice her hands are raw and bloody from burying her brother. There are bandages around Ellanya's hands and other injured parts of her body. If the characters have examined the necklace and pendant resting on her brother's grave, they will notice Ellanya wears an identical one around her neck.

Ellanya Brightstar (Level 1 Elf): Init +1; Atk +1 melee (by weapon), +2 missile (by weapon); AC 17 (mithril chainmail and shield); HP 7 (currently has 2 hp due to injuries); MV 25'; Act 1d20; Str 11, Agi 15 (+1), Sta 10, Per 12, Int 12, Luck 10; SP spells; SV Fort +1, Ref +2, Will +1, AL L; Lucky Sign: Four-Leaf Clover; Profession: Elven Artisan.

Ellanya is wounded, and currently has 2 hit points. Ellanya wears mithril chainmail and carries a shield; she is armed with a longsword, a short bow, and a dagger. Ellanya has a backpack filled with the items necessary for adventuring.

16: Slain Lagaurath

The broken bodies of nine salamander-like creatures are scattered throughout the cavern floor. The creatures have died in combat, meeting their ends by blades, bows and magic.

This is where the party was ambushed by the Lagaurath. In the confusion of combat, the party became divided. The cavern dwelling insects and worms do not eat the corpses, due to the poison produced by the Lagaurath.

17: To Area 18 (Level 2)

The passageway descends to Area 18.

18: To Area 17 (Level 1)

The passageway leads to Area 17 on the first level.

19: Giant Cavern Frogs

A foul stench comes from a murky pool in the cavern. Bubbles form in the pool; five sets of eyes emerge from the pool. The eyes belong to frogs, each as big as a medium size dog.

The foul smell comes from a combination of the bodies of the dead dwarves deposited in the pool and the frogs themselves (the Lagaurath threw the bodies of the dead dwarves into the pool, where they would be 'recycled' by the cavern frogs). At first, the cavern frogs will watch the characters. They will only attack if the characters approach the pool or display hostile actions.

Giant Cavern Frog (5): Init +1; Atk bite +0 melee (1d4); AC 12; HP 4 (each); HD 1d6; MV 25'; Act 1d20; SP spray stench when killed*; SV Fort +0, Ref +1, Will -2, AL N.

*When a frog is killed, their bodies will burst into a foul



smelling sticky substance. The characters within 10' of the dead frog must succeed a DC 12 Ref Save to avoid being sprayed by the substance. A failed save will result in the substance sticking to the character's hair, armour, and flesh. The sticky substance is so foul it will cause the character to gag and vomit; their attack rolls, saving throws and checks will be reduced by 1 dice until the substance is cleaned away (fortunately for the characters, there are pools of fresh water nearby).

If the characters examine the murky pool, they will see bones, half-eaten rotten flesh and scraps of clothing in the pool; these belong to the dwarves from the expedition party.

20: Collection of Dwarf Skulls

A dozen crudely constructed poles stand upright in the cavern. Resting on top of each pole is the skull of a dwarf. Four of the skulls wear helmets, while the other eight are bare. The boot prints continue through the cavern. Many of the poles stand on top of the boot prints, indicating these grizzly trophies were placed here recently.

After their encounter with the fighting-dwarves, the Lagaurath placed the skulls in the cavern as a warning to interlopers. The bare skulls belong to the dwarves from the expedition party, while the four with helmets belong to the fighting-dwarves. The bodies belonging to the eight bare skulls were deposited in the pool in Area 19. The characters will recognize the helmets as helmets similar to the ones worn by the soldiers guarding the Giant's Mouth (the gate leading into the mountain).

21: Underwater Tunnels Too Narrow to Access

You have entered a large cavern. Water trickles down the walls of the cavern into a deep pool. The water is

crisp and clean. Six salamander-like creatures stand at the edge of the pool. They spot you. The creatures jump into the pool and swim away with astonishing speed and grace, escaping through underwater tunnels in the walls.

The water in the pool is fresh and safe to drink; it connects to a larger underground river system. The pool is 8' deep at the deepest point and there is a natural opening on the ceiling connecting to Area 3. The tunnels the Lagaurath travelled through are too narrow for the characters to pass through (these tunnels are where the Lagaurath accessed the caverns, and connect to a much larger network of caverns, stretching for many miles).

There is a secret door connecting to Area 25. The characters must be actively searching the walls and succeed a DC 12 Intelligence Check to find the secret door.

22: To Area 12 (Level 1)

The passageway leads to Area 12 on the first level.

23: Offering to the Ancient Ones

In the centre of the cavern stands an oddly shaped mound. The mound has a rectangular shape and stands 4' feet tall. Carefully placed at the base of the mound lay a dozen preserved fish. The fish are placed evenly apart.

This is the beacon currently active (please see Beacon description for more detail), and it emits high-frequency sounds (the sounds are well beyond the hearing range of the characters). The Lagaurath could hear these sounds and have interpreted it as a calling from the 'Ancient Ones'. Thus, the preserved fish have been placed here as an offering to the Ancient Gods.

24: Fresh Water

There is a pool of water in the cavern. The pool is 6 or 7 feet deep. The water is clean and fresh. You suspect the pool connects to an underground river.

The water is clean and drinkable; it connects to an underground river. However, the crevasses and tunnels connecting to the underground river are too small for the characters to enter. If the characters examine the pool, they will see an underwater passageway leading to Area 25. The passageway is wide enough for the characters to enter (it is only wide enough for one character to enter at a time). Since the distances between Areas 24 and 25 are so close, a DC check is not required to swim between the caverns.

25: Loot Room

There are four salamander-like creatures passing looted dwarven equipment amongst each other. The creatures spot you. They flee.

The direction the Lagaurath will flee to, will depend on where the characters entered the cavern. If the characters enter this cavern through the secret door, the Lagaurath will jump into the pool and swim to Area 24. If the characters enter the cavern through the pool, the Lagaurath will flee through the secret door.

Lagaurath (4), 4 hp each.

Most of the looted dwarven items include tools, provisions and the gear typically associated with mining. Among the looted gear, there are the following items of value.

- 3 dwarf-size suits of chainmail
- 3 longswords, 4 hand-axes and 6 daggers
- 2 crossbows and 14 bolts
- 5 amethyst gemstones (worth 20 gold each)
- 161 gold, 221 silver and 98 copper pieces*.

*The coins have dwarf ruins and symbols; they were minted by the Grumpy Dwarf Clan.

26: To Area 7 (Level 1)

The passageway leads to Area 7 on the first level.

27: The Spacecraft

You have entered a vast cavern. A massive structure covered by rock and debris fills much of the cavern. The structure is long, oval shaped, reaching from one end of the cavern to the other. You could see where the dwarves chipped away at the structure, revealing a metal surface. Sections of the metal have been removed, exposing an opening leading inside the structure.

Blue glowing orbs appear in the opening. You realize the glowing orbs are eyes. There are four orbs in total, with each orb representing a single eye on a metallic humanoid; the eyes are large, some 6 inches in diameter, located in the centre of the creature's oddly shaped head. The creatures are of identical height, standing as tall as a fully grown man. The humanoids exit the structure. They stand in front of the structure in a line, placed 10 feet apart from each other.

The humanoids are covered head-to-toe in metallic plate; each creature is armed with a mighty mace. You could hear purring sounds coming from each mace as auras of sparkling blue light radiates from each of the weapon's heads.

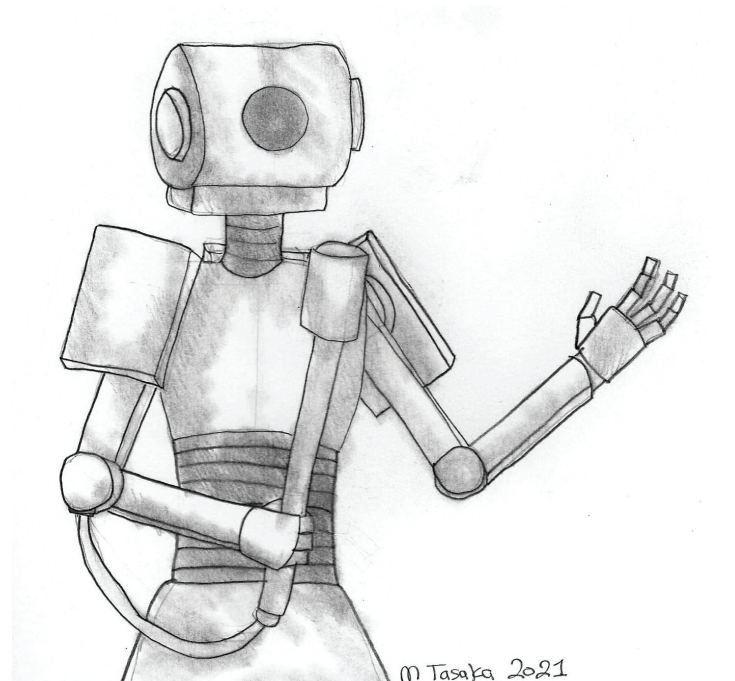
The humanoids do not move towards you; rather, they stay where they are, waiting for your next move. You notice two of the humanoids are injured; their metal plates are marked by the impact of swords and hammers. Despite these injuries, the metallic creatures mount as a very capable line of defence.

There were originally six robot guardians; two were heavily damaged in the battles against the fighting-dwarves and the first party of adventurers (these guardians are in the repair shop onboard the ship undergoing repairs). When the travellers entered their slumber, the robot guardians were deactivated. When the emergency power generator was activated, the robot guardians were reactivated.

The robot guardians will stand stationary and will attack when either the characters come closer to the ship or display hostile actions. The guardians can make one of two attacks: a melee weapon attack or a missile attack with their 'eye' beam. After the first round of combat, 10 Lagaurath will emerge from the passageways connecting to Areas 23 and 24 and attack the characters. When the guardians are defeated, the Lagaurath will flee, making their escape to Area 21 (where they will jump in the pool and escape through the underwater tunnels).

Lagaurath (10), 4 hp each.

Robot Guardian (4): Init +0; Atk power mace +3 melee (1d8+push back*) or laser beam +3 missile (2d8); AC 16; HP 15**, 18**, 35, 39; HD 6d10; MV 30'; Act 1d20; SP push back*; SV Fort +3, Ref +0, Will +0, AL N.



*When a character is hit by the power mace, they will be pushed back 10'. The character will then have to make a DC 10 Ref Save. A failed save will result in the character falling flat on their back. The power maces are powered by the guardian's internal battery; thus, when the guardians are destroyed, the power maces will function as ordinary maces.

**The guardians with 15 and 18 hit points were damaged from battling the fighting-dwarves and the first party of adventurers.

After the battle, the characters could explore the cavern. The characters will find the body of the dead Warrior. Insects and worms have started to eat away at the dead Warrior's flesh. The characters will see burn marks, caused by the 'eye lasers', on the Warrior's armour. If the characters search the Warrior, they will find the following items of value:

- Chainmail armour
- A two-handed sword, a pair of daggers, and a short bow
- 38 gold, 29 silver and 40 copper pieces
- A metallic disc wrapped in a velvet sheet*
- A backpack filled with the typical gear carried by adventurers.

*If the characters unwrap the velvet sheet, read the following.

You unwrap the velvet sheet to discover a note and a metallic disc. The disc is made from a lightweight silver metal alloy, which is cold, almost icy, to the touch. On one side of the disc are engraved illustrations of two spheres: A larger sphere and a small sphere. The larger sphere is in the centre of the disc, while the smaller sphere is located near the edge, positioned on top of an outline of a circle. Engraved on the other side of the disc is an illustration of a map, which shows the Muir Forest as a small area on the map. "If this is correct", you ask yourself, "then the world

extends hundreds, if not thousands, of miles outside of the forest."

On the note, the characters will find the following words written.

If I should perish, please give this item and the note to Murt of the Village of Greenleaf. You will find Murt at the General Store.

Dear Father,

I am sorry I ran away those many years ago. I am sorry that I doubted you when you said the world is round, and it rotates around the Sun. I have travelled outside the boundaries of the Muir Forest, to distant lands and exotic kingdoms. In my journeys I have discovered what you said is true; the world is indeed round and is in fact a planet. The world, along with other planets, rotates around the Sun. Moreover, I have learnt that every star in the night's sky is a sun, and these suns have planets of their own. In fact, some of these planets ever support life and civilization more advanced than we are. These civilizations possess wondrous magic known as 'advanced technology'. Please forgive my harsh words when I questioned your beliefs and said you were crazy.

Your Son,

Jon, son of Murt

The illustration on one side of the disc represents a moon orbiting a planet (the world this adventure takes place in). The other side shows a map of the lands surround the Muir Forest. In addition to the dead Warrior, the characters will also find the skeletons of four fighting-dwarves in a different part of the cavern; the skeletons are missing their skulls.

Spacecraft

The Travellers who built the spacecraft were human size; therefore, the characters will have no problem navigating throughout the ship. All the doors inside the ship are unlocked and could be easily opened. The interior of the ship is lit; however, due to the damage the ship sustained, some of the overhead lights flicker on-and-off.

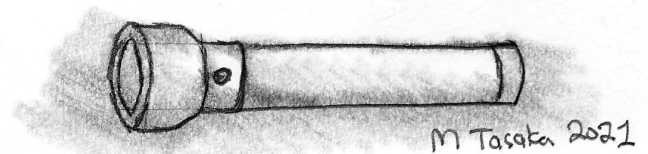
Turning the Power Off. The goal for the characters is to deactivate the ship's power. When the characters accomplish this, the high frequency sounds will stop. The Lagaurath, who could hear the sounds, will take this as a sign the 'Ancient Ones' no longer need their help; thus, they will leave the caverns (through the underwater tunnels in Area 21), returning to their subterranean kingdom. There are two ways the characters could deactivate the power. They could either press the power button on the Bridge or disable the generator in the Electrical Room.

Display Screens. Throughout the spacecraft the characters will come across display screens. These appear as black mirrors built into the walls. Below each display screen are a series of buttons. When the characters press the buttons, images will appear on the screen. Due to the damage the ship sustained, the images will flicker on-and-off, become blurry, etc. On the screens strange ruins and symbols will appear (alien alphabet). The characters will also see images on the screens (i.e., ship's blueprints) and short videos (i.e., recordings from loved ones).

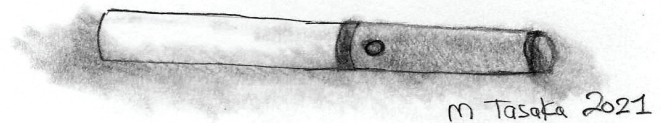
Technological Devices. The characters may also acquire technological devices that will aid them in this and future adventures. The devices are easy to use, requiring the characters to press a button to activate. The devices are powered through a combination of the salts produced from the user's skin and solar power; thus, these devices will never run out of power. The three types of technological devices the characters

could find are beam-lights, glow-sticks, and a night-vision visor.

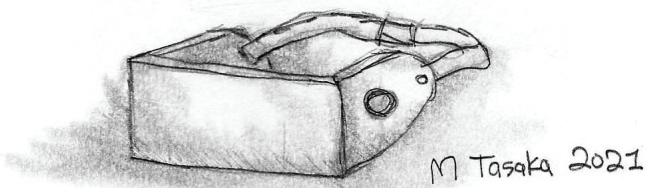
Beam-Lights. The beam-light functions as a modern flashlight. The beam-lights have a single button used to activate (turn on) and deactivate (turn off) the device. When active, a 60' cone of light extends from the end of the device.



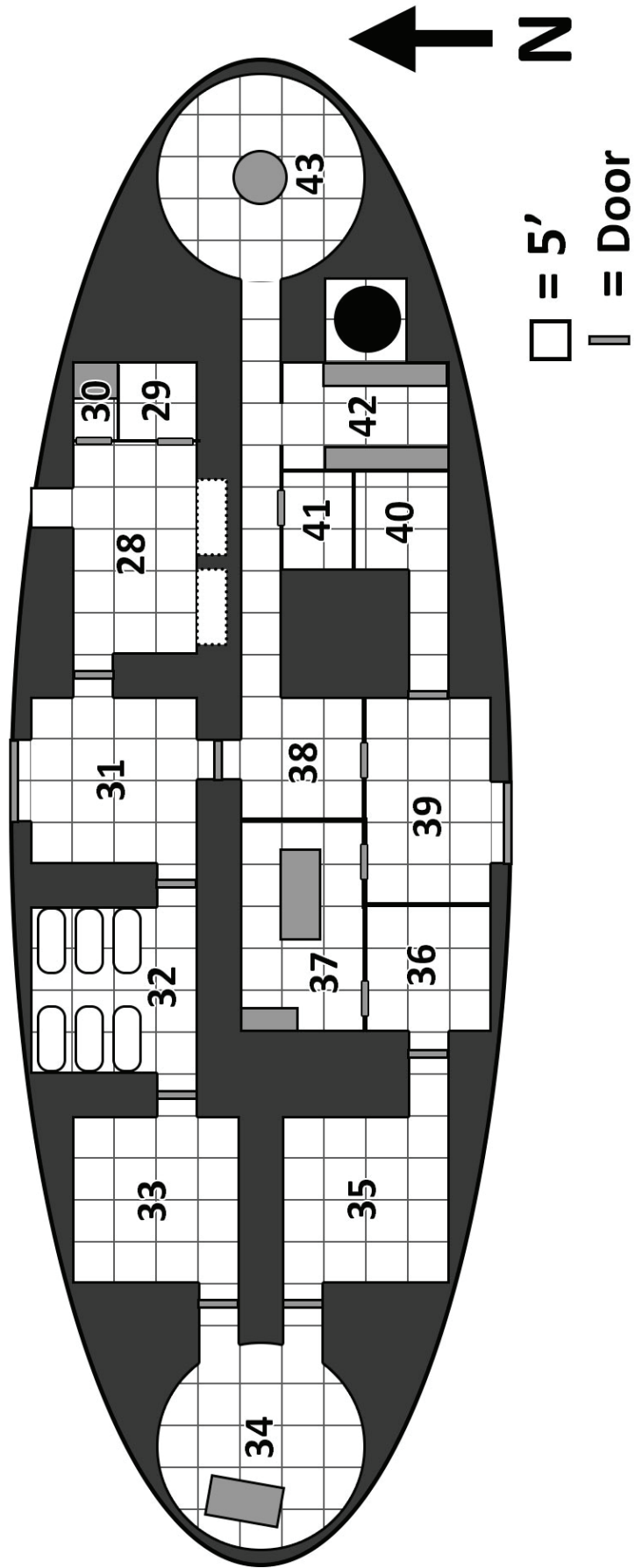
Glow-Sticks. The glow-stick functions as a normal torch, except they never burn out and are safe to use. The glow-stick has a single button, which turns the device on and off.



Night-Vision Visor. The night-vision visor is worn over the eyes. There is a single button for the device, which cycles through three settings: power off, night vision and infrared. The night-vision setting allows the character to see in total darkness; however, the images they see are in different shades of green. The infrared setting allows the character to see heat signatures.



Spacecraft

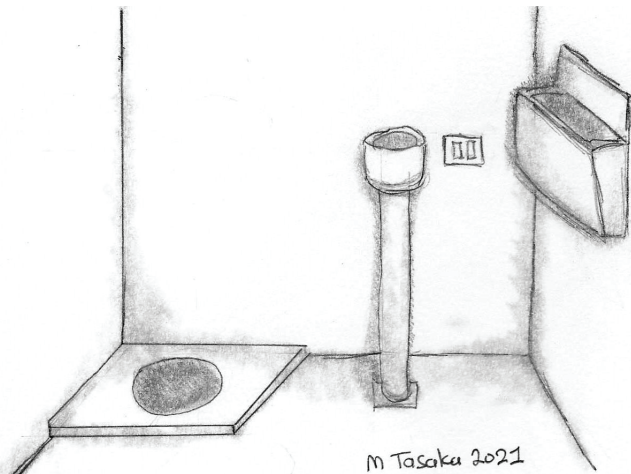


28: Sleeping Quarters

You have entered the structure through the opening where the metallic creatures exited from. You are in what appears to be the barracks. Built into one of the walls are bunk beds; there are six beds in total, grouped three high. Muddy dwarf boot prints mark the ground. You also see dried blood marks on the floor indicating the dead dwarves were dragged through this area.

The boot prints lead to Area 31. The drag marks show the dead dwarves were dragged from Area 31 and out through the opening to the cavern (Area 27).

29: Washroom I



A thick metal pole, roughly 3 feet tall, protrudes from the floor. Upon the pole sits a small bowl. On the floor, in the corner of the room, is a circle 5 feet in diameter. The circle appears to be made of blue glass. On the ceiling directly above the circle is another blue circle.

This is one of the two washrooms onboard the spacecraft. The small bowl is an alien toilet, and the blue circles are the shower. If a character walks under the shower, blue lights from both circles will illuminate the character. The blue lights act as a cleaning agent. The character's skin and hair will become clean and fresh

smelling. While metal items (i.e., chainmail armour) will become sparkling clean, non-metal items (i.e., leather armour, clothing, etc.) will disintegrate.

30: Laundry Room

You have entered a small narrow room, 10' deep and 5' wide. At the end of the room is a white box, with a round glass door on the front of the box. There is a dial and a few buttons to the top-left corner of the box. On the wall above the box is a cupboard.

The white box is an alien laundry machine, which uses light waves as a cleaning agent. Inside the cupboard are extra bed sheets; the sheets are brittle and will crumple when touched.

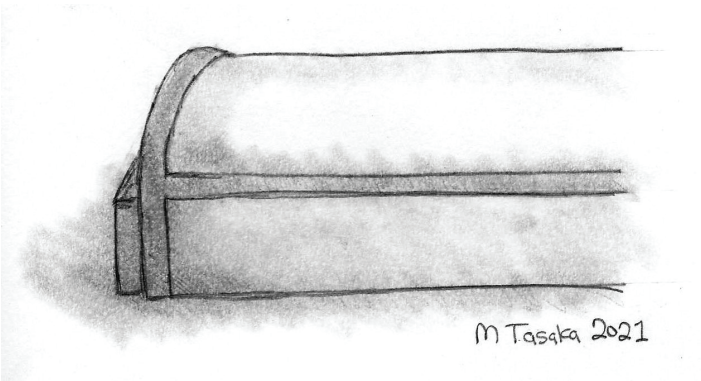
31: Exterior Door I

The signs of a battle, a slaughter more likely, are found throughout this room. The floor and walls are stained with dried blood; burn marks, caused by the eyes of the metallic beings, mark the walls. You also notice two black rectangular shaped mirrors built into one of the walls. One of the four doors connecting to this room is much larger than the others; there are a couple of buttons located next to the door.

This is where the dwarves met their fate; it was here they were slaughtered by the robot guardians. The black mirrors are display screens (please see the Display Screen description for more details). The large door is one of two exterior doors on the spacecraft. The buttons on the side will activate the door; however, due to the layers of rock and debris on the surface of the ship, the door will not open.

32: Stasis Chambers

There are six glass sarcophagi in this room. Three of the sarcophagi are on one side of the room, while the remaining three are on the other. Inside each sarcophagus is an occupant; their heads face the wall, and their feet face the middle of the room.



These are the stasis chambers holding the travelers. Since the ship's nuclear reactor has a lifespan of 500,000 years, the life support systems for the stasis chamber died when the reactor died. The bodies inside are mummified corpses devoid of life. If the characters examine the stasis chambers, read the following.

Inside each sarcophagus is the mummified corpse of a demi-human. While the demi-human is of human height, it is not a human. The demi-human has an elongated head, large eyes, and a flat face. Its limbs are long and wiry, and it only has three fingers and a thumb on each of its hands.

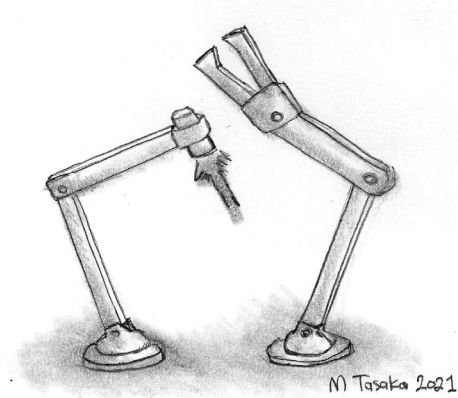
The characters could open each stasis chamber with ease. The corpses inside are frail, dusty, and will easily break apart when handled.

33: Repair Shop

There are two metal tables in this room. On each table lays a metallic being, like the ones you encountered outside of the structure. Both metallic beings are heavily damaged. One of the creatures has its

metal exoskeleton removed, revealing internal organs made of metal parts and wires. There are four pairs of metal arms located on each side of the tables working on the creatures. Four arms produce beams of heat, cutting the exoskeleton open; while the other four have claw-like hands, which serve as tools for grabbing and holding materials.

This is the repair shop where the two robot guardians, destroyed by the fighting-dwarves and adventurers, were taken for repairs. The mechanical arms will attack the characters as they view them as a threat. The arms with the claw-arm can only make melee attacks and have a maximum reach of 10'. The others with the laser cutter can only make missile attacks.



Mechanical Arm 'Claw' (4): Init +0; Atk claw +1 melee (1d6+grab*); AC 14; HP 8, 10, 11, 12; HD 2d8; MV 0'; Act 1d20; SP grab*; SV Fort +1, Ref -1, Will +0, AL N.

Mechanical Arm 'Laser Cutter' (4): Init +0; Atk laser +1 missile (1d10); AC 14; HP 7, 9, 10, 11; HD 2d8; MV 0'; Act 1d20; SV Fort +1, Ref -1, Will +0, AL N.

*When a character is hit by the mechanical claw, they must make a DC 12 Ref Save. A failed save will result in the character being grabbed. When this occurs, the character's attacks and saving throws are reduced by a die and attacks against the character are increased by 1 die. At the end of each of the character's turns, they can make a DC 12 Ref Save to break free from the claw.

34: Electrical Room

You have entered a circular room. There are a series of pipes and wires running along the wall. Near the wall is a large box, with a series of glowing buttons on it. A series of cables connects the box to the panels on the wall.

This is the electrical room where the backup generator (a large non-nuclear battery) is stored. This is one of the two areas on the spacecraft where the characters could disable the ship's power. This will complete the objective for this adventure. There are three ways the generator could be deactivated. The characters could press the 'power button' on the generator, turning the generator off; they could disconnect the cables connecting the generator to the wall panels; or they could smash the generator with their weapons (thereby destroying the generator). When the generator is deactivated, the lights (and all other devices that require electricity) inside the ship are turned off; thus, the characters will need a light source to navigate through the ship.

There are two technological devices in the electrical room (a basic search of this room will locate these items). Hanging on racks on the wall are two beam-lights (please see Technological Devices for more details). The beam-lights will help the characters navigate when the power is turned off.

35: Laboratory

A pile of broken glass lays on the floor. On the shelves and tables against the walls are several bottles and vials, some of which are massive enough to hold a fully grown man. It appears the broken glass is the result of some of the bottles and vials breaking.

This is the spacecraft's laboratory. The bottles and vials are for the 'samples' the Travellers were supposed to collect from this world. When the Travellers land-

ed inside the cavern, their ship was damaged from impacting the cavern walls. The result of the impact caused several of the bottles and vials to be thrown to the floor, resulting in the broken glass.

36: Lounge

Ghostly figures hover in the centre of the room. The figures appear, become blurry, disappear, and then reappear again. The figures have slender bodies, long lanky limbs and oval shaped hairless heads with large eyes and flat faces.

The characters have entered the ship's lounge, where the Travellers spend their 'down time'. The 'ghostly figures' are from a popular holo-vision program the Travellers recorded in advance of their journey (the holo-vision program is on a continuous loop). The distorted images are a result of the damage the spacecraft sustained.

37: Mess

There is a white rectangular table in the room, with six oddly shaped chairs on each side of the table. Cupboards and a small table line the walls. On the small table are two boxes, with glass doors located at the front of each box. Beside each door are buttons and a dial.

The characters have entered the travellers' mess. The two boxes on the small table are alien microwave ovens, which are used to reheat rations. The cupboards are full of ration packs, which, through the passage of nearly a million years, have turned to dust.

38: Middle Room

There are two black rectangular shaped mirrors; the mirrors are built into the wall. Below each mirror is a

series of buttons. On another wall close to one of the doors is a silver panel box.

The two black mirrors are display screens (please see the Display Screen description for more details). The panel box is locked. If the characters use their bare hands to open the panel box, a DC 20 Strength Check is required. However, if the characters use the proper tools (i.e., a knife or a dagger to pry the box lid open), the DC is reduced to 6. The panel box contains a single glow-stick (please see Technological Devices for more details).

39: Exterior Door II

The room has been heavily damaged. The large door leading outside of the structure is push inwards at an unnatural angle, revealing a section of the cavern wall. The wall around the door is buckled and warped.

This area of the spacecraft has taken the brunt of the damage.

40: Janitor's Closet

Several semi-transparent bottles and jugs, made from an unusual lightweight material, lay on the floor. Empty shelves line the walls. On the floor you see what you believe are the handles of brooms and mops.

This is the janitor's closet. The semi-transparent bottles and jugs are made of plastic and store cleaning liquids, which have since evaporated. The bristles on the brooms and mops have turned to dust. Prior to the ship's arrival, the cleaning products were neatly stored on the shelves. If the characters spend time searching this room, they will find two glow-sticks on the ground underneath the bottles and jugs (please see Technological Devices for more details).

41: Washroom II

This is the second of the two washrooms on the spacecraft. Please use Area 29 (Washroom I) when describing this room.

42: Control Room

There are two long narrow tables on each side of the room; a series of buttons and dials are located on the surfaces of the tables. One of the walls has a trio of black mirrors, while the opposite wall opens to a large cylinder. There are cracks along the surface of the cylinder and several of the wires connecting the cylinder to the surrounding walls are broken.

This is the control room, operated by the ship's engineering team. The large cylinder is the device that allows for the 'folding' of space and time; this device allowed the Travellers to travel thousands of light years in the span of a few seconds. The device was damaged from the collision. The trio of black mirrors are display screens (please see Display Screens for more detail). If the characters search the tables, they will find a night-vision visor sitting on one of the tables (please see Technological Devices for more detail).

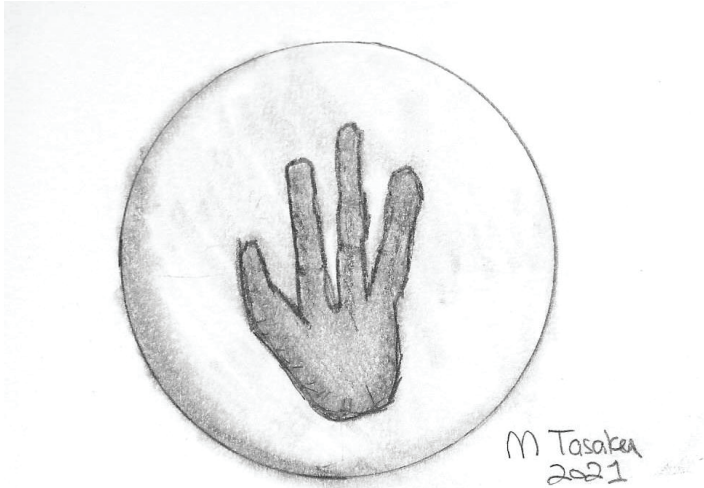
43: The Bridge

You have entered a circular room. Strange ruins and symbols appear on the walls; the ruins and symbols move, then are replaced with a new set of ruins and symbols. In the centre of the room is a round table; a semi-transparent sphere hovers above the table. The sphere becomes blurry, disappears, and reappears a moment later.

The characters have entered the bridge, the command centre for the spacecraft. The moving symbols and ruins are computer terminal screens. The sphere hovering above the table is a holographic projection of the

planet (the world where the adventure takes place on). The poor quality of the image is a result of the damage the spacecraft sustained. If the characters search this area, they will find two things of value: the power button for the ship and a beam-light (technological devices) to see in the dark.

When the characters discover the power button, read the following.



You find a unique looking button, one that stands out from the rest. The button has the outline for an oddly shaped hand, with three long fingers, engrave on it.

When the button is pressed, the spacecraft will power-off. The high frequency sounds, heard by the Lagaurath, will stop. They will interpret this as a sign from the 'Ancient Ones' to return to their kingdom. The characters have accomplished their goal. The only trouble is the characters will need a light source to navigate out of the spacecraft. Hopefully at this point the characters would have found the beam-light or have spare torches among their provisions.

The Conclusion

What happens next is for you and your players to decide. After exiting the spacecraft, the characters still need to make their way back to the Grumpy Dwarves to collect their reward. There are several routes through the caverns leading back to the dwarves. Your characters may want to explore the caverns further and take a different route back. This could be an adventure on its own. While the Lagaurath have left the caverns, the cavern frogs, snakes and mudd worms are still around. Perhaps, the characters could battle these creatures on their way back. Alternatively, you may wish to add some monsters from the DCC rulebook to add some more danger to the return journey.

Dwarf King's Reward. When the characters leave the caverns and return to the Grumpy Dwarves, the King's Head Advisor will reward the characters with 1,000 gold pieces. However, it is important not to end the adventure at this point. There is a lot more of the story that could (and should) be told. It will be best to end this adventure back in the Village of Greenleaf, by connecting the ending with the encounters and events that took place in this adventure. For instance, if Ellanya Brightstar (Level 1 Elf NPC) joined the party and survived the adventure, she could become a permanent addition to the party. Perhaps, you may promote Ellanya to a Level 2 Elf, rewarding her for her experience in this adventure. Alternately, after witnessing her brother die, Ellanya may decide to give up adventuring and return to a quiet life as a villager.

Return to Greenleaf. What happened in the first part of this adventure could play a role in the adventure's end. Will the characters' experiences inside the caverns validate Murt's beliefs that the world is round? If so, how will Murt react to this? How will the villagers respond to the characters? If one of the characters agreed to marry Ruen and was left behind looking after the tavern, will the other characters gloat about their exciting adventure and the treasure acquired? What

if Roth never returns? Will the character give up on adventuring and settle down as the tavern keeper and start a family with Ruen? Or will Ruen and the character depart on their own adventure to search for Roth (who may be on a grand adventure of his own in a far-away land)?

A lot could happen in a span of a few days, especially in a place like Greenleaf. Perhaps, the characters will return to find a new batch of giant chickens terrorizing the village (i.e., Farmer Grub, despite warnings, continued to feed his hens the 'magical' chicken feed)? Or perhaps the villagers will discover what the 'currants' in Honey's famous Honey Buns actually are? There are a lot of elements that could be used to create a memorable ending for this adventure.

Future of the Grumpy Dwarves. So, what does the future hold for the Grumpy Dwarves? During the months following the adventure, the Grumpy Dwarves decide to abolish the monarchy and adopt democratic elections. While this, on the surface, seemed like a good idea, it led to the downfall of the Clan. The Grumpy Dwarves, dour by nature, bickered and fought over politics. So stubborn the dwarves were over their political beliefs that lifelong feuds were created and friendships were forever lost.

The Dwarf King's Future. So, what happens to King Edgarr? King Edgarr recovers from his illness. With the abolishment of the monarchy, King Edgarr was no longer King; his wealth and title were taken away from him. Now, just Edgarr, the former King found employment at the Traveller's Inn, working for Frydrock and Bob. Edgarr turned out to be a responsible employee and greatly reduced the workload for Frydrock and Bob. This allowed the couple to spend more quality time together. Frydrock and Bob were able to go on their first vacation together in decades; they spent their next wedding anniversary holidaying at the Village of Greenleaf.

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Beneath the Giant's Head

Long before the rise of the first civilization, long before the birth of the elves, travelers from a distant world traveled to the land. The travelers possessed technology that appeared as magic and were able to transverse thousands of light years in a blink of an eye, by 'folding' the fabric of space and time. The travelers made a miscalculation when plotting their coordinates; instead of arriving a thousand feet above the surface, the travelers arrived a hundred feet below the ground, in a network of caverns beneath a mountain. The travelers' ship was damaged and unable to move through space and time. Thus, the travelers set up beacons throughout the caverns and entered a great slumber, waiting for a rescue party to arrive... no rescue party came... nearly a million years passed.

For over a millennium, the Grumpy Dwarves have lived in the Giant's Head Mountain. For as long as the dwarves could remember, it was forbidden to dig below the Giant's Head. "There is great evil below the Giant's Head", the old saying would go. "If you dig below the Giant's Head, you will release evil upon the clan."

When the King of the Grumpy Dwarves passed away, his only old son, Edgarr, inherited the rulership of the clan. Edgarr was a young fool of a dwarf, suffering from a 'short beard complex'. Edgarr desperately wanted to prove that he was the greatest king of all. One day, after eating exotic mushrooms, a vision came to Edgarr. The vision told Edgarr that he will find great treasure underneath the Giant's Head Mountain.

Despite warnings from his advisors, Edgarr ordered his dwarves to tunnel below the Giant's Head. There, the dwarves uncovered a network of caverns; in the caverns grew strange flora, unlike anything the dwarves had seen before. The dwarves delved deeper into the caverns and discovered a strange structure, covered with an exotic metal alloy. The metal was lightweight and flexible, yet stronger than the strongest steel. King Edgarr was pleased with the find and commissioned his smiths to forge a crown from the metal.

Shortly after receiving the crown, King Edgarr fell ill; the smiths, who forged the crown, fell ill as well. The group of dwarves sent to explore the caverns never returned. An expedition of fighting-dwarves was sent to find the missing group. Only half of the expedition returned alive and gave accounts of metallic beings and strange monsters lurking in the caverns. The dwarves sealed the caverns off and buried the recovered metal deep within the earth. The King's Advisors put a call out for adventurers and offered a reward of a thousand gold pieces to find and destroy the source of the evil that lurks in the caverns beneath the Giant's Head.

