

The Gongfarmer's Almanac



The 2018 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



NEW CLASS EXPLOSION!

VOLUME I OF SEVEN BOOKLETS

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BARDIC ROCKER

A Dungeon Crawl Classics class by Jason Morgan

You're a slayer of riffs; a conductor of crowds. Your pursuit is one of melodic perfection. You know that there is power in music — the strike of a chord, the harmony of voices. Bardic rockers come from all walks of life, bringing their experiences and personality to their performances. Each song is an expression of being that crosses cultures, breaks down boundaries and leads to a deeper understanding of life.

Hit points: A bardic rocker gains 1d8 hit points at each level.

Weapons training: A bardic rocker is trained in these weapons: dagger, dart, short sword, long sword, short bow, long bow. Bardic rockers are selective in their armor options, preferring a balance between protection and flexibility and may wear padded, leather or studded leather armor.

Alignment: A bardic rocker may choose any alignment, but the chosen alignment impacts the bardic rocker's musical styling a performance. Lawful bardic rockers are musical technicians, pursuit complex rhythms and mastery over their chosen instruments (think: Rush and Dream Theater). Neutral bardic rockers strike a balance between raw power and accessibility, and are often fond of the classics (think: The Eagles, Fleetwood Mac). Chaotic bardic rockers demonstrate raw power, channeling their anger and rage into their rock (think: Danzig, Metallica).

Perform: The bardic rocker can make a perform check to inspire her fellow adventurers, granting each party member a bonus equal to the result of the rolled performance die to their next check. The bardic rocker rolls 1d20 + performance die + bardic rocker level vs. DC per the venue. For example: a crowded tavern is DC 5, a temple or sacred place is DC 10, while inside a dungeon is DC 15.

Bardic knowledge: After being in a general region (town, city, dungeon, etc.) for at least 1 day, the bardic rocker gains a +1 to Intelligence checks.

Spells: Music has magic. Bardic rockers spend their lives in pursuit of the musical arts. The right audience on the right night with the right song is pure wonder. To cast a spell, the bardic rocker rolls 1d20 + Luck modifier + level. The number of known spells is determined by level. How level 1 bardic rockers learn known spells is at the discretion of the judge, as are spells at learned at additional levels.

Spells available:

Level 1: *charm, magic shield, sleep, ward portal, ventriloquism, paralysis, word of command, second sight, blessing.*

Level 2: *forget, invisibility, magic mouth, scare, cure paralysis, restore vitality, snake charm.*

Level 3: *slow, lightning, demon summoning, true name, animate dead.*

Audience Disapproval

Everytime the bardic rocker fails a spell roll, she risks audience disapproval (same rules as cleric disapproval — DCC Core Book p. 122) and must take a request to appease her audience. The player must sing the requested song to the group, literally. Full song or chorus, at judge’s discretion. Judges can tempt players with additional bonuses if they play an instrument, pull up a karaoke version of the song online, etc. The judge is encouraged to ask for requests from the party. Failing any ideas, here is a table that can be used:

ROLL 1D20	SONG REQUESTED
1	<i>Freebird</i> by Lynyrd Skynyrd
2	<i>Back in Black</i> by AC/DC
3	<i>Stairway to Heaven</i> by Led Zeppelin
4	<i>Rock’N’Roll all Nite</i> by KISS
5	<i>Jump</i> by Van Halen
6	<i>More Than a Feeling</i> by Boston
7	<i>Hey Jude</i> by The Beatles
8	<i>Welcome to the Jungle</i> by Guns n’Roses
9	<i>Holy Diver</i> by Dio
10	<i>Crazy Train</i> by Ozzy Osbourne
11	<i>Enter Sandman</i> by Metallica
12	<i>Run to the Hills</i> by Iron Maiden
13	<i>We’re Not Gonna Take It</i> by Twisted Sister
14	<i>Dude Looks Like a Lady</i> by Aerosmith
15	<i>Don’t Fear the Reaper</i> by Blue Oyster Cult
16	<i>(I Can’t Get No) Satisfaction</i> by The Rolling Stones
17	<i>Cum on Feel the Noize</i> by Quiet Riot
18	<i>Anyway You Want It</i> by Journey
19	<i>You’ve Got Another Thing Comin’</i> by Judas Priest
20	<i>We Are the Champions</i> by Queen

Skills of Showmanship

- Pick pocket (+2)
- Pick lock (+3)
- Disguise self (+1)
- Read languages (+4)
- Handle poison (+4)
- Cast spell from scroll (+3)

CLASS TABLE: BARDIC ROCKER									
LEVEL	ATTACK	CRIT DIE/ TABLE	ACTION DICE	REF	FORT	WILL	SPELLS KNOWN BY LEVEL	MAX SPELL LEVEL KNOWN	PERFORMANCE DIE
1	+0	1d8/III	1d20	+1	0	+1	2	1	d3
2	+1	1d8/III	1d20	+2	0	+1	2	1	d4
3	+2	1d10/III	1d20	+2	0	+2	3	1	d5
4	+2	1d10/III	1d20	+2	+1	+2	3	1	d6
5	+3	1d12/III	1d20	+3	+1	+2	4	2	d7
6	+4	1d12/III	1d20+1d14	+4	+1	+3	4	2	d8
7	+5	1d14/III	1d20+1d16	+4	+2	+3	5	2	d10
8	+5	1d14/III	1d20+1d20	+5	+2	+4	5	2	d10+1
9	+6	1d16/III	1d20+1d20	+5	+3	+4	6	3	d10+2
10	+7	1d16/III	1d20+1d20	+6	+3	+5	7	3	d10+3



BERSERKER

by José Luiz Tzi

You're the barbarian at the gates, the fighter driven by rage and bloodlust, the undisciplined man-at-arms expelled from the city guard, the drunk champion of hidden arenas and gang wars, the maniac of dark alleys, the cult zealot that fights in a trance, the dervish, the slayer. You are a creature of unruly passions and moods. Maybe your rage or bestiality comes from being raised in the wild, surviving a past tragedy, possession by hungry spirits or black magic — or maybe from that head wound suffered during the o-Level funnel!

Where others use discipline, tactics, and precision, you fight with guts, heart, and animal cunning.

Hit points: A berserker gains 1d10 hit points at each level.

Weapon training: A berserker is trained in these weapons: battleaxe, club, dagger, handaxe, javelin, longsword, mace, polearm, short sword, spear, staff, two-handed sword, and warhammer. Berserkers may use any armor with a maximum of a +5 AC bonus. They typically eschew the use of shields.

Sixth sense: A berserker adds their class level to checks to detect ambushes or to their saving throws when avoiding trap attacks. They also subtract their class level from opponent's backstab attacks.

Cleave: Any time the berserker kills an opponent while in melee combat, they gain an immediate extra attack at -1d targeting another opponent in melee adjacent to the killed target and, if this extra attack hits, they may apply any excess damage over and above the killed target's remaining hp to the adjacent opponent. As long as the berserker hits and kills their target during melee combat, whether through attacking or by the application of the excess damage, they may continue to gain extra attacks in this fashion.

Dangerous frustration: Berserkers are even more dangerous

when they miss. After missing a melee attack, the berserker gains a d3 frustration die. The frustration die is rolled as a bonus to the next melee attack and damage roll. If the attack hits, the frustration die is spent. If the attack misses, the frustration die keeps increasing (following the dice chain). Some effects of savage instincts (see below) also grant/improve the frustration die.

Savage instincts: Berserker attacks are driven by bestial reflexes that are more akin to reflexive lashes from an animal rather than calculated strikes. This is represented by a number of special abilities triggered by events during combat. A savage instinct can be triggered once per round at 1st-level, twice at 4th-level and thrice at 7th-level. The triggers are defined below.

BERSERKER TRIGGERS LEVEL	
1-2	Opponent's natural attack roll on their action die for a melee or ranged attack is equal to or lower than the berserker's class level.
3-4	Damaged by an opponent in melee combat (the enemy must attack and roll for damage).
5-6	Target of fear, domination or mind-effect.
7-8	Being targeted by an opponent's melee attack (including when withdrawing from melee; before the enemy rolls their attack, a savage instinct is triggered). Damage need not result from such an attack.
9-10	An opponent moves to within melee distance.

A berserker may activate a trigger from any effect less than or equal to their level. Also, triggers are non-cumulative. For example, a 7th-level berserker targeted by an opponent's melee attack whose natural attack roll on their action die is equal to or lower than the berserker's class level would gain just one roll on the savage instincts table.

Each time a savage instinct is triggered, roll on the savage instincts table below, even if it isn't the berserker's turn. A 1st-level berserker rolls a d3. A 5th-level berserker rolls a d6 on the first trigger of the round and a d4 on the second. When the table indicates rolling two dice — 2d6 or 1d8/1d6, for example — you roll both dice and pick one result.

The savage instinct result happens before the trigger's effect (i.e. if the berserker was hit by an opponent, they roll on the savage instincts table and gain the benefit before suffering the hit's damage or effect).

SAVAGE INSTINCTS TABLE

DIE ROLL	BENEFIT
1	<i>"Cowardly dog!"</i> - Gain or improve the frustration die.
2	<i>"Now I'm mad!"</i> - Roll the frustration die and gain the result in temporary hit points. Temporary hit points are lost if not used before the end of combat. The frustration die is spent after rolling.
3	<i>"For Valhalla!"</i> - Roll the frustration die and gain the result in temporary Luck points. These temporary Luck points are lost if not used before the end of combat. The frustration die is spent after rolling.
4	<i>"Take that, fiend!"</i> - Roll a single free attack at -1d as if the trigger opponent (or another adjacent opponent if triggering opponent cannot be targeted) is withdrawing from melee. If there are no enemies in melee range, the frustration die improves a step instead.
5	<i>"MORE!"</i> - The trigger's effect (damage, spell effect, poison) is suspended for 1 round for any targeting effects which may affect the berserker (other targets suffer the effects normally). This result is cumulative.
6	<i>"You call that a swing, you spineless hyena?!"</i> - The berserker's next melee attack deals maximum damage. If the berserker chooses to break their weapon during the attack, their threat range for critical hits immediately improves by 1 step until the end of combat (for instance, a 19-20 threat range becomes an 18-20; this threat range improvement is cumulative).
7	<i>"Blood for the Blood God!"</i> - Roll a single free attack against all opponents within melee range at -1d as if they were withdrawing from melee. If there are no enemies in melee range, the berserker's frustration die improves by 3 steps.
8	<i>"Crawl before me!"</i> - The berserker's next melee attack targeting a single opponent that hits cripples their enemy. Until healed, either the enemy's damage rolls are reduced by half, their AC is reduced by 4, or they're stunned for 1 round (choose one).
9	<i>"Puny god!"</i> - The berserker ignores the next hostile effect (damage, poison effect, spell effect, etc.).
10	<i>"CROM!"</i> - The berserker's next attack that hits is a critical hit. If the next attack roll results in a critical hit without using this benefit, roll the crit die twice and pick the desired result.

CLASS TABLE: BERSERKER							
LEVEL	ATTACK	CRIT DIE/ TABLE	ACTION DICE	REF	FORT	WILL	SAVAGE INSTINCT
1	+1	1d10/III	1d20	+1	+1	+1	d3
2	+2	1d12/III	1d20	+1	+1	+1	d4
3	+3	1d14/III	1d20	+1	+2	+1	d5
4	+4	1d16/IV	1d20	+2	+2	+2	d5+d3
5	+5	1d20/IV	1d20+1d14	+2	+3	+2	d6+d4
6	+6	1d24/V	1d20+1d16	+2	+4	+2	2d6+d4
7	+7	1d30/V	1d20+1d20	+3	+4	+3	d8/d6+d4+d3
8	+8	1d30/V	1d20+1d20	+3	+5	+3	2d8+d6+d4
9	+9	2d20/V	1d20+1d20	+3	+5	+3	2d8+2d6+d4
10	+10	2d20/VI	1d20+1d20+1d14	+4	+6	+4	d10/d8+2d6+2d6



FAERIE CLASS

by James A. Pozenel, Jr.

*The Faerie class presented here is re-produced in the "Gongfarmer's Almanac" with permission from Shinobi 27 Games. The original appeared in **Angels, Daemons & Beings Between, Vol. 2: Elfland Edition.***

You are a tiny, mischievous sprite. The big people call you the Fair Folk, the Gentry, Little People or faeries. You live in mounds or great hollowed trees in secluded, sacred forests and hillsides. You live to torment or treat the larger races if they stumble into your territory. Little children dream of finding you but those who do may regret it. Sometimes kind and helpful, at other times known to play mischief (or worse) upon mortals, their actions, taboos, and customs can seem inscrutable and confusing.

Faeries are generally social and gregarious creatures. Faeries that join together in a confederacy are called trooping faeries, those that do not are known as solitary faeries. Trooping faeries are further divided by their morals and supernatural characteristics into the benign Seelie Court and the malevolent Unseelie Court. The courts are public places to hear grievances, make decisions, and celebrate.

Trooping faeries live communally under mounds or hills, or in Elfland itself. Their social structure closely imitates that of humans with nobles, gentry and servants. All faeries love making music and dancing, even the evil ones, and all troopers enjoy rades (ritualistic processions). Faeries often interact with humans, and many have human ancestry, just as many humans unknowingly have faerie blood in their lineage.

The Seelie Court is filled with the sort of entities that most have heard in fairy tales. The aristocratic caste of Seelie are typically enchanting and beautiful beyond measure. Mortals that set eyes upon them usually fall deeply in love. The Seelie faeries are generally honorable and, while unpredictable to a mortal's sense, tend to defend their homes, the natural world and the otherworld around them.

The Unseelie Court abhor the mortal realm. They seek to harm humans, and delight in bringing woe to all that cross their path. Some are spirits of the restless dead, intent to wreak even more unhappiness from beyond the grave. Unseelie faeries are ugly, malicious, and evil. The Seelie may see responsibility in their magical powers whereas the Unseelie put their passions first and use their power as the ends to every means.

Hit points: A faerie gains 1d4 hit points at each level.

Weapon training: Tiny bows, clubs, daggers, rapiers (treat as a short sword), and spears. Faeries tiny weapons are made from non-ferrous materials like bronze, knapped flint or stone, bone, wood, and, in rare circumstances, mithril. Tiny weapons deal -3d on the dice chain than their humanoid sized counterparts.

Faeries rarely wear armor since it vastly impairs their ability to fly. When they don protective gear, it is usually made of plant materials like tough leaves, bark, or seed/nut hulls.

Alignment: The Fair Folk appear to mortals to be almost exclusively chaotic (and their morals to be capricious and strange), but that is not necessarily the case. Trooping faeries tend more towards lawful and solitary faeries more towards chaotic, but, faeries of any stripe may be of any alignment.

Magic: Faeries are inherently magical beings. More so than humans or elves, they form relationships with natural powers and trade favors amongst themselves. Their spells tend more toward those associated with elemental or fey powers.

Faerie spells are determined randomly like a wizard's, except they must use *Table F-4: Faerie Spell List* below. In addition to known spells in *Table F-1*, faeries also know the glamour and invoke nature's spirits spells outlined in *New Spells* below.

Caster level: Caster level is a measurement of an faerie's power in channeling a spell's energy. A faerie's caster level is usually his level as a faerie. For example, a 2nd-level faerie has a caster level of 2.

Night vision: Faeries can see in the dark up to 60'.

Vulnerabilities: Faeries are extremely sensitive to the touch of iron. Direct contact for even a moment causes an intense burning sensation, and exposure at close distances is painful. A faerie may not wear iron armor nor wield iron weapons. Direct, prolonged contact with iron causes 1 hp of damage per round. Being struck with an iron weapon or impliment forces a faerie to make a DC 8 Fort save or lose their action die for the next round. Luck may not be used to modify this save. If a faerie is in the vicinity of a large concentration of iron, he has a -2 penalty to attack rolls, skill checks, and spell checks.

Size bonus: Faeries are fast moving and small. Consequently they are harder to hit and evade attacks and area of effect spells better than bigger creatures. Apply the faerie's size bonus, as shown on *Table F-1*, to their armor class and Reflex saving throws.

Size and Combat: Due to faeries' small and fragile physiology, combat with man sized opponents is more deadly. Adjust all damage and effect dice from normal and critical table results up one step on the

dice chain. Opponents with Mighty Deed class feature may attempt to *Giant Strike* and substitute their critical table as per the chart below (damage and effects dice from Crit Table G are not adjusted up the die chain as indicated above):

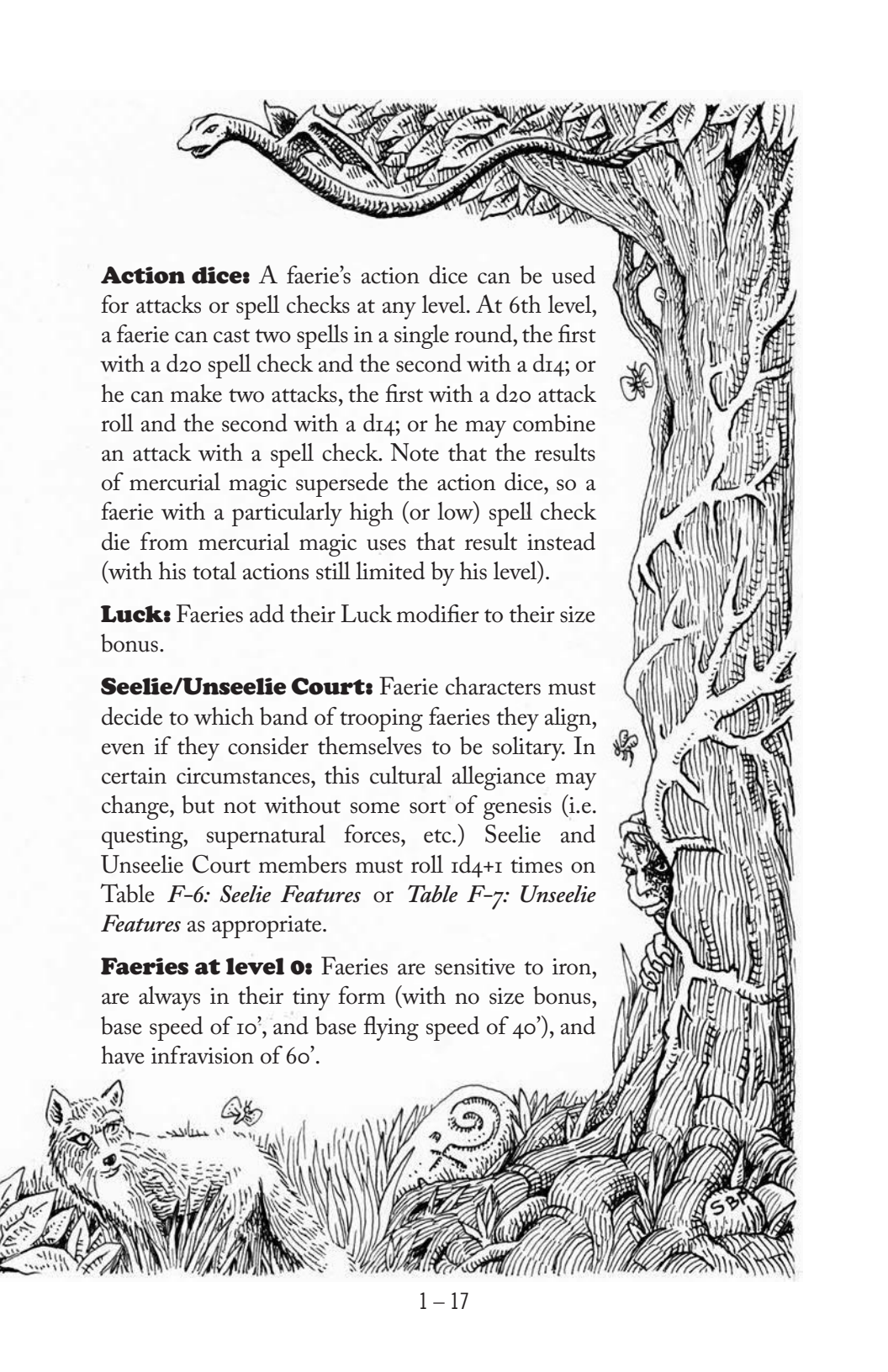
DEED DIE	GIANT STRIKE RESULT
3	1d3 on Crit Table G
4	1d4 on Crit Table G
5	1d5 on Crit Table G
6	1d6 on Crit Table G
7+	1d7 on Crit Table G

Growth: Faeries may grow to humanoid size for a number of turns equal to their level (gear and equipment also changes size). Whilst man sized, faeries lose their ability to fly and forfeit their stealth bonuses. Their base land speed becomes 30'. Size bonus no longer applies to their AC and Reflex saves, but is instead applied to their Strength score and hit points. At 5th level a faerie may retain humanoid size indefinitely.

Movement: A faerie has a base land movement speed of 10', as opposed to 30' for humans. However, faeries rarely walk and instead rely on their wings to move quickly from place to place. Faeries have a base flying speed of 40'. Wearing any sort of armor reduces a faerie's flying speed to 20'. Medium armor slows a faerie's flight speed to 10' and heavy armor renders flight impossible.

Stealth: Faeries are quite good at sneaking and hiding. They receive a bonus to sneaking silently and hiding in shadows depending on their class level, as shown on *Table F-1*. This can be used in the same manner as a thief's abilities.

Languages: At 1st-level, a faerie automatically knows common, the pixie racial language, and one other language. A faerie knows one additional language for every point of Int modifier. Additional languages are randomly determined as specified in below in *Table F-5: Languages Known*.



Action dice: A faerie's action dice can be used for attacks or spell checks at any level. At 6th level, a faerie can cast two spells in a single round, the first with a d20 spell check and the second with a d14; or he can make two attacks, the first with a d20 attack roll and the second with a d14; or he may combine an attack with a spell check. Note that the results of mercurial magic supersede the action dice, so a faerie with a particularly high (or low) spell check die from mercurial magic uses that result instead (with his total actions still limited by his level).

Luck: Faeries add their Luck modifier to their size bonus.

Seelie/Unseelie Court: Faerie characters must decide to which band of trooping faeries they align, even if they consider themselves to be solitary. In certain circumstances, this cultural allegiance may change, but not without some sort of genesis (i.e. questing, supernatural forces, etc.) Seelie and Unseelie Court members must roll 1d4+1 times on Table F-6: *Seelie Features* or Table F-7: *Unseelie Features* as appropriate.

Faeries at level 0: Faeries are sensitive to iron, are always in their tiny form (with no size bonus, base speed of 10', and base flying speed of 40'), and have infravision of 60'.

TABLE F-1: FAERIE										
LEVEL	ATTACK	CRIT DIE/ TABLE	ACTION DICE	KNOWN SPELLS	MAX SPELL LEVEL	FORT	REF	WILL	SNEAK & HIDE	SIZE BONUS
1	+0	1d5/I	1d20	2	1	+0	+0	+1	+3	+2
2	+1	1d6/I	1d20	3	1	+1	+1	+1	+5	+3
3	+2	1d7/I	1d20	4	2	+1	+1	+2	+7	+4
4	+2	1d8/I	1d20	5	2	+1	+1	+2	+8	+5
5	+3	1d10/II	1d20	6	3	+2	+2	+3	+9	+5
6	+3	1d12/II	1d20+1d14	7	3	+2	+2	+4	+11	+5
7	+4	1d12/II	1d20+1d14	8	4	+2	+2	+4	+12	+6
8	+4	1d14/II	1d20+1d16	9	4	+3	+3	+5	+13	+6
9	+5	1d14/II	1d20+1d16	10	5	+3	+3	+5	+14	+6
10	+5	1d16/II	1d20+1d20	11	5	+3	+3	+6	+15	+7

* Plus *glamour* & *invoke nature's spirits* (see New Spells below).

TABLE F-2: FAERIE TITLES

LEVEL	SEELIE	UNSEELIE
1	Brownie	Boggart
2	Sprite	Gremlin
3	Pixie	Hob
4	Puck	Spriggan
5	Seelie	Unseelie

TABLE F-3: 0-LEVEL FAERIE OCCUPATIONS

D7	OCCUPATION	TRAINED WEAPON	TRADE GOODS
1	Faerie animal trainer	Tiny club	Bird-sized saddle
2	Faerie courtesan	Faerie rapier	Gold ring worth 5 gp
3	Faerie huntsman	Faerie dagger	Horn
4	Faerie itinerant	Tiny club	Begging bowl
5	Faerie menial	Rolling pin, soup ladle, etc. (treat as tiny club)	Pat of butter
6	Faerie sentry	Faerie spear	Acorn helmet
7	Faerie troubadour	Faerie dagger	Musical instrument, roll d7: (1) tin-whistle; (2) harp; (3) drum; (4) mouth harp; (5) fiddle; (6) concertina; (7) bagpipes.

TABLE F-4: FAERIE SPELL LIST				
	1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL
1	Animal Summoning	ESP	Consult Spirit	Animate Dead*†
2	Cantrip	Detect Invisible	Curse*	Control Ice
3	Charm Person	Forget	Dispel Magic	Control Fire
4	Chill Touch†	Invisibility	Fly	Polymorph
5	Color Spray	Knock	Gust of Wind	Remove Curse*
6	Darkness*	Levitate	Haste	Transmute Earth
7	Enlarge	Locate Object	Planar Step	(Patron spell)***
8	Force Manipulation	Magic Mouth	Runic Alphabet, Fey	
9	Invoke Patron**	Mirror Image	Slow	
10	Magic Shield	Monster Summoning†	(Patron spell)***	
11	Mending	Phantasm		
12	Patron Bond**	Scare		
13	Read Magic	Wood Wyrding*		
14	Sleep	(Patron spell)***		
15	Second Sight*			
16	Ventriloquism			
17	(Patron spell)***			

* As per cleric spell of same name. On a result of natural 1, the faerie suffers a 50% chance of major corruption or misfire, rolling on the generic tables as appropriate.

** If either patron bond or invoke patron is rolled, the faerie receives both of these spells, but they count as only one spell slot.

*** Ignore this result if the faerie does not have the spell patron bond. If the faerie has that spell, he also gains the appropriate patron spell. Consult your Judge for more information.

† Only available to members of the Unseelie Court of faeries.

TABLE F-5: LANGUAGES KNOWN

LANGUAGE	SEELIE	UNSEELIE
Alignment	01-10	01-10
Dwarf	11-15	11-15
Elf	16-40	16-30
Halfling	41-50	31-35
Gnome	51-60	36-38
Bugbear	61	39-48
Goblin	62-68	49-63
Harpy	--	64-66
Hobgoblin	69-70	67-76
Kobold	71-74	77-83
Ogre	75	84-87
Centaur	76-80	--
Dragon	81-85	88-92
Eagle	86-90	--
Ferret	91-95	--
Horse	96-99	--
Wolf	--	93-96
Spider	--	97
Undercommon	100	98-100

**TABLE F-6: SEELIE
FEATURES TABLE**
ROLL 1d4+1 TIMES

d24	FEATURE
1	Butterfly wings
2	Antlers (roll 1d4 for number)
3	Cat eyes
4	Leaf covered skin
5	Glowing skin
6	Long grassy/plant hair
7	Unicorn horn
8	Rabbit ears
9	Hooved feet
10	Goat horns
11	Green skin
12	Beautiful visage
13	Bird feet
14	Rubicund appearance
15	Feathered wings
16	Thorny skin
17	Hair moves on own accord
18	Antennae
19	Radiant eyes
20	Furry mammalian tail
21	Golden skin
22	Dragonfly wings
23	Insect legs
24	Huge eyes

**TABLE F-7: UNSEELIE
FEATURES TABLE**
ROLL 1d4+1 TIMES

d24	FEATURE
1	Bat wings
2	Horns (roll 1d4 for number)
3	Cat eyes
4	Clawed hands
5	Pallored skin
6	Sunken eyes
7	Huge fangs/razor sharp teeth
8	No eyes (black pits)
9	Beak mouth
10	Mosquito proboscis
11	Blackened body parts
12	Hideous visage
13	Bird feet
14	Skeletal appearance
15	Weeping blood
16	Thorny skin
17	Covered with boils
18	Antennae
19	Tusks
20	Rat tail
21	Insect legs
22	Covered in open, infected wounds
23	Fetid, resinous coating
24	Bug eyes

NEW SPELLS

Below are a pair of spells that were developed for use with the faerie class. They could also be leveraged as gift spells from fey themed demi-patrons. As invoke nature's spirits developed, it became apparent that it could be used in many places. For instance, it could be granted as a spell for Clerics of Ildavir or other such gods or beings where nature is one of their domains.

Glamour

Level: 1 **Range:** 2' per caster level **Duration:** See below

Casting Time: 1 round **Save:** Will vs check to disbelieve or see below

General Faeries are renowned for tricking mortals with faerie gold or spoiling food left out in the open. Often times these effects are created via a faerie's access to glamour. Grass, sticks, pebbles, trash, etc. are magically transformed into stolen things or objects that draw a mortal's interest. Anyone with faerie sight sees a glamourous object for what it really is. Additionally, all glamour effects are immediately dispelled upon contact with iron.

Manifestation See below

Corruption N/A

Misfire Roll 1d4: (1) the caster's clothes unravel and turn into a heap of string and cloth; (2) all milk products within 100' per caster level curdle and/or spoil; (3) 1d10 gp worth of the caster's currency and/or valuables disappear; (4) the caster's skin turns a random color for 1d5 days.

1 Lost, failure, and misfire.*

2-11 Lost. Failure.

12-13 The caster alters the appearance of a small item or a collection of items into whatever he wishes (i.e. a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, etc.) The glamourous item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts for a number of hours equal to the caster level.

14-17 The caster alters the appearance of a small item or a collection of items into whatever he wishes (i.e. a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, etc.) The glamoured item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts for a number of days equal to the caster level.

18-19 The caster alters the appearance of a small or medium item or a collection of items into whatever he wishes (i.e. a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, a stump looks like a chest, etc.) The glamoured item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts for a number of weeks equal to the caster level.

20+ The caster alters the appearance of a small, medium or large item or a collection of items into whatever he wishes (i.e. a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, a stump looks like a chest, a cave entrance disappears, etc.) The glamoured item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts until dispelled.

* This spell could potentially be granted by a fey patron. Alboran, Reidmar are suitable candidates for such a boon. If the spell is granted to a character through patronage, change the “misfire” to “patron taint” in the fumble spell check result.

Invoke Nature's Spirits

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round
Save: None

General Faeries have an innate connection to the natural world around them. They both serve and are served by the spirits and forces of nature. Faeries can call upon the *genii loci*, or spirits of the place, to aid them in times of need. Faeries never forget a favor granted and always repay their debts.

Each time this spell is used, the caster must act with reciprocity to the granting spirit(s). The nature of the gift is such that, without repaying

the debt, the cosmos is aware that it and everything in it, is due some sort of action that rebalances the universe. Roll *idro* and consult the table below. Judges may opt to create or alter results to fit their campaign.

Calling on the spirits of a place requires at least one point of spellburn, which is added to the final spell check. Unlike other spells, casting invoke nature's spirits allows the caster to choose any result at or below the spell check.

d10 RECIPROCITY RESULT

- | | |
|----|---|
| 1 | The caster must protect a sacred hedge from mortal incursion. The issue could involve a simple agreement from mortals or lengthy and difficult bargaining. Obstinate individuals could require harsher measures... |
| 2 | Menhirs or standing-stones in the area need attention and maintenance. In some cases, a new monolith may need to be installed and attuned to the landscape. The task will take 1d24 days to complete. |
| 3 | The locale's primary water source has been diverted, befouled, or blocked. The problem may take 1d6 days to find. The fix might be as simple as physically removing the cause of the blockage or may require magic or intervening in something's plan. |
| 4 | A local spirit has been magically sequestered by a wizard or other wielder of magic for their own nefarious ends. The spirits ask the caster to free their fellow from his clutches. |
| 5 | A local spirit or creature has been badly wounded and needs the caster's assistance. 1d5 days of vigilant medical care are required to nurse it back to health. |
| 6 | A blighting force has been introduced mundanely or magically into the area. The caster must investigate and destroy the cancerous affliction or the spirits of the place may be forever altered. |
| 7 | The energy forces of the locale need re-harmonization. Rocks, vegetation, river banks, etc. must be cared for with complex ceremonies and rustic observances. The tasks take 2d30 days to complete and may need to be finished within a deadline. |
| 8 | Something is siphoning the magical essence of the place either mistakenly or with malice. The spirits beg the caster to end the torment and restore nature's balance. |
| 9 | A local spirit is incensed and aggrieved at generations of exploitation and abuse at the hands of mortals. While the damage done is irreversible, the caster must spend days tending to the spirit's inconsolable state. This process takes 1d20 days and leaves the caster mentally exhausted (expressed as 1d6 Personality loss). |
| 10 | Some humanoids have recently moved into the area and have been exploiting the local resources to the fullest extent. The spirits of the place beseech the caster to remove them by any means necessary. |

Manifestation See below

Corruption Roll 1d8: (1) caster takes on a physical trait from the locale where the spell was cast such as gravelly voice, twiggy facial hair, red sunburnt complexion, etc.; (2) spirits of nature are drawn to the caster and domesticated animals feel uneasy around him; (3) caster must meditate on the natural elements of their surrounding for 1 hour each morning; (4-5) minor corruption; (6-7) major corruption; (8) greater corruption.

Misfire Roll 1d4: (1) the caster summons forth 1d10 1 HD creatures, elementals or spirits that are not under his control and immediately attack all interlopers; (2) instead of summoning creatures, the caster sends himself to a dark, dank cave where he must spend 1d4 rounds fighting an unknown monstrous opponent (Judge's discretion at 1d4 HD) before returning wounded and bloody; (3) a slumbering and malignant force is released from its imprisonment; (4) nothing happens, but the debt of reciprocity (see above) is still due.

I Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + *patron taint*, (1-2) corruption, (3) *patron taint* (or corruption if no patron), (4+) misfire.

2-II Lost. Failure. The *genii loci* will not respond to further castings of this spell for 24 hours.

12-13 The spirit or elemental called upon grants +1 to all checks/saves relating to its domain or element for the next 4 hours.

14-17 The natural spirits of the place give aid and succor to their fey friend. The faerie may opt to disappear into undergrowth without a trace. Tracking the faerie is nigh impossible as plants and elemental forces mask the caster's passing. Finding the concealed fey requires skill checks of DC 30. The caster is traceless for 8 hours.

18-19 The spirit or elemental called upon grants +2 to all checks/saves relating to its domain or element for the next 12 hours.

20-23 The natural spirits of the place give aid and succor to their fey friend. The faerie may opt to alter the landscape as his enemies move through it for 1 day. All who tread in the vicinity of the

caster become lost, mistaking one direction for another. Anyone skilled in tracking or with significant outdoors skills may attempt to find their way, once an hour, with a DC 30 check.

24-27 A small elemental spirit creature becomes visible and aids the caster. A tiny **gnome** (earth), **undine** (water), **sylph** (air), or **salamander** (fire) serves the caster for a number of days equal to the caster's level. The elemental spirit is treated as a familiar for the duration of the spell, granting extra hit points, +1 to all checks/saves relating to their element, and other abilities, drawbacks, and details as outlined in Chapter 7 of the core rulebook. Roll 1d20+10+CL+Int modifier and consult *Table 7-4: Familiar Type* in the core rulebook to determine the familiar's exact type (Guardian, Arcane, or Focal). Unless the caster is from the Unseelie Court, ignore Demonic familiar results.

28-29 A local elemental, creature, or spirit is roused from its reverie to aid the caster for the next 1d3 turns. The creature is the equivalent of a 4HD elemental or other appropriate manifestation. The caster has full control of the creature and may direct it as he desires, but must maintain concentration for the entire duration. The caster's control can be broken with *dispel magic* or by powerful magic.

30-31 The earth itself permits the caster to tap into its boundless strength. For the next 24 hours the caster may grow to man size at will. The transformation takes a full round and lasts 1 round per caster level, at which point they return to normal size. If the caster is already man size, no change in size occurs. His skin hardens and turns stony, he gains +4 to AC and a natural Strength of 18. His Agility cannot be higher than 9, his movement is reduced to 15', and he cannot swim. If the caster is a faerie, he gains the normal benefits of increased size in addition to those listed above.

32+ A local elemental, creature, or spirit is roused from its reverie to aid the caster for the next 1d6 turns. The creature is the equivalent of an 8HD elemental or other appropriate manifestation. The caster has full control of the creature and may direct it as he desires, but must maintain concentration for the entire duration. The caster's control can be broken with *dispel magic* or by powerful magic.



GOAT'O'WAR

by Randy Andrews

To play as a goat'o'war you must have belonged to a farmer and had that farmer die in an adventure. The goat'o'war uses the advancement table on the opposite page.

Hit points: A goat'o'war gains 1d10 hit points at each level.

Communication: A goat'o'war can understand, but not speak Demonic (a.k.a. Infernal/Abyssal) as per Appendix L in the Dungeon Crawl Classics core rulebook.

Speed: A goat'o'war can move up to 40' in one move action.

GOAT'O'WAR CLASS						
LEVEL	ATTACK (DEED DIE)	CRIT DIE/ TABLE	ACTION DICE	REF	FORT	WILL
1	+d3	1d10/III	1d20	+1	+1	+1
2	+d4	1d12/III	1d20	+1	+1	+1
3	+d5	1d14/III	1d20	+1	+2	+1
4	+d6	1d16/IV	1d20	+2	+2	+2
5	+d7	1d20/IV	1d20+1d14	+2	+3	+2
6	+d8	1d24/V	1d20+1d16	+2	+4	+2
7	+d10+1	1d30/V	1d20+1d20	+3	+4	+3
8	+d10+2	1d30/V	1d20+1d20	+3	+5	+3
9	+d10+3	2d20/V	1d20+1d20	+3	+5	+3
10	+d10+4	2d20/V	1d20+1d20+1d14	+4	+6	+4

Weapon training: A goat'o'war is proficient with its horns as a weapon (1d8 damage). In addition to its basic action die, the goat'o'war receives a bite attack using a d14 action die. When the goat'o'war attacks with its d14 die bite it does 1d6 damage. This is equivalent to a dwarf's shield bash. The goat'o'war uses a deed die to hit and damage much the same as a warrior. This deed die also applies to all to hit and damage rolls made by a goat'o'war.

Armor: A goat'o'war does not wear armor but instead increases its toughness at each level. At level 1 a goat'o'war starts with 11 AC. This increases by 1.5 each level rounded up as the goat'o'war learns to dodge and move better in a fight. Armor can be crafted for a goat'o'war at an additional 50% cost of standard armor as per the DCC core rule book. Armor for the goat'o'war does not stack with its natural AC.

Alignment: A goat'o'war is almost always chaotic. A few are neutral. A lawful goat'o'war has never been seen before.

Greatest of all time (a.k.a. G.O.A.T.): A goat'o'war is extremely adept at climbing. It gets a +10 to all climb checks involving uneven surfaces. The goat'o'war can even climb up sheer surfaces that would be next to impossible for most other creatures. Though climbing a rope is next to impossible for a goat'o'war. It must rely on its fellow party members to help it out in such situations.

Dark master's favorite: A goat'o'war can set its horns on fire a number of rounds per day equal to its level. When the horns are lit they do an additional 1d4 of fire damage to the target of an attack.

Butt Head: A goat'o'war can charge as a full round action and can move 120', but does need a straight line with no allies or enemies in the way. The goat'o'war must be able to move at least 15' during the charge to get the hit and damage bonus. When charging, a goat'o'war gets a +1 to hit and damage up to level 5, when it then becomes a +2.

Eat anything: A goat'o'war is able to eat anything organic that it can reasonably pick up and swallow (at the judge's discretion). A goat'o'war is a curious browsing animal who, when hungry, will try to pick up and eat anything including metal and stone. On a successful Strength check the goat can bend or crush the object.

Goats in coats: A goat'o'war is able to wear a ring on each horn. It can also wear necklaces.



GONGFARMER

by Reece Carter

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

Weapon training: A gongfarmer is trained in the use of the following weapons: club, crossbow, dagger, handaxe, javelin, polearm, spear, and staff. Gongfarmers may only use light armour as anything heavier impedes their ability to work.

Luck of the pail: A gongfarmer has such a dirty job that they require a mixture of good luck and reflexes or forever be covered in their collections. To represent this, whenever the gongfarmer spends a Luck point it adds +2 to the roll, e.g. one Luck is +2, four Luck is +8, etc. They also refresh their Luck up to their level (if not already equal or higher) at the beginning of every night, this is because they do most of their work at night.

Extreme fortitude: A gongfarmer has such a strong fortitude from years of working in the muck that they roll 2d20 when making Fort saves.

Dark vision: A gongfarmer can see up to 60’ in the dark.

Night soil: A number of times each day equal to their level a gongfarmer has the ability to coat their weapons in the muck of their trade. When so coated, a weapon’s initial attack causes an additional 3d6 damage (half on a successful DC 10 Fort save). Additionally the target must make a DC 17 Will save or be frightened for 1d3 rounds. A gongfarmer can choose to spend one of these uses to immediately counterattack after being successfully attacked in melee (assuming they have not already successfully attacked with the coated weapon).

GONGFARMER TITLES	
LEVEL	ALL ALIGNMENTS
1	Mucker-man
2	Scavenger
3	Rubbish-carter
4	Nightman
5	Gongfarmer

GONGFARMER CLASS						
LEVEL	ATTACK	CRIT DIE/TABLE	ACTION DIE	REF	FORT	WILL
1	+0	1d6/I	1d20	+1	+1	+0
2	+0	1d6/I	1d20	+1	+2	+0
3	+1	1d8/I	1d20	+2	+2	+1
4	+2	1d8/I	1d20	+2	+3	+1
5	+2	1d8/I	1d20+1d14	+3	+3	+2
6	+3	1d10/I	1d20+1d14	+3	+4	+2
7	+4	1d10/I	1d20+1d16	+4	+5	+2
8	+5	1d12/I	1d20+1d16	+4	+5	+3
9	+5	1d12/I	1d20+1d20	+5	+6	+3
10	+6	1d14/I	1d20+1d20	+5	+7	+4



KITH OF KINGSPIRE

by Aron Clark & Ethan Miller

This class is inspired by the loose trilogy of modules: *Dragora's Dungeon* (DCC #82.5), *Curse of the Kingspire* (DCC #88.5), and *Through the Dragonwall* (DCC #92). The second and third modules of this 'series' present the Elder Kith — an ancient races of elves, malevolent and cruel with a firm sense of racial superiority in all things.

Elder Kith lives' span centuries. Death finds them only in battle, or at their own hand once tiring of their existence. They possess powerful magic and are fearsome warriors, fanatically devoting themselves to the study of either but never both.

Once, the Elder Kith ruled all races of men. They offered these lesser beings as sacrifices to their gods, held them in bondage of slavery, and even dined on their flesh. The Elder Kith constantly fought amongst themselves for the right to rule over all, both through courtly intrigues and in open battle. This infighting allowed the races of men to forge iron and strike back against their overlords.

The fall eventually found an empire in ruins and a civilization scattered. Those remaining Elder Kith took to hiding themselves in the fae realms. In time, the younger races began to consider the existence of the Elder Kith a simple legend.

You know different. You survived the death of your civilization, and have finally returned to the mortal plane...

Hit points: A kith gains either 1d6 or 1d8 hit points at each level (see "mixed class" description for details).

Weapon training: A kith, thanks to their extremely long lifespan, are able to wield most weaponry including longswords, daggers, battleaxes, hand-axes, bows, short swords, javelins, crossbows, two-handed swords, and spears. They refuse blunt weapons however, due to their brutish designs.

Alignment: A kith is always of chaotic alignment, being born with an innate desire for bloodshed to feed their religious practices. They hold an utter disdain for law and the inaction of neutrality.

Grating superiority: As an ancient race of superior beings, a kith knows all others were created to serve them as either slaves, sacrifices, or food. They find dwarves and halflings especially repulsive because of their small stature, considering diminutive height a sign of weakness.

The taller one stands, the greater one's position in a kith's society. All Personality checks are done at -1d.

Iron vulnerability: The fall of the Elder Kith was largely predicated on the forging of iron by man, and kith are extremely sensitive to iron and steel. When struck by iron based weaponry, a kith takes an additional 1d6 damage. Additionally judges may wish to consider the effects of prolonged exposure to iron for kith. Recommended is Edgar Johnson's excellent article "Of Elves & Iron"* describing acute and chronic iron effects.

Hidden ways: A kith is a fae creature possessing the ability to slip between our mortal plane and their own fae realities. They may use an action die to teleport 10' per level. This ability enables a kith to find their opponent's vital points in combat, and critical hits are rolled for twice, taking the preferred result.

Infravision: A kith, like their younger elven cousins, can see in the dark up to 60'.

Mixed class: A kith is unique in that they study both martial & mystical practices. They must focus on one aspect of their training at each level, choosing to specialize in either a mystical or martial focus. When the martial focus is chosen, the abilities of the mystic focus are unavailable and vice versa.

- Mystic focus – has the ability to cast spells, but is limited to casting each spell once per day, with a +1d to the spell check. The hit die for a kith choosing the mystic focus is 1d6. When the mystic focus is chosen, the kith uses crit table II. Mighty Deeds of Arms are not available when the mystic focus has been chosen.
- Marital focus – has the ability to perform Mighty Deeds of Arms using a d3 deed die, no matter the character's level, and has an improved critical hit range of 19-20. The hit die for a kith choosing the martial focus is 1d8. When the martial focus is chosen, the kith uses crit table III. Spellcasting is not available when the martial focus has been chosen.

* <http://revdoctoredj.blogspot.com/2017/10/elves-and-iron-updated-and-complete.html>

KITH OF KINGSPIRE CLASS								
LEVEL	ATTACK	CRIT DIE/TABLE	ACTION DIE	SPELLS KNOWN	MAX SPELL LEVEL	REF	FORT	WILL
1	+1	1d6	1d20	1	1	+1	+1	+1
2	+2	1d8	1d20	2	1	+1	+1	+1
3	+3	1d8	1d20	3	2	+1	+1	+2
4	+3	1d10	1d20	5	2	+2	+2	+2
5	+4	1d10	1d20+1d14	6	3	+2	+2	+3
6	+5	1d12	1d20+1d16	7	3	+2	+2	+4
7	+5	1d12	1d20+1d20	8	4	+3	+3	+4
8	+6	1d14	1d20+1d20	10	4	+3	+3	+5
9	+6	1d14	1d20+1d20	12	5	+3	+3	+5
10	+6	1d16	d20+1d20+1d14	14	5	+4	+4	+6



LYCANTHROPE

by Marc Elsenheimer

Ancient tales tell of men, who, when driven to desperation or tempted by magic, transform into beasts of unimaginable strength. Obliterating villages, tearing through armies and killing even the bravest of warriors, they are amongst the most dangerous of creatures. And they live among us. These beasts have had many names over the years, but two stuck: lycanthropes or werewolves. They are beings transformed by an ancient curse, to show the world the true strength of the wild and untamed, the savage and chaotic.

Becoming a lycanthrope: Unlike most classes, characters can not choose to become lycanthropes when gaining their first level. Lycanthropy is bestowed by some mighty curse or by surviving the bite of another lycanthrope. When bitten by a werewolf, the character has to succeed in a DC 20 Fortitude save to avoid becoming a lycanthrope. A level 0 character will become a lycanthrope as he hits first level, even if he is a non-human. Characters of higher level can also turn into lycanthropes. Refer to the The curse of lycanthropy section after the class entry for rules on lycanthropes who had a class before being cursed.

Hit points: A lycanthrope gains 10 hit points at each level.

Weapon training: A lycanthrope is considered trained with these weapons: club, dagger, handaxe, mace, short sword. Lycanthropes in wolf form are proficient only with their clawed hands and their massive jaw.

Alignment: While lycanthropy is chaotic in nature, not all lycanthropes embrace the chaos to their fullest.

Lawful lycanthropes often follow strict self-made rules and use their might to protect the weak. They mostly try to balance their savage and their human side, treating lycanthropy as a curse and never fully embracing their beastly powers. Most try to protect those too weak to fight for themselves and continue the fight for their former ideals on their journey to redemption or acceptance.

Neutral lycanthropes have a strong tendency towards spiritual beliefs and feel a close tie to nature. They neither try to suppress their savage side, nor do they let themselves turn into mindless beasts. Their struggle to find balance in this existence extends to the way they perceive the entire world.

Chaotic lycanthropes fully embrace their wild side. They live to fight and to prove their strength. Their goals are short term at best and their loyalty belongs only to the best of their friends, if they have any. With every day that passes, they become less human and more beast.

Wolf form: A lycanthrope can take on the shape of a massive savage beast. As an action, a lycanthrope can transform into wolf form. Transformation into wolf form lets the lycanthrope grow to immense size, up to 9' tall, while growing hair and muscle and ripping through any clothing or armor worn. When fully transformed, the lycanthrope gets the following modifications:

Wolf form lasts for $10 + \text{Stamina modifier}$ rounds. If a lycanthrope wants to end wolf form prematurely he has to spend a point of Intelligence or Personality or succeed in a DC 12 Will save. Transformation back to human form takes an action.

The lycanthrope in wolf form is restricted from using any abilities from non-lycanthrope classes. This includes not only spellcasting and clerical abilities, but also deed dice and thief skills, along with the conscious usage of any magical items.

The lycanthrope gets his wolf form bonus, as noted in his class table added to his Strength modifier, Stamina modifier, armor class and all of his perception rolls. The Stamina increase will also increase hit points, which are lost when transforming back. Additionally, his movement speed is increased by 20'.

The lycanthrope gains a claw attack that deal 1d6 points of damage and a bite attack that deals 1d8 points of damage. As usual, damage values are modified by Strength. The bite can only be used once per round, no matter how many action dice the lycanthrope possesses. A lycanthrope's bite might bestow the curse of lycanthropy (see becoming a lycanthrope above).

The lycanthrope receives an additional action die as noted in the class table.

Once in combat, a lycanthrope in wolf form must continue fighting until he is the only combatant left or he transforms back. He can still distinguish between ally and enemy but once all enemies are defeated he has no choice but to attack his allies.

Short fuse: Any time a lycanthrope who is not in wolf form is injured he has to succeed in a Will save with a DC equal to the damage taken. If failed, he transforms into wolf form with his next action. Anytime the lycanthrope is provoked or angered by others he also has to make a DC 10 Will save. Grave insults or massive provocation may raise the Will save as determined by the judge.

LYCANTHROPE CLASS								
LEVEL	ATTACK	HUMAN FORM CRIT	ACTION DIE	WOLF FORM BONUS	WOLF FORM CRIT	REF	FORT	WILL
1	+1	1d8/III	1d20 + 1d14*	+2	1d12/M	+1	+1	-1
2	+2	1d10/III	1d20 + 1d14*	+2	1d14/M	+2	+2	-2
3	+3	1d10/III	1d20 + 1d14*	+3	1d16/M	+3	+3	-3
4	+4	1d12/III	1d20 + 1d16*	+3	1d20/M	+4	+4	-4
5	+5	1d12/III	1d20 + 1d16*	+4	1d24/M	+5	+5	-5
6	+6	1d14/III	1d20 + 1d14 + 1d16*	+4	1d24/M	+6	+6	-6
7	+7	1d14/III	1d20 + 1d16 + 1d20*	+5	1d30/M	+7	+7	-7
8	+8	1d16/III	1d20 + 1d20 + 1d20*	+5	1d30/M	+8	+8	-8
9	+9	1d16/III	1d20 + 1d20 + 1d20*	+6	2d20/M	+9	+9	-9
10	+10	1d20/III	1d20 + 1d20 + 1d24*	+6	2d24/M	+10	+10	-10

*This Action Die can only be used when in Wolf Form

Howl at the moon: When the full moon is visible in the sky, a lycanthrope is forced to change into wolf form and he can not change back as long as he is under moonlight.

Regeneration: A lycanthrope, no matter which form, has incredible regenerative power. Every round he heals 1 hit point, plus an amount of additional hit points equal to his Stamina modifier. Negative Stamina modifiers do not reduce the damage healed below 1.

Vulnerabilities: A lycanthrope struck with silver or brought into contact with wolfbane will lose his regeneration ability for a hour. If exposed to silver or wolfbane, a lycanthrope in human form is forced to transforms into wolf form with his next action.



Appendix: The Curse of Lycanthropy

The curse of lycanthropy is inflicted through the bite of a werewolf, and those unlucky enough to survive will soon find themselves carrying and potentially spreading the curse themselves. While ancient legends tell of mighty witches or the gods themselves who bestowed this curse upon the mortals, few werewolves claim this to be their fate.

Unlike other curses, the curse of lycanthropy is not associated with a Luck penalty, but those who suffer from it turn into beasts, as described above. Characters who already possess levels in other classes than lycanthrope use the following rules.

Becoming cursed after level 0: A character who is bitten has to level up as a level 1 lycanthrope when he reaches the next level. He keeps his former levels in his other class. In addition to his former class he is now also a level 1 lycanthrope.

The attack bonus and saves from the lycanthrope class stack with any pre-existing modifiers. The lycanthrope can choose the better action die of his two classes. He can make this choice at any level. Note that the bonus action die in wolf form is applied regardless of this choice.

Every time he levels up in any class the lycanthrope can choose whether he wants to use his Crit Die/Table Combination from the lycanthrope or his other class table. In wolf form he always uses the Crit Die/Table specified in the lycanthrope Table.

Lycanthropes do not forget their former training, so any pre-existing weapon training is kept.

Leveling up: Whenever the lycanthrope gains a new level he can attempt to progress in his former class. Keeping the primal side in check is difficult, so whenever he wants to level up with his non-lycanthrope class he has to pass a DC 15 Will save or must level up as a lycanthrope.

Getting rid of lycanthropy: Removing the curse of lycanthropy requires powerful magic or divine intervention. Treat this as a major curse for the purpose of the remove curse spell. If a character lifts the curse he may pick up an amount of levels in his original class equal to the amount of levels lost. This takes one week of adjustment per level. The character does not roll hit points for the new levels gained, but otherwise advances as normal.



PIRATE

by Dieter Zimmerman

You are a bloodthirsty nautical treasure-seeker, a dashing rogue who refuses to conform to any rules but those of the sea, a simple sailor who fell in with the wrong crew, or a licensed privateer who hunts other pirates.

Pirates live outside the empires and kingdoms of land, having taken to the sea to search for fame, riches, and freedom. They come from all races and cultures, often having given up their homeland for shipboard life.

A pirate is slightly better than a thief or cleric in a stand-up fight, but not nearly as tough as a warrior or dwarf.

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

Weapon training: A pirate prefers light, fast weapons. A pirate is trained in these weapons: club, crossbow, dagger, dart, handaxe, longsword, mace, pistol, shortbow, short sword, sling, spear, and any ship-based weapons such as cannons.

Alignment: Though order is required to run a ship effectively, most pirates have little regard for laws and hierarchies other than those on their own ship. Pirates can be of any alignment, but the majority are chaotic.

Swashbuckle: A pirate is adept at moving quickly in unorthodox ways, such as sliding down railings, leaping over tables, or swinging from ropes. As long as a pirate is wearing armor without a speed penalty, he can make a swashbuckling action by rolling his Agility or less on 1d20. If the action succeeds, the pirate can move and attack in the same action, getting a bonus to the attack roll equal to his level for the surprising daringness of it all. A swashbuckling action can also be used to withdraw from combat without allowing an opponent a free attack. If the swashbuckling action fails, the pirate loses his action and immediately rolls 1d8 on the fumble table.

Buried treasure: A pirate can regain burned Luck by sacrificing treasure. For every 50 gp worth of coins, gems, jewelry, or art objects that is buried (and left behind) or dumped into the sea, the pirate gets back 1d3 points of Luck up to his starting maximum.

Strength in numbers: For every two allies a pirate has nearby (within 30', in line of sight, and actively participating in the same conflict), he gets +1 to saving throws against fear and mind controlling effects, to a maximum of +4.

Luck: A pirate's Luck modifier applies to his initiative rolls.

Languages: At first level, a pirate automatically knows common and one additional randomly determined language.

Action dice: A pirate uses his action dice for any normal activity, including attacks and skill checks. At 6th level a pirate gains a second action die each round.

PIRATE CLASS						
LEVEL	ATTACK	CRIT DIE/TABLE	ACTION DICE	REF	FORT	WILL
1	+1	1d10/III	1d20	+1	+0	+1
2	+2	1d10/III	1d20	+2	+0	+1
3	+2	1d12/III	1d20	+2	+1	+1
4	+3	1d14/III	1d20	+3	+1	+2
5	+4	1d16/III	1d20	+3	+1	+2
6	+5	1d16/III	1d20+1d14	+4	+2	+2
7	+5	1d20/III	1d20+1d16	+4	+2	+3
8	+6	1d20/III	1d20+1d16	+5	+2	+3
9	+7	1d24/III	1d20+1d20	+5	+3	+3
10	+7	1d30/III	1d20+1d20	+6	+3	+4



QUANTUM TRAVELER

by R.S. Tilton (Epic Meanderings)

*A Class for the Traveler
Who is Lost in Time and Space*

You are a lost traveler. You remember your world of science and technology. You were brought up with a full education; science, biology, language arts, first aid, and music — you know a little of everything. You didn't believe in magic and monsters, at least not since you were little, yet here you are.

Hit points: A quantum traveler gains 1d7 hit points at each level. Physical education paid off.

Weapon training: You have watched enough movies to know how to handle nearly any weapon, given enough practice. Begin with proficiency in staff, dagger, club, and firearms. Choose one additional weapon each level to gain proficiency in.

Armor: Wearing armor takes getting used to for the modern human. Double all check penalties. At 2nd level the penalty only applies to medium and heavy armor. At 6th level the penalty only applies to heavy armor.

Alignment: You know nothing of the battle of Law versus Chaos. While you begin play as neutral, you may decide to choose a side at 2nd level or later.

Ig pay atin lay: You have a secret language you can teach your allies, it is called Pig Latin.

That's not real! You have trouble accepting magic, your will is very strong when it comes to resisting magic (although this applies to healing magic as well). You gain a +4 save bonus versus magic. Unless unconscious, you must roll a Will save to be healed as well.

Seen it! Oh you saw that on TV, or read about it in a book. The character is able to use player knowledge to identify monsters and their weaknesses.

Science and technology: The traveler is able to attempt scientific solutions, and make technological traps based upon real world knowledge, up to and including black powder.

Luck & wits: As a thief.

Sneak & hide in shadows: As a neutral thief.

TABLE QT-1: QUANTUM TRAVELER							
LEVEL	ATTACK	CRIT DIE/ TABLE	ACTION DIE	LUCK DIE	REF	FORT	WILL
1	+0	1d10//I	1d20	d3	+1	+1	+0
2	+1	1d12//I	1d20	d4	+1	+1	+0
3	+2	1d14//I	1d20	d5	+2	+1	+1
4	+2	1d16//I	1d20	d6	+2	+1	+1
5	+3	1d20//I	1d20	d7	+3	+1	+1
6	+4	1d24//I	1d20 + 1d14	d8	+4	+2	+2
7	+5	1d30//I	1d20 + 1d16	d10	+4	+3	+2
8	+5	1d30+2//I	1d20 + 1d20	d12	+5	+3	+2
9	+6	1d30+4//I	1d20 + 1d20	d14	+5	+3	+3
10	+7	1d30+6//I	1d20 + 1d20	d16	+6	+4	+3

(This class works best if you’ve used an alternate 0-level occupation list like the “Teens out of Time” list on [Purplesorcerer.com](#))



SAGE

by José Luiz Tzi

Heretics, failed warlocks, dark philosophers, renegade priests and exiled scholars. The sages herein described are those versed in forbidden knowledge. Dabblers in all sorts of weird, unorthodox or blasphemous arts (this explains why they're often found crawling through dungeons and other chaos-ridden places instead of studying tomes in libraries and major urban centers).

Mechanically speaking, sages are cunning jacks-of-all-trades, whose knowledge often helps their allies in dangerous situations. They work best as supportive characters in the party, guiding their allies to victory and loot (while cursing their enemies with lesser hexes and cantraps).

Hit points: A sage gains 1d6 hit points at each level.

Weapon training: A sage is trained in the use of the crossbow, dagger, shortsword, sling and staff. Sages rarely use armor, as it hinders the use of their abilities (and offends their 'high' status).

Alignment: Sages are found in all grounds, but approach their craft differently (see below). Lawful sages are known as scholars and usually spent their time collecting lore and contacts around the world. Neutral sages, also known as erudites, are usually wanderers and outcasts with a well-deserved reputation of cursing their nemesis. Chaotic sages are tricksters and mountebanks, masters of mischief that live each day as if it was their last:

- **Scholar (Law):** Even if a lawful sage fails a lore (see *loremaster*) or social check, they always know exactly where to find the information sought (and those who have it). Scholars are also respected by lawful authorities (i.e. civilization) and can always add their class level to social skill checks (for example, while introducing themselves to rulers and guards, or when requesting rooms at inns).
- **Erudite (Neutral):** If a neutral sage doesn't carry a visible weapon or acts in a threatening way, they shouldn't be targeted by any

monster in the first round of combat (unless there are too many creatures facing the party — as usual the judge should adjudicate this). If a neutral sage threatens an enemy with a curse using a curse die, they won't be killed by most intelligent enemies.

- **Mountebank (Chaos):** The first time the chaotic sage meets an intelligent creature they can try to quickly trick or lie to them in one round of quick conversation. If the deceit is nothing absurd, the victim must make a Will save (DC 10 + d20 + sages' Personality and Luck modifiers). Once cheated this way, a creature can't again be so easily deceived by the chaotic sage. If a mountebank acquires taint from their patrons (see *supernatural patron*) they can suppress this taint, once per day, during one short encounter (this ability is instantly negated if the sage uses any supernatural power or ability; note: the mountebank's trickery is not considered supernatural).

Caster level: A sage has limited casting abilities (they really depend on their supernatural patrons), but even so their caster level is their class level. Thus, a 2nd level sage casts spells as a 2nd level caster.

Magic: A sage is completely dependent on their patrons for spells, and their magical traditions are a mirror of wizard spellcasting (specializing in black magic, elemental magic, and enchantment).

Polyglot: A sage always knows how to read and write. They also gain one bonus language per level. They can either choose these languages during the game or spend a few days with a native speaker to learn the new tongue (at the judge's discretion).

Loremaster: A sage knows a lot of things. They are always treated as trained (i.e. roll a d20) for any skill check dealing with academic arts or 'sagely' lore (religions, folklore, occultism, etc.). If the judge believes that a particular skill check is also related to a sage's previous profession (for example: a scribe checking for a lost manuscript), the character should roll a d24. All sages also know the following skills (as a thief of the same alignment): *forge document*, *read languages*, *handle poison*, *cast spell from scroll*, *wand or rod* (yes, this last skill is expanded to include wands and rods).

Curse die: A sage recovers Luck as a thief. Sages are experts in curses (especially neutral sages) and can inflict minor hexes on their foes. A sage can expend their Luck to inflict penalties on adversaries on sight. Each point spent inflicts a curse die on the target (no save), reducing the target's roll by the amount rolled on the curse die. The sage must be able

to speak to use this ability. They can use this ability even during other characters' or enemies' actions (i.e. when a judge rolls a monster's attack, a sage can inflict curse die on it).

Sagely advice: A sage can only use their second and third action die on other characters' actions, instructing them about what they should do (be it an attack or skill check). During combat, the sage must be able to speak to the chosen ally, who gains an extra action during their turn using the sage's action dice roll result. A character can only receive one *sagely advice* action per round. Out of combat, a sage can instruct a character about how they should do something (which is especially useful if the other character is untrained and is rolling a d10). The judge is the final arbiter about what types of actions can benefit from this ability and the sage must have at least one minute of time to instruct their ally.

Supernatural patrons: Like wizards, sages can invoke supernatural patrons. A sage automatically receives the spells *patron bond* and *invoke patron* at 1st level. They can only learn other spells if granted directly by their patrons. Unlike other spellcasters, a sage can accumulate one patron for every three levels (maximum three at 9th level). Each patron after the first automatically inflicts taint on the sage and increases their chance to suffer further corruption when making a spell check by one (i.e. a sage with two patrons rolls for corruption with a natural 1 or 2, a sage with three patrons rolls for corruption with a natural 1, 2, or 3). To cast any patron-granted spell a sage is treated as wizard of the same level.

The right tool for the job: If a sage has enough gold with him, they can declare that they had spent that money before leaving town to acquire any reasonably common item that could be carried either by him or a hireling. The sage must explain how the item is with him if they were searched by enemies (for example, a sage locked in a cell could reasonably use this ability to declare that they bought a skeleton key and hid it in their long hair or other unmentionable parts of their anatomy).

Planning ahead: A sage adds their level to their initiative roll. This reflects their cunning and awareness, not muscles or reflexes. During combat encounters, every PC or NPC with a lower initiative must declare their actions to the sage. Once declared, actions can't be changed, unless the original task becomes impossible (judge's call).

Action dice: A sage can use their second and third action die only for the sagely advice class ability.

SAGE CLASS							
LEVEL	ATTACK	CRIT DIE/ TABLE	ACTION DIE	CURSE DIE	REF	FORT	WILL
1	+0	1d6/I	1d16+1d12	d3	+1	+0	+1
2	+1	1d6/I	1d16+1d12	d4	+1	+0	+1
3	+1	1d8/I	1d16+1d14	d5	+1	+1	+2
4	+1	1d8/I	1d20+1d14	d6	+2	+1	+2
5	+2	1d10/I	1d20+1d14	d7	+2	+1	+3
6	+2	1d10/I	1d20+1d16	d8	+2	+2	+4
7	+3	1d12/I	1d20+1d16	d10	+3	+2	+4
8	+3	1d12/I	1d20+1d20	d12	+3	+2	+5
9	+4	1d14/I	1d20+1d20+1d12	d14	+3	+3	+5
10	+4	1d14/I	1d20+1d20+1d14	d16	+4	+3	+6



SCOUT

(A THIEF VARIANT)

by José Luiz Tzi

In my current DCC RPG table, one of the PCs that survived the funnel was a hunter. The character was almost a ranger in concept, but both me and the player didn't want the old two-weapons D&D cliché. Actually, the player was satisfied in turning his 0-level hunter into a normal thief. The idea was to use the class' luck die to execute deadly ranged attacks (spending Luck on damage), but the player didn't mind me tinkering with the traditional thief's skills, so I came up with this scout variant on the thief class:

- A scout spends and regains Luck as a thief, and uses a luck die when spending Luck.
- A scout attacks as a thief but uses the warrior's crit progression.
- A scout has access to the following thief skills: *sneak silently*, *climb sheer surfaces*, *find trap*, *disable trap*, *handle poison*.
- A scout gains **ambush**. Ambush works a bit like backstab and move silently, but it can only be used right before a combat encounter during a surprise round while a scout is sneaking upon his enemy (see DCC core rulebook, page 77). A scout suffers a -1 penalty to his ambush check for each ally going with him. He also suffers a further penalty on his check based on the heaviest armor used by his allies (i.e. the highest armor check penalty in the party). If a scout succeeds at his ambush check, he and every ally accompanying him gains the benefits of backstab for their next attacks (i.e. bonus to attack roll and automatic crit).
- A scout gains **hide in the wilds**. Hide in the wilds works as hide in shadow but only on natural terrains (e.g. forests, plains, caves, etc.) and the scout can try to hide allies subject to the modifiers for ambush checks above. The scout is a master of camouflage and can hide even in places most people would deem impossible, such as a plain. The idea here is that scout's skills are like thief's skills - a thief just does not hide, but they hide *perfectly* in shadows, becoming almost invisible; they do not climb a tree or mountain (anyone can do that), but *sheer* surfaces, etc. Following that line, a scout using hide in the wilds is like Aragorn hiding his party in the *Lord of the Rings*.
- A scout gains **track**. The DC for following an easy trail, such as anything on soft ground, life after a rain or snow is 5. DC 10 is

used for most tracks on normal terrains, like forest, plains, deserts mountains, etc. If a scout is trying to find tracks on hard terrains like deserts or streambeds, or when the followed party is trying to hide its tracks, the DC is 15. Really hard or almost impossible tracks, like trying to find tracks after a snow or heavy rain, or in bare rock, are DC 20. If a scout beats the DC by 5 or more, the judge is encouraged to provide additional details (Aragorn-style) like *"It is a group of six orcs, bearing two prisoners, and the orcs are bickering among themselves because they're short on food"*.

- A scout gains **set trap**. Ok, here we are entering non-OSR mechanics, so please bear with me. The entire idea of the set trap skill is that a scout always checks and prepares any place where the party stays for longer than 1d4 hours (or where the party decides to set camp). As always, the judge has the final word. If the prerequisites are met, during any combat in those places, a scout can spend 1 Luck point to declare that he had set a trap just where an enemy or monster is. A scout makes a special attack roll using his set trap skill bonus (this is a free action). If he hits, the target must succeed at a Reflex save vs. the set trap result, or suffer 1d6 points of damage. The scout can spend more Luck points before the target rolls his save to increase the DC of the trap or damage, with 1 point of Luck spent adding +1 to the trap's DC or 2 points of Luck spent to add +1d6 to the damage. Instead of dealing damage, the trap can have other effects like entangling the target; these special effects are adjudicated by the judge and can increase the Luck cost.
- A scout can use *sneak silently* to benefit his allies, like *ambush* and *hide in the wilds* above.
- Finally, because the scout only use some of the thief's skills, every scout (no matter his alignment) follows the path of the boss bonus progression (i.e. the lawful thief progression).

SCOUT CLASS							
LEVEL	ATTACK	CRIT DIE/ TABLE	ACTION DIE	LUCK DIE	REF	FORT	WILL
1	+0	1d12/III	1d20	d3	+1	+1	+0
2	+1	1d14/III	1d20	d4	+1	+2	+0
3	+2	1d16/IV	1d20	d5	+2	+1	+1
4	+2	1d20/IV	1d20	d6	+2	+2	+1
5	+3	1d24/V	1d20	d7	+3	+2	+1
6	+4	1d30/V	1d20+1d14	d8	+4	+2	+2
7	+5	1d30/V	1d20+1d16	d10	+4	+3	+2
8	+5	2d20/V	1d20+1d20	d12	+5	+3	+2
9	+6	2d20/V	1d20+1d20	d14	+5	+3	+3
10	+7	2d20/V	1d20+1d20	d16	+6	+4	+3

SCOUT SKILLS

Skill	1	2	3	4	5	6	7	8	9	10
Ambush	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Sneak silently*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide in the wilds*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Track†	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Climb sheer surface*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Find trap†	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Disable trap*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Set trap*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Handle poison	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9

* The scout's Agility modifier, if any, also modifies checks for these skills.

† The scout's Intelligence modifier, if any, also modifies checks for these skills.

SCOUT TITLES

Level	Lawful	Chaotic	Neutral
1	Guide	Bandit	Hunter
2	Runner	Brigand	Wanderer
3	Forester	Marauder	Explorer
4	Patroller	Highwayman	Pathfinder
5	Ranger	Freebooter	Warden

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A Free and Unofficial Zine for DCC RPG



The Gongfarmer's Almanac



The 2018 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



NEW PATRONS

VOLUME 2 OF SEVEN BOOKLETS

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The Benighted Pleomorphic Prion from Beyond



By J. Stuart Pate

<http://psychicmayhem.blogspot.com>

At the conflux of the Eleven Planar Veils lies an organic crystalline form often called the Benighted Pleomorphic Prion from Beyond. Described enigmatically by mad sorcerers as “the primal form of the nth-dimensional hyperprion, the ur-proteinaceous infectious particle from the realm of Platonic solids,” the Benighted Pleomorphic Prion from Beyond is mindless, and its only agenda (inasmuch as it can be said to have one) is to propagate itself. It is only through a random confluence of happenstance that it self-organized the symbolism necessary to reach humanoid minds, potentially acting as a memetic infection in the same fashion that standard prions cause physical disease. Communing with the Benighted Pleomorphic Prion from Beyond requires a week-long ritual in a place of great bloodshed — abattoirs and battlefields are ideal — involving the consumption of cattle, pig, and sheep brains, though other common herd animals can be substituted.

Invoke Patron check results:

- 12-13 The Polypeptide Prince of Palsy has heard the caster’s prayers and releases the first emanation! A creature of the caster’s choice is struck with palsy, taking a -2d penalty to all actions for the next round.

- 14-17 The Archon of Amygdalal Amyloids bestows the second emanation upon the caster. The caster’s unsteady and unpredictable gait grants a +10’ bonus to speed and +1d6 Agility for the next hour. This extra Agility may be spellburned as normal.

- 18-19 The Peptidyl Pleomorph of Pain unleashes the third emanation on all the caster’s enemies. The caster and her allies are unaffected, but all other creatures within 60’ must make a Fort save vs the spell check or be struck by a terrible and sudden wasting illness, taking a -2d penalty to all actions and 1d6 damage each round for 1d6+CL rounds.

- 20-23 The Ribosomal Regent of Ruin induces the fourth emanation upon a chosen foe. A creature of the caster's choice within line of sight must make a Fort save vs. the spell check or be dominated as misfolded proteins accumulate within the brain. The creature is dominated for 1d4 turns, but is under the control of the Benighted Pleomorphic Prion from Beyond, not the caster. It is predisposed to assist the caster and follow her commands, but likely has its own agenda and may wander off on its own to complete it.
- 24-27 The Protean Protein of Pandemonium sends the fifth emanation to assist the caster. An amino acolyte (see below) arrives in the following round, chaotically attacking the caster's enemies. It remains for one hour.
- 28-29 The Monstrous Macromolecule of Malconformation sends the sixth emanation to assist the caster. An amyloid abomination (see below) arrives in the following round, chaotically attacking the caster's enemies. It remains for one hour.
- 30-31 The Proteopathic Particle of Perversion sends the seventh emanation to assist the caster. A prion proxy (see below) arrives immediately, attacking the caster's enemies. It remains for 2d6 rounds.
- 32+ The Odious Oligopeptide of Obscenities sends the eighth emanation to protect the caster. An amyotrophic avatar (see below) arrives immediately to attack the caster's enemies. It remains for 2d6 rounds.



Patron Taint: The Benighted Pleomorphic Prion From Beyond

When patron taint is indicated for the Benighted Pleomorphic Prion from Beyond, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
-------------	---------------

- | | |
|---|---|
| 1 | The caster begins scratching involuntarily, apparently as some manner of nervous tic. If this result is rolled a second time, the caster also suffers from trichotillomania, the compulsory pulling out of hair, resulting in bald patches atop the head and in any prevalent body hair. If this result is rolled a third time, the caster's persistent scratching has opened lesions on the skin. These wounds are not infectious, but they are unsightly and mark the caster as potentially diseased. |
| 2 | The caster becomes permanently fatigued, taking a -1d penalty to initiative rolls. If this result is rolled a second time, the caster stops dreaming entirely, subsisting only in blackness until morning arrives. If the result is rolled a third time, the caster abandons sleep entirely. The caster is now immune to sleep effects, and gains the benefit of a night's rest by performing only light activity. If the caster is at full health and has retained memory of all spells, he functions with no sleep whatsoever. |
| 3 | The caster gains a tendency to laugh at inappropriate times. If silence or tact is paramount, the caster must make a DC 5 Will save to stifle this inappropriate laughter, but otherwise suffers a -1 penalty to relevant Personality checks while interacting with others. Conversely, enemies gain a +1 bonus to any rolls made to perceive the caster, as the caster's laughter announces his presence. If this result is rolled a second time, the laughter requires a DC 10 Will save to stifle, and the penalty increases to -2 to Personality checks and +2 to enemies' perception checks. If this result is rolled a third time, the caster's nearly constant laughter requires a DC 15 Will save to stifle, and the appropriate penalties increase to -3 and +3. |

- 4 The caster experiences difficulty swallowing and develops a noticeable speech impediment. If this result is rolled a second time, the caster experiences rapid weight loss over the coming days, permanently losing 1 point of Stamina and potentially decreasing his Fort save and hit points if this change results in a lower Stamina modifier. If this result is rolled a third time, the caster suffers from an extreme loss of appetite, allowing him to survive on half as much food as other creatures, potentially consuming one day's rations every two days.
- 5 The caster gains noticeable tremors in his head and neck. If this result is rolled a second time, the caster's whole body is wracked by small but persistent tremors, and the caster permanently loses 1 point of Agility. If this result is rolled a third time, the caster's tremors become so violent that he gains a permanent -10' penalty to speed.
- 6 The caster becomes incapable of processing plant matter, instead only able to subsist on fungi and meat (the caster can consume plants suffused with prion proteins, but the difficulty of identifying such fare makes it an unrealistic food source). Any food that the caster cannot assimilate is violently regurgitated within 2d8 minutes, causing 1d3 hit points of damage in the process. If this result is rolled a second time, the caster becomes incapable of eating any food that is not mammalian in origin, and the brains of such creatures are preferred delicacies (the judge may determine if some manner of eldritch beast is close enough to the typical mammal to apply. Dragons probably are not, but owlbears might be). If this result is rolled a third time, the caster becomes completely cannibalistic, only capable of eating the meat of his own species to survive.

Spellburn: The Benighted Pleomorphic Prion From Beyond

The Benighted Pleomorphic Prion from Beyond can hardly be said to perceive its charges' requests at all, instead manifesting as symbolic crystallographic resonance within the form of the petitioner. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

Roll Spellburn Result

- 1 The caster is wracked with spasms and crippled with palsy, leaving him clumsy and weakened (expressed as Stamina, Strength, or Agility loss).
- 2 The Benighted Pleomorphic Prion from Beyond expresses its boundless desire to spread. The caster may choose one willing companion to take the stat loss in his stead. For each point of spellburn, the chosen companion loses 1d3 ability score points. If any of the target's abilities drop to 0 in this fashion, the target dies. NOTE: an autopsy reveals holes in the target's brain, and the target's corpse becomes an environmental reservoir of prion proteins, potentially causing further infection.
- 3 The caster is wracked with a bout of hideous, gibbering laughter resulting in a terrible seizure. In addition to the normal options, the caster may spellburn points of Personality, as well.
- 4 The Benighted Pleomorphic Prion from Beyond demands a service from the caster. The caster may spellburn up to 10 points of ability score loss without taking an action or damage. If the character manages to grind the brains of a mammal and slip it into the feed of the same species of mammal within the next 24 hours, the caster takes no spellburn (a farm or other large-scale operation is preferable to maximize the spread of prion

infection, but as long as the caster does this to at least one animal, it is acceptable. The caster's own horses will do nicely if no other animals are available, as will the caster's companions...). Otherwise, the caster takes the full 10 points of spellburn, distributed across the caster's ability scores as the judge sees fit.



Patron Spells: The Benighted Pleomorphic Prion From Beyond

The Nth-dimensional hyperprion grants three unique spells, as follows:

Level 1: *Proteinaceous command*

Level 2: *Synaptic control*

Level 3: *Crystalline horror*

Proteinaceous Command

Level:	1 (BPPB)
Range:	Varies
Duration:	Varies
Casting time:	1 action
Save:	Fort vs. spell check DC

General

The Benighted Pleomorphic Prion from Beyond holds dominion over misfolded proteins, but can occasionally seize power by controlling the conformation of otherwise “normal” proteins. The caster can command creatures to do his bidding by controlling the activity of their constituent proteins. Targets subjected to this control recall everything they did while under the spell (unless otherwise stated), and intelligent targets typically retain awareness that the caster did *something* to them, even if they do not fully understand what transpired. Creatures subjected to verbal commands do not need to understand the caster’s language. If the caster forces a creature to do something suicidal, or something that goes against its base nature (judge’s discretion), it immediately gets another Fort save at +4 to try to break the control.

Manifestation

Roll 1d4: (1) the caster’s eyes grow white with cataracts, as do the eyes of any creature he controls; (2) a roiling mist that smells like rotting meat flows throughout the area, gathering primarily around the caster and those affected; (3) fleshy, crystalline filaments leap from the caster, joining him with all those affected; (4) a swirling cloud emerges from the caster’s mouth when he casts the spell, and this cloud swarms around the heads of those under his control.

1

Lost, failure, and patron taint.

2-11

Lost. Failure.

12-13

One target within 30’ responds to the caster’s verbal commands for one round. It reacts to the letter rather than the intent, so be specific.

- 14-17 One target within 30' responds to the caster's verbal commands for 1d6+CL rounds. It reacts to the letter rather than the intent, so be specific.
- 18-19 One target within 30' responds to the caster's verbal commands for 1d6+CL *turns*. They react to the letter rather than the intent, so be specific.
- 20-23 A number of targets equal to the caster's level within 30' respond to the caster's verbal commands for 1d6+CL *turns*. They will interpret the caster's intentions effectively. Each target receives its own save against the effect.
- 24-27 1d3 targets per caster level within 200' will respond to the caster's verbal commands for 1d6+CL *turns*, interpreting the caster's intentions effectively and receiving their own saves against the effect. All targets must be within the caster's line of sight.
- 28-29 1d3 targets per caster level within 500' will respond to the caster's mental commands for 1d6+CL *turns*, interpreting the caster's intentions effectively and receiving their own saves against the effect. All targets must be within the caster's line of sight.
- 30-31 1d3 targets per caster level within 500' that the caster can see at the time of casting will respond to the caster's mental commands for 1d6+CL *days*, interpreting the caster's intentions effectively and receiving their own saves against the effect. Targets subjected to this domination do not recall what they did while under the influence of this spell, nor do they recall the caster being involved.

32+ All targets within the caster's line of sight are now subjected to his mental commands for $1d6+CL$ *days*, following the caster's intentions to the best of their ability. The caster can exclude a number of targets from this effect equal to his caster level. Each target receives its own saving throw against the effect, and none of the creatures involved recall what they did while under this influence, nor do they recall a spell being cast. When the spell duration ends, all afflicted targets must make an additional DC 15 Fort save or be infected with prion proteins that will likely cause them debilitating disease and death in about a decade or so. The judge is advised to adjudicate this effect as he sees fit, although afflicting the target with the same terrible wasting disease carried by prion proxies is probably a good start. This disease can be cured by magical means.

Synaptic Control

Level: 2 (BPPB)
Range: Self
Duration: Varies
Casting time: 1 round
Save: None

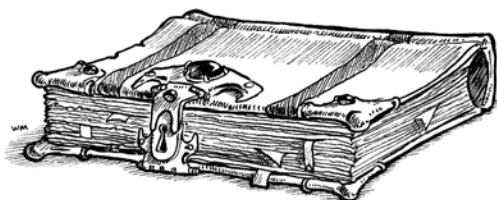
General Prions occur naturally throughout the human body, including the central nervous system. The Benighted Pleomorphic Prion from Beyond can alter these prions to make the caster's neurons fire more efficiently. When ability scores increase, derived statistics increase accordingly.

Manifestation Roll 1d3: (1) the caster is wracked with unnatural spasms and continues to walk with an unsteady gait for the spell's duration; (2) the caster's cranium swells to double its normal

size for the duration; (3) the caster's skin and hair turn chalk-white for the duration

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-15 The caster's initiative score increases by 1d3 for 1d6+CL rounds.
- 16-19 The caster's Agility and initiative score both increase by 1d3 for 1d4+CL rounds. This additional Agility cannot be spellburned.
- 20-21 The caster's Agility, Intelligence, and initiative scores all increase by 1d4 for 1d6+CL rounds. This additional Agility cannot be spellburned.
- 22-25 The caster's Agility, Intelligence, and initiative scores all increase by 1d6 for 1d8+CL rounds. This additional Agility cannot be spellburned.
- 26-29 The caster's Agility, Intelligence, and initiative scores all increase by 2d4 for 1d10+CL rounds. This additional Agility cannot be spellburned. The caster's movement speed increases by 10' for each point of increase, as well.
- 30-31 The caster's Agility, Intelligence, and initiative scores all increase by 2d5 for 1d12+CL rounds. This additional Agility cannot be spellburned. The caster's movement speed increases by 10' for each point of increase. Finally, if this bonus increases the caster's Intelligence beyond 18, the caster can recall his life history in minute detail.

- 32-33 As above, but the duration increases to $1d4+CL$ turns. While the spell persists, the caster's Will save also increases a like amount.
- 34 As above, but the duration increases to $1d6+CL$ turns. While the spell persists, the caster's spell checks gain a $1d3$ bonus, and the caster gains a $1d3$ deed die usable on any missile fire attack. Additionally, if the caster's new Intelligence score would indicate that he learns additional wizard spells, then he learns additional wizard spells for the duration. If no additional wizard spells are indicated (i.e., the caster already had Intelligence 17 or 18 before casting this spell), the caster still learns one additional spell. These spells are determined randomly as normal and are forgotten once the duration of this spell ends.



Crystalline Horror

Level: 3 (BPPB)
Range: Self
Duration: $1d7$ rounds + CL
Casting time: 1 round
Save: None

General The Benighted Pleomorphic Prion from Beyond has many servitor demons that perform its bidding. By aligning oneself with

the proper dimensional resonance, the caster can briefly assume the shape of one of these fell creatures, making him more powerful in melee combat. Any creatures slain by the caster while this spell is active become reservoirs of environmental prion proteins, potentially spreading further infection to be adjudicated by the judge. The caster loses access to his equipment for the spell's duration, but gains the abilities listed below.

Manifestation	Roll 1d3: (1) crystalline chemical structures rapidly jut out from the caster's body and engulf him and his equipment; (2) the caster splits open like an overripe fruit, an intricate latticework of crystalline tendrils extruding outwards and enveloping him; (3) the caster shatters, and the chaotic jumble of organic chemicals rearrange to form the crystalline horror.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The caster gains +2 AC, +2 to attacks, and a tendril attack dealing 1d8 damage.
18-21	The caster gains +3 AC, +3 to attacks, +1 to Fort saves, and a tendril attack dealing 1d8+1 damage.
22-23	The caster gains +4 AC, +4 to attacks, +2 to Fort saves, and a tendril attack dealing 1d8+2 damage. The caster additionally gains a fly and swim speed of 40' each.

24-26	The caster gains +4 AC, +4 to attacks, +2 to Fort saves, and a tendril attack dealing 1d8+3 damage. The caster additionally gains a fly and swim speed of 40' each. The caster gains a second 1d20 action die that can only be used for attacks.
27-31	The caster gains +6 AC, +6 to attacks, +4 to Fort saves, and a tendril attack dealing 1d8+4 damage. The caster additionally gains a fly and swim speed of 40' each. The caster gains a second 1d20 action die that can only be used for attacks.
32-33	The caster gains +7 AC, +7 to attacks, +5 to Fort saves, and a tendril attack dealing 1d10+5 damage. The caster additionally gains a fly and swim speed of 40' each. The caster gains a second 1d20 action die that can only be used for attacks.
34-35	The caster gains +8 AC, +8 to attacks, +6 to Fort saves, and a tendril attack dealing 1d12+6 damage. The caster additionally gains a fly and swim speed of 40' each. The caster gains a second 1d20 action die that can only be used for attacks.
36+	The caster gains +8 AC, +8 to attacks, +6 to Fort saves, +2 to Will saves, and a tendril attack dealing 1d14+6 damage. The caster additionally gains a fly and swim speed of 40' each. The caster gains a second and third 1d20 action die that can only be used for attacks. Any target wounded by the tendril attack must make a DC 15 Fort save or contract a terrible supernatural disease. The target is wracked with pain, taking a -2d penalty to all actions for a number of rounds equal to their current Fort save modifier (to a minimum of 1

round). The target feels the corruption spreading during this time, and is aware that something horrible is spreading inside. Any creature that bites the infected during this time must make the same DC 15 Fort save or be afflicted by this same disease. At the end of this time, the target's body erupts, turning inside-out and disgorging a single amino acolyte from the remains of its musculature and skin, leaving only a mass of split bones and offal behind (all of which are infected).

This amino acolyte will respond to the caster's mental commands until the *crystalline horror* spell ends, at which time it will continue its own agenda, although it will not attack the caster unless the caster attacks it first. The progression into an amino acolyte can be prevented by curing the disease through magical means before it erupts, or killing the target before it turns into an amino acolyte. The remains of infected targets continue to carry the infection unless disinfected by magical means; anything eating the corpses of victims must make the same DC 15 Fort save or be infected with the same disease, potentially also spawning amino acolytes when they die.



Demons of the Benighted Pleomorphic Prion from Beyond

Amino acolyte (type I demon, BPPB): Init +1; Atk tendrils slam +4 melee (1d8 plus 1d4 Agility drain; DC 14 Fort); AC 14; HD 4d12; MV 30' or swim 30'; Act 1d20; SP demon traits; SV Fort +3, Ref +1, Will +5; AL C.

An amino acolyte is a whitish mound of ropy tendrils, roughly the size of a man, that moves as a single unit like a slime or ooze. They exist only to inflict the palsy exemplified by their proteinaceous master. If a creature is slain by an amino acolyte, that creature's corpse becomes an environmental reservoir of prion proteins, potentially causing further infection.

Amyloid abomination (type II demon, BPPB): Init +2; Atk tendrils slam +8 melee (1d8 plus 1d4 Intelligence drain; DC 16 Fort); AC 16; HD 6d12; MV 30' or swim 30'; Act 2d20; SP demon traits; SV Fort +4, Ref +2, Will +7; AL C.

An amyloid abomination is a ruddy, pinkish mound of ropy tendrils, roughly the size of a man, that moves as a single unit like a slime or ooze. They exist only to inflict the palsy exemplified by their proteinaceous master. If a creature is slain by an amyloid abomination, that creature's corpse becomes an environmental reservoir of prion proteins, potentially causing further infection.

Prion proxy (type III demon, BPPB): Init +3; Atk tendrils slam +10 melee (1d10+4); AC 18; HD 10d12; MV 40' or swim 40' or fly 40'; Act 2d20; SP disease, spell (+8 spell check): *paralysis*, demon traits; SV Fort +5, Ref +3, Will +9; AL C.

Prion proxies are multicolored, crystalline, ropy horrors the size of grizzly bears. Any creatures wounded by prion proxies must make a DC 18 Fort save or contract a terrible disease. The disease manifests as loss of coordination and muscle definition in 1d8 weeks, resulting in a -2 penalty to Strength, Agility, and Intell-

igence. Each day thereafter, the creature must make the same Fort save or lose an additional point of Strength, Agility, and Intelligence. If any of these abilities reaches 0, the creature dies. Its body is similarly infected by this wasting illness, potentially infecting anything biting it, eating its corpse, or consuming matter that grows upon the spot where it dies. The disease lasts until cured by magical means, and its lingering effects in the environment can be eliminated in the same fashion.

Amyotrophic avatar (type IV demon, BPPB): Init +4; Atk tendril slam +12 melee (1d12+4); AC 20; HD 14d12; MV 40' or swim 40' or fly 40'; Act 2d20; SP prion curse, spells (+8 spell check): *paralysis*, *ray of enfeeblement*, demon traits; SV Fort +7, Ref +4, Will +12; AL C.

Amyotrophic avatars are massive, prismatic, tendrilled, ropy entities roughly the size of houses. Any creatures wounded by amyotrophic avatars must make a DC 20 Fort save or become afflicted by the prion curse. This curse is similar to the disease inflicted by prion proxies, except that it manifests in 1d6 days, and when such a creature dies, an amino acolyte erupts from its corpse.



The Demon

The God of Thunder - Doctor Love



A Dungeon Crawl Classics patron by Jason Morgan

From levitating to spitting blood, The Demon uses theatrics and a booming baritone voice to portray power; yet, he always craves more. He measures his dominance in followers, devoted groupies who will defile themselves at his command. In order to bond with The Demon, a potential worshiper must bring two others who will also bond with him. Once bonded, The Demon demands that his followers paint their face. Any time they are seen without makeup, roll 2d7 on the deity disapproval table in the core rulebook.

"You wanted the best and you got it!"

Invoke Patron check results

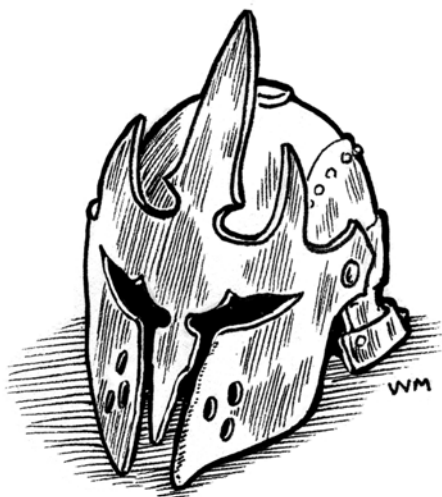
- | | |
|-------|--|
| 12-13 | The demon is in the middle of his badass bass solo. Clouds grow dark, thunder rumbles, lightning strikes and the earth reverberates with bass chord-strumming power. The caster gains +1 to all checks for the next hour. |
| 14-17 | God of thunder. Lightning bolts rain from the sky striking 1d4 targets for 2d6 damage each (DC 15 Fort save for half damage). |
| 18-19 | Love gun. A rapid-fire ranged weapon in the shape of a sex toy appears in the caster's hands, which can make 1d6 consecutive attacks for 1d8 damage each. |
| 20-23 | Knights in satan's service. The Demon sends 1d4 man-at-arms (DCC RPG rulebook p.434) to fight at the caster's command (DC 20 spell check every hour, or the man-at-arms return to The Demon). |
| 24-27 | Got to choose. The caster can compel 1d4 targets to choose between death or servitude to The Demon. Death is instant. Servitude lasts an hour, during which time the target must obey the caster's commands. Then the target makes a DC 20 Will save. Failure and the target dies instantly. |

28-29	Heaven's on fire. The sky overhead bursts into flames within a 100' radius, raining fire and dealing 6d6 damage to all targets in the area.
30-31	Shout it out loud. A wicked scream erupts from the caster in a 50' long and 30' wide cone, deafening all within and confusing them for 1d6 rounds. When confused, targets cannot act.
32+	Rock and roll all night. Caster gains +2 to all checks, as well as 1d10 temporary Stamina for the next 24 hours.

Patron Taint: The Demon

Roll	Result
1	The caster is compelled to stick his tongue out in a grotesque fashion whenever he is asked a question. If rolled again, the caster cuts his tongue's connective tissue (1d4 damage) in hopes of elongating it. Rolled a third time, and the caster bisects his tongue (1d6 damage), forking it.
2	Dedicated to The Demon. The caster insists on tattooing his face makeup on to make it permanent (taking -2 to current Stamina). Rolled a second time, and the caster is obsessed with covering his torso in matching tattoos (taking another -2 to current Stamina). Rolled a third time, the caster obsessively tattoos his entire body (-4 Stamina).
3	Determined to craft the armor of The Demon, the caster melts down his weapon and any weapon he can steal from other party members to craft sharpened metal shoulder pads (three weapons needed to craft, shoulder pads grant +1 AC). Rolled a second time, the caster melts down three more weapons from the party to craft platform boots with scalemail that snakes up his thighs (+1 AC). Rolled a third roll and the caster melts down three more weapons from the party to make an axe-shaped lute (deals 1d4 damage, is a functional lute).

- 4 Convinced The Demon needs more followers, the caster is obsessed with finding someone to bond to The Demon, and will not be satisfied until then. Rolled a second time and the caster is obsessed with bonding a party member with The Demon and will hound them relentlessly until they do. Rolled a third time and the caster is obsessed with bonding the next enemy and will not attack the target in combat until the foe is bonded.
- 5 The caster is obsessed with setting up a 'merch' table in the next town and sells all his possessions as The Demon memorabilia. Rolled a second time, the caster sells his equipment and a party member's items (everyone in the party rolls 1d20, the lowest loses his stuff). Rolled a third time and all members of the party roll a 1d20 and the two lowest rolls, plus the caster's items, are sold.
- 6 The caster is compelled to spend 1 round of combat showboating in order to increase the party's overall theatrics. Rolled a second time and the caster uselessly showboats for 2 rounds. Rolled a third time and it's 3 rounds of pointless showboating.



Spellburn: The Demon

Roll	Spellburn Result
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- | | |
|---|---|
| 1 | The Demon witnesses the spaceman's smoking riffs. The caster may spellburn up to 5 points, then burn two human hands to avoid taking damage. |
| 2 | The Demon snaps a bass string! The caster may spellburn up to 10 points. If the caster also sacrifices four tendons from animals to restring The Demon's bass, no spellburn points are lost. If the caster does not do not do this within the next hour, take all 10 points of damage regardless of how much was actually burned. |
| 3 | The starchild needs a new eye. The caster may spellburn up to 5 points and gouge out his own or someone else's eye to avoid taking damage, dealing 1d10 damage. |
| 4 | The Demon demands new sticks for the cat. The caster may spellburn up to 10 points. If the caster acquires two femur bones within the next hour and crushes them in a sacrifice, he takes no spellburn damage. If he does not, the caster takes all 10 points regardless of how much he spellburned. |



Patron Spells: The Demon

Level 1: *Tongue Lashing*

Level 2: *Spew Blood*

Level 3: *Hottest Band in the Land*

Tongue Lashing

Level: 1 (The Demon)

Range: Varies

Duration: Varies

Casting time: 1 round

Save: Varies

- | | |
|-------|--|
| 1 | Lost, failure and worse! The caster is out of the band! She may not invoke The Demon for 24 hours. The caster must bring someone to bond with The Demon before invoking him again or her tongue rolls out of her mouth and is 8' long, earning -2 to all Agility checks. |
| 2-11 | Lost. Failure. |
| 12-17 | The caster's tongue darts out of her mouth, spearing her target for 1d10 damage. |
| 18-19 | Fire erupts from the caster's mouth and her target takes 1d12 damage and makes a Fort save versus the spell check DC. Failure and it takes 1d6 fire damage for 1d4 rounds. |
| 20-23 | As if alive and hungry, the caster's razor-sharp tongue darts about striking 1d3 targets for 1d12 damage each. |
| 24-27 | Within a 30' range, the tongues of all opponents grow 10' long and entangle them for 1d6 rounds, during which they are unable to act. |

28-29	The tongues of the caster's party members become fleshy spears of destruction! Each party member (including the caster) gets a free and immediate tongue attack, dealing 2d10 damage to targets of their choosing.
30-31	The flaming tongues! Fire erupts from the caster's mouth, and 1d4 targets take 1d12 damage and makes a Fort save versus the spell check DC. Failure and it takes 2d6 fire damage for 1d8 rounds.
32+	Tongues of the earth. The ground opens up as a giant earthen tongue envelopes all targets within a 50' radius. Everyone in the area who fails a Ref save versus the spell check DC are swallowed by the Earth.

Spew Blood

Level: 2 (The Demon)

Range: Varies

Duration: Varies

Casting time: 1 round

Save: Varies

1	Lost, failure and worse! The caster cannot stop vomiting blood. He loses 1d4 hit points every hour until he recruits a new follower to bond to The Demon. Only after bonding will does he stop vomiting.
2-11	Lost. Failure.
12-13	Failure, but the spell is not lost.

- 14-17 Pools of blood spill out of the caster's mouth. Two targets in melee range make Ref save versus the spell check DC or fall prone for 1d4 rounds.
- 18-19 Four targets within 20' make Ref save versus the spell check DC or are blinded by the caster's spewed blood for 1d6 rounds.
- 20-23 Raining blood! A red cloud appears above within a 100' range and rains blood upon all below. Targets in the cloud make a Will save versus the spell check DC or are frightened and immobilized for 1d4 rounds and take -2 to all rolls while in the caster's presence.
- 24-27 1d8 targets vomit blood uncontrollably, dealing 1d12 damage. Targets must also make a Fort save versus the spell check DC, with failure taking another 1d12 damage as their insides liquify.
- 28-29 Bloodrocution! The caster vomits forth electrified blood in a 50' long, 30' wide cone, dealing 2d12 damage to all within.
- 30+ The caster selects a target within 100' to make a Will save versus the spell check DC. Failure and the target's blood boils from within. Its skin blisters and bubbles until it's nothing more than a pile of simmering flesh.



Hottest Band in the Land

Level: 3 (The Demon)

Range: Varies

Duration: Varies

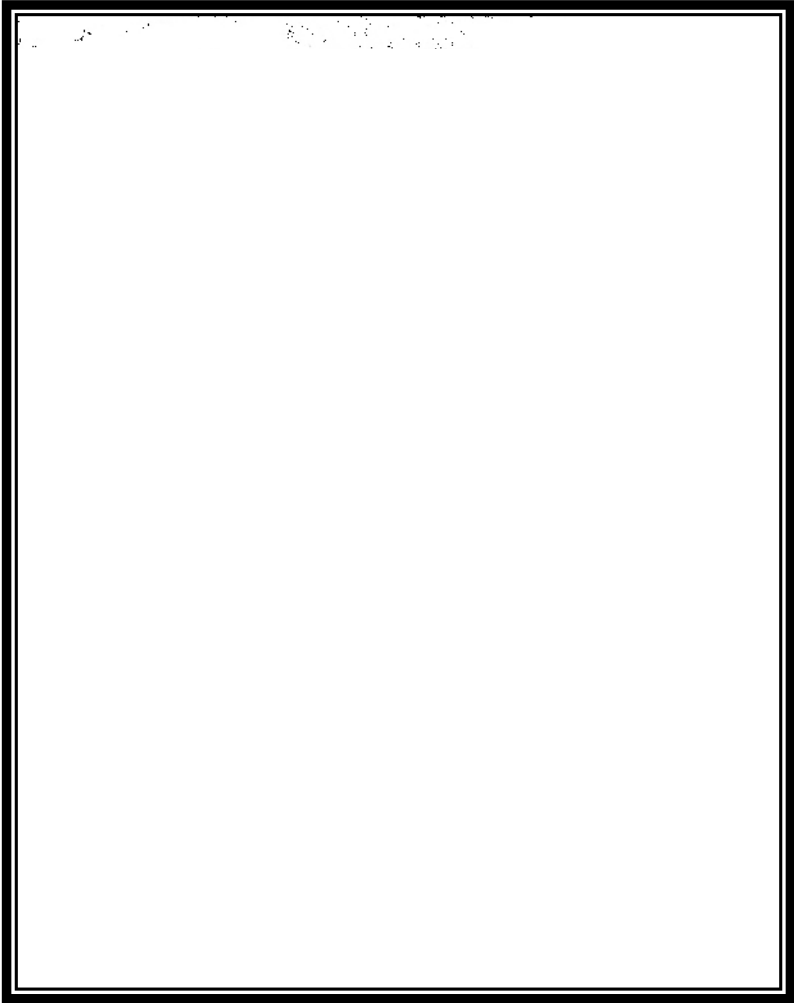
Casting time: 1 round

Save: Varies

- | | |
|-------|---|
| 1 | Lost, failure and worse! All of the caster's party members must roll patron taint immediately. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the spell is not lost. |
| 16-17 | The awesome rhythms of The Demon writhe through the caster's party. They each gain 1d6 damage to their next successful attack roll. |
| 18-19 | The Demon-inspired armor of bone covers the caster's party, granting +5 to their AC for 1d4 rounds. |
| 20-23 | Every party member is rocking. Everyone makes a free attack roll on their engaged target right now. |
| 24-27 | In the next round, each party member rolls double damage (spell damage included). |
| 28-29 | Laser light finale. Lasers erupt from the party's weapons. Everyone rolls 2d20 damage on selected targets (no attack roll necessary). |
| 30+ | Encore! Same as the laser light finale, but the as the smoke clears and the crowd falls to a hush, a slow clap brings the party (and their lasers) back! Deal another 2d20 damage to any targets that are still standing. |

The Two Faced Horned God

A Patron of Druids and Witches



By Eric Betts

The Two Faced Horned God is a rival of Hecate for the worship of witch cults and druids. The Two Faces of the God represent death and rebirth and his portfolio is the changing of seasons. As such the ancient rites of the burning of the wickerman (human sacrifice) in autumn and the consecration of the young in Albin Elir (spring) are the Horned God's two major religious festivals. The Horned God always appears as a massive 9' tall bestial satyr with an enormous head sporting powerful curling goat horns and two faces, one old and one young.

The Two Faced Horned God acts as a patron for both male and female wizards, but (again as a counterpoint to Hecate) prefers males. An elf or wizard who casts *patron bond* to secure a compact with the Two Faced Horned God gains a +2 bonus if the subject of the spell is male and a -4 penalty if the subject is female. This same modifier is also used when one of the Two Faced Horned God's patron spells is cast. The *patron bond* ceremony must be cast from a hilltop on a cloudless starry night.

Invoke Patron Check Results:

- | | |
|-------|---|
| 12-13 | The Horned God protects! The caster grows curling goat horns around his head and his body grows thick, curly goat fur! For 1d6+CL rounds, the horns and fur protect the caster who takes half damage from bladed weapons. |
| 14-17 | Power of balance. The caster gains protection from both Chaos and Law! For 3+CL rounds, the caster receives a +3 to all saves against attacks that originate from a chaotic or lawful source. Chaotic and lawful enemies are unbalanced and receive a deserved -3 attack penalty to hit the caster. |
| 18-19 | Nature's constitution. The Two Faced Horned suffuses the caster with health. Roll 1d14 and add that to the caster's permanent hit points. |

20-23 The fruit of spring. The Two Faced Horned God delivers 1d4 golden apples to the caster. Each apple will heal 2d4 hit points and 1d2 abilities points for friends of the caster. If somehow given to an enemy who takes a bite of the apple, the enemy will be thrown into a magical sleep (Fort save versus spell check DC).

24-27 Elemental fury! Roll a 1d2: (1) a blast of intense summer heat; or (2) winter's cold fury strikes an area 30' up to 100' from the caster (caster designates where). All creatures caught in the elemental fury take 3d6 damage (Fort save vs spell check DC for half damage).

28-29 The Two Faced Horned God sends one of his emissaries, a two-faced demon to aide the caster in his travails for the rest of the day. Wearing blue robes, but initially appearing as a sophisticated (if two-faced) wiseman, the two-faced demon are wise, articulate, and fully capable of using deception against an opponent as well as advising the caster with otherworldly knowledge. In combat, the two faces of the demon split apart on 10' long serpent-like necks. One head's mouth is full of too many needle-like teeth (that break off in the victim for disease), the other head has long viper-like fangs that drip with deadly green poison.

Two faced demon (type I demon, Two Faced Horned God): Init +1; Atk bite +2 melee (1d6) or constriction +4 melee (1d4); AC 10; HD 2d12; MV 20'; Act 1d20; SP blood drain, demon traits; SV Fort +4, Ref +1, Will +2; AL C.

On a successful bite attack, the two faced demon drains the target of 1d4 points of Stamina (DC 14 Fort save to avoid).

30+

The Two Faced Horned God sends some of his muscle to help the caster, a feared horned demon! The demon remains with the caster for a full day (unless destroyed) before returning to the realm of the Two Faced Horned God. Bestial, fur-legged, cloven-hooved, goat-horned on a dirty wild man's face. Naked upper torso is that of a heavily muscled man with 6" claws extending from its hands. A mouth of shark-like teeth completes the ensemble. These are the Two Faced Horned God's foot soldiers and they come to fight!

Horned demon (type I demon, Two Faced Horned God): Init +1; Atk claw +5 melee (1d10) or gore +7 melee (1d12); AC 15; HD 3d12; MV 30'; Act 1d20; SP breath weapon (2d12 fire, DC 12 Ref save to avoid), curse, demon traits; SV Fort +2, Ref +1, Will +2; AL C.

Patron Taint: The Two Faced Horned God

Roll 1d5

Result

1

The caster grows a second face. Roll 1d2 for location: (1) back of his head; (2) next to his existing face. Roll 1d4 to determine the personality of the second face: (1) the second face represents the youth of spring, and is impetuous and unwise in its actions. It also begins the process of draining the original personality of life essence as the original personality now represents old age and will steadily grow more wrinkles and aged looking; (2) the second face is angry about being attached to the original face and opposes its will in all things. All Reflex saves are made at -2, although the constant clash of personalities does give a +1 to Willpower saves; (3) the second face is that of a demon. The caster must roll a successful DC 12 Willpower save

each day, or spend that time doing everything he can to further the demon's gathering of demonic power for the subjugation of the caster's plane; (4) the second face is a psychopath who desires nothing less than the slaughter of innocents. The caster must make a DC 12 Willpower save each day or when they eventually do, they wake up covered in blood and the subject of a manhunt for a serial killer. Also, stressful events (determined by the judge) may give the psycho control and perhaps turn on the caster's comrades (the PCs). The second face may be obscured by long hair, a turban or a hat, although considering some of the alternatives above, that may make it even more insane.

- 2 The caster develops a hatred for civilized wizards, clerics and scholars. When a non-primal magic user casts a spell the caster must make a DC 10 Will save or fly into a barbarian rage (caster gains a Mighty Deed die equal to a fighter of half caster level and +4 temporary hit points per level) and attack without mercy. The rage ends when the wizard is dead or escaped. While in a rage the caster may not cast spells. The second time this is rolled, the caster must instead make a DC 15 Will save. The third time, the caster must make a DC 20 Will save or fly into a rage.

- 3 The Two Faced Horned God needs the caster to get something for him. Subject to the judge's discretion, the caster must adventure to get a treasure or bit of knowledge located within 1d6 days of travel. The caster knows what the item is and has a general sense of where to find it. Each time this is rolled, it is another quest of the Two Faced Horned God.

- 4 The caster grows goat horns on his head. The first time this is rolled, the horns are small (classic devil horns) that result in a -2 to social reactions by NPCs (“He’s a devil! Kill it!”).
The second time this is rolled, the horns grow and begin to curve. Same social reaction above, but now a -4. The third time this taint is rolled, the horns are now the fully curved rams horns and allow a headbutt +2 melee attack that does 1d10 damage.
- 5 Bestial Appearance. The caster takes on the bestial appearance of a satyr (half man/half goat). The first time this is rolled, the caster’s legs transform into furry cloven-hoofed goat legs. While these provide a special attack (goat kick +2 melee, 1d8), they also make the caster stand out in a negative way in civilized society (-2 to Personality checks). The second time this is rolled, the caster’s face grows bestial in nature, and he grows a goat tongue (-2 to all spell checks involving speech). The third time and later times this is rolled, the caster immediately switches to the horn chain above (#4).

Patron Spells: The Two Faced Horned God

Level 1: *Ray of Summer* – a sizzling beam of the summer sun directed at an enemy

Level 2: *Ray of Spring* – causes life to erupt around an enemy

Level 3: *Ray of Winter* – the stealing of life, as at the end of the year

Ray of Summer

Level 1 (Two Faced Horned God)

Range: 150’ or more

Duration: 1 round

Casting time: 1 round

Save: None

General	You have learned to conjure a concentrated beam of summer heat and direct its blessed light at a foul enemy.
Manifestation	You raise one hand in supplication to the Two Faced Horned God and point a finger of recrimination at your victim. A searing beam of the high summer sun streaks from the outstretched finger to the victim.
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	<i>Warm.</i> The caster sends a warm ray that does 1 point of damage. He must have line of sight to the target. The ray never misses, though it may be blocked by certain magic (e.g., <i>magic shield</i>).
14-17	<i>Heating up.</i> The caster sends a hot ray that does damage equal to 1d4+CL. He must have line of sight to the target. The ray never misses, though it may be blocked by certain magic (e.g., <i>magic shield</i>).
18-19	<i>Burning.</i> The caster sends a burning ray deals damage equal to 1d16+CL. The ray must be aimed at a single target to which the caster has line of sight. The ray never misses, though it may be blocked by certain magic (e.g., <i>magic shield</i>). The victim is burned and must make a Ref save to avoid catching fire and more damage (DCC RPG, p.96).

- 20-23 *Blow Torch.* The caster sends a burning ray in a 10' cone at a single target, but also catching anyone within 5' of that target. The ray deals damage equal to $1d24+CL$ to the target and anyone (friend or foe) within 5' of the target. The ray never misses, though it may be blocked by certain magic (e.g., *magic shield*). The victim(s) is burned and must make a Ref save to avoid catching fire and more damage (DCC RPG, p.96).
- 24-27 *Laser.* The caster throws a single focused powerful ray that does damage equal to $4d12+CL$. The ray must be aimed at a single target to which the caster has line of sight, at a maximum range of 1,000'. The ray never misses, though it may be blocked by certain magic (e.g., *magic shield*). The victim is burned and must make a Ref save to avoid catching fire and more damage (DCC RPG, p.96).
- 28-29 *Flamethrower.* The caster sends a concentrated ray in a 20' cone at a single target, but also catching anyone within 10' of that target. The ray deals damage equal to $1d24+CL$ to the target and anyone (friend or foe) within 10' of the target. The ray never misses, though it may be blocked by certain magic (e.g., *magic shield*). The victims are burned and must make a Ref save to avoid catching fire and more damage (DCC RPG, p.96).
- 30-31 *Solar flare.* The caster sends a concentrated ray in a 20' cone at a single target, but also catching anyone within 10' of that target. The ray deals damage equal to $1d30+CL$ to the target and anyone (friend or foe) within 10' of

the target. Range is line of sight, regardless of whether a direct path exists; e.g., the caster may launch the ray through a crystal ball or other scrying device. The ray has limited ability to defy *magic shield* and other protections; compare this spell check against the spell check used to create the *magic shield*. If the spell check is higher, the *magic shield* has only a 50% chance of absorbing the ray. The victims are burned and must make a Ref save to avoid catching fire and more damage (DCC RPG, p.96).

32+

Solar storm. The caster directs five separate rays at up to five separate targets. The rays each do damage equal to 1d24+CL. He may direct these missiles individually as a single action, or he may direct them all at a single target. The target(s) need not be present or visible, provided the caster has specific knowledge of that target, and the target(s) are exposed to the sky. In this case, the caster must have a physical memento of the target (hair, fingernail, vial of blood, etc.) and spend 1 turn concentrating to cast the spell, then continue concentrating as the ray seeks its target. The ray will seek out this target even if it is concealed or invisible, though again, this method is limited to the target being exposed to the sky when the spell is cast (even a tent is enough to protect against this out of sight attack). The victims struck are burned and must make a Ref save to avoid catching fire and more damage (DCC RPG, p.96).

Ray of Spring

Level 2 (Two Faced Horned God)

Range: Varies

Duration: Varies

Casting time: 1 round

Save: None

General The caster is able to make plants grow to entangle, animate and even become sentient to the Two Faced Horned God's servants will.

Manifestation Both arms spread in supplication to the Two Faced Horned God, the caster launches a emerald beam from his chest to the affected area.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 *Entangling roots.* The caster causes plant roots to erupt in a 20' radius and trip up any creatures therein. The roots grab ankles and slow down the opponents to half speed. A Ref save against DC spellcheck allows normal movement.

16-19 *Thorny entanglement.* Same as above, but these vines have thorns. In addition to slowing opponents, anyone in the area takes 1 hp of damage from the thorns. A Ref save against DC spellcheck negates both effects.

20-21

Spears of nature. 2d6 plant spikes erupt in a 20' area designated by the caster. These spikes impale an opponent with a +2 melee attack causing 1d6+CL damage.

22-25

Hallucinadendra! The caster causes a hallucinadendra to appear somewhere within 150'. The terrified hallucinadendra will erupt in its hallucination cloud and try to run away as soon as possible.

Hallucinadendra: Init+1; Atk spores (special); AC 15; HD 4d8; MV 20'; Act 1d20; SP spores, paralyzed by cold (unable to use spore attack); SV Fort +4, Ref +2, Will +1; AL N.

A strange, upside-down, pink bell-flowered plant on four root "legs" that is named for its hallucinogenic spore bursts when scared, which it usually is of anything that moves. It blows its spores and then 'runs' away. Once per round, the hallucinadendra can blow its spores. All living creatures within a 20' radius must succeed in a DC 16 Fort save each round they are in the affected area and 1d4 rounds after leaving, or suffer a powerful hallucination.

Roll 1d6 each round to determine the hallucination's theme: (1) the target is attacked by a horde of rats! Target spends the round striking at the floor with his weapon; (2) the target is drowning in the sea! Swim, swim! Target spends the round on the ground trying to swim; (3) can't breathe! Target stands in place and holds his throat as if choking for a round; (4) the target is falling apart! Target

spends the round trying to hold his body together; (5) The target has turned invisible! Target sneaks around on his tiptoes so no one can hear him; (6) the target's skin is on fire! Target stops, drops, and rolls for one round.

26-29

Attack of the twigs! A mob of 1d10 twigmen attack at the caster's will.

Twigmen: Init +3; Atk tiny spear +2 melee (1d3); AC 17; HD 2d6; MV 30'; Act 1d20; SP vulnerable to fire, SV Fort +3, Ref +7, Will +6; AL C.

Animated bundles of sticks held together by vines and bearing tiny spears, twigmen are created by druids or wizards as guards or tiny henchman. In rare cases, but not unheard of, twigmen have been used as holding places for souls (a soul jar). A twigman is a small creature averaging 18" tall and seem to communicate through sign and gestures. A clear sign that a twigman is being used as a soul jar is that it will be able to speak the languages it did in life.

30-31

Murder vine! A thick snake-like vine erupts from ground under the caster's enemies hungering for flesh!

Murder vine: Init +0; Atk entangle +7 melee (1d8+7 plus grab); AC 15; HD 4d8; MV 5'; Act 1d20; SP vulnerable to fire; SV Fort +7, Ref -1, Will +2; AL N.

32-33

The ray turns 1d10 nearby trees within 100' into a squad of treesoldiers (and if there are no trees locally, local versions of trees immediately grow from the ground).

Treesoldier: Init +2; Atk slam +3 melee (1d8+2); AC 17; HD 3d8; MV 20'; Act 1d20; SP vulnerable to fire; SV Fort +7, Ref +0, Will +2; AL N.

The treesoldier is an animated semi-sentient warrior in the armies of mother nature, druids or other champions of the woods. The treesoldier appears as a 8' tree with 4' split trunk legs and a 4' trunk with a 'face' of bark naturally formed in the center of the trunk (it has no 'head') and many branches stretching for an additional 8'-10' above the trunk. The treesoldier attacks by striking an opponent with a mass of the nearest branches in a slam attack. The treesoldier can manipulate basic objects using two or more branches, but delicate work, or even wielding a weapon is impossible.

Treesoldiers generally operate in squads or 'groves' of 2d5 treesoldiers, although any number of squads could operate together in an army or 'forest'. As treesoldiers are not strategists, usually there is a witch, druid, or other nature champion around to lead them.

34+

Treant! The ray grows an animated giant treeman who will follow the casters instructions and stay with the party for the next 1d20 turns or until destroyed.

Treant: Init -1; Atk slam +10 melee (3d6) or rock throwing +6 missile fire (2d6); AC 20; HD 10d8; MV 30'; Act 2d20; SP vulnerable to fire; SV Fort +10, Ref +3, Will +9; AL N.

A treant is a giant, 30' tall animated treeman who throws rocks and crushes enemies of the forest with his massive feet and arms.



Winter Blast

Level 3 (Two Faced Horned God)

Range: 100' or more, bursting in a sphere of 20' radius or more

Duration: Instantaneous

Casting time: 1 round

Save: Reflex vs. spell check

General The caster points his finger at a target speaks a magic word, and throws a sphere of concentrated winter freeze at the designated point. The blast fills the 20' radius affecting all targets within the target point. All creatures take damage unless they succeed in a Reflex save against the spell check DC, in which case they take half damage. The blast is a snap freeze, and there is a 50% chance that individual items within the blast area may freeze (such as leather armor and bows) causing them to become brittle and break when used (Luck check to avoid).

Manifestation An expanding stream of blue-white spreads from the casters finger to the target area.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure but spell is not lost.

16-17 The caster launches a blast up to 100', doing 3d6 damage.

18-21 The caster launches a blast up to 120', doing 4d6 damage.

- 22-23 The caster launches a blast that whips through the air like a white and blue comet striking different targets 1d4+1 times. The first target must be within 50', and that target takes 5d6 damage in an explosion of ice radius 20'. The blast then skips to a second target that must be from 20' to 50' from the first target, and this second target takes 1d6 damage from the cold that only affects the single target. The second target must be *at least* 20' away from the first target; this is the minimum "skip" distance.
- If there is a third, fourth, or fifth target, it must be another 20' away from the previous target, and it takes 1d6 damage. The blast must skip the indicated number of times. If the caster runs out of targets, he can skip the blast against inanimate objects freezing and possibly destroying or making them brittle enough to shatter with a hard strike.
- 24-26 The caster launches a blast as the blue comet up to 160', doing 6d6 damage. The comet arcs up like a catapult to a maximum 40' above ground at its peak. As such, it can curve around or over intermediate obstructions.
- 27-31 The caster launches a spray of small blasts appearing as snowballs. There are three sprays of 1d3+1 snowballs each. Each spray can target the initial target and up to two additional targets (up to three targets in total). The targets can be up to 200' away. Each snowball does 1d6 damage and has no blast radius; freezing chance still occurs.

32-33

The caster launches a single blast comet up to 200' doing 10d6 damage. The caster can choose an area of effect ranging from a single human-sized target up to the full sphere of 20' radius. The comet arcs to a height of 40' at its peak and can avoid intermediate objects.

34-35

The caster calls down a blast from the heavens, targeting a point up to 500' away and doing 14d6 damage. The caster can choose an area of effect ranging from a single human-sized target up to a sphere of 30' radius. Instead of projecting from his fingertip, the blast descends as an arctic storm upon the target. The caster must have line-of-sight to his target, but he can cast around obstructions in this manner. For example, he may be able to view the target through a periscope or via a crystal ball of some kind.

36+

The caster launches a blast at a target up to 1 mile away, doing 20d6 damage. The caster can choose an area of effect ranging from a single human-sized target up to a sphere of 40' radius. The caster need not have line-of-sight to his target. He can choose a geographic point of which he has knowledge (such as a specific hill, tree, or room) or a target of which he has a physical trace (such as a lock of hair or fingernail). The blast explodes as a singularity at the designated point.



The Order of the Knights of the Singularity



By Tony Hogard

The item known as the Singularity exists as one object across the known 66 Facets of Reality. In each location where it has been found, the Order of the Knights of the Singularity have constructed a citadel to guard it. In addition to protecting this relic of unknown and unfathomable power, the knights are warrior-accountants of the multiverse - lawful enforcers of mystical contracts and debts.

With much to distract the attention of a divine (or otherwise) power, it often falls to the Order, through its own arrangements, to collect on karmic debts. Knights bargain for the favors owed to mystic patrons, and redeem these obligations by placing demands of service from the client.

One of the better-known citadels spreads across the far side of the moon over Aereth. The knights there sit around a massive table of dense arturium metal. Below the surface, their vast clockwork ledgers preserve the arrangements and pacts of beings of power and of those who have negotiated their patronage. Enterprising PCs, provided they have the means to make contact, may engage the assistance of the Order to complete their own quests. The knights have access to ancient knowledge and considerable resources and are generally well-disposed to rendering aid, but such aid always incurs a debt of service. Petitioners of sufficient might are always required to accompany one or more Knights on a mission. Those without martial or sorcerous prowess will be consigned to toil in the Magnu Stables or Lubricating Vats for a sufficient duration to match the request.

Knights travel on golden dimension-traversing magnu-steeds, and when encountered are found with 1d3 followers (typically indebted henchmen). When encountered outside of their citadel, they are always pursuing a quest. While knights vary in their personalities and powers, they always adhere to the letter of the contract they are enforcing. The author suggests considering the Order a patron-level power, and that any PCs who attack the knights to have made a serious error in judgement.

Below are some sample Knights and their possible quests. The judge may choose from each column, roll randomly, or create original missions.

Table: Questing for Fun and Profit

d16	Knight	seeks to	what/who?	in/to/of/from
1	Chalzzus the Redeemed	absolve the debts of	a woman with silver eyes	college
2	Edward the Barber	avenge	Great Cthulhu	Pandemonium
3	Grotor, Space Cannibal	cleanse of corruption	Jeff	Salamander Keep
4	Helnaia the Fae Duchess	crush into powder	sixteen feathered headresses	that little bakery in Newport
5	Knife-Hearted Meg	discredit	the Anti-Pope	the (exact) other side of the world
6	Lemuel the Lich-Killer	distill the essence of	the Armed Pilgrims	the Aerial Flotilla of Lost Lemuria
7	Lulanset the Dark Pharaohess	enthron	the Cask of Autumn's Light	the crypt of the Red Mummy
8	Sir Ambrolicious of Funketon	ntomb	the dukes of the Fourth Hell	he Invisible Stairway

d16	Knight	seeks to	what/who?	in/to/of/from
9	Sir Roganus, Son of the Dracolich	escort	the exiled dwarf king	the Island That Time Neglected
10	Sir Selby, Ranger of the Pines	exorcise	the Forbidden Phylactery	the Mink Forest
11	Steel Alan, the Boiler-Man	investigate the disappearance of	the Hound of the Blackest Moor	the Plains of Rains
12	Sunlit Stallion, Champion of the Steppe	liberate	the Jestng Beast	the Rime Giant's castle
13	The Twin Wave-Riders	ordain as Pope	the Mayor Pro Tem	the shores of the Underground Sea
14	Throgg-Ta the Cavedweller	overthrow	the Orphan League	the Suburbs of Quartz
15	XDR-18kHz	prove the innocence of	the personal letters of Sezrekan	the UWSC Warden
16	roll twice for this column	Unearth	the Repeating Bird	two kingdoms over

THE ROPE, GOD OF ASSASSINS



By Eric Betts

The Rope is a figure clouded in shadows and mystery, a deadly figure of murder with daggers, short sword, and rope. This god seems to have a particular affinity for the use of a cord or rope in killing; either as a garrote, noose or whip. Rumor is that The Rope was once a master assassin who managed to ascend to godhood through his (or her) absolute dominance in the skills of the dark profession of assassination.

However, murderers are a notoriously unaligned and untrustworthy bunch, and so being the god of assassins doesn't carry the authority of other dominions to work his will in the mortal worlds. Hence, The Rope is known to extend his patronage to those other professions who engage either in combat from the shadows or who use a rope as part of their preferred combat arsenal, most often including thieves, executioners, and even wizards (through the violent use of the *ropework* spell) have been known to catch his attention.

A wizard who uses *ropework* as a tool which results in the death of an enemy gains a +2 to their *patron bond* spell check. The *patron bond* ritual must be conducted late at night in a city alley known for being a place of frequent murders. Once bonded to The Rope, the caster gains weapon proficiencies in rope-like weapons (whips, ropes, lassos, and garrotes).

Invoke Patron check results:

12-13 The Rope is busy and his minions can take care of themselves. From the shadows, The Rope grants a +5 bonus to a single skill check, attack roll, saving throw, or spell check. This bonus must be used within five minutes after being granted or is lost.

14-17 The Rope sends aid! A would-be assassin who owes the god a favor comes to your aide. The assassin stays for the duration of the session or until destroyed.

Assassin: Init +1; Atk short sword +2 melee (1d6+2) or garrote +2 melee (1+1/3d4+1) or sling +1 missile fire (1d4+1); AC 14; HD 1d6+1; MV 30'; Act 1d20; SP thief skills (SS +4, HiS +2, PP +2, Climb +4, PL +2, DT +2, FD +4); SV Fort +2, Ref +2, Will +0; AL N.

- 18-19 Interplanar attack. The caster has perked The Rope's (mild) interest and the god responds! The caster may immediately select a single target within visual range. A small rift in time and space opens near the target long enough for a knotted rope to fly through, strike the target for 3d6 damage, and then return from whence it came, sealing the rift behind it.
- 20-23 Disappear in shadows. The caster, or a designated other target within 30' of the caster, may step backward into any shadow and transitions briefly to the shadows of The Rope's shadow realm. The next round the character emerges from the shadow realm behind an opponent and attacks with a backstab (even if not a thief, with an additional +3 melee bonus; all hits are critical).
- 24-27 Tentacles from shadow! 1d6 **shadow tentacles** (Atk tentacle +3 melee; AC 16; HD 2d6 each; MV 0'; Act (1d6)d20; SP grasp 1d4; SV Fort +2, Ref +2, Will -2; AL C) lash out at the caster's designated opponents for the next 1d4 rounds.
- For each shadow tentacle that strikes the same character, the shadow tentacles receive 1d4 on an opposed Strength check to hold the character down. For example, if 6 shadow tentacles hit a character in a single round, the character takes 6 points of damage, and the shadow tentacles roll 6d4 on a Strength check against the character. If the shadow tentacles win the Strength check, the character is grappled and cannot attack unless he spends the next round struggling and succeeds on an opposed Strength check. Once time is up, or when the shadow tentacles are destroyed, they disburse in tiny shadow fragments.

28+

The Rope dispatches a shadow demon to aid the caster. The shadow demon is bound only for the next 1d8 turns and will then return to the shadow realm, unless released earlier by the caster.

Shadow demon (type II demon, The Rope): Init +2; Atk bite +9 melee (1d12) or claw +10 melee (1d6+2); AC 15; HD 7d12; MV 50'; Act 2d20; SP possession, poison (DC 17 Fort save or 2d4 Stamina), demon traits; SV Fort +7, Ref +7, Will +7; AL C.

Shadow demons appear to be a massive slate-gray hound with a single multi-faceted black gem for an eye. The hound moves in silence, but trails wisps of shadow. The shadow demon can possess the material body of one mortal creature. The shadow demon must touch the target (+10 melee attack). The target receives a DC 12 Will save; on a failure, the shadow demon vanishes into its body and takes over.

The possessed creature can attempt to reassert control of its body once per hour thereafter with another DC 12 Will save. If the possessed creature is killed, the shadow demon is expelled from its body, but the target is really dead.

PATRON TAINT: THE ROPE

When patron taint is indicated for The Rope, roll 1d5 on the table below.

Roll	Result
1	Touch of shadow. The caster is permanently surrounded by wisps of shadow-stuff, marking them as The Rope's servant. When moving faster than normal walking speed, these smoky wisps of shadow trail the caster.

- 2 Whispers of a deeper shadow. The caster begins to hear whispering, maddening alien voices telling of ancient secrets and fragments of legend of the shadow realm. When first rolled, these distracting voices are at the edge of hearing and unable to be understood, causing the caster to suffer a -1 to all skill checks. If this result is rolled a second time, these alien voices become loud enough to be somewhat understood and the caster seems constantly distracted to others, suffering a -2 to all skill checks. If this result is rolled a third time, the caster can now understand and speak with some of the voices and becomes obsessed with exploration of the shadow realm, having constant conversations within their head (sometimes in unknown languages) that cause them to suffer a -4 to all skill checks and appear quite mad to all that meet them. At this point, the caster feels a compulsion to journey on a quest (judge's discretion) to the shadow realm and learn its secrets first hand.
- 3 A mission. The caster is given a 'hit' to perform. They are on the outs with The Rope until the target is dead. Roll 1d8 to determine the target: (1) agent of the church; (2) demon; (3) duke/duchess; (4) wizard; (5) thief; (6) band of adventurers; (7) spirit; (8) sheriff/constable.
- 4 Becoming of shadow. The caster fades, becoming a little more of the shadow realm, and less of the corporeal world. The caster appears darkened and somewhat transparent for 1d3 rounds after casting the spell. This has no real effect on the caster, other than suffering -4 to Personality checks. If this result is rolled a second time, the caster suffers random bouts of this condition 1d3 times per day (judge's discretion) in addition to each time a spell is cast. If this result is rolled a third time, the condition is permanent. The caster becomes part of the shadow realm, their physical form mainly residing in that realm, and is only visible as an indistinct shadowy shape on the prime plane; their shadowy form can still suffer damage as if their entire being was present on the prime plane.

- 5 Paranoia. After casting a spell, the caster is paralyzed with some particular paranoia, possibly related to friends, allies, what lies down the hall, or a mysterious conspiracy 'out to get them'. This effect lasts 1d3 turns, during which the caster cannot concentrate on anything other than protecting themselves. If this result is rolled a second time, the caster becomes paralyzed with paranoia 1d3 times per day (a DC 10 Will save allows the caster to act normally during these times). If this result is rolled a third time, the caster lives in a constant state of paranoia and must succeed on a DC 13 Will save in order to do anything other than defend himself.

PATRON SPELLS: THE ROPE

The Rope grants three unique spells, as follows:

Level 1: *Rope weapon*

Level 2: *Shadow step*

Level 3: *Summon shadow demon*

Rope Weapon

Level:	1 (The Rope)
Range:	100' or more
Duration:	Varies
Casting time:	1 round
Save:	None

General You have learned to conjure a rope and direct it at a foul enemy.

Manifestation The castor raises both hands as clenched fists, palms down, then jerks both fists as if pulling a rope taut. The castor then manipulates the rope by gesturing with his fists to create the desired effect.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	The caster summons a rope of up to 100' in length from nowhere. The rope remains in existence for 1 turn. The rope is prepared however the caster chooses; as a lasso, a whip, or a garrote.
14-17	The caster summons a rope as above, although knotted. As a +2+CL ranged attack, the caster can command the rope to target a single opponent within 30' (1d6+CL damage). After the attack, the rope disappears. This is considered a magical attack.
18-19	The caster summons a rope as above. Using an existing rope or the summoned one, they can command the rope to entangle one target within 30'. The rope rapidly loops itself around the target, then constricts. The target receives a Reflex save versus the spell check DC to escape; otherwise, it is constrained. A constrained target cannot move or take any action other than to talk. Once constrained, the target can attempt on future rounds to escape with a Strength or Agility check (to burst the rope or wiggle free) versus the spell check DC.
20-23	The caster summons a rope as above, shaped as a noose. As a +3+CL ranged attack, the caster targets a single opponent within 30'. On a successful hit, the rope rapidly rises up to 100' off the ground (caster's choice), hanging in the air and choking the target for 3d4 damage. The rope does not need to be anchored to anything

and will support up to 400 pounds of weight without being anchored (anchoring it may allow it to support more weight). The rope will continue choking the target for 3d4 damage per round, until either the rope (AC 12) suffers 6 hp of damage or the target makes a successful Reflex save versus the spell check DC to escape. Then, depending on how high the target is hanging, they will need to contend with the fall. Otherwise, the rope remains in this position magically floating in the air for up to 1 turn, after which point it drops to the ground.

24-27 The caster summons two knotted ropes to attack as above. The caster is able to direct the two ropes to target up to two targets as a +2+CL ranged attack, inflicting 1d6+CL damage. Range is increased to 40'. After the attacks, the ropes disappear. These are considered magical attacks.

28-29 The caster summons a rope as above. Using an existing rope or the summoned one, they can command the rope to entangle a target (as result 18-19 above) or lift it up (as result 24-27 above), and then also have the rope drag target at a speed of up to 30' per round. The rope can be commanded to move each round for up to 1 turn as long as one end of it is within 30' of the caster.

30-31 As any result above, and the spell's range is extended to 300'.

32+ As any result above, and the spell's duration is increased to 1 hour. The ropes which would normally disappear stay in existence and may be used on subsequent rounds to perform their attacks.

Shadow Step

Level: 2 (The Rope)

Range: Two Planes of Existence

Duration: Permanent transfer of location

Casting time: 1 round or more

Save: Unwilling targets receive Will save vs. spell
check DC

General With this spell, the caster steps into the shadow realm of The Rope. Similar to planar step, but limited to the caster's plane and the shadow realm.

Manifestation Roll 1d3: (1) targets simply vanish then reappear at target point; (2) targets explode in a cloud of shadow wisps, then appear in a similar explosion at target point; (3) targets fade into shadows, before reappearing out of the darkness and into the twilight world of the shadow realm.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-14 Failure, but spell is not lost.

15-17 With a single step, the caster travels to a location up to 100 miles distant on this world, which he has personally seen before. The caster arrives with a margin of error equal to 1d10 miles, minus 1 mile per caster level; if the result is 0 or less, he arrives on target; otherwise he arrives at the indicated distance in a randomly determined with a 20% chance of arriving in a dangerous manner and taking 1d4 points of damage (partly embedded in the earth, above ground then experience a short fall, etc.).

18-21

With a single step, the caster travels to a location up to 200 miles distant on this world, which he must be familiar with, either via personal experience, detailed knowledge and study, or second-hand accounts. The caster arrives with a margin of error of 1d4 miles if he has personal experience with the location or 1d16 miles minus 1 mile per caster level if he doesn't. If the result is 0 or less, the caster arrives on target; otherwise he arrives at the indicated distance in a randomly determined direction with a 20% chance of arriving in a dangerous manner and taking 1d4 points of damage. The caster can take up to one other man-sized creature with him, who must be in physical contact. That creature receives a Will save to resist if unwilling.

22-23

With a single step, the caster travels to a location up to 500 miles distant on this world. The caster must be familiar with the location, either via personal experience, detailed knowledge and study, or second-hand accounts. The caster arrives with a margin of error of 1d3 miles if he has personal experience with the location or 1d14 miles minus 1 mile per caster level if he doesn't. If the result is 0 or less, the caster arrives on target; otherwise he arrives at the indicated distance in a randomly determined direction with a 20% chance of arriving in a dangerous manner and taking 1d4 points of damage. The caster can take up to four other man-sized creatures with him, who must be in physical contact. Creatures receive a Will save to resist if unwilling.

24-26

With a single step, the caster travels to a location up to 2,000 miles distant on this world or any adjacent moon or planet. The caster must be familiar with the location, either via personal experience, detailed knowledge and study, or second-hand accounts. The caster arrives with a margin of error of 1d3 miles if he has personal experience with the location or 1d12 miles minus 1 mile per caster level if he doesn't. If the result is 0 or less, the caster arrives on target; otherwise he arrives at the indicated distance in a randomly determined direction with a 20% chance of arriving in a dangerous manner and taking 1d4 points of damage. The caster can take up to four other man-sized creatures with him, who must be in physical contact. Creatures receive a Will save to resist if unwilling.

27-31

The caster draws a magic circle up to 40' in diameter, which requires one round of drawing time for every 10' of diameter. At the end of the last round of drawing, the spell is cast, and all creatures within the circle are transported to a distant location anywhere on this plane of existence or within 100 miles of the caster's equivalent point in the shadow realm. Creatures receive a Will save to resist if unwilling.

The caster must be familiar with the target location, either via personal experience, detailed knowledge and study, or second-hand accounts. If on the same plane, the caster arrives with a margin of error of 1d3 miles if he has personal experience with the location or 1d10 miles minus 1 mile per caster level if he doesn't. If on the shadow realm, the caster

arrives with a margin of error of 1d10 miles if he has personal experience with the location or 1d20 miles minus 1 mile per caster level if he doesn't. If the result is 0 or less, the caster arrives on target; otherwise he arrives at the indicated distance in a randomly determined direction with a 20% chance of arriving in a dangerous manner and taking 1d4 points of damage

32-33

With a wave of the hand, the caster transports himself plus a selection of creatures within 40' to another location. The caster can choose to transport all creatures within 40', up to a number equal to his caster level, or all except a number of exclusions equal to his caster level. The caster and the targets are transferred to a distant location anywhere on this plane of existence or within 1,000 miles of the caster's equivalent point on the shadow realm. Creatures receive a Will save to resist if unwilling. The caster does not need to be familiar with the target location; he can specify simply "The Rope's Mansion in the shadow realm." The caster arrives with a margin of error, which is a die roll less 1 mile per caster level if familiar with the location, or a die roll with no modifier if unfamiliar with the location. The die roll is 1d3 miles if on the same plane, 1d10 miles if in the shadow realm. If the result is 0 or less, the caster arrives on target; otherwise he arrives at the indicated distance in a randomly determined direction with a 20% chance of arriving in a dangerous manner and taking 1d4 points of damage.

34-35

The caster transports boats, armies, fortresses, and even small cities between the planes. Unwilling targets always receive a Will save to resist. The caster can transport himself or a number of allies equal to his caster level with perfect accuracy to any point on this or an adjacent plane or within 1,000 miles of his equivalent point in the shadow realm. Transporting greater targets has a margin of error equal to 2d30 miles less 1 mile per caster level.

(The Judge may adjust this per the guidelines on spell results given above, depending on the size of the object being transported and the caster's familiarity with the target location.) Casting time is greatly increased due to the physical stress of moving large objects, and spellburn is required, as follows. The Judge should use these general sizes as guidelines for the requirements of the specific objects at hand: boats require 5 points of spellburn and 1 turn of casting time; large groups of people or armies require 10 points of spellburn and 1 hour of casting time; fortresses, castles, and the like require 15 points of spellburn and 1 day of casting time; and small cities require 20 points of spellburn and 1 week of casting time.

36+

The caster transports boats, armies, fortresses, and even small cities as result 34-35 above, except he completes the spell with unerring accuracy and can even teleport objects to other dimensions beyond our conception of space and time, potentially visiting gods and alien intelligences.

Alternately, the caster can create a permanent portal between the caster's location on their current Plane and the shadow realm. The caster designates one object as the portal, typically a door, window, gate, archway, well, or cave mouth. The object need not require physical passage, though; the caster could also designate a pedestal, throne, obelisk, tile, or river, or even a boat or wagon that when utilized acts as the portal. A corresponding object on "the other side" is also designated, though the portals need not be two-way. The caster must spend one week at each location as the casting time for this spell and utilize exotic planar materials costing 50,000 gp per "direction" in addition to the cost of the objects (i.e., a one-way portal costs 50,000 gp, while a two-way portal costs 100,000 gp). A minimum of 10 points of spellburn is required.

The objects become permanently linked up to any physical distance and across any number of planes or dimensions. Creatures passing through the portals are instantly transported back and forth with no save or other requirements.

Summon Shadow Demon

Level: 3 (The Rope)

Range: 20'

Duration: Varies

Casting time: 1 turn

Save: Will save vs. spell check DC

General This spell summons a one of The Rope's shadow demons to do the caster's bidding. Like all demons, shadow demons are intelligent, capricious, ambitious, and emotional, and do not always respond positively to summoning. The spell requires a ritual and at least 1 point of spellburn in which the caster appeals to The Rope for aid.

The shadow demon summoned is not necessarily under the caster's control and receives a Will save vs. the spell check result to resist control. If the shadow demon succeeds on its save, it lashes out when summoned. Unlike normal demon summoning, there is only a base 20% chance it attacks the caster. If the shadow demon does not attack the caster, it flees to engage in its own agenda in the world.

Manifestation A dark wound, ringed in blood, opens between the Prime plane and the shadow realm. The shadow demon is thrown through the rent into the Prime plane by a rope and dropped. The rope then withdrawals and the rent closes behind it.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-17 The caster summons a type I shadow-aspected demon in service to The Rope that remains for 1d4+1 rounds.

18-21	The caster summons a type I shadow-aspected demon in service to The Rope that remains for 1d4+1 turns.
22-23	The caster summons a type II shadow-aspected demon in service to The Rope that remains for 1d4+1 rounds.
24-26	The caster summons a type III shadow-aspected demon in service to The Rope that remains for 1d4+1 rounds.
27-31	The caster summons a type IV shadow-aspected demon in service to The Rope that remains for 1d4+1 rounds.
32-33	The caster summons a type V shadow-aspected demon in service to The Rope that remains for 1d4+1 rounds.
34-35	The caster summons a type VI shadow-aspected demon in service to The Rope that remains for 1d4+1 rounds.
36+	The caster summons a type VI shadow-aspected demon in service to The Rope that remains for 1d4+1 turns.

Dungeon Crawl Classics Character Record Sheet

Occupation

Class

Level

Exp. Points
Equipment and Notes

Title

Alignment

Languages

Strength

Agility

Stamina

Personality

Luck

Intelligence

Lucky Roll

Fort Reflex Will

Combat!

Weapon in hand

armor worn

Action Dice

Hit Points

Fumble Die

Speed

Crit table + Die

O-Level Character Sheet - Created by Billy Longino

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A Free and Unofficial Zine for DCC RPG



The Gongfarmer's Almanac



The 2018 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



MONSTERS, MONSTERS!

VOLUME 3 OF SEVEN BOOKLETS

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ALTERNATE FAMILIARS FOR NORTH AMERICAN WIZARDS

By Anne Hunter

<https://diyanddragons.blogspot.com>

When a wizard in a North American setting casts *find familiar*, they don't summon one of the entities from the DCC core rules. Instead, they summon a familiar spirit from the local territories. Lawful familiars in North America mostly take the guise of domesticated animals and animals that form civilized communities. Neutral familiars mostly appear as wild animals whose very existence symbolizes the frontier in the minds of city-dwellers. Chaotic familiars dress themselves in the guise of pests, vermin, and decay.

These familiars are usable in any DCC campaign that takes place in a North American setting, whether it's the Dark Territories and town of Brimstone from Carl Bussler and Eric Hoffman's *Black Powder Black Magic*, the Shudder Mountains from Michael Curtis' *The Chained Coffin*, the Trails of David Baity's *Dark Trails*, Our World from Diogo Nogueira's *Lost World* setting, the Crawling Revolution led by James Walls' *Revolutionary Crawl Classics* occupations, the Esoteric America watched over by Michael Curtis' *Secret Antiquities* patrons, or any similar locale.

As in the DCC core rules, if the familiar has an ability and no modifier is listed, the wizard gains a +4 bonus to use that ability. I imagine fey familiars as being child-sized or waist-height, but looking so elfin and otherworldly that they'd never be mistaken for a human child.

North American familiars are an itinerant sort. At the judge's discretion, either at the beginning of each session, or each time the wizard gains a level, their previous familiar departs and a new one comes to take its place. This could be the original spirit taking on a new physical configuration, wanderlust causing one spirit to move on and another to replace it, or a regular shift-change between punch-clock geists. The wizard enjoys a different master's benefit each time their familiar changes (besides, what fun is a table with 72 entries if you only get to see one of them?).

Note: Most of the entries below originally appeared in the article "Familiars of the Dark Territories" in *Black Powder, Black Magic*, volume 4. Lawful entries 7, 10, 17, and 20, Neutral entries 12, 13, 19, and 21, and Chaotic entries 12, 14, 16, and 19 originally appeared in the post "Pseudo-Preview of BPBM4" on the DIY & Dragons blog.

TABLE: Familiar Physical Configuration (And Master's Benefit)

1d24	Lawful	Neutral	Chaotic
1	White cat (move very silently)	Gray cat (move very silently)	Black cat (twice per session, impose -1 penalty on opponent's roll)
2	Hound dog (all followers, retainers, etc. receive +2 to morale checks)	Possum (+1 to recovering the body checks for caster and familiar)	Raccoon (ability to pick pockets as a chaotic thief of same level)
3	Miniature horse ("spooked" feeling warns caster of surprises)	Badger (+1 melee damage)	Weasel (supernatural ability to squeeze into tight places)
4	Miniature long-horned steer (+2 hit points)	Miniature stag deer (+1 Personality)	Porcupine (anyone grappling or dealing melee damage to caster takes 1 damage from quills)
5	Miniature blue ox (+1 Stamina)	Miniature bison (+1 AC)	Polecat skunk (immune to nausea and stench)
6	Prairie dog (excellent hearing)	Gray Wolf (extraordinary sense of smell)	Coyote (+1 Agility)
7	Groundhog (caster knows upcoming weather each morning)	Miniature mountain lion (+1 Strength)	Tiny python (extraordinary sense of smell)
8	Beaver (swim speed 20)	Miniature grizzly bear (+1 to melee attacks and melee damage)	Tiny rattlesnake (melee bite attack deals poison: DC 16 Fort save or temporary loss of 1d6 Stamina)

1d24	Lawful	Neutral	Chaotic
9	Yellow miner's canary (supernatural ability to detect traps and hazards)	Toad (ability to hold breath underwater for 20 minutes)	Miniature alligator (successful melee attack grapples opponent, automatically deals 1d6 damage per subsequent round)
10	Pigeon (caster can 'home in' on route out of dungeon or back to town)	Gecko lizard (climb speed 10')	Bat (excellent hearing)
11	Cock rooster (loud, commanding voice)	Desert tortoise (+2 AC, movement 20')	Miniature buzzard vulture (caster is able to safely eat spoiled food)
12	Barn owl (ability to see at night as well as during day)	Armadillo (caster is proficient with shields, suffers no spellcheck penalty from carrying a shield, can shield-bash as a dwarf)	Black swan (once per day, caster can reroll any natural 7, and once per day, caster can reroll any natural 13)
13	Red-tailed hawk (excellent vision)	Mockingbird (caster is able to speak 1 additional random language)	Giant millipede (climb speed 10')
14	Bald eagle (excellent vision)	Whip-poor-will (beautiful, haunting singing voice)	Giant maggot, transforms into giant black housefly during combat ('skin crawling' feeling alerts caster to presence of disguises and shapeshifters)

1d24	Lawful	Neutral	Chaotic
15	Giant ant (+1 to all attempts at ESP, scrying, etc.)	Crow (uncanny ability to detect gemstones and shiny objects)	Tarantula spider (melee attack deals poison: DC Fort save or temporary loss of 1 Agility)
16	Giant honey bee (melee attack deals poison: DC 12 Fort save or temporary loss of 1 Strength)	Wild turkey (excellent at hiding in forest)	Giant mosquito (bite attack deals 1d4 damage and heals wizard of 1 hit point)
17	Child-sized scarecrow (opponents are -2 to morale checks)	Giant grasshopper (once per day, caster can leap 10' vertically or 20' horizontally)	Tiny black scorpion (+2 to Fort saves versus poison)
18	Miniature covered wagon (1/day, the caster can 'find' a single low-cost mundane item in their pack)	Will-o-the-wisp (familiar acts as candle-light in darkness)	Miniature skeletal horse (+1 to all attempts at planar communication or travel)
19	Miniature train engine (movement 40')	Tumbleweed (caster can withdraw from melee combat without opening themselves to a free attack)	Miniature black stagecoach with large glass windows revealing casket inside (+1 AC and +1 saving throws versus undead)
20	Fey school-teacher wearing glasses and elbow-patched tweed jacket, never speaks, communicates using writing slate (caster can attempt to read any unknown language as lawful thief of the same level)	Fey wilderness scout, dressed in leather suit and raccoon cap (uncanny ability to find paths and know direction)	Beautiful fey saloon dancer with skin flayed from her back, dressed in can-can outfit (+2 Personality)

1d24	Lawful	Neutral	Chaotic
21	Fey Catholic priest, dressed in black robe with white collar (one of caster's known spells is replaced by a random cleric spell)	Fey woodcutter wearing plaid shirt, carrying axe (+1 to attack and damage against plants and fungi)	Fey tattooed lady, dressed in bathing suit, covered in ink showing Patron's motif (+1 to spellcheck of random spell)
22	Fey soldier in blue-coat US Army uniform (caster is proficient with all weapons)	Fey card-sharp, dressed in gambler's finery, carries tarot deck (+2 Luck that restores each night if used, similar to a thief's recovery of Luck)	Fey hanged man (grants an extra life - the first time caster dies, the familiar dies instead, and caster is restored to full hit points, less the consequence of familiar dying)
23	Mysterious fey figure dressed in gunfighter's outfit, mouth covered by bandana, never speaks (+1 to initiative and to all missile attacks)	Dust-devil cyclone (1/day, after hitting their first opponent in combat, the caster can continue making attacks against new opponents using the same weapon and action die, until missing an attack or running out of opponents)	Child-sized human skeleton (+1 damage to undead and +1 damage from necromancy)
24	Tiny feather-winged angel wearing white robe, face identical to caster's, speaks up whenever caster is tempted to disobey interests of patron (+1 to saving throws versus chaotic magic and supernatural effects)	Tiny elemental (+1 to all saves and checks related to that element. Roll 1d10 to determine element: (1) earth; (2) air; (3) fire; (4) water; (5) dust; (6) fog; (7) ice; (8) lightning; (9) mud; (10) exotic element such as gold, silver, gemstones, demon ore, etc.)	Tiny bat-winged red devil, face identical to caster's, speaks up whenever opportunity arises to tempt caster to advance Patron's interests (+1 to all saving throws versus Lawful magic and supernatural effects)



DOGS OF WAR

Rules for Man's Best Friend in DCC or MCC

By Christian Ovsenik

In a medieval setting dogs serve several functions: guardians, hunters, herders, and companions. An adventurer in Dungeon Crawl Classics can employ a dog for some of those functions. Dogs require some meat in their diet, so peasants aren't likely to own one. Perhaps a funnel peasant may have a dog, perhaps it belonged to family, to the village itself (or even to his lord...houndmaster is a neat new occupation if your judge allows it). An adventurer, though, could probably afford one. Dogs are dangerous in combat and because of their unparalleled loyalty, true allies to their owners.

Dogs are even more important in a setting like Mutant Crawl Classics. Because of the sparse population of a post-apocalyptic world, mutants and the odd flora and fauna, dogs are great allies. They also won't double cross their owner or talk back. Wild packs of feral dogs are a common trope in a post-apocalyptic setting, regressing from their domesticated origins before the Doomsday. The smartest, or friendliest, among those dogs may retain some of their loyalty and desire some human companionship (and easy food).

Tips for using dogs at the table: Not everyone feels the same about pets as they do about humans. It might be funny to funnel humans in a DCC game, laughing as they die gruesome deaths. Some people do not feel that way about pets. If that is the way someone feels at your table, you may want to adopt special rules for deaths regarding dogs. One option is allowing them to use the recovering the body rule (DCC RPG rulebook page 93) to check if their dog is alive – but the pet has to retire from adventuring after suffering such a grievous wound. Clerics can use their lay on hands ability to heal wounded dogs, and dogs bleed out just like PCs do (in two turns because they have 2 hit die). Or you could just advise your players that, if they don't want their dogs to die, they shouldn't put them in harm's way.

Dogs of War

Dog, domesticated: Init +2; Atk bite +2 melee (1d3); AC 12; HD 2d3; MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +2; AL L.

A PC can choose the size of his dog or roll 1d6 on the following table:

TABLE: Dog Size

1d6	Size	Benefit
1-3	Small/medium (5-40 pounds)	+1 AC
4-6	Large (41+ pounds)	+1d2 hit points

A PC can choose the appearance of his dog or roll 1d20, 1d3 times, on the following table:

TABLE: Dog Appearance/Behavior

Roll	Appearance/Behavior	Roll	Appearance/Behavior
1	One eye missing	11	Very old dog
2	Barks more than usual	12	Sniffs CONSTANTLY
3	One leg missing	13	Really long fur
4	Very skittish - always on guard	14	Loves to swim
5	Underbite/overbite	15	Different colored eyes
6	Welcomes strangers	16	Picky eater
7	No tail	17	Never leaves owner's side
8	Howls at night	18	Hairless
9	Very large ears	19	Hardly ever barks
10	Tries to herd friendly folks	20	Expert climber

Upkeep cost: Dogs are able to forage for themselves, but allowed people to domesticate them because we feed them so well. In Dungeon Crawl Classics, a dog cost 5 cp/week to feed if they do not forage (in Mutant Crawl Classics dogs do not have the luxury to choose). Forage checks are up to the judge but usually involve a Luck check from the dog's owner.

Training: At the time a PC acquires a dog, he can pay to have it trained. Dog trainers are usually found in large cities or castles. In a post-apocalyptic setting, a dog might be trained by a manimal or a shaman. For 10 gp a dog can be trained with 1d3 'tricks' (in post-apocalyptic settings, a PC has to bargain or do something in exchange for having his dog trained). Roll 1d6 for each trick:

TABLE: Dog Tricks

1d6	Trick
1	Attack dog: +1 to hit.
2	Tracker: Add +3 to Intelligence checks made to track.
3	Light sleeper: Has a 50% chance to wake up when party is approached at night, even if they are sneaking silently.
4	Stealthy dog: Can roll sneak silently checks at +3.
5	Trap sniffer: Can roll find trap checks at +3.
6	Retriever: Can retrieve an object it can carry in its mouth.

Dog morale: Man's best friend is not likely to abandon its owner except in dire circumstances. Dogs take morale checks at the judge's discretion by making a DC 5 Will save.

Rules for dogs: Dogs move with their owners - when a PC uses a move action, her dog may move with her. The owner can then use one of her action die to give their dog a command - attack, grab an object, etc. In this way the dog acts on their owner's initiative. It only needs to roll its own initiative if it is acting on its own, away from its owner.

Equipment: A PC can buy equipment for a dog. It can wear one piece of equipment. Barding costs more for dogs because of the specialized nature of the armor.

TABLE: Dog Equipment

Item	Benefit	Cost
Hide/leather barding	+2 AC	40 gp
Metal barding	+4 AC	160 gp
Saddle bags	Carrying capacity greatly increased	10 gp

Make it weird: Dungeon Crawl Classics and Mutant Crawl Classics are both more fun when they're weird. Roll 1d12 on the following table to make your dog weird:

TABLE: Weird Characteristics

1d12	Weird Characteristic
1	Dog can talk in simple, one word sentences.
2	Clockwork/robot dog (like Archimedes or K-9). The dog is immune to mind altering spells and it doesn't need to eat.
3	Dog has a fish tail; it is capable of swimming at a high speed.
4	Bug dog. A large bug that thinks it's a dog. Add +1 AC.
5	Demon dog. The dog is a demon serving a patron, or a wireless dog connected to a patron AI. It has its own motivations and will try to influence its owner.
6	Un-dead dog. The dog is a zombie, or a skeleton. It can 'die' in the sense that it can have its body destroyed. It is immune to mind altering effects. However, it is subject to a cleric's turn undead ability.
7	The dog has a hard shell like a turtle (it can retreat inside of it). +2 AC (+6 when the dog retreats).

1d12 Weird Characteristic	
8	Two-headed dog. +1d to damage.
9	Teleporter. When moving the dog will teleport up to 20' /round.
10	Breath weapon. The dog can make a ranged attack once per day against one target (requires a command - and action die - from its owner), doing 1d6 damage of elemental, radiation, poison, etc. damage (judge's call).
11	Psychic link. The dog can communicate with its owner in simple one word sentences via a psychic link at a range up to 1/2 mile.
12	Horns/spikes. The dog has either horns on its head or spikes on its body. +1d to damage.

Appendix M for Dogs of War

Fallout: Dogmeat is a companion to the player character in the Fallout series.

A Boy and His Dog: A post-apocalyptic flick from the 1970s about Don Johnson and his telepathic dog.

The Road Warrior: "Mad" Max Rockatansky has a canine companion in the second movie in the Mad Max series.



BLOOD RAT

By Jon Hook

Blood rat: Init +4; Atk bite +2 melee (1d4 +1 plus blood drain); AC 14; HD 1d6+3; MV 30' or climb 20'; Act 1d20; SP blood drain (automatic 1d4 dmg per round after bite); SV Fort +4, Ref +4, Will -1; AL N.

Blood rats are hairless creatures with tough leather skin. They have large black orbs for eyes and a circular lamprey-like mouth. Blood rats have a gland highly sought after by wizards, for it contains a secretion that is vital in the creation of the vampirism potion, (per 3rd level wizard spell, *make potion*).

TABLE: Vampirism Potion

Potion	Minimum DC	Special Ingredient	Effect
Vampirism	22	Blood rat gland	Imbiber gains the ability to heal lost hit points by drinking the life blood of another. Every 2 hit points drained from the victim heals 1 hit point for the imbiber. The imbiber gains vampire fangs for 2d4 turns.

HARRINGO

By Jon Hook

Harringo: Init +1; Atk kick +1 melee (1d6), acid breath -2 missile fire (3d4/2d4/1d4); AC 12; HD 6d8; MV 50' or jump 20'; Act 1d20; SP breath weapon (cone, width 1d4x3', length 1d3x3', the acid does 3d4 on the first round, then it automatically inflicts 2d4 the following round, and another 1d4 the round after that, DC 13 Fort save for half damage); SV Fort +3, Ref +4, Will +4; AL C.



A harringo is the grotesque amalgamation of an old crone, a reptile, and an ostrich. This 12' tall beast has 7' long legs and a 3' long neck. The she-creature is covered in pale green scales and long black feathers on its head, wings, and back. Harringos are flightless birds, but they are swift runners; their incredibly strong legs also allow them to make amazing leaps. Harringos can use their breath weapon once a day; they typically use it on their prey once they have wounded it enough to hold it down on the ground with one foot. It then dips her head down to vomit acid on their helpless prey, but it can be used as a true breath weapon if need be.



FEY BESTIARY

By James H. Pozenel, Jr.

Reproduced here for the Dungeon Crawl Classics G+ Community are a collection of monsters developed for FAE HARD, a 0 level funnel published by Shinobi 27 Games.

Bean-Fionn aka Jenny Greenteeth

Bean-fionn: Init +4, Atk claws +4 melee (1d4); AC 16; HD 6d10; MV 30' or 60' swimming; Act 2d20; SP grapple +10; drowning; water breathing; SV Fort +3; Ref +4; Will +6; AL C.

A bean-fionn (ban-shoan), which literally means "white woman", is a watery, female faerie dressed in a white gown who typically lives at the bottom of dark lakes or rivers where drownings have repeatedly occurred.

Sometimes called "Jenny Greenteeth" or the "Greentoothed Woman", she is said to drag children beneath the water. People take care to avoid such infamous bodies of water and children are repeatedly warned about these evil water faeries. Their lairs are typically in the deepest part of a body of water or else at a stagnant, swampy shoreline overgrown with river foliage. Bean-fionn often have green lips, nails and/or teeth. Their veins can spider across their bodies with a dark green hue beneath pale white skin. They have long, sinewy arms and an appearance of an old hag or corpse, but they can also appear mild or beautiful depending on their nature.

Bean-fionn only attack from water and usually attempt to do so by surprise. The victim is typically engaged in some other activity (bathing, refreshing themselves, fetching water, etc.) when she grapples with both hands and attempts to pull them down into the water. Once a bean-fionn has a victim they retreat from combat to drown their prey. For each round a victim starts underwater, they must succeed in a DC 16 Stamina check. When the first check fails, the target is drowning. Once drowning, the creature loses 1d6 points of Stamina per round. Breaking the grapple and returning to the surface is the only way to stop drowning.

Bean-fionn can also grant the ability to breathe water to up to ten creatures. This does not protect their belongings or improve their movement rate underwater nor does it make them unable to breathe air. The duration is indefinite as long as the beneficiaries are within 50' of the bean-fionn and fades after an hour without her proximity.



Ballybog

Ballybog: Init +2; Atk claw -1 melee (1) or mud jet +1 missile fire (blindness); AC 12; HD 1d4; MV 20'; Act 1d20; SP mud jet; SV Fort +1, Ref +4, Will -2; AL C.

Ballybogs are mud-covered creatures of very small size. Their bodies are almost completely round, with their heads rising from their bulbous bodies without benefit of necks. They have long spindly arms and legs which look too thin and weak to support their weight. These faeries can be helpful or baneful, but are usually so unintelligent that it is hard to determine their temperament. Typically, they do not speak, instead relying on grunts and slobbering.

Ballybogs live at or near peat bogs. They are relatively harmless, but quite unpleasant. Their function and purpose has never been ascertained, though some believe that ballybogs are guardian spirits of bogs.

Ballybogs attack initially with mud jets which force their victim to make a DC 10 Ref save or be blinded until they spend an action clearing their eyes. After the initial blindness, the ballybogs attack by scratching and clawing.

Boobrie

Boobrie: Init +2; Atk bill +3 melee (1d10) or claws +0 melee (1d4); AC 13; HD 1d8; MV 40' flying or 30' swimming, Act 1d20; SP water dependent, shape change; SV Fort +1, Ref +2 Will +1; AL C.

The boobrie (boo-bree) is a water bird about a foot high which can either swim in or fly over water. This faery is water-bound and cannot come onto land without destroying itself.



Boobries have black feathers and a huge bill extending out about three feet from its body, which it uses to catch fish when meat is not available. It has a large, sharp claws which often resemble disfigured human hands.

The boobrie often preys on ships transporting sheep and cattle, which are its favorite foods. It mimics the sound of a particular animal's young to lure it to the side of the ship, where it is captured in the long talons and dragged underwater. When

thwarted in its quest for

meat, its cries of anger sound like those of an enraged bull.

Boobries attack primarily with their bill. If their target is on land, they speed to the water's edge and transform into water horses. They rear up and strike with their hooves (Act 2d20, Atk +1 melee (1d4)) while maintaining physical contact with the water. If their bodies are ever wholly over land, boobries twist and convulse until they explode into a harmless spray of water.



BONE GHOST

By Jon Hook

Bone ghost: Init +2; Atk chill touch +4 melee (1d4 pts of damage, plus 1d4 pts of Strength loss), or soul stare (see below); AC 10; HD 2d12+2; MV fly 40'; Act 1d20; SP undead traits, immune to non-magical weapons; SV Fort +4, Ref +6, Will +3; AL C.

Bone ghosts are created when a wizard, aspiring to become a lich in his afterlife, steals a bone from a recently deceased

individual and uses it in an arcane ritual. The wizard who took the bone may or may not have completed his transformation into a lich, but he still has possession of the dead man's bone. The spirit of the recently deceased whose bone was defiled is forever doomed to walk the earth as a bone ghost, unless his missing bone can be returned to him. Adventurers who are able to reunite a bone ghost with his missing bone are able to successfully lay a bone ghost to rest, earning XP for defeating the bone ghost and a +1 Luck bonus for restoring a bit of harmony in the universe.

A bone ghost has the ability to look within a person and assault their soul directly. When a bone ghost attempts a soul stare, it can make no other attacks that round. The bone ghost does not need to lock eyes with its victim, for it is looking beyond the adventurer's mortal flesh. The selected victim of a soul stare must succeed at a DC 16 Will save or lose 1d10 Luck.

MESSENGERS OF THE GODS

By James H. Pozenel, Jr.

"Gods do not soil themselves with deeds. That requires angels."

- Delirium's Mistress, Tanith Lee.

Deities often use intermediaries to communicate directly with their worshipers and priests. Only the most fervent and powerful among a deity's clergy have any hope of interacting with their godhead directly. Akin to mortal concepts of angels or demons, messengers play the role of emissaries for the gods to whom they serve. Messengers are often tasked with conveying their master's desires, performing miracles for the faithful, and answering prayers.

Below are three example messengers or angels for use in your campaign. Use them as rewards if a cleric has done something great or meaningful in the eyes of their god. Use them to give clues or provide adventure hooks. Or perhaps they answer the cleric's requests for *divine aid*, appearing from nowhere to mete out the god's response.

Messengers could even function as guardian angels for clerics or demi-patrons for wizards. The enterprising judge could make *divine aid* tables for each messenger or provide *invoke patron* spell check results to either clerics or divinely inspired wizards. Both volumes of *Angels, Daemons and Beings Between* have several patrons with religious angles to them (e.g. - Lavarial, Trisdeus, Lumgolit, etc.). Their *invoke patron* results could be leveraged as the judge sees fit to flavor the cleric's relationship with their guardian angel and god.

Messengers outlined here are intended to be companions and spirit guides to your players' clerics. They provide a way for you to interact with a character and still maintain a level of aloofness by the gods.

Messenger of Klazath, God of War

Suthaarven (type VI demon of Klazath): Init +10; Atk knife hands +16 melee (4d8+4); AC 22; HD 15d12; MV fly 60'; Act 4d20; SP phlogiston disturbance, spells (+8 spell check): *scorching ray, control fire, righteous fire*, demon traits; SV Fort +12, Ref +16, Will +14; AL L.

Suthaarven appears to its charges as a floating 8' diameter ring of blue flame. Around its entire circumference ten tentacles, four of which end in knife-like hands, erupt, flicker, and melt away. The tentacled appendages cycle in this manner endlessly. In the center of the ring a great face manifests in the form of flame and smoke. The visage alternates between two different faces: a rough, scarred old man with bright white flames for eyes and an eager, proud youth with red metallic orbs. When it speaks, the sound of ten thousand marching soldiers can be heard in the background.

Around Suthaarven is a sphere of what appears at first to be a heat shimmer that extends in a 60' radius from its body. Surprisingly, none within feel an additional rise in temperature. Any spell (clerical or arcane) cast by others within Suthaarven's sphere of phlogiston disturbance is subject to a flat 25% chance of resulting in a generic misfire no matter what the spell check result (DCC Core Rulebook page 120). Additionally, any time a spell check indicates a fumble, a phlogiston disturbance occurs and affects everyone within the 60' radius area of effect (see Table 4-7: Phlogiston Disturbance on page 103 of the DCC Core Rulebook). Wielders of magic can passively sense this idiosyncrasy in phlogiston forces with a DC 18 Intelligence roll.

Faithful servants favored by Suthaarven may be given access to the 4th level wizard spell control fire for 10 hours. This blessing is granted 15% of the time during a positive communion with the being.

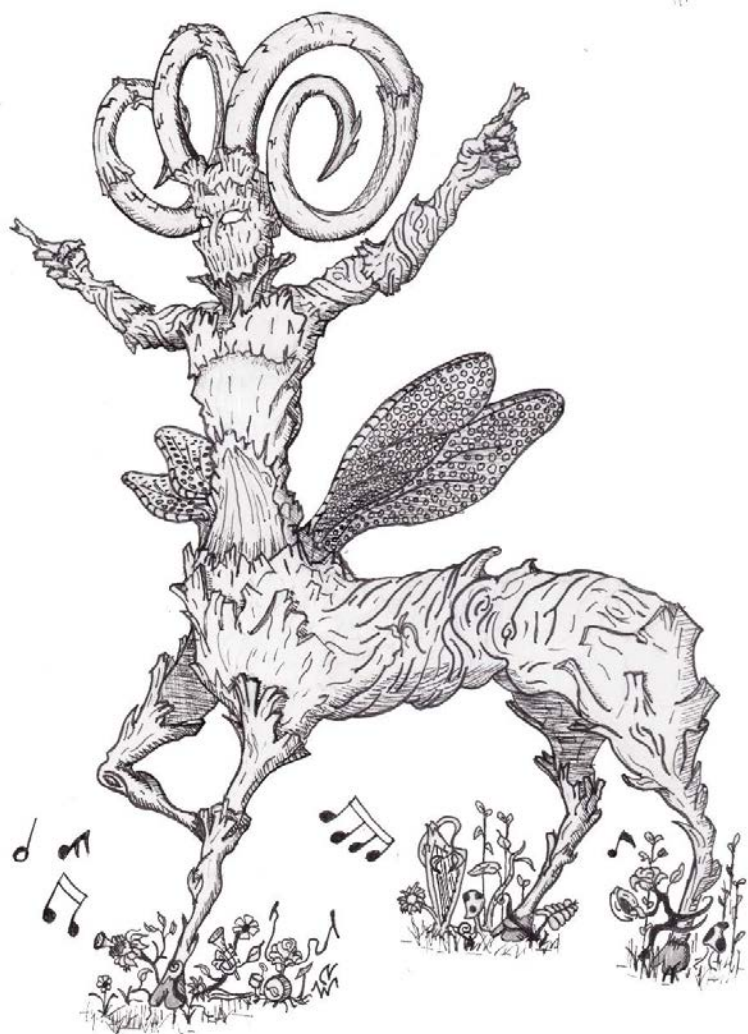
Messenger of Ildavir, Goddess of Nature

Habithid (type VI demon of Ildavir): Init +8; Atk horns +16 melee (4d10+8); AC 22; HD 15d12; MV 60' or fly 60'; Act 2d20; SP spells (+10 spell check): *animal summoning*, *wood wyrding*, *cause earthquake*, *weather control*, *empyrean voice*, *demon traits*; SV Fort +16, Ref +12, Will +14; AL N.

Habithid appears as a 16' tall centuaroid with a very narrow and elongated girth apparently made of tree bark. Its body resembles that of an elk with a humanoid torso and head. Its eyes emit white radiant light and from its head a pair of great goat horns protrude. On its back dragonfly wings twitch and buzz. Wherever the being steps, nearby plants begin budding and flowering.

Habithid rarely speaks, relying on telepathic communication for most conversations. When it does speak, a chorus of animal noises and sounds of nature erupt in a lush, symphonic voice. The chords and counter melodies evoke powerful emotions in those who hear the heavenly mélange of chirps, bleats, roars, burbles, rustles, and crashes requiring a DC 18 Will save else begin weeping uncontrollably. Those weeping may still fight (-1d to attack), move (half speed), and defend themselves (-2 AC). Those who save are misty-eyed and suffer -1 to their attack and AC. The effects last until Habithid ceases speaking. Anyone weeping may reattempt the Will saving throw each round until they succeed.

Mortals favored by Habithid may be given access to the wizard spells *animal summoning* and/or *nythuul's porcupine coat*. The ability to cast each spell lasts 1d24 hours and is granted 35% of the time during a positive communion with the being.



Messenger of Ahriman, God of Death and Disease

Korpuz, (type VI demon of Ahriman): Init +7; Atk horns +16 melee (4d10+8) or smoke arms +16 melee (DC 16 Will save or illusionary battle) or claw +12 melee (dmg 2d8+6); AC 22; HD 15d12; MV 60' or fly 60'; Act 2d20; SP spells (+10 spell check): *lotus stare*, *bolt from the blue*, *turn to stone*, *affliction of the gods*, vocal assault, molten dung, demon traits; SV Fort +14, Ref +12, Will +16; AL C.

Korpuz appears to mortals as a sphinx (human head with a lion body) comprised of dried dung. It stands 4' high at the shoulder with its great rotund bulk brushing the floor. From its head two great antelope horns protrude and its eyes are stark white with no pupil.

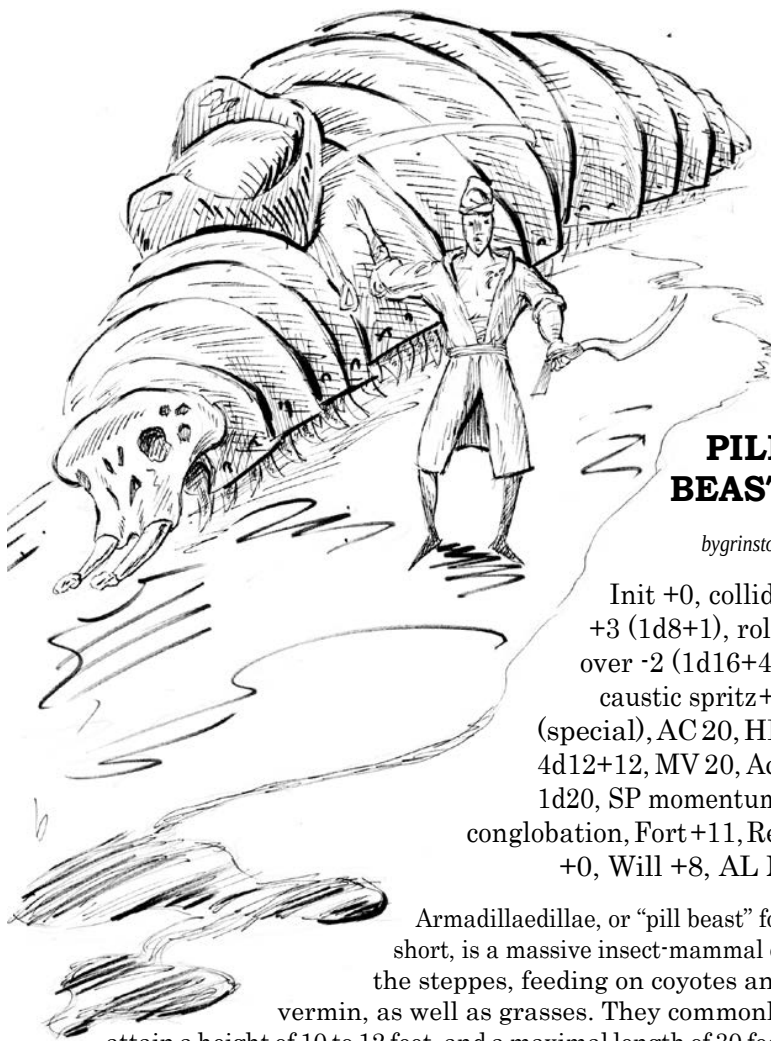
From its chest four arms of smoke writhe. As the arms move, a din of battle emanates from the smoky tendrils. Those encircled by its smoky arms must make a DC 16 Will save or be mentally trapped in a battlefield realm where the skies are choked with foul smelling smoke and the cries of the dying fill the air. The ground is wet with blood and littered with arms and the broken, twisted bodies of the dead. For each round spent wrapped in Korpuz's smoky appendages, the victim suffers a permanent point of Personality damage. They may attempt to break free with a successful DC 16 Will save each subsequent round until they reach 0 Personality at which point they die.

As it moves, Korpuz's outer skin cracks, ejecting superheated dung in splatterings that extend out up to 20' radius. There is a 20% chance of the molten excrement striking anyone within the area of effect. If someone is struck, they must make a DC 17 Fort save or suffer a *major corruption*. Like its master Ahriman, Korpuz's voice is a harsh and jarring mental assault.

All who hear it are compelled to kneel in obeisance unless they make a DC 15 Will save.



Note: I have opted to give the messengers demon traits (see page 401 of the DCC Core Rulebook). You are free to give them other traits based on alignment, planar origin, or other criteria, but to my thinking there is very little difference between the two.



PILL BEAST

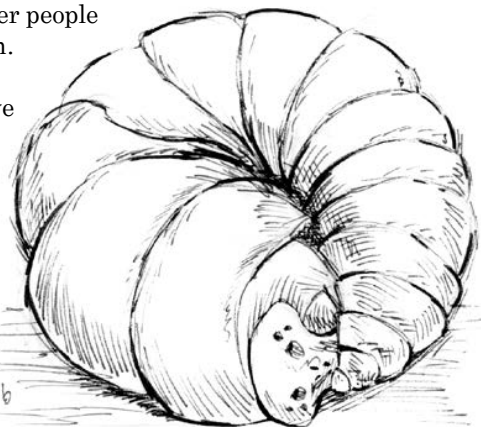
bygrinstow

Init +0, collide
+3 (1d8+1), roll-
over -2 (1d16+4),
caustic spritz+3
(special), AC 20, HD
4d12+12, MV 20, Act
1d20, SP momentum,
conglobation, Fort +11, Ref
+0, Will +8, AL N

Armadillaedillae, or "pill beast" for short, is a massive insect-mammal of the steppes, feeding on coyotes and vermin, as well as grasses. They commonly attain a height of 10 to 12 feet, and a maximal length of 30 feet in rare cases. Generally solitary, they sometimes amass in an area if feeding is especially good there, gathering in numbers up to the several dozens, working together when doing so.

They can spray a cloud of caustic mist from their flanks. A successful Fortitude Save vs. a DC 12 will avoid losing 1d2 Action Dice from loss of breath and from becoming completely blinded for 1d3 rounds and vision-impaired for another 1d6 thereafter. It generally sprays this mist out from one side of its bulk or the other, hitting everyone in melee range on that side. In rare cases, it will spritz from both sides at the same time, lowering the DC for the Save to 9.

The Armadillaedillae can curl up defensively, and can shelter people or objects within it's form. When it does this, its AC raises to 26, it cannot move of it's own volition, and the only attack left to it is its caustic spritz, which it can only employ blindly. Within its curled form, it can hide up to two human-sized people and a small amount of gear, or the equivalent. Whatever is inside is protected from impacts by the pillow-like underbelly of the huge creature.



ENGOSSIPHAR

bygrinstow

Init +3, punch +0 (1d3), sword +5 (1d4+2), net +4 (15', entanglement), AC 14, HD 1d20+6, MV 25, Act 1d20, SP -, Fort +4, Ref +6, Will +5, AL C

Mockingly known as Flea Riders, the Engossiphar have developed an intense relationship with their armadillaedillae mounts, able to control them and get miraculous feats out of them.

They are a scavenger peoples, roaming the steppes and surrounding mountains in search of food and of salvage, often trading with settlements on the outskirts of the steppe. They have a dry and barbed sense of humor, and value family and covenant.

When in the saddle, they add +2 to the hit probability and the damage of the pill beast's physical attacks as well as increasing their mount's speed to a base of 30. They can further increase their speed to 45 at the cost of 1 HD-worth of hp per hour (up to half an hour at no cost). While riding, they improve their mount's Reflex Save by +2 and can choose to act on the mount's initiative or their own, whichever is more advantageous to them.

They can get the pill beasts to leap gaps as wide as 40 feet with a good running start.

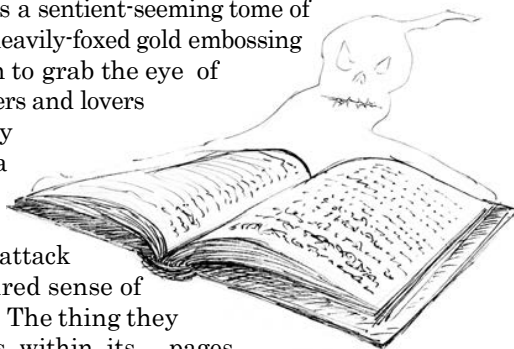
Escaping their nets requires a Reflex Save vs. a DC 20, failure requires a further Save at DC 18, with the Save continuing to lower by 2 each round. However, on a roll of a natural 1 on the Save at any point, the DC rises by a 1d6 points.

BOOK OF DOOM

bygrinstow

Init nil, Social Attacks: a) attract (special), b) enthrall (Will DC 20), c) obsess (Will DC 18), d) warp (Will DC 16), AC 2, HD 1d14, MV 0.5, Act 1d20, SP - , Fort +0, Ref +0, Will +18, AL C

The Book of Doom is a sentient-seeming tome of untold age. It features heavily-foxed gold embossing on its cover, of a design to grab the eye of sorcerers and lore-masters and lovers of the bizarre. Some say it's a monster, some say a trap, and some say an adventure unto itself.



The Book's *attract* attack will create an enraptured sense of mystery for the target. The thing they most want to know is within its pages somewhere, and the script within will adapt before the book is opened in order to suggest this very thing.

If the book is acquired by the target and carried around for at least 1d24 hours, the target must roll a Will Save to prevent being *enthralled* to the book. Once enthralled, they will not willingly give it up and will protect it before all other possessions, allies, and family.

An enthralled subject who spends at least 1d10 hours reading the Book will need to make a Save to avoid becoming *obsessed* with the Book. Obsessed characters will neglect other duties and self-care more than half of the time in favor of reading and rereading the Book to discern its secrets. They will spend up to 2d50+50 gold per week on rare scrolls, esteemed sages, and other sources of ancient and obscure information, in order to help them decipher the Book. At this point, Judges should be providing tidbits of information and lore to the character, based on their chosen interest when picking up the Book of Doom. Also, adventure seeds can be planted in this way.

Those obsessed with the Book spending more than 100 hours reading and researching the Book, along with an expense of 200 gold or more, risk becoming *warped* by the Book. Failing the Save, each additional week spent pouring over the Book, will incur a random Corruption, or a similar effect as determined by the Judge (perhaps related to the nature of the study). Readers should continue to get useful information out of the Book.

The Book can easily contain information on a Patron or Patrons, as chosen by the Judge, including the Patron Bond process for each Patron. The Book of Doom can only use its Action Die and it's movement when not being observed.



SWORD-ARMED DEMON

bygrinstow

Init +2d4, sword-arm +2d4 (same 2d4 result, crit on natural 16+), AC 18, HD 6d8+12, MV 35, Act 1d24+1d20, SP immune to mundane weapons, sever anything, Fort +12, Ref +5, Will +9, Crit M/d30, AL C

These bastards have swords for arms. Anything without hp that they try to cut through, the Judge should assign a value of from 1 to 10, 10 being the most impossible thing to cut through. The number chosen is how many Actions it takes for them to cut through it.

Hooly flicking natrz, don't mess with these guys!



MOUNTAIN LION VARIETIES

By Anne Hunter

<https://diyanddragons.blogspot.com>

Travelers in the western half of North America know to fear the mountain lions that stalk the rocky Cordillera region from British Columbia down to Jalisco, and are even found occasionally back East. Mountain lions are solitary predators who follow their prey for some time and often surprise unwary victims. Mountain lions look like giant house cats, standing 3' tall at the shoulder and measure 7' from nose to tail. They have short tawny fur that turns white around their mouths and

down their bellies. Their ears and nose are outlined in black, as are their paws and the tips of their tails.

If PCs encounter a mountain lion, roll 1d6 to determine the type: (1) ball-tailed cougar; (2) cactus cougar; (3) mountain-lion cougar; (4) sabretooth cougar; (5) wampus cougar; (6) were-cougar. If the characters all stop attacking and throw down all their rations, kill an animal or person for the lion to eat, or allow the lion to eat someone who has already died, any mountain lion will take its meal and retreat to its den immediately.

Ball-Tailed Cougar

Ball-tailed cougar: Init +1; Atk claw +2 melee (1d4) or bite +3 melee (1d6) or tail-slap +2 melee (1d6); AC 13; HD 3d8; MV 40' or climb 20'; Act 1d20; SP pounce, tail-slap; SV Fort +3, Ref +3, Will +1; AL N; Crit M/d8.

The ball-tailed cougar has a double-long tail that ends in a rounded club like an ankylosaurus or manticore. If the ball-tailed cougar makes the first attack of combat, it will pounce; otherwise it attacks normally. Thereafter, it will alternate attacks between claw and tail-slap and bite and tail-slap, pouncing when possible.

Pounce: The ball-tailed cougar can pounce to gain an extra d20 attack die that round to attack with both its claws and bite. The ball-tailed cougar can only pounce if it surprises its victims, attacks first due to initiative, or has taken no damage since its previous attack.

Tail-slap: Each round, the ball-tailed cougar can make an attack with its tail using a d14 attack die.



Cactus Cougar

Cactus cougar: Init +1; Atk bodyslam +3 melee (1d6 + spikes) or bite +2 melee (1d6) or wail (special); AC 16; HD 3d8; MV 40' or 20' climb; Act 1d20; SP pounce, spikes, drunkard's wail; SV Fort +3, Ref +3, Will +1; AL N; Crit M/d8.

The cactus cougar has green tinged fur and six-inch quills growing at intervals across its body. Although as agile as any other mountain lion, it has a clumsy, staggering walk and a distended belly.

If the cactus cougar makes the first attack of combat it will use its drunkard's wail; otherwise it attacks normally. Thereafter, it will alternate attacks as follows: bodyslam, bite, and wail, pouncing when possible. If the cactus cougar puts every living opponent to sleep it will eat the sleeping target with the lowest Luck score then return to its den.

Pounce: The cactus cougar can pounce to gain an extra d20 attack die that round and attack with any two different options, i.e. body-slam and bite, bite and wail, or wail and body-slam. The cactus cougar can only pounce if it surprises its victims, attacks first due to initiative, or has taken no damage since its previous attack.

Spikes: A target hit by the cactus cougar's bodyslam, or who deals melee damage to it, is stabbed by several of its spikes. The target makes a DC 13 Fort save against poison. Upon success they take 1 damage; otherwise they take 1d4 damage and will be affected the next time the cactus cougar wails.

Drunkard's wail: The cactus cougar caterwauls like a drunkard singing on the walk home. Affected targets each roll Luck checks to determine how they are affected. If the cactus cougar wails during the first round of combat it affects the target who drank alcohol most recently, otherwise its wail affects all targets who failed their poison save since the last time it wailed:

Luck Check Result	Drunkard's Wail Effect
1/2 Luck score or lower	The water in the target's canteen becomes very fine mescal or tequila.
Luck score or lower	The target is drunk, and has a terrible hangover in the morning.
Higher than Luck score	The target falls asleep, and for 1 hour cannot be woken except by taking damage.
Higher than 2x Luck score	The target falls asleep, and for 8 hours cannot be woken except by magic.

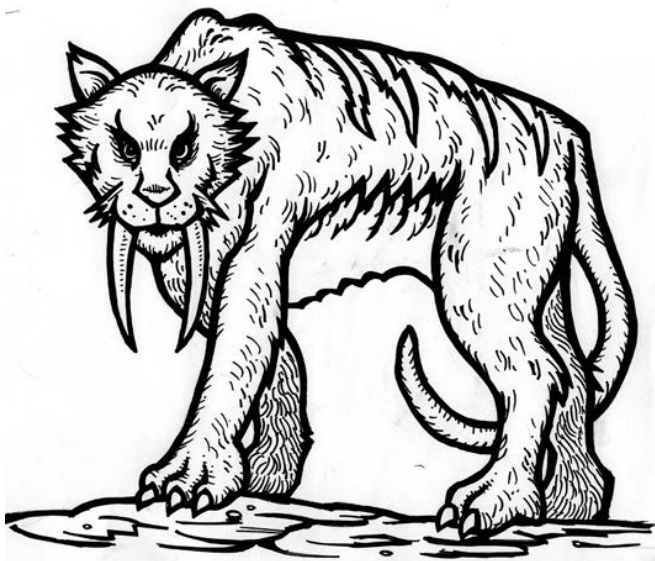


Mountain-Lion Cougar

Mountain-lion cougar: Init +1; Atk claw +2 melee (1d4) or bite +3 melee (1d6); AC 13; HD 3d8; MV 40' or climb 20'; Act 1d20; SP pounce; SV Fort +3, Ref +3, Will +1; AL N; Crit M/d8.

The mountain-lion cougar has the typical appearance described above. If the mountain-lion cougar makes the first attack of combat, it will pounce; otherwise it attacks normally. Thereafter, it will alternate attacks between claw and bite, pouncing when possible.

Pounce: The mountain-lion cougar can pounce to gain an extra d20 attack die and attack that round with both a claw and bite. The mountain-lion cougar can only pounce if it surprises its victims, attacks first due to initiative, or has taken no damage since its previous attack.



Sabretooth Cougar

Sabretooth cougar: Init +3; Atk claw +4 melee (1d6+1) or bite +6 melee (1d10+2); AC 16; HD 4d10; MV 40' or climb 20'; Act 1d24; SP pounce, crit on 20+; SV Fort +4, Ref +3, Will +1; AL N; Crit G/d4.

The sabretooth cougar is megafauna from an earlier era. It stands a foot taller and longer than other mountain lions with orange fur and a tawny belly. Its most notable features are its namesake foot-long fangs, which give it a vicious bite. If the sabretooth cougar makes the first attack of combat it will pounce; otherwise it will alternate attacks between claw and bite, pouncing when possible.

Pounce: The sabretooth cougar can pounce to gain an extra d24 attack die and attack that round with both claw and bite. The sabretooth cougar can only pounce if it surprises its victims, attacks first due to initiative, or has taken no damage since its previous attack.

Were-Cougar

Were-cougar: Init +3; Atk claw +3 melee (1d4+1) or bite +4 melee (1d6+2); AC 13; HD 3d10; MV 40' or climb 20'; Act 1d20; SP shapeshifter, pounce, lover's wail; SV Fort +3, Ref +3, Will +4; AL C; Crit DN/d4.

A were-cougar is a shapeshifter with two forms. In her human form she appears as a woman on the cusp of old age wearing simple local dress. She seems feisty and self-reliant. In her lion form, she has a slightly demonic air, pointier ears, shaggier fur, and sharper claws (she uses identical statistics regardless of form). A were-cougar is the implacable enemy of the nearest town, and may treat PCs as allies if they are outcasts there. She collects husbands and has a harem of 1d8 local men in her den at all times. She is not particularly jealous, and allows her men to take second wives, so long as she retains their primary loyalty. There is a 50% chance the were-cougar is first encounter her in lion form.

If a were-cougar makes the first attack of combat she will use her lover's wail; otherwise she attacks normally. Thereafter, she will alternate attacks between claw, bite and wail, pouncing when possible. Each round she doesn't pounce flip a coin; if heads she uses her move to shift between her human and cougar forms. A were-cougar prefers to use her claw and bite attacks against female opponents and against males who pass their Luck check against her wail. If every living male opponent has been affected by her wail she will return to her den and any new husbands will follow.

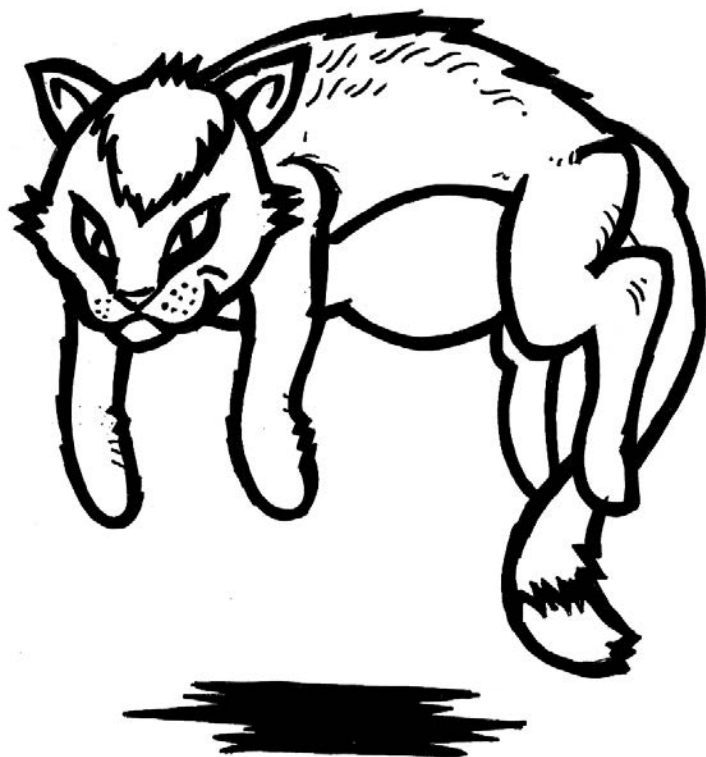
Shapeshifter: A were-cougar takes half damage from ordinary weapons. She counts as unholy for lawful clerics. The were-cougar can shift between her human and cougar forms as a move action.

Pounce: A were-cougar can pounce to gain an extra d20 attack die and attack with any two attack options, i.e. claw and bite, bite and wail, or wail and claw. The were-cougar can only pounce if she surprises its victims, attacks first due to initiative, or has taken no damage since her previous attack.

Demonic crit: A were-cougar rolls 1d4 on the demon crit table.

Lover's wail: A were-cougar sings a haunting, wordless song, like a lonely woman singing to her cat. A were-cougar's wail affects the male opponent with the highest Personality score who hasn't been affected yet today (in case of tie, she targets the opponent with the highest Luck score from among those with highest Personality). The affected target rolls a Luck check to see how he is affected.

Luck Check Result	Lover's Wail Effect
½ Luck score or lower	The were-cougar falls in love with the target and stops combat immediately. She will offer to marry the target as an NPC who mostly follows his instructions. She will follow him anywhere in order to live her life beside him.
Luck score or lower	The were-cougar is the most beautiful woman the target ever saw, but he knows it is just not to be.
Higher than Luck score	The target falls in love with the were-cougar and retires from combat while trying to talk his friends into stopping their attack. The target spends his downtime between adventures living with the were-cougar as her lover in her den. He refuses to go on journeys that would take him too far away from his lover.
Higher than 2x Luck score	The target falls deeply in love with the were-cougar, and fights to the death to prevent anyone else from attacking her. The target retires from adventuring to marry the were-cougar and live with her forever in her den.



Wampus Cougar

Wampus cougar: Init +0; Atk claw +2 melee (1d4) or bite +3 melee (1d6) or wail (special); AC 10; HD 3d6; MV fly 20'; Act 1d20; SP ghostly body, pounce, mourner's wail; SV Fort +1, Ref +1, Will +3; AL N; Crit U/d8.

The wampus cougar is smaller than other mountain lions, with longer, silver-white fur that seems to shine in the dark. It floats rather than walks, stalking completely silently, and appears almost unreal as it moves. The sight or sound of a wampus cougar is widely believed to be an omen foretelling death.

If the wampus cougar makes the first attack of combat, it will use its mourner's wail; otherwise it attacks normally. Thereafter, it will alternate attacks between claw, bite, and wail, pouncing when possible.

Ghostly body: The wampus cougar takes half damage from ordinary weapons. It counts as unholy for neutral clerics and lives halfway between our world and the spirit realm.

Pounce: The wampus cougar can pounce to gain an extra d20 attack die and attack with any two different attacks, i.e. claw and bite, bite and wail, wail and claw. The wampus cougar can only pounce if it surprises its victims, attacks first due to initiative, or has taken no damage since its previous attack.

Undead crit: A wampus cougar rolls 1d8 on the undead crit table.

Mourner's wail: The wampus cat caterwauls like a mother crying for lost children. The wampus cougar's wail affects the opponent with the lowest Luck score who hasn't been affected yet today (in case of tie, it targets the opponent with the lowest hit points from among those with lowest Luck). The affected target rolls a Luck check to see how they're affected:

Luck Check Result	Mourner's Wail Effect
1/2 Luck score or lower	Permanently gain 1 hit point
Luck score or lower	The target faints and immediately comes to. Lose 1 hit point and fall prone
Higher than Luck score	The target loses half her current hit points (rounded up) and falls prone
Higher than 2x Luck score	The target drops to 0 hit points and begin bleeding out

Signs

Some characters are skilled trackers and can discover the presence of wilderness creatures before they're encountered. Judges may allow their players to encounter clues about the identity of local monsters before encountering them directly. Use the portents below if players are potentially likely to encounter a mountain lion. A character hearing a distant wail as a sign of a nearby lion will be the first character targeted by the wail during combat. I recommend playing Ratatat's "Wildcat" quietly on repeat from the time the characters encounter a sign (or roll initiative for combat) until the end of the encounter.

Lion	Sign
Ball-tailed cougar	The PC hears a sound like a child bouncing a ball, over and over and over.
Cactus cougar	The PC smells tequila in the wind and hears caterwauling like a drunkard singing on the walk home. The PC who drank alcohol most recently is now drunk again and can feel the hangover coming already.
Mountain-lion cougar	The PC smells ammonia in the wind, and for a moment everything goes silent as the birds stop singing and insects quit their buzzing. After a short period the natural sounds resume.
Sabretooth cougar	The PC feels a sudden chill in the air, like breeze blowing in off a glacier, and hears what sounds like distant thunder.
Wampus cougar	A cloud crosses the sun and throws the PC into shadow. The PC hears a caterwaul like a mother's cry for lost children. The character with the lowest Luck and lowest hit points faints and immediately comes to after losing 1 hit point.
Were-cougar	The PC hears a woman singing. He can't make out the words, but it sounds like a lonely woman singing about her cat. The male character with the highest Personality and highest Luck is sure the singer is the most beautiful woman in the world.

Maġic Items

Gauntlets of the wailing mountain lion: These metal forearm-guards are made of the same vibrating material as a tuning fork or xylophone bar. The gauntlets seem to hum or purr constantly, sounding a musical note when struck against each other or used in combat. Each guard is carved to look like a mountain lion, tail wrapped around the wearer's forearms, haunches gripping the wrist, and the lion's chin resting on the knuckles. The gauntlets grant +1 AC and allow the wearer to make an unarmed punch for 1d4 damage, but prevent wielding another weapon in combat. They are ideally paired for two-weapon fighting. At least once per day the wearer can invoke the mouths to fire a soundwave at a target as a ranged attack for 1d14 damage by saying magical phrase "myow-myow," and the player has to say it out loud. Spellcasters can use this power a number of times per day equal to the highest spell-level they can cast. If the wearer uses two-weapon fighting to fire two soundwaves at once, this counts as only a single use of the gauntlets.

Gloves of the were-lion thief: These coal black mouse-leather gloves have weighted knuckles. The leather on the back of the wrists and hands is worked to look like a cat preparing to pounce - tail curled above the wrist, haunches perched on the hand, chin and forepaws gripping the knuckles. If worn by a non-thief these gloves allow the wearer to make an unarmed attack like a blackjack (1d3 subdual damage) with an additional +1 to hit and +1 damage, and once a day, the wearer can say the magic phrase "myow-myow" to use any one thief skill using a d24 skill die. If worn by a trained thief they function as above, however the thief may instead say the magic word to roll a d24 skill die thrice per day and if the thief uses this power while backstabbing the attack deals lethal instead of subdual damage with the automatic crit rolled on the monster crit table. When invoked, the player has to say the magic phrase out loud. Thieves who use this power more than once per day must use it for a different skill each time.

PLANT MONSTERS

A Menagerie of Monsters for Level 2 and Above Adventures

By Clayton Williams



Mauling Maple

Mauling maple: Init -1; Atk branch smash +4 melee (1d10) or grapple +10 melee (SP); AC 17 (13 when below half its total hit points); HD 3d10; MV 10'; Act 1d20; SP sap spray, sap tsunami, consume; SV Fort +7, Ref -1, Will +10; AL N.

Mauling maples are usually found in groves with other maple trees, sometimes in small packs. They typically roam an area, leaving a large trail of sap that is used like fly paper to capture prey and consume them, hiding until prey is caught. However, it also likes to ambush prey that is sleeping (or any creature holding still for more than two turns). A mauling maple will move in a flanking manner to push prey towards any nearby sap trail for 1d4 rounds before attacking. There is a 40% chance PCs happens upon a sap trail (ask for a Luck check to notice and leap over the sap). If caught, only a DC 14 Strength check can free the victim, this check must be rolled again each round.

For any prey stuck in sap, the tree will attempt one of the following. Roll 1d3: (1) smash them with its large branches; (2) target victims with a sap spray (range 30', DC 14 Ref save or any attempt to escape from the sap trail increases by +2); (3) grapple and consume the target. Targets grappled by the mauling maple must make a DC 18 Strength check or find themselves in the maw of the tree and subject to a chomp attack that inflicts 2d10 damage. Moving, jumping or rolling out of the tree's grapple on subsequent rounds requires another Strength check (if the judge is generous, they can allow the victim to abandon all armor and gear to reduce the DC by 4).

Mauling maples only have the most basic instincts but they are really strong. Its bark also works as a type of armor, granting +4 AC. After losing half its hit points it is considered armorless; however, without the bark its sticky sap flows more freely. During the first round below half its total hit points everything within a 15' radius must make a DC 15 Ref save or be stuck as a small tsunami of sap gushes forth. Trapped victims require a DC 17 Strength check to free themselves. Even if successful, they can only move half speed. If characters use a tool or weapon to help, the DC of the Strength check drops to 13 (they still need a 17 or better result to keep the item used, or it is lost in the sap).



Crawling Teeth

Crawling teeth: Init +6; Atk leap +4 missile fire (3d4, 15' range) or bite +6 melee (3d6); AC 14; HD 2d10; MV 15'; Act 1d20; SV Fort +1, Ref +5, Will +5; AL N.

Crawling teeth can be found in tall forests where they grow and live in the canopy. Its body is mostly a mouth crowned by three large leaves with razor sharp teeth, counterbalanced by a long tail they use to propel themselves in great hops forward. Some crawling teeth may be encountered on the ground, having consumed small game recently. They typically appear in large groups as they multiply after a couple of feedings.

Crawling teeth attacks by dropping from the canopy above onto unsuspecting victims. Judges may allow a Luck check to notice and dodge the attack. Victims caught by the leap attack may only fight with non-ranged weapons with a -2 penalty to attack rolls. Escaping the crawling teeth's hold requires a DC 14 Strength or Agility check. After hitting with a leap attack, the crawling teeth will perform a deadly bite with its massive jaws, clamping down on the victim in subsequent rounds.

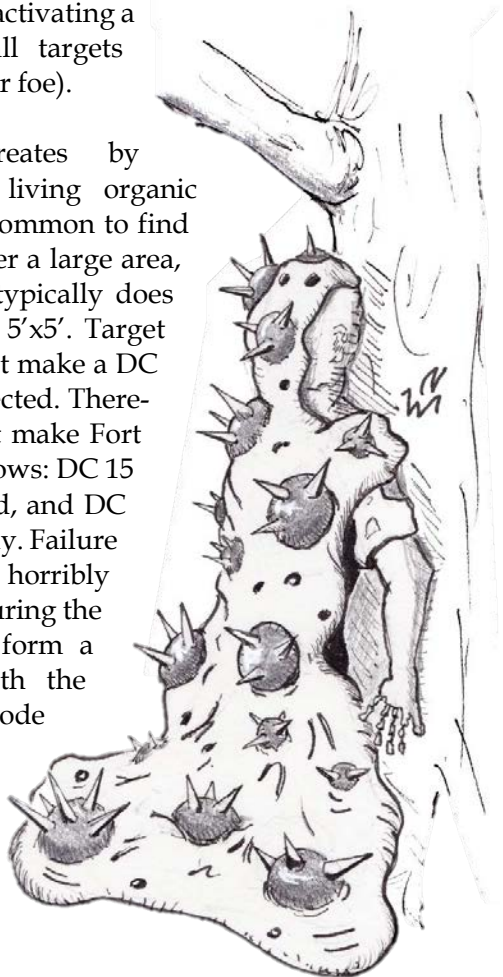
Crawling teeth are very hard to spot when not attacking or when high up in the trees. They get a large initiative bonus for these traits.

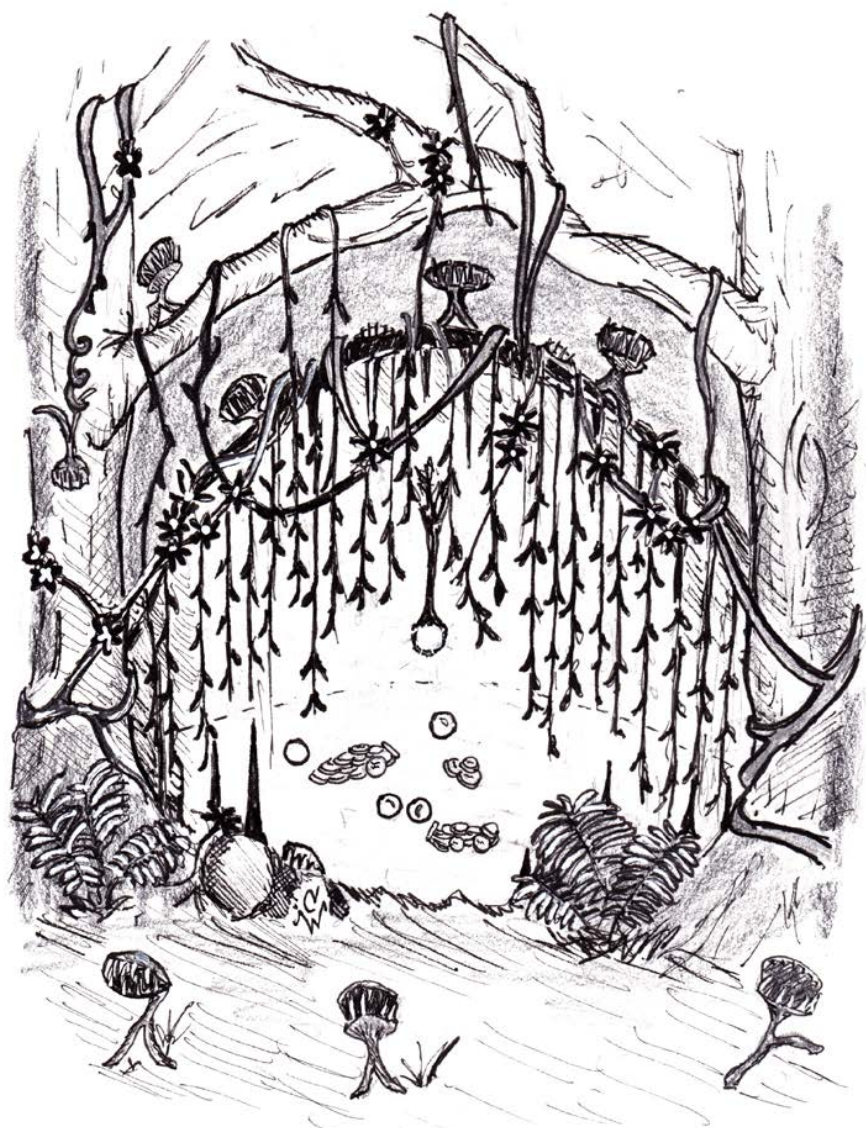
Bleeding Heart Fungus

Bleeding heart fungus: Init +0; Atk rain of spikes +4 missile fire (1d6, 20'); AC 12; HD 4d10; MV 0'; Act 1d20; SV Fort +3, Ref N/A, Will N/A; AL N.

Bleeding heart fungus is a white fungus with varied colored bulbous sacks growing out of it. Each sack has 1d5 spikes protruding off of it. Bleeding heart fungus acts like a living stationary artillery, sensing any physical movement within 20' of it and attacking by activating a rain of spikes on all targets within range (friend or foe).

The fungus procreates by impaling spikes in living organic material. It is not uncommon to find the fungus spread over a large area, though each fungus typically does not grow larger than 5'x5'. Target struck by a spike must make a DC 15 Fort save or be infected. Thereafter, the victim must make Fort saves each day as follows: DC 15 the 1st, DC 13 the 2nd, and DC 11 the 3rd and final day. Failure means the target is horribly consumed and dies during the next rest. Survivors form a parasitic balance with the fungus and may explode bulbous sacks (1d5 spikes each) at the cost of 1d4 Stamina points. This Stamina damage heals like spellburn damage.





Its-A-Trapper□

The Keepers of the Trapper

Its-a-trapper: Init +8; Atk bite +8 melee (4d4); AC 13; HD 6d10; MV 5'; Act 1d20; SP minions* (80'); SV Fort +5, Ref +1, Will +2; AL N.

The keepers of the trapper: Init (same as its-a-trapper mother); Atk bite +2 melee (1d4); AC 15; HD 2d4; MV 30'; Act 1d20; SV Fort -1, Ref +6, Will -1; AL N.

This monster is a two-in-one. An oversized venus fly trap that is camouflaged in thick foliage, within its mouth it creates tiny pearl like beads that are very shiny and can be noticed from a distance. In addition, adventurers previously eaten by this plant have been dissolved, leaving only gold or gems behind (which are also visible from a distance).

These monsters grow little tiny demon versions of themselves - mouths with tiny bodies on the top of their head - the keepers of the trapper. Keepers can be sent to attack nearby prey up to 80' away and drag the dead bodies back to the its-a-trapper mother plant to be consumed. A mother plant will have 2d4 keepers growing at any given time.



OCTOBEAR

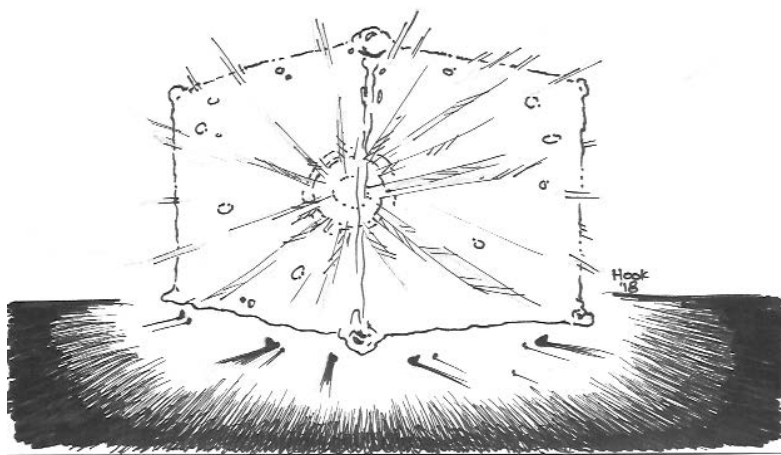
By Jon Hook

Octobear: Init +1; Atk grab +6 melee (Ref save vs grappled), or claw +4 melee (1d4); AC 10; HD 3d8; MV 20' or swim 40'; Act 2d20; SP cold resistance, ink cloud, camouflage; SV Fort +4, Ref +2, Will +6; AL C.

Transmogrifier and teratologist Xultich, bred abominations in his laboratories. One of

his earliest experiments was the arctic monstrosity, the octobear. The octobear has the head of an octopus and the body of a polar bear. Octobears have the tracking abilities and raw strength of a polar bear, plus the tentacle dexterity, ink cloud defense, and camouflage abilities of an octopus.

The octobear is covered in a thick layer of white fur and only takes half damage from cold-based attacks. The octobear is also able to change the color and texture of its fur to match its surroundings. Because of this, octobears are able to hide in plain sight; a DC 18 Intelligence test is needed to spot a camouflaged octobear. If prey walks up next to a camouflaged octobear, the octobear always gains a surprise attack. While in the water, the octobear can emit an ink cloud to cover its escape; the ink cloud cannot be used outside of the water. When it attacks, the octobear usually grabs its prey with its tentacles, and then rakes its defenseless prey with its claws.



SUN JELLY

By Jon Hook

Sun jelly: Init (always last); Atk pseudopod +4 melee (1d4) or heat ray +3 missile fire (2d6); AC 10; HD 1d8 per 5' cube; MV 5' or climb 5'; Act 1d20 per 5' cube; SP half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N.

Related to the gelatinous cube, sun jellies are cube-shaped semi-transparent slime monsters. Sun jellies get their name because they each carry one 2' diameter sphere in the center of their gelatinous form that glows like a miniature star. Sun jellies are easy to identify in the underdark because of the bright light they emit. During combat, one of the sun jelly's actions can be to open a funnel within itself in order to expose the creature's sun orb. When exposed, the sun orb shoots a heat ray in a straight line through the 'gun barrel' the jelly just formed. The sun jelly cannot make more than one heat ray attack in a single combat round, and it cannot make a heat ray attack in consecutive combat rounds. There must be at least one combat round without a heat ray attack, so it can reform the funnel-barrel.

WILDERNESS ENCOUNTER TABLES

By Martin Ralya

martinralya.com/yore

DCC RPG has a great selection of monsters which convey a lot about its implied setting, but no wilderness encounter tables for them. This is a world where there is always a chance you'll bump into time travelers from a million years in the future – or a dragon – and I wanted a way to convey that through random encounters.

Within each table, 10% of the entries communicate the implied setting of DCC RPG, 25% emphasize the importance of humans and humanoids, 20% round out the 'flavor' of the terrain type, and 45% define that terrain type. When in doubt about what monsters to use, I went with the choice that seemed like the most fun. Within just a few encounters, your players should have an idea what sets the mountains apart from the woods – and why to fear barren, blighted places.

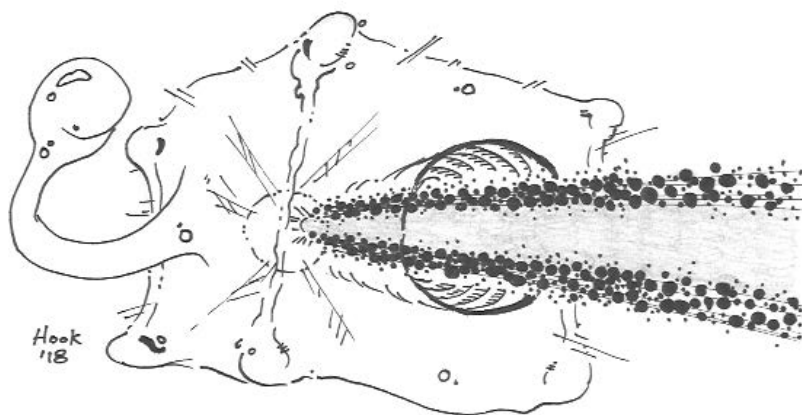
These wilderness encounter tables are based on fantasy western Europe (no jungle or desert), broken down by terrain type: barren, hills, mountains, swamp, water, and woods. They include the number of monsters appearing, and use only the DCC RPG rulebook. There's no scaling by PC level or party size, and they're not balanced in any way. The world is the world, and what's out there is what's out there.

If you need a method of figuring out whether or not an encounter takes place, here is one that takes advantage of the DCC RPG dice chain. Once per day, roll the appropriate die for the terrain type (along with d100, in case there's an encounter; if you roll the terrain die, then the d100, your players will know an encounter is about to happen); on a 1 or a 2, there is an encounter.

If the PCs are doing something that would dramatically increase or decrease the encounter chance, step up/down the die type accordingly. For example, if they're in a plains with an encounter check of d10, but traveling with a party of 20 hirelings and a wagon train, make the check using a d8.

TABLE: Encounter Check

Terrain	Die	Odds
Barren	d6	33.33%
Hills	d6	33.33%
Mountains	d4	50%
Plains	d10	20%
Swamp	d4	50%
Woods	d6	33.33%
Water	d6	33.33%



Wilderness Encounter Tables (Barren, Hills, Mountains, Plains)

dl00	Barren	Hills	Mountains	Plains
1	Dragon (5% chance of mated pair); <i>DCC RPG rulebook p.406</i>	Same	Same	Same
2	Demon; <i>DCC RPG rulebook p.401</i>	Same	Same	Same
3	Elemental; <i>DCC RPG rulebook p.411</i>	Same	Same	Same
4	Time traveler (2d4); <i>DCC RPG rulebook p.429</i>	Same	Same	Same
5-6	Dimensional sailor (1d4+3, 1 captain, plus 50% chance of 1 wizard); <i>DCC RPG rulebook p.405</i>	Same	Same	Same
7-8	Hollow one (2d4); <i>DCC RPG rulebook p.418</i>	Same	Same	Same

dl00	Barren	Hills	Mountains	Plains
9-10	Troll; <i>DCC RPG rulebook p.429</i>	Same	Same	Same
11-15	Subhuman (1d4x10, 1 leader); <i>DCC RPG rulebook p.429</i>	Same	Same	Same
16-20	Orc band (1 boss, 1d8x5 orcs, 1 witch doctor/30 orcs); <i>DCC RPG rulebook p.423</i>	Same	Same	Same
21-25	Hobgoblin band (6d6x10 goblins, plus hobgoblins: 1 corporal/15 goblins, 1 sergeant/3 corporals, 1 lieutenant/2 sergeants, and 1 general if there are any lieutenants); <i>DCC RPG rulebook p.417</i>	Troglodyte (1 chief, 1d3x10 warriors, 1d3+3 henchmen); <i>DCC RPG rulebook p.429</i>	Same	Bugbear band (3d6x10 goblins, plus 4 bugbears/30 goblins); <i>DCC RPG rulebook p.397</i>

dl00	Barren	Hills	Mountains	Plains
26-30	Men, bandit (1d6x10, 1 hero/10, 1 captain/20); <i>DCC RPG rulebook p.432</i>	Same	Men, magician (1 magician, 2d4 subhumans); <i>DCC RPG rulebook p.433</i>	Men, noble (2d4 nobles, 2d4 knights, 2d5 men-at-arms); <i>DCC RPG rulebook p.434</i>
31-35	Men, witch (90% 1 plus 1 familiar, 10% 12 plus 1 demon); <i>DCC RPG rulebook p.434</i>	Men, acolyte (2d4, plus 75% 4d4 peasants, 50% 1 friar); <i>DCC RPG rulebook p.432</i>	Men, berserker (3d10); <i>DCC RPG rulebook p.433</i>	Men, bandit (1d6x10, 1 hero/10, 1 captain/20); <i>DCC RPG rulebook p.432</i>
36-40	Manticore (1d4); <i>DCC RPG rulebook p.421</i>	Ant, giant (75% 1 queen, 2d6 soldiers, and 6d6 workers; 25% 1 queen, 1d3x100 workers, and 1 soldier/3 workers); <i>DCC RPG rulebook p.394</i>	Pterodactyl (1d4); <i>DCC RPG rulebook p.424</i>	Wolf (75% 3d6, plus 75% 1 dire wolf; 25% 2d4 dire wolves); <i>DCC RPG rulebook p.431</i>
41-45	Ghost; <i>DCC RPG rulebook p.413</i>	Bat (40% 1d5 mundane swarm, 20% 1d5 vampiric swarm, 20% 1d10 giant vampire); <i>DCC RPG rulebook p.396</i>	Man-bat (2d4); <i>DCC RPG rulebook p.421</i>	Centaur (2d10); <i>DCC RPG rulebook p.398</i>

	Barren	Hills	Mountains	Plains
d100				
46-50	Shadow (1d3); DCC <i>RPG rulebook p.425</i>	Ape-man, four-armed; DCC <i>RPG rulebook p.395</i>	Giant, frost; DCC <i>RPG rulebook p.415</i>	Chimera; DCC <i>RPG rulebook p.399</i>
51-55	Mummy (1d6); DCC <i>RPG rulebook p.422</i>	Basilisk (1d3); DCC <i>RPG rulebook p.396</i>	Giant, storm; DCC <i>RPG rulebook p.415</i>	Hobgoblin (6d6x10 goblins, plus hobgoblins: 1 corporal/15 goblins, 1 sergeant/3 corporals, 1 lieutenant/2 sergeants, and 1 general if there are any lieutenants); DCC <i>RPG rulebook p.417</i>
56-70	Skeleton (3d10); DCC <i>RPG rulebook p.426</i>	Giant, hill; DCC <i>RPG rulebook p.414</i>	Giant, stone; DCC <i>RPG rulebook p.414</i>	Gnoll (1d5x10, 1 beta/10, 1 alpha/40); DCC <i>RPG rulebook p.416</i>
71-85	Zombie (1d4x4); DCC <i>RPG rulebook p.431</i>	Chimera; DCC <i>RPG rulebook p.399</i>	Giant, cloud; DCC <i>RPG rulebook p.415</i>	Ogre; DCC <i>RPG rulebook p.422</i>
86-100	Ghoul (2d8); DCC <i>RPG rulebook p.414</i>	Ape-man, white (2d4); DCC <i>RPG rulebook p.395</i>	Griffon; DCC <i>RPG rulebook p.417</i>	Snake, giant (1d4); DCC <i>RPG rulebook p.428</i>

Wilderness Encounter Tables Continued (Swamp, Woods, Water)

d100	Swamp	Woods	Water
1	Dragon (5% chance of mated pair); <i>DCC RPG rulebook p.406</i>	Same	Same
2	Demon; <i>DCC RPG rulebook p.401</i>	Same	Same
3	Elemental; <i>DCC RPG rulebook p.411</i>	Same	Same
4	Time traveler (2d4); <i>DCC RPG rulebook p.429</i>	Same	Same
5-6	Dimensional sailor (1d4+3, 1 captain, plus 50% chance of 1 wizard); <i>DCC RPG rulebook p.405</i>	Same	Same
7-8	Troll; <i>DCC RPG rulebook p.429</i>	Same	Same
9-10	Hollow one (2d4); <i>DCC RPG rulebook p.418</i>	Same	Men, bandit (1d6x10, 1 hero/10, 1 captain/20); <i>DCC RPG rulebook p.432</i>

d100	Swamp	Woods	Water
11-15	Subhuman (1d4x10, 1 leader); <i>DCC RPG rulebook p.429</i>	Same	Men, bandit (1d6x10, 1 hero/10, 1 captain/20); <i>DCC RPG rulebook p.432</i>
16-20	Orc band (1 boss, 1d8x5 orcs, 1 witch doctor/30 orcs); <i>DCC RPG rulebook p.423</i>	Same	Deep one (1d6x30 warriors, 1d4 war wizards, 1 L3 cleric/10 warriors, 1 L5 cleric/30 warriors); <i>DCC RPG rulebook p.400</i>
21-25	Kobold band (1d10x30, 1 leader and 2 guards/30, 1 tribal leader and 5 guards/100); <i>DCC RPG rulebook p.419</i>	Bugbear band (3d6x10 goblins, plus 4 bugbears/30 goblins); <i>DCC RPG rulebook p.397</i>	Deep one (1d6x30 warriors, 1d4 war wizards, 1 L3 cleric/10 warriors, 1 L5 cleric/30 warriors); <i>DCC RPG rulebook p.400</i>
26-30	Men, bandit (1d6x10, 1 hero/10, 1 captain/20); <i>DCC RPG rulebook p.432</i>	Same	Deep one (1d6x30 warriors, 1d4 war wizards, 1 L3 cleric/10 warriors, 1 L5 cleric/30 warriors); <i>DCC RPG rulebook p.400</i>
31-35	Men, magician (1 magician, 2d4 subhumans); <i>DCC RPG rulebook p.433</i>	Men, acolyte (2d4, plus 75% 4d4 peasants, 50% 1 friar); <i>DCC RPG rulebook p.432</i>	Gargoyle (2d4); <i>DCC RPG rulebook p.413</i>

	d100	Swamp	Woods	Water
	36-40	Insect swarm (1d3); <i>DCC RPG rulebook p.419</i>	Ape-man, giant; <i>DCC RPG rulebook p.395</i>	Gargoyles (2d4); <i>DCC RPG rulebook p.413</i>
	41-45	Snake, giant (1d4); <i>DCC RPG rulebook p.428</i>	Centaur (2d10); <i>DCC RPG rulebook p.398</i>	Gargoyles (2d4); <i>DCC RPG rulebook p.413</i>
	46-50	Cockatrice; <i>DCC RPG rulebook p.399</i>	Cyclops; <i>DCC RPG rulebook p.400</i>	Gargoyles (2d4); <i>DCC RPG rulebook p.413</i>
	51-55	Hydra; <i>DCC RPG rulebook p.418</i>	Owlbear (1d6); <i>DCC RPG rulebook p.423</i>	Leech, colossal (1d4); <i>DCC RPG rulebook p.420</i>
	56-70	Lizardman (1d3+1, 15% chance of giant lizard); <i>DCC RPG rulebook p.420</i>	Wolf (75% 3d6, plus 75% 1 dire wolf; 25% 2d4 dire wolves); <i>DCC RPG rulebook p.431</i>	Leech, colossal (1d4); <i>DCC RPG rulebook p.420</i>
	71-85	Lizard, giant (1d8); <i>DCC RPG rulebook p.420</i>	Ape-man, four-armed; <i>DCC RPG rulebook p.395</i>	Harpy (2d4); <i>DCC RPG rulebook p.417</i>
	86-100	Primeval slime (75% 2d4 HD, 20% 4d4 HD, 5% 4d4+20 HD); <i>DCC RPG rulebook p.423</i>	Ape-man, jungle (2d4); <i>DCC RPG rulebook p.395</i>	Pterodactyl (1d4); <i>DCC RPG rulebook p.424</i>

Stuck for inspiration or need a nudge? Roll on this table to get an idea of what the encountered creature or creatures are doing.

TABLE: What Is It Doing?

d16	Solitary	Multiple
1	Hunting	Hunting
2	Hunting	Eating
3	Hunting	Sleeping
4	Eating	Mating
5	Eating	Arguing
6	Traveling to someplace nearby	Hiding treasure
7	Traveling to someplace nearby	Dividing up treasure
8	Defending its territory	Traveling to someplace nearby
9	Defending its territory	Conducting a ritual
10	Sleeping	Praying
11	Hiding treasure or food	On a mission
12	Conducting a ritual	Discovering something strange
13	Praying	Burying their dead
14	On a mission	Cursing the gods for their plight
15	Discovering something strange	Roll again
16	Nursing an injury	Roll again

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A Free and Unofficial Zine for DCC RPG



The Gongfarmer's Almanac



The 2018 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



NEW RULES

VOLUME 4 OF SEVEN BOOKLETS

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THE Maker's Mark

*In a World of Low Magic,
Mastercrafted Means So Much More*

by R.S. Tilton (Epic Meanderings)

Rules for varying levels of crafted items for Dungeon Crawl Classics. From the knock-off crafted by an apprentice, up to the pinnacle of the master's work, a true masterpiece.

Adventurers do not usually invest the time needed to become a master, and most masters won't accept a windblown adventurer as an apprentice, knowing full well they will never attain mastery. Thus adventurers will need to buy and commission such superior works.

CRAFTSMANSHIP TIERS	COST
Knock-off	50%
Journeyman	75%
Craftsman	100%
Masterwork	250%
Masterpiece	500%+

Knock-off work is very simple, crude work, often being flawed apprentice grade work. Typically a master of a shop will never sell such shoddy work, but during times of war or economic hardship this level of craftsmanship is more common. Monsters which make their own weapons and armor could have this level of craft. These items are prone to damage, have odd weight, and material flaws:

- *Weapons: -1 to hit, or -1 to damage. Fumble on 1-3.*
- *Armor: double check penalties. Any critical on the armor will make it useless.*
- *Goods: items are prone to come apart when stressed. When using the item on a failed skill roll, a knock-off item may come apart. Make a Luck check for the item, failure means the item has broken in some way.*

Journeyman work is simple, and functional. Well made without adornment. Journeymen still work under a master's tutelage, but the work is of higher quality.

- *Weapons: requires additional maintenance. Fully functional unless used for tasks it was not designed for, such as digging a hole with a dagger. When used in such a manner make a Luck check for the item, failure breaks the weapon.*
- *Armor: additional -1 check penalty.*
- *Goods: fully functional unless put under exceptional stress, such as hanging by a backpack's straps, in which case make a Luck check where failure indicates the item fails in some way.*

Craftsman grade items are fully functional, made of high quality refined materials and bear the studio mark, indicating the work has been approved by the master but not created by the master. Often the mark will be the master's mark, with additional symbology. This is standard equipment level and no special rules are called for.

Masterwork items are extremely well made. Crafted of the highest quality materials worked by a master, these items carry the master's mark and are easily recognized and sought after. Most are passed down as heirlooms and collector's will often pay more for famous masterwork items from ancient masters. Only a master may work special materials such as adamantine, darkwood, or mithril.

- *Each masterwork item may have up to two qualities (see below).*

Masterpiece craftsmanship of this level is the result of years of practice, as well as perfect materials and additional time spent embellishing the item with filigree, engravings, inlays, or other decorations.

- *Each masterpiece item may have any number of qualities. Three qualities come at the standard commission rate of 500%, each additional quality adds another 250% (see below).*

MASTERWORK QUALITIES

Materials: silvered, dragonhide, darkwood, adamantine, mithril, glazsteel

Weapon qualities: balanced*, honed*, poison reservoir, weighted, deadly*, accurate

Armor Qualities: soot black, quiet*, enameled, reinforced*, fitted*

Generic: decorated*, well-made*, water-resistant*, excellent*, flame-resistant*

** indicates preeminent enhancement available*

QUALITY MECHANICS

Silvered: inlaid with silver, making it effective against creatures vulnerable to silver.

Dragonhide: steel-like leather reduces armor check penalty by -2, adds +1 to AC bonus. Leather, studded leather, and hide armors may be made of dragonhide.

Darkwood: wood as strong as steel, but half the weight. Armors made from darkwood reduce the fumble result by -2. Darkwood weapons are half the weight and provide a +1d initiative check.

Adamantine: dwarven iron, nigh unbreakable.

Mithril: elven steel, items made from mithril will never corrode.

Glazsteel: crystalline alchemical glass as hard as steel. Helmets can have glazsteel visors to prevent precision shots. Glazsteel armor is hard to detect from a distance.

Balanced*: when used in two weapon attacks, increases effective Agility by 1 category (when referencing table 4-3 of the DCC RPG rulebook). May be further enhanced to perfectly balanced, increasing effective agility by 2 categories.

Honed*: +1d to crit rolls. May be further enhanced to razor sharp, adding +2d to crit rolls.

Poison reservoir: capable of delivering a poison attack. The reservoir can hold up to 3 doses of poison.

Weighted: +1d to Mighty Deed attempts to knock down/knock back.

Deadly*: +1d damage. May be further enhanced to lethal, adding +2d damage.

Accurate*: modifies range penalties as follows: short +1, medium +0, long Range -1, and adds extreme range (long x2) at -1d. May be further enhanced as pinpoint accurate which modifies range penalties as follows: short +1d, medium +1, long -1, extreme range (long x2) at -2.

Soot black*: +1d to any hide in shadows skill checks. May be further enhanced to void black adding a +2d bonus.

Quiet*: Add +1d bonus to sneak silently skill checks. May be be further enhanced to silent, adding a +2d bonus.

Enameled: enameled items are immune to acid as well as rusting attacks.

Reinforced*: reduces backstab damage by -1d. May be be further enhanced to impenetrable, reducing backstab damage -2d.

Fitted*: -1 armor check penalty. May be further enhanced as second skin decreasing the armor check penalty by -2.

Decorated*: +1d bonus to diplomacy or intimidation checks versus those that see money as power. May be further enhanced to priceless, making the bonus +2d.

Well-made*: +2 save versus being damaged. May be further enhanced as rugged increasing the save to +4.

Water-resistant*: +4 save to keep items dry when immersed. May be further enhanced as water proof, completely preventing water intrusion.

Excellent*: +1d bonus to related skill checks. May be further enhanced as superior, increasing the bonus to +2d.

Flame resistant*: +4 save versus damage by fire. Flame resistant armor reduces fire damage by 2 points per damage die. May be further enhanced as fire proof, reducing fire damage by 4 points per damage die.

More setting specific qualities will appear in *Meanderings and Meandering — Across the Radlands*.

UNCOMMON ALIGNMENTS

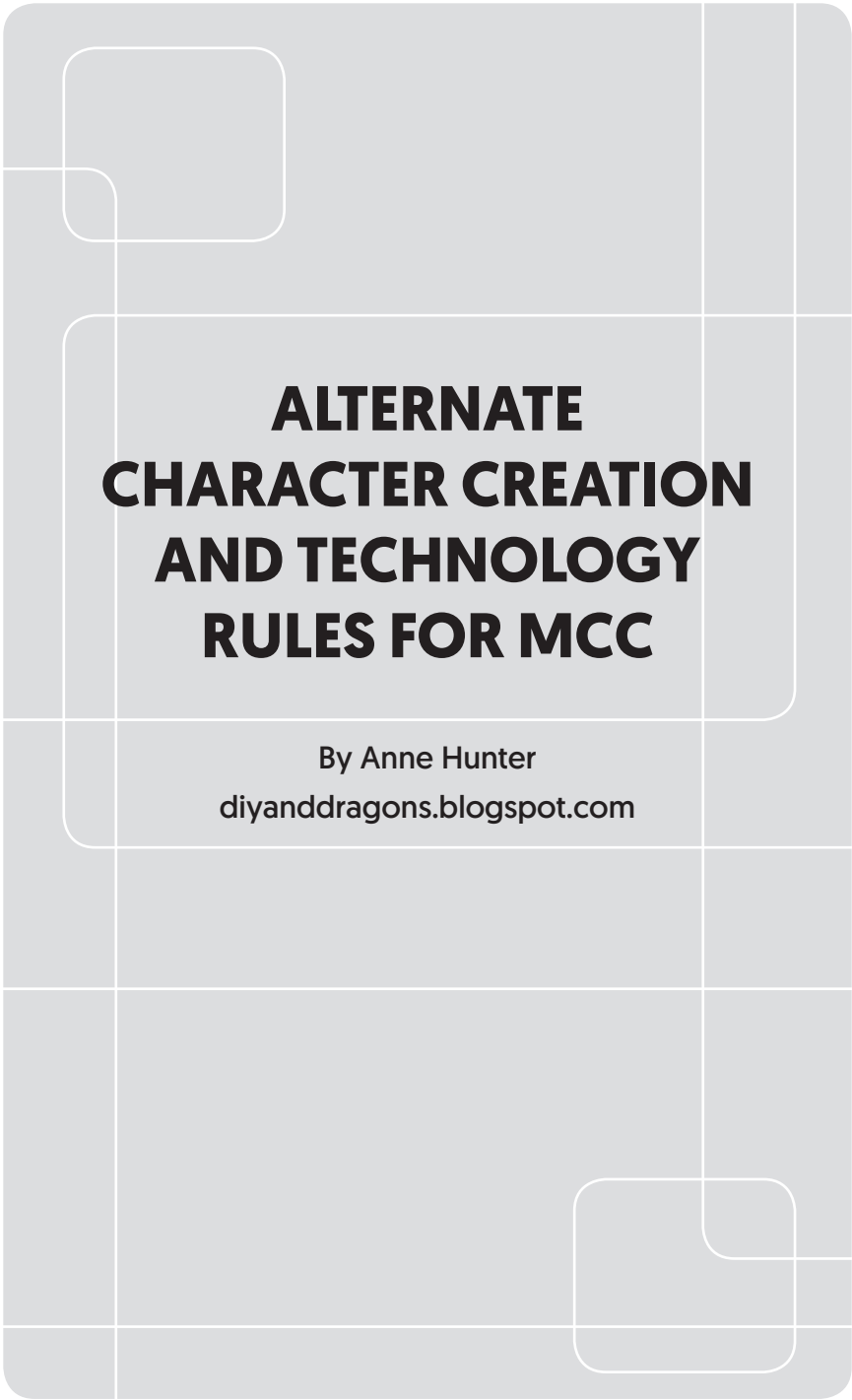
*Elemental, Champion,
and Oathkeeper Alignments*

by R.S. Tilton (Epic Meanderings)

Mutant Crawl Classics has shown us that alignments can be far different than just Chaos and Law. An alignment in the MCC RPG can be anything from the Clan of Cog to the Curators. Below are some ideas for new alignments for the DCC RPG. Neutral characters may instead choose one of these alternate alignments instead of being a fanatical follower of Law or Chaos. These alignments are associated with their own fanaticism.

- **Elemental:** You worship and revere the primal elements. Earth, air, fire, and water are the most common array; however, in an Asian-themed setting, the five elements of wu xing would be wood, fire, earth, metal, and water. Some extremist elementalists choose to focus their worship on a single element over the others. Those who choose the elemental alignment may gain access to elemental patrons.
- **Champion:** As a Champion, you are dedicated to defending your ideals. A Champion of humanity will attack threats to their species without mercy; slaughtering a dozen kobold babies would be within their tenets, though the thought of harming innocent humans would be abhorrent. As a champion, you can be dedicated to many different ideals, including but not limited to a particular nation, a specific person, or a god or pantheon of gods.
- **Oathkeeper:** You have sworn a vow and have aligned yourself entirely with that vow or ideal. If your vow is to destroy all of the monsters which took your family, then you would act in accordance with your alignment by hunting down and murdering those responsible. Followers of gods, or even mortal kings, are often of the oathkeeper alignment. Develop your oath's focus and what it means to portray that alignment. Many oathkeepers are sworn to a god as part of their tenets.

Judges should recognize that many gods will fall into the ideals of these new alignments and reward good role-playing of these alternate alignments. For example, awarding additional Luck for a PC adhering to their alignment in the face of adversity is appropriate.



ALTERNATE CHARACTER CREATION AND TECHNOLOGY RULES FOR MCC

By Anne Hunter
diyanddragons.blogspot.com

ALTERNATE CHARACTER CREATION FOR MCC

I wrote a series of tables to provide an alternate basis for character creation in Mutant Crawl Classics. The first table allows the player to determine their character's genotype (pure-strain human, mutant, manimal, or plantient) and their zero level occupation simultaneously. Each occupation includes a starting weapon and a piece of starting equipment. The occupations and equipment are intended to represent Stone Age technology. This table differs from base MCC in a few key ways: it offers a wider variety of zero level occupations, it parcels out more starting equipment to the characters, and it is weighted to produce more pure-strain human characters than mutants, manimals, and plantients.



CHARACTER GENOTYPE & OCCUPATION (d100)

Roll	Result	Trained weapon	Trade good
01	Human animal trainer	club	wolf pup*
02	Human artisan	club	clay pot of ochre paint and hide painted with pictorial history of tribe
03	Human brewer	club	skin of beer
04	Human butcher	flint handaxe	leather sack with 1d12 lbs of dried meat ⁺
05	Human canoe maker	stone dagger	canoe
06	Human chieftain's assistant	warclub (as polearm)	bearskin cloak (+2 AC) and bear claw necklace
07	Human cord maker	stone dagger	50' of hide cordage
08	Human dreamseeker's apprentice	staff	cracked holo-crystal that projects staticky softlight image of AI [#] and fetish doll depicting AI from image
09-10	Human fisher	harpoon (as javelin)	10' sinew line with flint fishhook
11	Human flamebearer	stone spear	clay urn of glowing embers
12	Human fletcher	shortbow	1d12 flint arrows
13-14	Human flintknapper	flint handaxe	1 lb of flint
15-16	Human forager	wooden shovel (as staff)	trinket of Ancient technology ^{##}
17	Human fowler	stone dagger	1d6 chickens
18-19	Human gatherer	stone dagger	basket with 1d6 lbs of fresh plants ⁺⁺
20-21	Human guard	stone spear	1d6 torches
22	Human healer	obsidian dagger	bone needle and sinew thread
23	Human herbalist	club	1 lb of medicinal/psychotropic herbs
24	Human herder	staff	elk calf ^{**}
25	Human horticulturist	stone garden hoe	basket with 1d12 lbs of dried plants ⁺⁺
26-27	Human hunter	stone spear	leather sack with 1d6 lbs of fresh meat ⁺

CHARACTER GENOTYPE & OCCUPATION (cont.)

Roll	Result	Trained weapon	Trade good
28	Human lorekeeper's apprentice	club	hide drum and blanket sewn with pictorial history of tribe
29	Human orphan	wooden spear [as javelin]	stone fetish of former tribe's patron AI [#]
30-31	Human potter	club	1 lb of clay
32	Human scout	stone spear	piece of signaling quartz
33	Human shaman's assistant	dagger	divination bones and antler headdress [+1 AC]
34	Human slave	sling	necklace of broken circuit boards and tattered remnant of cloak painted with circuit diagram
35	Human stargazer	spear	glass lens and piece of meteoric iron
36-37	Human tanner	club	hide armor [+3 AC]
38-39	Human weaver	stone dagger	blanket
40	Human wheelwright	stone hammer [as club]	wooden pullcart
41	Mutant canoe maker	stone dagger	canoe
42-43	Mutant fisher	harpoon [as javelin]	10' sinew line with flint fishhook
44	Mutant flamebearer	stone spear	clay urn of glowing embers
45	Mutant fletcher	shortbow	1d12 flint arrows
46-47	Mutant flintknapper	flint handaxe	1 lb of flint
48	Mutant forager	wooden shovel [as staff]	piece of Ancient technology ^{##}
49-51	Mutant gatherer	stone dagger	basket with 1d6 lbs of fresh plants ⁺⁺
52-53	Mutant guard	stone spear	1d6 torches
54	Mutant herder	staff	elk calf ^{**}
55	Mutant horticulturist	stone garden hoe [as mace]	basket with 1d12 lbs of dried plants ⁺⁺
56-58	Mutant hunter	stone spear	leather sack with 1d6 lbs of fresh meat ⁺

CHARACTER GENOTYPE & OCCUPATION (cont.)

Roll	Result	Trained weapon	Trade good
59-60	Mutant orphan	wooden spear (as javelin)	stone fetish of former tribe's patron AI [#]
61-62	Mutant potter	club	1 lb of clay
63	Mutant scout	stone spear	piece of signaling quartz
64-65	Mutant slave	sling	necklace of broken circuit boards and tattered remnant of cloak painted with circuit diagram
66-67	Mutant tanner	club	hide armor [+3 AC]
68-69	Mutant weaver	stone dagger	blanket
70	Mutant wheelwright	stone hammer (as club)	wooden pullcart
71	Manimal animal trainer	club	wolf pup*
72	Manimal butcher	flint handaxe	leather sack with 1d12 lbs of fresh meat ⁺
73	Manimal cord maker	stone dagger	50' of hide cordage
74-75	Manimal fisher	harpoon (as javelin)	10' sinew line with flint fishhook
76-77	Manimal flintknapper	flint handaxe	1 lb of flint
78	Manimal fowler	stone dagger	1d6 chickens
79-80	Manimal guard	stone spear	1d6 torches
81	Manimal healer	obsidian dagger	bone needle and sinew thread
82-84	Manimal herder	staff	elk calf**
85-87	Manimal hunter	stone spear	leather sack with 1d6 lbs of fresh meat ⁺
88-89	Manimal tanner	club	hide armor [+3 AC]
90	Manimal weaver	stone dagger	blanket
91	Plantient brewer	club	skin of beer
92-93	Plantient gatherer	dagger	basket with 1d6 lb of plants ⁺⁺
94	Plantient herbalist	club	1 lb of medicinal/ psychotropic herbs
95-96	Plantient horticulturist	stone garden hoe (as mace)	basket with 1d12 lbs of dried plants ⁺⁺

CHARACTER GENOTYPE & OCCUPATION (cont.)

Roll	Result	Trained weapon	Trade good
97	Plantient fletcher	shortbow	1d12 flint arrows
98	Plantient potter	club	1 lb of clay
99	Mutant scout	stone spear	piece of signaling quartz
00	Plantient weaver	stone dagger	blanket

Notes

*** As DCC common wolf**, -1d HD and damage, matures to full stats at 1st level, 50% chance of cosmetic mutation. If multiple in party, roll 1d6 for each: [1-2] wolf pup [as DCC common wolf]; [3-4] puma kit [as DCC dire wolf]; [5] bear cub [as DCC owlbear]; [6] alligator [as DCC giant lizard].

**** As DCC horse**, -1d HD and damage, matures to full stats at 1st level, 50% chance of cosmetic mutation. If multiple in party, roll 1d8 for each: [1-2] elk calf [as DCC horse]; [3-4] bison calf [as DCC warhorse]; [5-6] goat kid [as DCC donkey/mule]; [7] giant ant [as DCC giant worker ant]; [8] beehive [as DCC insect swarm].

+ Roll 1d10 for meat type: [1-2] deer; [3-4] rabbit; [5-6] game fowl; [7-8] fish; [9] boar; [10] edible insects. Each lb of meat counts as 1 ration. Characters who eat fresh meat do not need water for the day; characters who eat dried meat need a separate water ration. However, fresh meat is subject to spoilage.

++ Roll 1d10 for plant type: [1-2] berries; [3-4] tree fruit; [5-6] leafy vegetables; [7-8] root vegetables; [9] nuts; [10] mushrooms. Each lb of plants counts as 1 ration. Characters who eat fresh plants do not need water for the day; characters who eat dried plants need a separate water ration. However, fresh plants are subject to spoilage.

Roll 1d8 to determine patron: [1] GAEA; [2] HEXACODA; [3] ACHROMA; [4] HALE-E; [5] UKUR; [6] MANGALA; [7] ME10; [8] TETRAPLEX.

Roll 1d20 for technology type. Results 1-9 are 50 cred trinkets, results 10-18 are 100 cred trinkets, results 19-20 are invaluable trade objects: [1-4] small computer circuit board; [5-7] cell phone: hand-sized "black mirror"; [8-9] garage-door opener: handheld plastic rock with metal clip, single button causes red light to blink when pushed; [10-13] large computer circuit board; [14-16] tablet: head-sized "black mirror"; [17-18] remote entry key fob: small plastic rock with metal ring, four buttons make sounds and cause red light to blink when pushed, roll 1d4 for sound each time: [1] "Beep!"; [2] "Beep-beep!"; [3] "Beeeeep!"; [4] "Whoop-whoop-whoop! Whoop-whoop-whoop!"; [19] c-cell power cell; [20] circuit board acts as universal replacement part, allows re-roll of any artifact check or AI recognition check, if re-roll is successful then circuit board can be used again, otherwise it's lost.

ALTERNATE TRADE GOODS & EQUIPMENT FOR MCC

This table allows the player to determine their character's additional beginning equipment (in addition to the trained weapon and trade good from the Genotype & Occupation Table). Because the alternate characters are much better armed than in base MCC, this table is weighted to produce fewer armaments and armors, more adventuring equipment, more trade goods, and more animals.



ADDITIONAL BEGINNING EQUIPMENT (d100)

Roll	Item	Damage/ AC bonus	Trade value in creds
01-02	Sharpened stick ⁺	1d3/1d5	1c
03-04	Wooden staff	1d4	3c
05-06	Wooden spear	1d6	6c
07-09	Wooden club	1d4	3c
10	Wooden greatclub*	1d6	10c
11-13	Stone dagger ⁺	1d4/1d10	3c
14	Stone axe	1d6	10c
15-16	Stone spear	1d8	21c
17-18	Warclub*	1d10	28c
19	Greatspear*	1d12	36c
20	Blowgun and 1d12 darts ⁺	1d3/1d5	4c
21-22	Sling	1d4	2c
23	Shortbow and 1d12 arrows*	1d6	30c
24	Longbow and 1d12 arrows*	1d8	52c
25	Bundle of 1d6 darts	-	1c
26	Bundle of 1d6 arrows	-	5c
27-28	Bison horn headdress	+1 AC	10c
29	Antler headdress	+1 AC	10c
30-31	Leather shield*	+1 AC	10c
32	Stretched-hide tower shield*	+2 AC	20c
33-34	Heavy woven cloak**	+1 AC	10c
35-36	Fur cloak**	+2 AC	20c
37-38	Hide armor**	+3 AC	30c
39	Leather boots	-	20c
40-41	1 lb Fresh meat	-	2c
42	1 lb Dried meat	-	4c
43-44	1 lb Fresh fruit/vegetables	-	1c
45	1 lb Dried fruit/vegetables	-	2c
46	String of 1d6 fresh fish	-	5c
47	Chicken	-	5c
48-50	Waterskin	-	1c
51	Leather rucksack	-	2c

ADDITIONAL BEGINNING EQUIPMENT (cont.)

Roll	Item	Damage/AC bonus	Trade value in creds
52	Woven back-basket	-	2c
53	Clay bowl	-	5c
54	Clay jar/jug	-	10c
55	Clay pot/urn	-	15c
56-57	Unfinished fur pelt	-	5c
58-59	Unfinished leather hide	-	5c
60-61	Unfinished woven cloth	-	10c
62	Woven blanket	-	20c
63-64	Flint firestarter	-	5c
65-67	Bundle of 1d3 resin-soaked branches (as torches)	-	3c
68	Bundle of firewood	-	3c
69	Sheaf of 1d6 blank birchbark pages	-	10c
70-71	50' Hide cordage	-	5c
72	50' Hemp rope	-	10c
73-74	Knapping stone	-	5c
75	Bone awl and stone scraper	-	10c
76	Bone needle and sinew thread	-	10c
77	Flint fishhook and 10' sinew line	-	5c
78	Waterproof air bladder (from adult bison)	-	10c
79	Conch shell horn	-	25c
80	Lyre	-	50c
81	Shell necklace	-	20c
82	Bone necklace	-	10c
83	Bear claw necklace	-	20c
84	Small bag of seashells	-	40c
85	Small bag of colorful rocks/gemstones	-	50c
86	Jar of paint/dye	-	35c
87	Radioactive "sick rock" necklace	+1 radburn/glowburn, wearer gains DCC corruption once/level	50c

ADDITIONAL BEGINNING EQUIPMENT (cont.)

Roll	Item	Damage/AC bonus	Trade value in creds
88	Mutant bodypart trophy necklace	-	50c
89	Manimal pelt trophy cloak	+1 AC	100c
90	Dried plantient trophy shield	+1 AC	100c
91	Small circuit board	-	50c
92-93	Small Ancient trinket of judge's choice	-	50c
94	Large circuit board	-	100c
95-96	Large ancient trinket of judge's choice	-	100c
97	Wolf pup	1d3 bite - HD 1d4 - matures DCC common wolf at 1st level	50c
98	Elk calf	1d4+2 slam - HD 3d6 - matures to DCC horse at 1st level	100c
99	Spider-goat kid	2d3 slam - HD 4d4 - matures to MCC capropod at 1st level	100c
00	Telepathic pet ear-mouse	1d3 bite - matures to DCC neutral wizard's familiar and bonds with owner at 1st level	250c

Notes

* Characters using two-handed weapons use a d16 on initiative checks. Shields cannot be used with two-handed weapons.

** Characters wearing a woven cloak or fur cloak roll a d8 Fumble die. Characters wearing hide armor roll a d12 Fumble die.

+ These weapons are particularly effective when used with the element of surprise. A ranger or rover who succeeds in attacking a target from behind or when the target is otherwise unaware with one of these weapons uses the second damage value listed. All other characters and other attacks use the first value.

Characters who eat fresh food do not need water for the day; character who eat dried food need a separate water ration. However, fresh food is subject to spoilage.

ALTERNATE MUTANTS FOR MCC

This table allows players to determine a starting cosmetic mutation for zero-level mutants. Players first roll to determine the type of mutation, then roll again to determine sub-type. Within each sub-table, results are ordered so that lower numbers represent more mundane mutations while higher numbers correspond with more fantastical results. Compared to mutants in base MCC, there is a somewhat wider variety of mutations and a higher probability of multiple cosmetic mutations.

MUTANT APPEARANCE (1d24)

Roll	Result
1-3	Skin Color - <i>Roll 1d10</i> : [1] bright red; [2] neon orange; [3] lemon yellow; [4] neon green; [5] bright blue; [6] purple; [7] snow white; [8] metallic (<i>roll 1d2</i> : [1] golden/bronze/brass; [2] silvery/lead/steel); [9] translucent/invisible; [10] outré (<i>roll 1d5</i> : [1] infrared; [2] ulfire; [3] dolm; [4] jale; [5] ultraviolet).
4-5	Skin Texture - <i>Roll 1d10</i> : [1] mottled, spotted, or striped; [2] banded or segmented; [3] lumpy, warty, or wrinkly; [4] covered in fur or feathers; [5] covered in quills or spines; [6] covered in scales (<i>roll 1d4</i> : [1] fish; [2] amphibian; [3] reptilian; [4] pangolin); [7] chitinous; [8] shifting pattern indicates emotion; [9] inorganic material (<i>roll 1d3</i> : [1] metallic; [2] stony or rocky; [3] crystalline); [10] sheds completely once/day.
6-8	Eyes - <i>Roll 1d8</i> : [1] one; [2] three; [3] slitted or barbell pupil; [4] unnatural iris color (roll 1d6 on skin color subtable); [5] solid white or black; [6] glowing/fiery; [7] compound insect; [8] eye stalks (<i>roll 1d2</i> : [1] short stalks growing horizontally from temples; [2] long stalks growing vertically from forehead).
9-10	Mouth - <i>Roll 1d10</i> : [1] special diet of inorganic material; [2] sharp fanged teeth; [3] metallic or crystalline teeth; [4] manimal muzzle; [5] beak or duckbill; [6] extra long neck; [7] strange tongue (<i>roll 1d3</i> : [1] black; [2] forked; [3] extra long); [8] 2d4 pairs of facial appendages (<i>roll 1d4</i> : [1] cat whiskers; [2] tiny tentacles; [3] catfish barbels; [4] insect pedipalps); [9] horrible mouth (<i>roll 1d4</i> : [1] insect; [2] leech; [3] throat pouch or sac; [4] oversized with unhinged jaw); [10] two mouths (<i>roll 1d3</i> : [1] two rows of teeth; [2] second mouth below original on oversized chin; [3] second alien pharyngeal mouth emerges from throat).

MUTANT APPEARANCE (cont.)

Roll	Result
11-12	Head - Roll 1d10: [1] pointed elfin ears; [2] manimal ears; [3] elongated nose; [4] manimal nose; [5] neanderthal brow ridges; [6] alien bone structure of forehead; [7] antennae; [8] manimal horns; [9] acephaly [no head, face on torso]; [10] bicephaly (roll 1d3: [1] 1d3 extra faces on head; [2] 1d2 extra human heads; [3] 1d2 extra manimal heads).
13-15	Hair - Roll 1d8: [1] unnatural color (roll 1d6 on the skin color subtable); [2] otherworldly color (roll 1d4+6 on skin color subtable); [3] permanent impossible hairstyle; [4] glorious waist-length beard; [5] made of quills; [6] made of feathers; [7] made of petals or leaves; [8] hairless revealing oversized or oddly-shaped skull.
16-17	Arms and Hands - Roll 1d10: [1] three or four fingers per hand; [2] six or seven fingers per hand; [3] clawed fingernails; [4] manimal paw; [5] webbing between fingers; [6] pincer instead of hand; [7] giant hands or child hands; [8] elongated arms with second elbow; [9] extra arms (1d2 additional pairs); [10] tentacles (roll 1d2: [1] arms replaced by tentacles; [2] hands replaced by mass of tentacles).
18-19	Legs and Feet - Roll 1d10: [1] six or seven toes per foot; [2] hands instead of feet; [3] manimal paw feet; [4] hooves instead of feet; [5] bird talon feet; [6] flippers instead of feet; [7] backward bending knees; [8] elongated legs with second knee; [9] legs fused into single appendage; [10] tentacles (roll 1d2: [1] legs replaced by tentacles; [2] feet replaced by mass of tentacles).
20	Bodily form - Roll 1d8: [1] vestigial tail; [2] manimal tail; [3] decorated spine (roll 1d3: [1] sawtooth spikes; [2] sail crest; [3] bony plates); [4] serpentine; [5] spherical; [6] trilateral symmetry (arms and legs come in groups of three instead of pairs); [7] centaurian (four legs, upper body unaffected); [8] geometric body (roll 1d4: [1] cylinders and spheres; [2] cubes and rectangles; [3] pyramid; [4] dodecahedron).
21-22	Multiple mutations - Roll 1d20 twice on this table [if the same type is rolled twice, the mutant will have an asymmetric body that incorporates both appearances].
23	Multiple mutations - Roll 1d20 and 1d24 on this table [cumulative. If another result of 21+ is rolled, the mutant will have three or more mutations].
24	Multiple mutations - Roll 1d24 twice on this table.

ALTERNATE MANIMALS FOR MCC

This table allows players to determine an animal sub-type for zero-level manimals. Players first roll to determine the manimal type, then roll again to determine subtype. Animal types are grouped based on similarity of appearance and behavior, rather than strict genetic lineage. Players are invited to use their creativity to finalize their character's appearance. Within each sub-table, results are listed so that lower numbers represent animals that are more likely to be familiar to potential players, while higher numbers correspond to animals that may further removed from players' everyday lives. My goal is to show the impact of the ancient civilization, and the ways the world of Terra A.D. has moved beyond it. Compared to manimals in base MCC, there are slightly more appearance options and a higher probability of multiple mutations.

MANIMAL BODY TYPE (1D6)

Roll	Result
1-2	human body-plan with animal features
3-5	human-animal hybrid or anthropomorphic animal
6	sentient animal with roughly human-sized body, expressive face, opposable thumbs, and fine manual dexterity.

MANIMAL SUBTYPE (1D24)

Roll	Result
1	Primate - <i>Roll 1d6</i> : [1] gorilla; [2] chimpanzee; [3] orangutan; [4] baboon or mandrill; [5] monkey; [6] australopithecus.
2-3	Carnivorous mammal - <i>Roll 1d12</i> : [1] small-breed dog; [2] large-breed dog; [3] coyote, wild dog, or jackal; [4] fox or wolf; [5] tasmanian devil or thylacine; [6] hyena; [7] domestic cat; [8] bobcat, leopard, panther, puma, or cheetah; [9] tiger or lion; [10] ferret, weasel, or badger; [11] bear; [12] dire wolf, sabretooth tiger, or cave bear.
4-6	Herbivorous mammal - <i>Roll 1d16</i> : [1-2] cow; [3] bison, buffalo, auroch, gnu, or yak; [4-5] donkey, mule, pony, or horse; [6] zebra or giraffe; [7] pig; [8] warthog or boar; [9] sheep or goat; [10-11] deer, antelope, or gazelle; [12] elk or moose; [13] alpaca, llama, or camel; [14] hippo or rhino; [15] elephant; [16] woolly rhinoceros, woolly mammoth, or mastodon.

MANIMAL SUBTYPE (cont.)

Roll	Result
7-9	Omnivorous mammal - <i>Roll 1d20</i> : [1-2] mouse or rat; [3] mole; [4-5] chipmunk or squirrel; [6-7] hamster, gerbil, or guinea pig; [8] pika, marmot, capybara, or wombat; [9] beaver or otter; [10] groundhog, prairie dog, or meerkat; [11-12] rabbit; [13] kangaroo; [14-15] opossum, raccoon, or skunk; [16] red panda, tanuki, or lemur; [17] panda bear, koala bear, or sloth; [18] hedgehog or porcupine; [19] anteater, armadillo, or pangolin; [20] megatherium or glyptodon.
10-11	Amphibian or reptile - <i>Roll 1d10</i> : [1] frog or toad; [2] salamander or newt; [3] iguana or lizard; [4] gila monster, komodo dragon, or goanna; [5] gecko or chameleon; [6] turtle or tortoise; [7] snake; [8] alligator or crocodile; [9] tyrannosaurus or velociraptor; [10] brontosaurus, stegosaurus, or triceratops
12-14	Bird or avian - <i>Roll 1d24</i> : [1] chicken or turkey; [2] duck, goose, or swan; [3] pigeon; [4] canary or parakeet; [5] cockatoo, toucan, or parrot; [6] cardinal, robin, or bluejay; [7] songbird; [8] hummingbird; [9] raven or crow; [10] eagle or hawk; [11] owl; [12] condor or vulture; [13] peacock; [14] pelican, spoonbill, or stork; [15] seagull or albatross; [16] penguin; [17] puffin, auk, or dodo; [18] flamingo; [19] iris, heron, or crane; [20] ostrich or emu; [21] bat; [22] kiwi, platypus, or echidna; [23] moth; [24] pterodactyl or archaeopteryx.
15-17	Fish or aquatic - <i>Roll 1d20</i> : [1] goldfish or clownfish; [2] salmon, carp, bass, or trout; [3] catfish or plecostomus; [4] sardine or anchovy; [5] puffer or blowfish; [6] lionfish; [7] swordfish, sawfish, or hammerhead; [8] piranha or shark; [9] manta or eel; [10] porpoise or dolphin; [11] seal, manatee, or walrus; [12] whale; [13] seahorse; [14] seaslug; [15] starfish or urchin; [16] jellyfish, octopus, or squid; [17] oyster or clam; [18] lobster, crab, or shrimp; [19] handfish or coelacanth; [20] placoderm, ichthyosaur, or plesiosaur.
18-19	Insect - <i>Roll 1d16</i> : Roll 1d16: [1] flea or tick; [2] cockroach; [3] mosquito; [4] spider; [5] fly; [6] ant or termite; [7] bee or wasp; [8-9] beetle; [10] grasshopper or cricket; [11] mantis; [12] scorpion; [13] worm, snail, or slug; [14] caterpillar, centipede, or millipede; [15-16] butterfly.
20	Protist - <i>Roll 1d14</i> : [1] amoeba; [2] paramecium; [3] dinoflagellate; [4] yeast; [5] algae; [6] diatom; [7] radiolarian; [8] streptococcus; [9] staphylococcus; [10] virus; [11] bdelloid rotifer; [12] tardigrade; [13] nematode; [14] slime mold.
21-22	Multiple mutations - <i>Roll 1d20 once</i> on this table and <i>1d20 once</i> on the Mutant Appearance table.
23	Multiple mutations - <i>Roll 1d20 twice</i> on this table.
24	Multiple mutations - <i>Roll 1d20 twice</i> on this table and <i>1d24 once</i> on the Mutant Appearance table.

ALTERNATE PLANTIENTS FOR MCC

This table allows players to determine a plant sub-type for zero-level plantients. Plant types are grouped based on shared appearance and ecology, rather than evolutionary relationship. Players are invited to use their creativity to decide the exact details of their character's appearance. Rather than list every possible plant subtype, I wanted players to be able to choose one that fits the general type, but that they're familiar with. At the player's discretion, the plantient might appear as a flower, fruit, or seed, rather than a whole plant--for example, as a pine cone rather than a pine tree. As with manimals, my goal in choice of plants was to show how the ancients shaped the world, and how the world has recovered after their disappearance. Compared to base MCC, there are more general types but fewer specific plants mentioned, and there is a higher probability of multiple mutations.

PLANTIENT BODY TYPE (1D6)

Roll	Result
1	human body-plan with plantlike features
2-4	human-plant hybrid or anthropomorphic plant
5-6	sentient plant with roughly human-sized body, opposable thumbs, fine manual dexterity, and terrestrial locomotion.

PLANTIENT SUBTYPE (1D24)

Roll	Result
1	Cereal grain - <i>Roll 1d4</i> : [1] rice; [2] wheat; [3] corn; [4] oats.
2	Leafy vegetable - <i>Roll 1d3</i> [1] celery; [2] lettuce; [3] greens.
3	Underground - <i>Roll 1d3</i> : [1] bulb such as garlic/onion; [2] root such as potato/carrot; [3] rhizome such as ginger/lotus.
4	Vines - <i>Roll 1d6</i> [1] berry/grape; [2] melon; [3] pea/bean; [4] tomato/pepper; [5] squash/gourd; [6] flowering/leaf.
5	Herb - <i>Roll 1d4</i> [1] basil; [2] mint; [3] rosemary; [4] lavender.
6-7	Flower
8	Grass
9	Cluster of shoots - <i>Roll 1d5</i> [1] asparagus; [2] sansevieria; [3] reed; [4] bamboo; [5] birch.

PLANTIENT SUBTYPE (cont.)

Roll	Result
10	Bush/shrub
11	Fruit tree
12	Tropical - <i>Roll 1d4</i> : [1] palm; [2] coconut; [3] pineapple; [4] banana.
13	Leafy deciduous tree - <i>Roll 1d4</i> : [1] permanent spring flowers; [2] permanent summer green; [3] permanent autumn colors; [4] foliage progresses each time plantient gains level.
14	Pine conifer
15	Fern
16	Carnivorous plant - <i>Roll 1d2</i> : [1] flytrap; [2] pitcher plant.
17	Cactus or succulent
18	Seaweed, sponge, or coral
19	Fungus - <i>Roll 1d3</i> : [1] mushroom; [2] toadstool; [3] morel.
20	Moss, wort, lichen, or mold
21	Multiple mutations - <i>Roll 1d20 once</i> on this table and <i>1d20 once</i> on the Mutant Appearance table.
22	Multiple mutations - <i>Roll 1d20 once</i> on this table and <i>1d20 once</i> on the Manimal Subtype table [the character is still considered a plantient].
23	Multiple mutations - <i>Roll 1d20 twice</i> on this table.
24	Multiple mutations - <i>Roll 1d20 twice</i> on this table and <i>1d24 once</i> on the Mutant Appearance table.



ALTERNATE HUMAN CLASSES FOR MCC

Because of the greater prevalence of pure-strain humans compared to base MCC, I recommend allowing additional human classes. Below are my recommendations for modifying the Bard and Paladin classes (by Jose Lira) and Ranger class (by Raskal) from *CRAWL!* No. 6: Classic Class Collection. Class abilities that aren't mentioned should be assumed to function as originally written; the notes below are only intended to outline the changes necessary to run these classes in MCC, not to fully describe each class.

MCC BARD

Bards in the world of Terra A.D. travel and perform, giving hope and comfort, recording events and tragedies, remembering the fallen and lost, inspiring others to greatness.

Magic: Unlike shamans, bards are dabblers who do not serve the AI patrons; they hack them. Their inquisitive nature and tendency to collect odd bits of lore and old tales exposes them to the ability to access, download, and run wetware programs by spoofing logins, falsifying credentials, and phishing older passwords that still check out.

Because of the way that bards access wetware programs, they cannot use glowburn as shamans do. Bards access wetware *without* the patron AI's knowledge, utilizing a series of callbacks, backdoors, scheduled tasks, scripted replies, and automated responses to run their programs in the background of an AI's consciousness. These procedures are memorized by rote and not fully understood by the bards who use them. As a result, bards learn wetware programs completely randomly. When a bard reaches a level to acquire a new program, the player rolls to determine which program the bard has learned to access (see below). Re-roll if the bard already knows the program.

BARD WETWARE PROGRAM SELECTION

Level	Result
1-3	Roll 1d8: [1] <i>Biological ark</i> ; [2] <i>Invoke HALE-E</i> ; [3] <i>Invoke ME10</i> ; [4] <i>Invoke TETRAPLEX</i> ; [5] <i>Invoke UKUR</i> ; [6] <i>Nanogram</i> ; [7] <i>Query</i> ; [8] <i>Sightblinder</i> .
4-6	Roll 1d6: [1] <i>EM spike</i> ; [2] <i>Light amplification by stimulated emission of radiation</i> ; [3] <i>Memory worm</i> ; [4] <i>Polygons</i> ; [5] <i>Scripted illusion</i> (from CRAWL! 6, by Yves Larochelle); [6] <i>Ventriloquism</i>
7-10	Roll 1d4: [1] <i>Attune with artifact</i> ; [2] <i>Restore backup</i> ; [3] <i>Trans-replication</i> ; [4] <i>Virtual reality</i>

Lore: The lore roll can be used to remember the purpose or function of an artifact, but not to remember its operation or improve the artifact check.

Darwinian luck: Pure strain humans are very lucky as a species. Bards regenerate spent Luck at a rate of 1 point for each 24 hour period. Unlike DCC bards, MCC bards do NOT apply their Luck modifier to talent checks or lore rolls.

AI recognition: Because of their close resemblance to the Ancient Ones, all pure strain humans (including bards) gain a natural +2 to AI recognition rolls.

Archaic alignment: Bards may begin as members of either *The Clan of Cog* or *The Curators* archaic alignments.

Artifact check bonus: Bards have a natural affinity for understanding the artifacts of the ancients, resulting in an added bonus to artifact checks. Bards use the artifact check bonus recommended for DCC wizards and elves. Lvl 1-2 ACB +6, Lvl 3-4 ACB +8, Lvl 5-7 ACB +10, Lvl 8-9 ACB + 12, Lvl 10 ACB +14.

MCC PALADIN

Paladins in the world of Terra A.D. are fanatics who revere the patron AIs. They are martially skilled and train rigorously to serve their pantheon. They wield a small bit of wetware programming and are living agents of the AIs.

Choosing a pantheon: At 1st level, a paladin selects an alliance of patron AIs to worship: either the Mainframe of Order, the Grid of Net Neutrality, or the Matrix of Entropy. At 2nd level, a paladin selects a specific AI to serve, while remaining loyal to the pantheon as a whole. This patron will grant the paladin access to wetware programs of terrible power, including the program Invoke Patron AI. Because of their role, paladins almost always adopt security-minded patrons, especially HEXACODA, ACHROMA, and MANGALA. At higher levels, a paladin may adopt additional patron AIs from the same pantheon, but they always maintain an affinity for the first Orbital God they served.

Archaic alignment: Paladins adhere strictly to their alignment and devote themselves to their pantheon's cause. Their devotion to the patron AI's principles is absolute. Paladins may begin as members of *The Clan of Cog*, *The Curators*, and they are the *only* player characters who may be members of *The Gene Police* archaic alignment. In addition, paladins adopt the ancient systems of thought that form the basis of the patron AIs' philosophical alignments: *Law*, *Neutrality*, and *Chaos*.

Smite: Paladins can empower their weapons against those deemed unworthy by their AI patrons. Instead of their regular attack bonus, paladins can add their Smite Die to their attack and damage rolls when attacking mutants, manimals, plantients, and horrors (any creatures with a mutation check bonus as a special property).

Magic: Like shamans, paladins can run wetware programs granted them by their AI patrons. Paladins add their Personality modifier to their spell check, and may use glowburn by consuming radioactive substances while running a program. Rather than risking disapproval like DCC paladins, MCC paladins risk patron taint from spellcasting.

Holy deeds: Rather than risking disapproval like DCC paladins, MCC paladins risk patron taint when they perform holy deeds.

Lay on hands: Paladins have the power to channel ambient atmospheric nanites controlled by their patron to heal the wounded. Unlike DCC paladins, MCC paladins can use this power to repair robots and holograms, though only those that are aligned with the correct AI pantheon. Because of the differences between repair and biological healing, all AIs count as “opposed” for the purposes of determining the holy deed result. All pure strain humans count as “same”, mutants count as “adjacent”, manimals count as “opposed”, and plantients cannot be healed. The paladin must physically touch the wounds and concentrate for 1 action.

Fallen paladin: Each day an MCC paladin receives any patron taint, they gain one point on the Fallen Paladin table. As with DCC paladins, using their holy powers in ways that contradict the will of the patron AIs risks incurring additional points directly. Like DCC paladins, these points do not reset each day, and must be erased by paying real sacrifices to atone and be redeemed in the eyes of the AI patrons.

Darwinian luck: Pure strain humans are very lucky as a species, but paladins sacrifice much of this when taking on a patron AI. Paladins regenerate spent Luck at the rate of 1 point per 7-day period.

AI recognition: Because of their close resemblance to the Ancient Ones, all pure strain humans [including paladins] gain a natural +2 to AI recognition rolls.

Artifact check bonus: Paladins have a natural affinity for understanding the artifacts of the ancients, resulting in an added bonus to their artifact checks. Paladins use the artifact check bonus recommended for DCC warriors. Lvl 1-4 ACB +2, Lvl 5-8 ACB +6, Lvl 9-10 +8.

MCC RANGER

Rangers in the world of Terra A.D. are very similar to their counterparts in the Ancient world. They are tough wilderness warriors, living at the fringes of tribal areas. They train to survive in wilderness areas and act as guides to those crossing dangerous regions. They excel at martial combat against their favored enemies, and have a keen expertise in stealth and survival.

Archery expert ranger path: When firing into melee, the ranger can ignore the 50% chance to hit an ally engaged in the fight. In addition, the ranger can perform Mighty Deeds of Arms as a DCC warrior when fighting with a blowgun, sling, shortbow, or longbow.

Two-weapon expert ranger path: The ranger can fight with two one-handed weapons as though their Agility was 16 [although staff and spear are one-handed weapons, the ranger can only effectively wield one weapon of such size at a time; the second weapon must be smaller, such as a dagger or club]. The ranger can perform Mighty Deeds of Arms as a DCC warrior when fighting with two weapons.

Wilderness skills: Rangers train to survive in both hostile natural environments and the very hostile, very *un*-natural environment of the ruins of ancient cities. Although their skills are still mostly only relevant out-of-doors, they function as well amidst Ancient ruins as they do in the wastelands. For example, rangers can climb sky-scraping ancient buildings as easily as they climb other steep cliffs, find water dripping from the tap of abandoned plumbing just as they find natural springs, and hide in alleyways as easily as they do behind natural outcroppings.

Rangers are considered trained in the following skills, and receive a bonus to skill checks equal to their class level plus their ability score modifier: Climb [Agility], Find and neutralize natural/Ancient traps [Agility], Sneak and hide [Agility], Strider [Agility], Survival [Personality].

Favored enemies: At 1st level, the ranger must choose one type of favored enemy from the following list: androids, cyborgs, devils, holograms, manimals, mutants, plantients, robots, slimes, horrors [creatures with a mutation check bonus special property]. At 3rd, 6th, and 9th levels, the ranger can choose another favored enemy, so long as they've fought that enemy before.

Darwinian luck: Pure strain humans are very lucky as a species. Rangers regenerate spent Luck at the rate of 1 point for each 24 hour period.

AI recognition: Because of their close resemblance to the Ancient Ones, all pure strain humans (including rangers) gain a natural +2 to AI recognition rolls.

Archaic alignment: Rangers may begin as members of either *The Clan of Cog* or *The Curators* alignments.

Artifact check bonus: Rangers have a natural affinity for understanding the artifacts of the ancients, resulting in an added bonus to their artifact checks. Rangers use the artifact check bonus recommended for DCC clerics and thieves. Lvl 1-2 ACB +3, Lvl 3-4 ACB +5, Lvl 5-7 ACB +7, Lvl 8-9 ACB +9, Lvl 10 ACB +10

ALTERNATIVE TECHNOLOGY CHECK FOR MCC

DCC uses d10 skill checks for untrained characters and d20 skill checks for skilled characters. Thieves begin the game casting spells from scrolls using a d10 (as untrained with magic) but as they gain levels, their dice-type improves, one step at a time, modeling the learning process. This alternative to the MCC technology check uses thieves' spellcasting improvement as a model and applies it to denizens of Terra A.D. learning to use Ancient technology.

When characters first encounter a new piece of ancient technology, they roll d10 + Artifact check bonus + Intelligence modifier. As they learn to understand the artifact, their dice-type can improve. Characters need to be very smart or very lucky to operate a new artifact successfully, or do anything at all other than break it. But each success has the chance to lead to new insights, allowing characters to eventually gain mastery over each new piece of technology.



Technology level and complexity: The tech level sets a limit on the who may attempt to use an artifact. A character cannot make a technology roll for an artifact whose tech level is higher than the limit set by their Intelligence — *unless* their character level is equal or higher to the tech level [for example, any 7th-level character can attempt to use alien technology, even if their Intelligence is lower than 24. Most 6th-level characters can't attempt to use such a device, however; they can't even fumble and break it]. Characters don't need to make technology rolls for objects from their home culture's tech level or lower.

[Stone-age technology is TL 1, mechanical devices are TL 2, electronic and modern computing devices are TL 3, near-future tech is TL 4, far-future tech is TL 5, technology indistinguishable from magic is TL 6, and advanced alien technology is TL 7].

The complexity of an artifact is subtracted as a penalty from the technology roll.

Progressing and re-rolling: As characters roll on the table below, the technology die they roll [starting with d10] can only increase, never decrease. If a result indicates that further rolls should be made using a technology die that's lower than the character's current ability, ignore that portion of the result.

Characters can also continue to study and master ancient technology that is currently non-functional or broken. If a result indicates that the artifact activates, but the tech can't activate because it needs repairs, or it has run out of ammunition or power, then it doesn't activate, ignore that portion of the result.

Each successful result on the table below is intended to eventually force a re-roll. Each entry describes how long a character can use the artifact before they *must* make another technology roll. For example, on a result of 17-19, the artifact functions for 1d3 game sessions before it breaks and needs minor repairs. Once that happens, the character must make a new technology roll, *even if* they can make minor repairs without needing a new tech roll to learn how — they *still* need a new technology roll because the result demanded it.

Classes bonuses: As noted in their character descriptions, some characters have an affinity for certain forms of ancient technology. Sentinels also add their artifact bonus die to technology rolls for weapons and armor. Healers roll +1d on rolls related to medical artifacts and devices. Rovers receive an additional bonus to understand ancient doors, locks, traps, and other security systems. These bonuses still apply to the technology roll as well as to Intelligence checks related to learning or using the technology.

Assisting and teaching: One character must volunteer to be the primary technology user; that character makes the technology roll using their current technology die for that object. Up to three characters may assist, if they have sufficient intelligence. Both the technology user and all assistants may expend Luck to improve the technology roll, and all assistants suffer the consequences of a poor roll. To serve as an assistant, a character must have a minimum Intelligence of 13 [or Int modifier +1]. A technology user can have two assistants as long as one assistant has a minimum Intelligence of 16 [or Int modifier +2], and three assistants as long as one has a minimum Intelligence of 18 [or Int modifier +3]. Add the Intelligence modifier AND the Luck modifier of each assistant to the technology roll, along with any expended Luck.

When a technology user teaches another character to use a piece of technology, the student must roll a d20 to make a DC 10 Intelligence check, modified by their Artifact check bonus, to learn what the teacher knows. On a natural 1, the artifact is permanently broken and inflicts maximum damage on the student and the learner. On a successful Intelligence check, the student may now roll the same technology die as the teacher.

Describing technology: Until characters have attempted to use an artifact and begun to unravel its secrets, they should receive only an “abstract description” as explained in the MCC rules. Once they have a d12 or higher technology die, they have earned the right to a “literal description.”

Judging advice: This alternate rule is intended to create a mini-game out of learning to use ancient artifacts. As such, it is probably too cumbersome to use with every artifact the characters find. Instead, I recommend using different approaches depending on the nature of the artifact. Trinkets and other extremely simple artifacts might work automatically. Single-use artifacts might still allow a d20 technology die from the very beginning. Learning to use one artifact might grant a bonus--or even allow the characters to use the same technology die--for any similar objects.

ARTIFACT CHECK RESULTS	
Roll [1d20]	Result
1	The artifact breaks irreparably and inflicts maximum damage (or 1d6, for artifacts with no damage listed) to all characters within a range of 10' (or further, if applicable based on the artifact).
2-3	The artifact breaks and needs major repairs. It inflicts 1d3 damage on the user and all assistants.
4-6	The artifact breaks and needs minor repairs.
7-11	The artifact doesn't function, but isn't broken. However, a piece is missing, a part is knocked out of position, a control is on the wrong setting. The device won't activate until a DC 12 Intelligence check makes it functional again.
12-13	The artifact activates for one use, but its operation is still not understood. Another technology roll must be made before it can be used again. Further technology rolls use a d12 technology die.
14-16	The artifact activates and is minimally understood. It can be used for 1d3 uses, then another technology roll must be made before it can be used again. Further technology rolls use a d14 technology die.
17-19	The artifact activates and its operation is basically understood. Additional ammunition or power sources can be used to reload the artifact if they're available. The artifact can be used for 1d3 game sessions, then it needs minor repairs and another technology roll must be made before it can be used again. Further technology rolls use a d16 technology die.
20-26	The artifact activates and its operation is well understood. Minor repairs may be attempted with a DC 12 Intelligence check and the correct tools and materials. The artifact can be used for 1d4 game sessions, then it needs major repairs and another technology roll must be made before it can be used again. Further technology rolls use a d20 technology die.

ARTIFACT CHECK RESULTS (cont.)

Roll (1d20)	Result
27-33	The artifact activates and its operation is precisely understood. Minor repairs may be attempted without rolling a check. Major repairs may be attempted with the correct tools and materials and a DC 12 Intelligence check. The artifact can be used for 1d6 game sessions, then it breaks irreparably and needs to be replaced. Further technology rolls use a d24 technology die.
34-35	The artifact activates and its operation is precisely understood. Major and minor repairs may be attempted without rolling a check. A duplicate artifact can be constructed with the proper materials, parts, and tools and DC 12 Intelligence check. The artifact can be used for 1d8 game sessions, then it breaks irreparably and needs to be replaced. Further technology rolls use a d30 technology die.
36+	The artifact activates and its operation is precisely understood. Major and minor repairs, and even the construction of a duplicate artifact can be attempted without rolling a check. No further technology rolls are needed for this object. It can be operated at-will, and no greater understanding can be achieved by examining it. The technological principles underlying the artifact can be understood by making a DC 24 Intelligence check. Once these principles are understood, new artifacts can be designed by following those principles, using correct materials, parts, and tools, and a DC 12 Intelligence check.

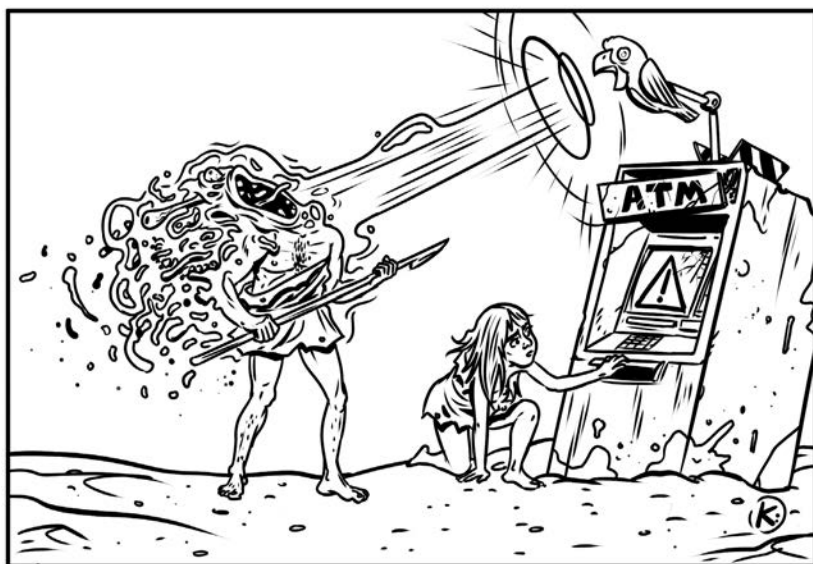
Example: Lily is a post-apocalyptic scavenger, familiar with TL 3 automatic firearms. When Lily meets Jean, a time-traveler from the far future, she steals Jean's fazer-pistol and threatens to shoot Jean with it unless someone explains why cyborgs are attacking. Jean promises to protect Lily, and manages to persuade her to return the pistol unfired. Curious to know what would have happened, Lily's player rolls d10 and adds Lily's Intelligence modifier (+0 for Int 12) plus her artifact check bonus (+2 for a 1st level Rover), subtracts the fazer-pistol's Complexity [-6], and gets a total of 0. Jean says "It was set to overload. If you had shot me, it would have exploded and killed us both." Feeling embarrassed, Lily says "It was my first raygun." Later, they find a hard-light hologram of a 1920s machine gun, and Lily is able to use it without making a technology roll at all. Together, Jean and Lily repel the cyborg invasion!

SCRIBING RUNES IN MCC

In a world without literacy, all writing seems like magic. Some writing is much more magical than others, however. Some writing issues commands that its viewers have to obey, even if they can't actually "read" it. The DCC spells *runic alphabet (mortal)* and *runic alphabet (fey)* represent a set of procedures that characters can memorize by rote in order to enact wetware-like effects without direct intervention by the patron AIs. The DCC spell *make potion* even provides a list of procedures characters can follow to issue wetware-like commands to themselves.

Characters can only learn runes one at a time, they can never memorize an entire runic alphabet at once. Characters learn a rune by making a technology roll, including their usual artifact check bonus. A character must make a technology roll equal to the rune's original minimum spellcheck in order to memorize it. Once a character has memorized a rune, they can inscribe it any time by making a technology roll equal to the rune's spell check. The rune's complexity is equal to twice its spell level (so mortal runes are complexity 2 and fey runes and potions are both complexity 6). If the alternative technology roll described earlier is used, then characters' technology die is also their spell check die, and can continue to improve even after they memorize the rune. If the bard class described earlier is used, bards roll +1d on technology rolls to learn and scribe runes. Most characters can memorize a number of runes equal to half their character level, while bards can memorize a number of runes equal to their level.

A rune might represent ancient machine code. Writing the code might issue a command-line instruction to a patron AI's satellite mainframe, and activating the rune might represent the satellite compiling and executing the code via the AI's operatives and resources planetside. Or, a rune might represent ancient logins, passwords, and database entries. Writing the rune might fill in a webform maintained by the nanites ambient in the atmosphere all over Terra A.D., and activating the rune might represent the



nanites submitting the entry as a new row in a cloud database. Or, a rune might consist of images that exploit flaws in the image-processing centers of the human brain to produce almost unavoidable effects, as described by David Langford in his “blit” and “basilisk” stories. Learning the rune might represent learning to accurately reproduce the image without suffering its effects. Inscribing might consist of drawing this image, and activating it might represent fully revealing the image to its victim’s visual cortex. Depending on the judge’s interpretation, inscribing a rune might require access to a functioning ancient computer terminal, special paints or stencils to craft a nanite-readable barcode or QR code, or protective eyewear to shield the scribe’s own optic nerve from the rune’s effects.

Example: Jane has been press-ganged into leading Tommo and Violet into an abandoned ancient city to collect spoons and other artifacts. Near the edge of town, she spots an Ancient screen and keyboard, attached to a machine that accepts rectangular leaves and returns metal pebbles. First she types in the command to make the monitor display a particular shade of green that relieves the injuries she suffered on the road [make potion “healing”, technology DC 18, Complexity 6]. When

Tommo and Violet demand that Jane repeat the procedure, she enacts the second part of her plan, typing in a command to display a coruscating pattern of red-and-green static that causes Tommo and Violet to hemorrhage to death on the spot [runic alphabet (fey) “pain”, technology DC 16, Complexity 6]. Jane returns home telling a story about how Tommo and Violet “were eaten by a carnivorous plant.”



THE END

Getting Ideas from Birth Augurs

by José Luiz Tzi

One of the elements that my table liked most about DCC RPG is the birth augur. They enjoyed giving wide interpretations to their PC's birth augur. If a PC rolled the augur the bull, for example, then their player pictured him as a brute, not only in physical strength but also on his approach to everything. That could either mean that the PC believed that a forceful approach was the best, or simply that the character was blunt and direct.

Some other options follow. With “positive” examples, I tried to consider situations where a positive or neutral Luck modifier would work; for “negative” examples, I considered an approach targeting PCs with a negative Luck modifier:

ALTERNATIVE BIRTH AUGURS

Birth Augur	Positive	Negative
Harsh winter	Either a “Winter is coming!” background (a grim and fatalist PC) or a PC that comes from war-ravaged or brutal homelands (Cimmeria, Mordor, the Frozen North, etc.)	This is a PC that is probably traumatized by combat, maybe crippled or cursed [by a winter deity? a Crom-like god?]. Perhaps — may the gods help us — a pacifist!
The bull	A violent PC that solves all his problems through battle.	The PC sucks in melee combat. If the PC obtains the bull augur, invert the meaning; then this PC might be a mutant or pariah, too weak to fight, who is seeking a cure for his debility (maybe through a patron or arcane magic).
Fortunate date	The talented archer (Bard, the Dragonslayer-wannabe), sniper (an assassin?), blessed by some god of the hunt or maybe a daredevil spellslinger. If you interpret more literally the name of the augur, then the PC is that irritable fellow that seems to always get the best girl, the best spot, and also the one that always leaves a battle without a single drop of blood on his chainmail.	No one trusts the PC with a bow or even a crossbow. Maybe the PC hates archers (and elves?). By inverting the meaning, maybe the PC was born on the day of some terrible catastrophe (like a battle that killed thousands). Most people know this and avoid the PC like the plague.
Raised by wolves	The PC was orphaned while crossing a jungle and was raised by beasts (not original enough, but what if the PC is a dwarf? This happened at my table and inspired me to create a beastmaster class). The bonus to unarmed attacks suggests that the PC learned to live by his own innate talents, without much in the way of equipment, so maybe the orphan background is the best (or maybe the PC trained with Shaolin monks).	The PC can't get themselves to do dirty works. Maybe he is a pampered third or fourth son of a noble household. Without any inheritance, he was forced onto the perilous path of a dungeon delver.

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Conceived on horseback	The PC is a true Mongol (or Dothraki, or Rohirrim, etc.) rider! The PC may have come from a culture that worships horses (warrior, elf or cleric classes), or maybe she started her career stealing horses (thief or halfling classes), or she could be that one apprentice who learned magic with the assistance of a unicorn (elf or wizard? Obviously a virgin).	The perfect augur for dwarves - the PC hates horses and she HATES the PC back - ALL of them! Perhaps the PC actually was a horse which has been shape-changed into a humanoid (or a humanoid cursed by a nemesis to be donkey for 7 years... now it is revenge time!).
Born on the battlefield	The obvious one here is that the PC literally could have been born in a battlefield (her mom is probably a bit mad, I would guess). This augur can also represent a certain degree of bloodlust or even psychopathy for the "heroic" PC.	If a wizard or halfling, then maybe the character is one who can't stand the mere sight of blood. If a warrior or dwarf, then perhaps she enjoys a good roleplaying challenge. In that case, try playing the PC as a pacifist who won't kill most enemies (but she does love to use lots of Mighty Deed of Arms).
Path of the bear	The "bear" part is the secret. The PC can be a Beorn-like character: big, furry and cranky. This is actually the type of augur that I enjoy most for non-warrior and dwarf PCs - imagine an ogre-like brute who studied wizardcraft, or a really cranky and foul-mouthed halfling. Maybe the PC has a bear's appetite or enjoys the company of animals. He probably breaks things by accident... a lot. Collateral damage is the PC's surname!	OK, the PC punches like a pixie (if he is an elf or halfling, that's perfect). Let's think on the opposite of a bear - maybe a fox, a rat or anything small and cowardly. He is the kind of PC that hates when the battle get up close and personal. The PC likes to stay away (far, far away), duly protected by cover. If a warrior, then he is (obviously) an archer.

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Hawkeye	Green Arrow or Hawkeye. Really. Both are awesome PC examples in terms of personality and charisma [and if the PC's Personality is high, then she a natural candidate for the role]. This is the adventurer that always notes that one small detail that can save the party. The PC is probably perceptive and keen-eyed.	Play a Mr. Magoo PC! And use glasses. And have the PC complain about goblin blood falling on her glasses every time.
Pack hunter	This is a really bizarre augur for me, at least mechanically. The PC is basically good with "peasant" weapons. This could mean that he never forget his lowly origins. He may be a big damn hero now, but his dream is still to retire to a nice peaceful farm, to plant cabbages or turnips (if he can bore the hell out of his party by constantly talking about turnips and cabbages, he deserves a +1 Luck point). Or you could literally use the augur's name - the PC is a pack creature. He works better when in a team and he is everyone's second best friend.	The PC is a lone wolf in an adventuring party - which basically means he is a diva or a hypocrite. Roleplay Wolverine/Logan; have the PC complain a lot about how everyone around hinders him (especially while being healed by the cleric). If you go by the mechanical aspect, then the PC was probably a highborn fallen on harder times (or a bastard). He still keeps his noble perks - he enjoys fine food, clothes and weapons. He would NEVER touch "dishonorable" weapons, like a pitchfork or knife.

Variant augur - Pack hunter: *Given the name of this augur, I believe it would be nice if the PC gained his Luck modifier on attack and damage rolls if he followed another PC's action. For example, if a warrior attacked a goblin, the PC would gain his Luck modifier as a bonus by attacking that same goblin with his next action. If he has a negative Luck modifier, he has to be the original attacker every round or suffer a penalty to attack and damage rolls - yes, he really hates battles against only one adversary!*

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Born under the loom	The quintessential jack-of-all-trades. While this augur is great for thieves (free skill bonus!), I find it excellent for mixing with other classes. The PC could be an enlightened duelist from exotic lands (a warrior using her skill bonus for wuxia and social skills), a cleric of the God of Thieves or Knowledge, a true sage! (wizard), an old rascal of a halfling who has lived a lot and accomplished a lot, or a truly ancient elf or dwarf.	The PC is clumsy like Goofy. Maybe her “unluckiness” is legendary and small accidents happen around her all the time. Offering help is practically her way of intimidating someone!

***Variant Augur – Born in the trade:** I find the original augur a little overpowered... after all, the PC gains a bonus to all skills! At my table, that is a huge boon. So I usually allow a player who rolls this augur to choose between two versions (or throw a coin and let fate decide). Born in the trade is a variant augur that grants either a bonus or a penalty only to thief skills. A positive Luck modifier gives a bonus to thief skills, a negative Luck modifier imparts penalties. The original born under the loom augur grants a modifier to all other kinds of skill checks. If you choose to use this variant, there are a few interesting concepts to consider: the PC could be a holier-than-thou cleric (negative Luck modifier) that refuses to do thieving/skulking (and sucks at it); or go for the opposite, building a paladin-like PC (positive Luck modifier) that is GREAT at thieving, but hates to do it.*

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Fox's cunning	The PC is perhaps known for his preternatural danger sense. Maybe the PC is touched by the weird and suffers visions of terrible things that will happen. If you take the literal "fox" part of the augur's name, maybe the PC had a shape-changing fox as a parent. A simpler option is that the PC is just cunning or clever.	Traps love the PC! That could mean simply bad karma. Traps could mean lots of other things besides pits and mechanical terrors. The PC always falls for all kind of traps, which means he could be gullible (a halfling), have a way of thinking as slow as rocks (a dwarf) or just doesn't ever get how "mortals"/ humans act (an elf). Maybe the PC is the one member of the party always picked as a mark by the snake oil salesmen.

***Variant Augur – Fox's cunning:** I like to extend this augur's theme to ambushes and surprise attacks.*

Birth Augur	Positive	Negative
Four-leafed clover	"Good" stuff always reaches the PC's hands, similar to Bilbo, who manages to find a ring of invisibility lying on the ground of a cave. Maybe the PC is lucky with small (non-mechanical) stuff. Her room at the lord's castle is the only one with a bath. While crossing a town during heavy rain, only the PC, among all members in the party, reaches the mayor's house without being covered in mud.	"Bad" stuff always reaches the PC's hands, similar to Bilbo, who manages to find the cursed one ring of the Dark Lord lying on the ground of a cave! Please, apply this PC's negative Luck modifier as a penalty when rolling for cursed items!

***Variant Augur – Four-leafed clover:** I like to extend this augur's effects to any roll on treasure tables, if applicable.*

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Seventh son	A quick bit of research tells that the 7th son of a 7th son could be a gifted healer, a natural diviner, a person resistant or immune to poisons, or even a werewolf [a common folklore here in Brazil]. These are all good ideas if the PC isn't a spellcaster [I hate mechanical traits that are useless]. If you want, roll a 1d4 for non-spellcaster PCs that rolled this augur: [1] healing rolls; [2] perception; [3] saves against poisons; [4] saves against curses. Another option is to simply let non-spellcaster PCs with this birth augur cast spells from scrolls like a thief (using a d10 action die). Yet another option for non-spellcaster is that she is a "luck/unlucky amulet" for spellcasters. If the PC has a positive Luck modifier, she can choose one spellcaster ally each game session to gain that bonus. This must be roleplayed somehow at the table [the chosen spellcaster maybe bought him a beer at the tavern, or maybe the PC and the spellcasters had a tryst]. If the PC has a negative Luck modifier, all beneficial spells cast on them suffer a penalty. Finally, don't forget that the "7th son" concept is just an idea: maybe the PC was born with a caul over her head, maybe she has the "evil eye", an extra thumb, was a lycanthrope in the past, have a pentagram or the symbol of Chaos on her left hand, etc.	
The raging storm	The PC's magic seems more potent than it really is. The judge is encouraged to add an extra cool manifestation or special effects to the PC's magical strikes. Maybe the PC's potent magic allows her to do small cantraps, like lighting their pipe.	I like two options here. The classic trope is that the PC's magic is puny. Maybe a cleric that follows a pacifist or dying god. A wizard or elf who may be cursed. The PC could be a gutter mage, someone who learned magic alone and never got it right.

Variant Augur - The raging storm: *another — more unorthodox — option is that the PC's magic is actually VERY destructive, even when beneficial. Here's how I would do it: every time the PC casts a spell, there's collateral damage. Her fireball will hit innocent bystanders and property. If there aren't victims around, have the PC roll a Luck check. If the PC fails, deal her negative Luck modifier in damage to a random ally, including possibly themselves. A cruel judge could require a Luck check even when a cleric heals, reducing the total hit points healed by her negative Luck modifier (and to boost her healing hurts... maybe the PC is a chaotic cleric or a follower of some bloodthirsty deity). OK, what if the PC is a non-spellcasting class? The PC could be magic resistant (or vulnerable), adding her Luck modifier to an opponent spellcaster's DC (if positive) or to the spellcaster's spell check (if negative)*

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
The righteous heart	Here the best idea is to check the PC's alignment before finalizing any ideas. Undead, monsters, devils and demons are anathema to both Law and Neutrality. Chaotic dragons, extraplanars and humanoids are the other enemies of lawful PCs, while neutral PCs face lycanthropes and "perversions of nature". Chaotic PCs enemies include lawful dragons, extraplanars and humanoids, and also angels and paladins. The PC may belong to an ancient bloodline or order that hunts the unholy. Maybe something in the PC's blood hurts those creatures. The PC could also be the reincarnation of some powerful hunter of the unholy.	The PC is half-unholy [demon-blooded or perhaps a half-vampire, a dhampir].

***Variant Augur – The righteous heart:** turn unholy is very specific and quite useless if the PC is not a Cleric. So, for non-clerics, let this augur affect another stat. Roll a 1d4: (1) saves against unholy; (2) attack rolls against unholy; (3) damage rolls against unholy; (4) skill checks when dealing with something Unholy.*

Survived the plague	Let's go for the most Warhammerian augur of all! This is the perfect augur for gongfarmers, rat-catchers, gravediggers, cutters/barbers, etc. Congratulations, the PC literally survived a deadly plague! The fact that magical healing works better on the PC may suggest he was touched by the divine in some fashion; maybe he was a prophesied child-avatar [a failed one if the PC became a warrior, but the fame still carries on]. The PC may be a pious followers of the gods [again, a perfect option for non-clerics]. If the PC is a wizard, this could mean perhaps there exists some pact with an extra-dimensional being with his family. If the PC is an elf — a traditional chaotic and arcane race — this could mean he is actually half-elfen!	Congratulations, the PC survived the plague, but was crippled, marked or disfigured by it! Magical healing may not work on the PC because he is an elf [blood of Chaos], a dwarf [resistant to magic?], a heretic or excommunicated fellow or maybe even demon-blooded. Another option is that the PC almost died once; since then, death has been following him.
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ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Lucky sign	The PC is the chosen one (or so say the local clergy). She may be a [self-declared] saint or prophet, whose resistance to magic and other events is seen as a sign of divine protection. Maybe she was born under the twin-tailed comet (good luck forging an empire). The PC could have a special amulet or token (warrior or thief), or perhaps a relic (cleric). She could have forged a pact with some hidden patron, becoming a warlock (wizard); or she could be one of the patron's spawns (bastard daughter of the King of Elfland!). She could also have hidden her soul inside a lesser phylactery (wizard) or given (literally) her heart to a fey (elf).	Something is seeking the PC's death. Maybe she survived the 0-level funnel (or childhood) because she (or her parents) sold her soul. The PC could be the sole survivor of some deadly catastrophe; her presence is seen as a terrible omen. She carries some clear sign of unlucky. She could be a beardless dwarf, a weird and albino halfling (similar to Gollum?), an elf with ebony skin and white hair (similar to Drizzt?!), or a human with cloven feet or little horns.
Guardian angel	Read the above entry on fox's cunning for ideas about traps. Let's focus on the guardian angel part. The PC could have a more powerful familiar (wizard or elf), a small and annoying, but useful, animal companion (a hamster named Boo!) or maybe a spirit which literally guards your PC against traps and similar "accidents".	Take those positive ideas and turn them around. The PC's familiar wants to kill him! It's useful most of the time, but from time to time, the damn critter seems to plot the PC's doom (please, judge, don't forget to roleplay the evil familiar laughing every time the spellcaster suffers a critical hit). If the PC isn't an arcane spellcaster, they could be haunted by some poltergeist (an ancestor he betrayed, a patron from whose pact he escaped, etc.). The PC could actually be mad! He could see an evil twin or creepy demon stalking him and which tries to push him into pits and traps, but ONLY THE PC sees the damn clown! (I hate clowns...).

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Survived a spider bite	The PC has an unhealthy dose of entomophilia (maybe she is like Reinfield and actually likes to eat bugs). She could come from a far-away land where the peasants use giant bugs instead of cattle or horses. If a dwarf, she could have survived a massive war against giant spiders. If a halfling, she could have survived a trek through Mirkwood!. If an elf, she was banished because of her religious beliefs.	The PC is obviously entomophobic. If she also has a low Stamina, this could mean she was poisoned and almost died (she is weak and probably requires alchemy or recurrent divine magic to be kept alive... maybe she requires bonding to a supernatural patron or will die).
Struck by lightning	For this augur, I'm going to avoid the positive/negative descriptions because the main idea here is the same - the PC survived an impossible situation. Call it a lightning strike, a meteorite strike, a dragon attack, etc. He survived something that should have killed him. Get creative. Extrapolate. If his Luck modifier is positive, the judge is encouraged to flavor the description, describing how the PC, of the entire party, is the one that usually gets out of a situation unscathed. If the PC has a neutral or negative Luck modifier, then Death is still trying to even the score.	
Lived through famine	Another Grim & Perilous augur! The PC survived the plague! Or the Great Famine (and the following Ghoul Spring). Or a nuclear winter! Actually, maybe she was raised by orcs/goblins/insert-here-unsanitary-humanoids. Either way, she survived in a place where civilized folk usually die. How did she manage that? A dark pact or divine blessing? A mysterious MacGuffin? Some weird birthmark?	OK, maybe the PC didn't literally survive through the famine. Not entirely whole, at least. Maybe the PC and Death are now tavern buddies (she has a bone white complexion and hardly seems to breath). Or maybe she actually died and was brought back...changed. Does she require any special medicine or perhaps a weird ritual to be kept alive? Perhaps she is now death-touched, doomed to return as one of the damned or undead [a vampire, perhaps].

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Resisted temptation	The PC is a pious soul...if there were paladins in the core DCC rulebook, the PC would be one [actually, it's a great idea if the PC KNOWS that he could have been a paladin, but they don't exist]. Maybe he was touched by an angel or blessed by a champion of Law with iron will. Another interesting option is that he is [constantly] tempted by a devil. So far the PC has resisted, but the infernal is still following him around for some reason.	The PC sold his soul [he was young and stupid, and at the time it was so edgy!]. Maybe the PC is addicted to some dark narcotic from the fallen east [purple lotus, that weird worm-spice or maybe demon blood - literally, demon blood!]. If you like a comedic approach, the PC can have a simpler vice - he is lecherous [human], gluttonous [halfling], greedy [dwarf] or just ridiculously vain [elf].
Charmed house	The PC has a guardian angel [not necessarily a celestial... could be a faerie, an ancestor, a living spell, a very headstrong familiar]. The PC has a phylactery and part of her soul is stored in it. She is not completely human [if a warrior, cleric, wizard or thief] or demihuman [perhaps a dwarf with a clockwork heart or an elf with demon-blood]. In Brazil, we have the expression "corpo fechado" [closed body], which is used to describe people with supernatural protection who can't be hurt under ordinary conditions [if you saw the movie, Unbreakable, you know what I mean]. If you go for a literal approach, maybe the PC was born in a very special or holy place, and bit of that magic is still carried by her [Rivendell, Myth Drannor, Mount Olympus, the Deadhouse, etc.].	The PC is as fragile as glass [Unbreakable!]. Maybe she is too small or too big for her race. If she is an elf, maybe she is plant-like and more fragile; if she is a dwarf, she could literally have crystalline bones. Or she could be just an elderly adventurer. Perhaps she belongs to an elder race that is slowly fading from the world [a degenerated Atlantean, Valyrian or Eldar... who knows]. Perhaps the gods hate her and want her dead, or a demon lord cursed her bloodline to DOOM! [it is really very easy to come up with some weird reason for a low AC].

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Speed of the cobra	The PC does EVERYTHING fast... talks, eats, sleeps (!), etc. Never staying silent or in the same place for long. If he drives his party mad, congratulations! He could be a cleric of Mercurius, a thief-acrobat, an amazon/rider/maratonist warrior, a changeling (wizard with fey blood), a fox or squirrel polymorphed into a halfling, a dark sun elf! (If you like these suggestions, allow speed of the cobra to also increase movement speed).	If the judge allows it, play an ent (treat as the warrior class!). The PC is really slow, either because he always plans and ponders an action before doing it, or because he is too big. The PC could be a half-earth elemental dwarf (or just a big/old dwarf), a half-giant (warrior), a halfling fugitive with an adamantine ball and chain in his legs or maybe an elf from an alternate fourth dimensional reality who experiences problems acting in our three dimensional world. Or you could just play a REALLY stupid and slow thinking barbarian...
Bountiful harvest	The PC had to flee her home village because the locals thought she was the avatar of the spring goddess. If the PC is a cleric or an elf, maybe life springs around her... with flowers blooming, small animals passing by, etc. Maybe the PC's excessive life force is the result a pact made by her parents with the King of Elfland or other supernatural power. If the PC is a dwarf, they could be half-troll (and very ugly).	The PC looks like a corpse (perhaps minus the smell). The PC was born in the underworld. One of the PC's parents was an un-dead. Maybe her bloodline was cursed by the forces of Law or Chaos. Also, read the negative aspects of the augur charmed house .

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Warrior's arm	The PC is the kind of adventurer that enjoys gore and bloodlust too much for his own good. Maybe he is a failed apprentice of the assassin's guild (that's a cool new occupation, by the way), a fugitive torturer (idem) or the unsung son of a famous barbarian warlord (that was cast aside because he disappointed dad — Conan).	The PC is not a pacifist, but he hates killing. Or perhaps he can't stand the sight of blood [perfect for a cleric]. The PC could also be a lousy fighter.

***Variant Augur – Warrior's arm:** in my games, I let this augur also affect spellcasting. So, if the spellcaster PC rolled a natural 20, he adds his Luck modifier to the final result.*

Unholy house	The PC's resistance to corruption could derive from celestial blood (aasimar anyone?) or more probably because she swallowed the finger of St. Cuthbert some years ago when the plague hit her (on the run from Law-aligned churches). Maybe she has a guardian angel (literally) that constantly preaches the "benefits" of a righteous and chaste life. A very wicked background is that the PC has an identical twin...and all the PC's corruption is actually passed to her (a campaign villain).	The perfect augur for wizards! If the PC is a wizard, please play her as the cliché evil necromancer (don't forget the maniacal laughter). If the PC is a cleric, consider aligning her with Chaos. If the PC is an elf, consider that she is actually an evil outsider banished from the overworld (the mutations provoked by corruption actually chip away at the PC's disguise, revealing her true form!). If the PC is a halfling, play Gollum!
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***Variant Augur – Unholy house:** Why let only wizards and elves have all the fun? If a player rolled this augur for a non-arcane spellcaster PC, I would give the PC a special ability – in addition to Luck. The PC can also burn Stamina to gain bonuses. Burned Stamina regenerates like spellburn damage. However, every time the PC burns Stamina, roll 1d20 plus his Luck modifier against a DC of 15. On a failure, roll 1d6 and apply to result to the PC: (1–3) minor corruption, (4–5) major corruption, (6) greater corruption.*

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
The broken star	The PC escapes from perils that kill or maim most people. Why? Maybe he hid his true name or entrusted it to a supernatural patron. Or maybe he is obsessed with his own death, so he carries an absurd amount of luck charms (and somehow all that junk works). The PC could be a polymorphed white rabbit. He could have four-leaf clovers on his head instead of hair [?!]. Maybe he is the only cheerful and optimistic dwarf in the world. Or you could play a dark elf who stole the luck of his clan through a magic mishap.	When the PC fails, he does it in epic fashion. Maybe he is really DOOOMED! And he knows it (he did something terrible in his past). If the PC is a wizard, a cleric of the Old Ones or an elf, maybe reality itself hates him and wants him dead (he is an unnatural being after all). Because rolling on the fumble tables usually only occurs in combat, maybe he is just craven, so check the negative aspect of warrior's arm .

Variant Augur –The broken star: *This variant is targeted towards halflings. Halflings have a good luck charm ability, so let's tinker with that. Maybe there are some halflings that aren't born lucky. They are born wrong and are usually exiled from their boring pastoral villages. They are cursed and called names like redcap, boggart or pooka and have the evil eye (they're usually also bastards). Maybe goblins are just that... wrong halflings. Anyway, these halflings can only burn Luck to penalize other's rolls.*

ALTERNATIVE BIRTH AUGURS (cont.)

Birth Augur	Positive	Negative
Birdsong	The PC has an innate knack with languages. Maybe she is a sage, a foreigner from some weird and exotic empire, or maybe a wizard did something to her head. I like to let players with this augur pick languages during play. It's awesome (if you saw the Antonio Banderas' scene around the fire from the great The 13th Warrior, you know what I'm talking about). Another cool way to personalize PCs with this augur is to pick weird languages. The DCC core rulebook gives great ideas, like knowing how to talk with horses, wolves or spiders. Go crazy from there! What if the PC could talk to rivers, trees or doors (OK, the last one is a bit overpowered, unless the judge rightfully determines that dungeon doors are sneaky and evil liars; although, dungeon doors also talk with dungeon monsters, so the PC is in trouble... doors hate eavesdropping).	This one is really weird because, except for wizards, it is difficult for most PCs to speak many languages. The judge could instead declare that PCs with this augur are illiterates. But let's make things interesting: what if the PC is cursed to only speak one language? What if that language is demonic? If you want to make things funnier (and the PC has particularly low Intelligence), establish that she starts the game knowing only 1d6+2 words. The good news? She gains +1 word per level (perfect for your neanderthal warrior!).
Wild child	If you liked my suggestion for the speed of the cobra entry, which extends the Luck modifier to movement speed, I suggest also boosting wild child; now it increases movement speed when climbing, jumping and vine swinging. The PC was raised in the jungle or among a culture that considers riding to be unmanly (or a sin, because animals are sacred). He could be a halfling shire postman, a dwarf tunnel runner (messengers used to run through the long and dark passages of the underworld) or an elf from the sea of grass. Play a cleric of the Olympiad! If he is a wizard, play Rincewind.	OK, the PC is slow. Check the speed of the cobra entry for ideas. Let's take another approach here. If the wild child theme implies that someone who lives in the wilds is fast, then play the most urbane, sophisticated (I mean dandy) and gregarious fellow possible (a British accent is encouraged). Criticize your frontier friends for their lack of manners and never forget the hour of the tea (curiously, this is the perfect augur for a Tolkienian halfling).



MERCURIAL POTIONS

by Aron Clark

There is nothing quite like the discovery of a potion. Drink it now and test the waters? Wait for some desperate situation before risking all? Perhaps seek out an alchemist who might be able to determine its effect?

The following table is intended to provide inspirational variance to the standard potion effects by adding description beyond “you feel stronger,” “your wounds begin to heal,” etc. Roll the indicated die once for each column to determine the additional details for each potion. Please add to this table with your options and concepts, every potion could be as unique as the last!:

- Number of doses per potion: 1d3
- Vial material: 1d8
- Container shape: 1d10
- Potion texture/trait: 1d12
- Potion color: 1d16
- Additional effects: 1d20

MERCURIAL POTIONS					
	Vial d8	Shape d10	Trait d12	Color d16	Additional Effect d20
1	Glass	Cylindrical	Bubbly	Amber	No additional effect/per judge
2	Iron	Hip flask	Oily	Orange	No additional effect/per judge
3	Wood	Spherical	Spicey	Vermillion	No additional effect/per judge
4	Stone	Pear-shaped	Chilled	Red	No additional effect/per judge
5	Leather	Fluted	Hot	Magenta	No additional effect/per judge
6	Crystal	Gourd-like	Foul	Purple	No additional effect/per judge
7	Copper	Squared	Sweet	Indigo	No additional effect/per judge
8	Bone	Conical	Bitter	Blue	No additional effect/per judge
9	-	Pinched	Earthy	Aquamarine	No additional effect/per judge

MERCURIAL POTIONS (cont.)

	Vial d8	Shape d10	Trait d12	Color d16	Additional Effect d20
10	-	Embellished	Frothing	Green	No additional effect/ per judge
11	-	-	Dry	Chartreuse	No additional effect/ per judge
12	-	-	Metallic	Yellow	Gag - DC 10 Fort save or retch it back up for no effect & 1 point of damage
13	-	-	-	Brown	Tasty - Drink it all now, every last dose
14	-	-	-	White	Weak - Roll 1d3: [1] potency halved; [2] duration halved; [3] both
15	-	-	-	Black	Toxic - 1d6 damage
16	-	-	-	Clear	Potent - Roll 1d3: [1] potency doubled; [2] duration doubled; [3] both
17	-	-	-	-	Delayed - effect triggered in 1d6: [1] rounds; [2] turns; [3] days
18	-	-	-	-	Large amount +1d4 doses
19	-	-	-	-	Small amount -1 dose
20	-	-	-	-	Side effect - Roll 1d3: [1] random stat +1, night vision for 1d6 hours; [2] squeaky voice for 1 day, skin turns to potion color; [3] random stat -1, mute 1d6 hours.

As an example of how a judge might use this table, consider the following rolls of dose = 1, vial = 7, shape = 3, trait = 10, color = 6, additional effect = 12 (1 dose, squared, wood, frothing, purple, gag):

Judge: *upon the top shelf of this rotten bookshelf sits a small wood box, with a sliding lid. Inside is a frothing purple liquid.*

PC: *hmm, just how much of this weird liquid is there?*

Judge: *perhaps enough for a single swallow.*

PC: *OK, I'm drinking it.*

Judge: *the liquid bubbles uncomfortably in you your belly, make a DC 10 Fortitude save to avoid spewing the contents onto the floor!*



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A Free and Unofficial Zine for DCC RPG



The Gongfarmer's Almanac



The 2018 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



NEW ADVENTURES

VOLUME 5 OF SEVEN BOOKLETS

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Volume 7: 2018 Master Zine Index



by Hector Cruz

There was a great beast that terrorized one of the last remaining crystalline cities, Sergo Rana. A large band of fighters, priests, archers and magic users were sent to defeat the foul menace. After a long battle and many sacrifices, the beast lay slain in the valley of Bitter Peaks. As its death cries could be heard throughout the land, an enormous chasm opened in the middle of Sergo Rana. Those who were victorious in battle now find themselves falling from high above the fractured crystalline city. With no memory of what has just happened, these heroes plunged helplessly towards the large gaping maw far below.

HOOKS

This adventure is originally written as a funnel, but it can also be used for 1st or 2nd level characters. Feel free to advance 0 level PCs to 1st level during the adventure if you wish. The adventure can be placed in several ways if it's not used as a funnel. It can be accessed from a portal (e.g., suddenly the PCs find themselves falling towards a giant hole), a dream sequence (e.g., the PCs dreamt of the battle with the great beast and have woken up falling towards the chasm), or it can be a continuation from another adventure as the judge sees fit.

ENCOUNTER AREAS

Area 1 - The Endless Chasm: When the characters start the adventure, they find themselves falling high above a huge abyss.

Waking from the dark veil of unconsciousness, you find yourself free-falling towards a gaping maw far below. You see remnants of crystalline structures hugging the edge of the giant chasm, while gravity pulls you closer to its center. As you fall inside the void, you see broken ledges with strange doors along the circumference at different levels. Those with a keen eye will notice a figure on the top ledge.

As the PCs are falling, they have a chance to grab a ledge. They must roll below their Luck to successfully grab on. Due to the velocity of falling, grabbing onto a ledge deals 1 hp of damage. Those who fail have one more chance to roll under their Luck to grab another ledge. If they fail a second time, they fall past all the ledges towards the

bottom of the chasm. For simplicity, there are only 5 ledges/levels in this adventure, but the judge may add more as she sees fit. If a player has 4 or more zero-level PCs, I suggest treating them all as one PC when attempting to grab a ledge, but again, I will leave this to the judge's discretion.

When a PC falls past the ledges, read the following:

Your arms flail as you head towards the bottom of the chasm. With wind rushing in your ears, a white light suddenly envelops your vision and you find yourself high above the gaping maw, falling towards its center once again. This time, you see there are flying creatures who take notice as you enter.

The first time through, harpies will attack the party. Harpies will only attack falling PCs, but if any Harpy is attacked by a PC standing on a ledge, they will emit a captivating song. All PCs within 300' must make a DC 13 Will save or else they will walk off the ledge towards the harpy. Falling PC's who fail their save will stop attacking the harpy, ignoring the ledges altogether.

Each time a PC misses the ledges and falls towards the chasm again, different threats will manifest. Even if a current threat already exists, any PC who 'falls through' the chasm will cause the current threat to change. See the bestiary for details on creatures:

- 1st fall through: 1d7 harpies
- 2nd fall through: floating slime
- 3rd fall through: 1d6 organic drones
- 4th fall through: 1d3 metal pterodactyls
- 5th fall through: cycle back to harpies

PCs who 'fall through' the chasm will also notice different effects happening. Roll on the table below each time a PC falls through:

EFFECTS OF FALLING THROUGH ZAXXYN'S CHASM

Roll d4 Result

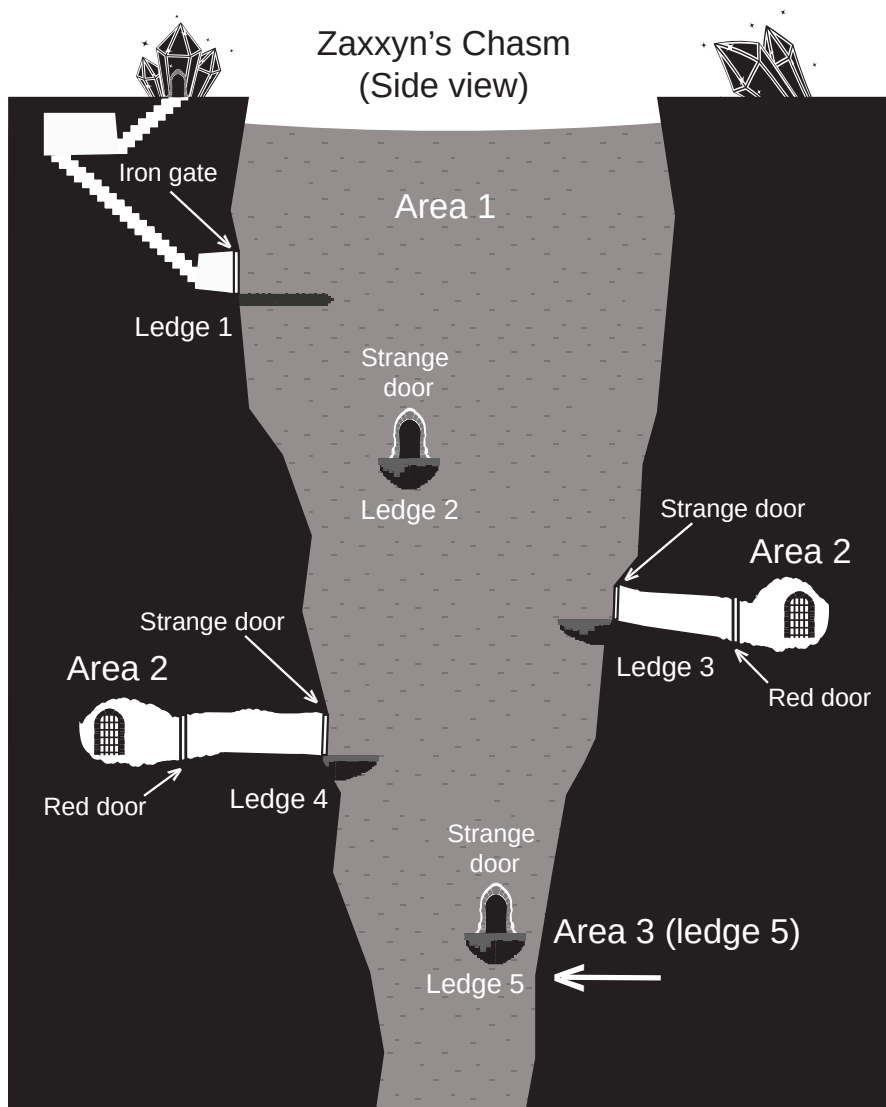
- 1 **Aging.** The PC ages 1d10+5 years. If a PC ages 20+ years, permanently decrease Stamina and Strength by 1d4. This effect stacks.
- 2 **Skin.** The PC notices their skin has changed. Roll 1d3: [1] gold (+1 AC); [2] dragon scale (+2 AC, +5 fire resistance); [3] shiny metal (+1 AC). Because of their skin change, the PCs fall faster giving them a -2 to their Luck check to grab a ledge, but they won't suffer the 1 hp damage. This effect does not stack.
- 3 **Useless Appendage.** The PC soon realizes one of their appendages has vanished in place of one of the following. Roll 1d4 for the affected appendage: [1] left arm; [2] right arm; [3] left leg; [4] right leg. Roll 1d3 for what the appendage is replaced with: [1] large snake, non-poisonous 1d3 melee bite; [2] large worm; [3] bundle of sticks. This effect stacks. If a leg is lost, movement is permanently halved until cured. If any arm is lost, the PC's Luck check roll to grab a ledge is automatically doubled.
- 4 **Monster Tail.** The PC grows a new tail. Roll 1d3: [1] lizard tail [sweep]; [2] demon tail. This extra-long tail has a forked end and can be used to grab and slash 1d4 melee; [3] giant rooster tail. This effect does not stack.

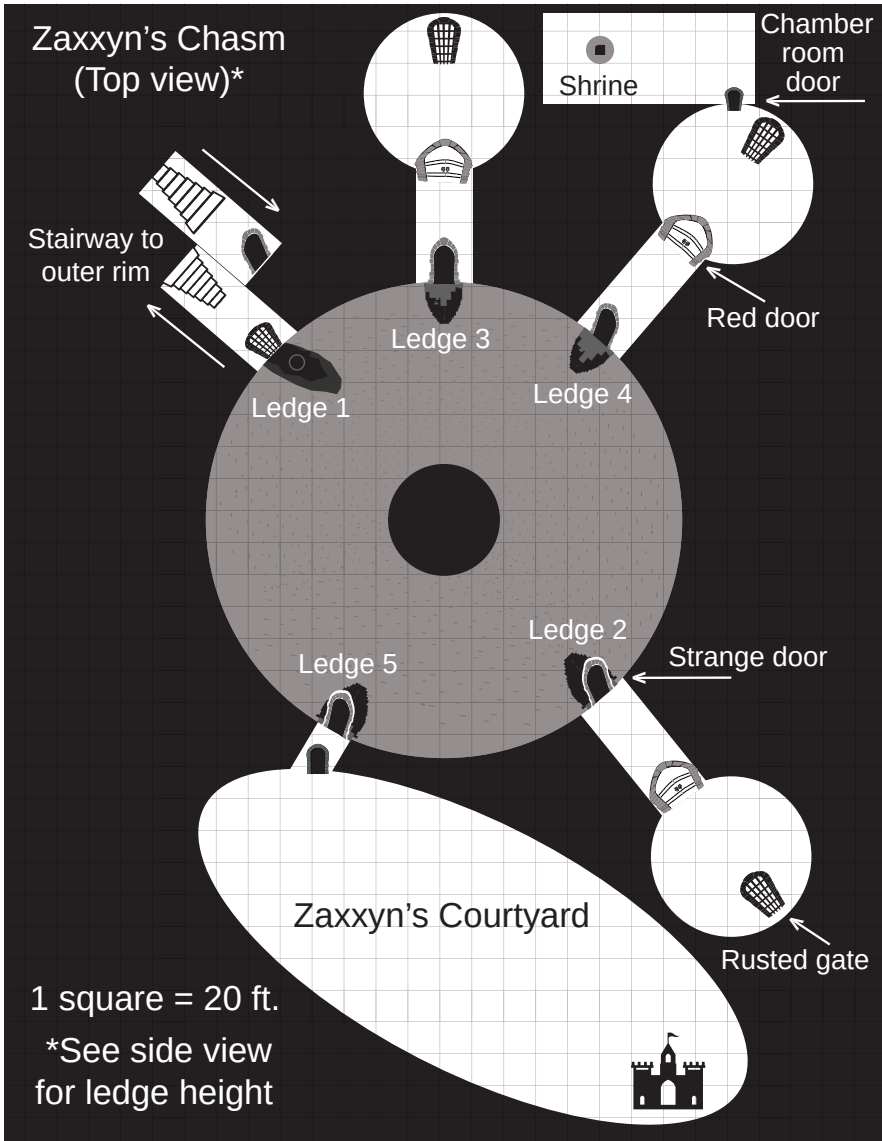
Area 2 - The Ledges

There are five ledges/levels inside the chasm.

Ledge 1: This is the top ledge and most likely the first one the PCs will try to grab. Those who do will see a robed figure sitting within a circle of ash 10' from the edge. When the PCs reach her, read the following:

As you pull yourself onto the ledge, you see a young, robed woman sitting in a ceremonial circle with crude runes drawn in ash. She seems to be in some type of trance or meditative state. When you approach, she slowly stares at your face, as if looking for something. She starts to cackle while pointing her unnaturally long finger in your direction. "You... you are the cause of this!" Her voice sounds ancient despite her youthful appearance. "You should have died. He was not meant to be defeated. No matter... We are here once again, and you can help return our time to how it was. There are glowing spheres embedded in the foul creatures roaming below us. Defeat them and retrieve the spheres. Once you have 20, bring them to me and together we can escape this hellish infinity once and..." She trails off and stares ahead in a trance-like state again. The air smells heavy of smoke and the wind howls through the chasm walls around you.





If the PCs have any questions, roll on the table below for random answers.

QUINN'S RANDOM ANSWERS	
Roll d6	Result
1	My master has died. Please finish her task for me. Do what I could not.
2	I have been here always. There is no yesterday or tomorrow.
3	You should know, you were the ones who helped to defeat Zaxxyn. Now he waits to begin again. Seek him and you will see.
4	Jump and you will fall forever. Many have come before you and perhaps, many will after.
5	This was once an underground catacomb. Now foul magic and demonic corruption are seeping through its floors. Creatures that were once legend, are now manifested real.
6	<i>[cackling]</i> Yes... yes, go through the gate and see the destruction for yourself! There's nothing left but madness. There's no escape.

After the PCs have spoken with Quinn, they see an iron gate built into the rock wall. Through the gate, they can see stairs that lead up into darkness. The iron gate doesn't budge, but it can be opened with a DC 12 Strength check. If they choose to enter, strange whispers begin to float through the dark stairwells, but nothing attacks the PCs. Perceptive characters will notice that the whispers are each of the PCs names repeated over and over.

At the top of the stairwell, a large wooden door leads to the outer rim of the chasm. When the PCs open the door, read the following:

As you step out, the sun casts a sickly yellow-green light with dark organic shapes shifting in the unnatural sky. Surrounding the chasm and beyond, are giant broken crystalline pieces. Some stick out of the ground, but most lie shattered, resembling a forest after a destructive force of nature has laid it to waste. It is eerily quiet, but there are faint sounds of glass crunching as a few survivors shamble around the outer rim.

Any attempt to approach any survivor will be met with hostility. They will not answer any questions and will accuse the PCs of causing the destruction. If they are provoked, they will physically try to grapple the PCs and drag them into the chasm. If the grapple attack is successful, the target must make an opposed Strength roll or be thrown into the chasm (survivors have the same stats as a 0 level PC).

If the PCs try to leave the area 100' from the outer rim in any direction, they will be met by an invisible elastic barrier. They can touch it, push it, and lean into it, but they cannot push through.



Ledge 1

Ledge 2: This is the first ledge leading to the creatures Quinn has mentioned. When PCs reach the ledge, read the following:

As you pull yourself up, you see a strange door before you. It has two elongated faces frozen in a scream. The door pulsates in line with your heartbeat, which becomes louder as you approach.

If the PCs open the door, read the following:

The door opens easily to a dark hall with torches. The air feels thick, stagnant and foreboding. At the end of the hall is a large red door with two tall vases on either side.

When the PCs walk down the hall a few steps, roll on the table below to determine which monsters occupy this level (see bestiary for stats).

LEDGE 2 MONSTERS	
Roll d3	Result
1	Main hall: 4 shambling undead and 2 burst undead Red door: chimera
2	Main hall: 5 Goblins and 1 hobgoblin Red door: undead priest
3	Main hall: empty Red door: 2 ogres

Any monsters inside the hall will suddenly appear from the darkness. When the PCs approach the red door, they notice it is glistening and wet to the touch. Any curious PC who looks in the left vase will see a faint glow at the bottom. Breaking it will reveal glowing shards of what most likely was once one of the glowing spheres Quinn mentioned to the group.

As the PCs open the red door, read the following:

As the red door creaks open, you see a large circular room with pillars lining the walls from floor to ceiling. The ground consists of broken stones with smoke and blue-green lights that seep from underneath. Straight across the room, a large rusted gate slams open. Glowing eyes fix upon you as a menacing sound echoes in the chamber.

Ledge 3: This is the second ledge leading to the creatures Quinn has mentioned. When PCs reach the ledge, read the following:

As you pull yourself up, you see a strange door before you. It has two elongated faces with empty eye sockets and no mouth. The door pulsates in line with your heartbeat, which becomes louder as you approach.



Burst undead,
ledge 2

If the PCs open the door, read the following:

The door opens easily to a dark hall with torches. The air feels thick, stagnant and foreboding. At the end of the hall is a large red door with a small chest on the right side.

When the PCs walk down the hall a few steps, roll on the table below to determine which monsters occupy this level (see bestiary for stats).

LEDGE 3 MONSTERS

Roll d3	Result
---------	--------

- | | |
|---|---|
| 1 | Main hall: 4 hellhounds
Red door: evil eye |
| 2 | Main hall: empty
Red door: metal golem |
| 3 | Main hall: 6 splinter skeletons
Red door: cockatrice |

Any monsters inside the hall will suddenly appear from the darkness. When the PCs approach the red door, they notice it is glistening and wet to the touch. Any curious PC who looks in the small chest will find one scroll of *feather fall* (DCC RPG rulebook p. 140) and one potion of medusa's bane (reverses any effect that turns a target to stone). As the PCs open the red door, read the following:

As the red door creaks open, you see a large circular room with pillars covered in runes lining the walls from floor to ceiling. The ground consists of broken stones with smoke and blue-green lights that seep from underneath. Bones litter the stone floor. Straight across the room, a large rusted gate slams open. Glowing eyes fix upon you as a menacing sound echoes in the chamber.

Ledge 4: This is the third ledge leading to the creatures Quinn has mentioned. When PCs reach the ledge, read the following:

As you pull yourself up, you see a strange door before you. It has two elongated faces laughing menacingly with fanged teeth. The door pulsates in line with your heartbeat, which becomes louder as you approach.

If the PCs open the door, read the following:

The door opens easily to a dark hall. No torches are lit, leaving the room in complete darkness. The air feels thick, humid and smells sickly sweet (for judges: at the end of the hall is a large red door with two statues on either side. The PCs can't see it from this point except for elves or dwarves).

When the PCs walk down the hall a few steps, roll on the table below to determine which monsters occupy this level (see bestiary for stats).

LEDGE 4 MONSTERS	
Roll d3	Result
1	Main hall: empty Red door: cyclops corpse Chamber door: hydra (will not appear unless PCs approach the shrine)
2	Main hall: living statues (the statues by the red door come to life) Red door: cyclops corpse Chamber door: empty
3	Main hall: 5 mummies Red door: cyclops corpse Chamber door: 4 hosts of Zaxxyn (they are chanting around the shrine)



Hydra, ledge 4

Any monsters inside the hall will suddenly appear from the darkness. When the PCs approach the red door, they notice it is glistening and wet to the touch. The tall statues stand in silent attention.

As the PCs open the red door, read the following:

As the red door creaks open, you see a large circular room with pillars covered in glowing runes lining the walls from floor to ceiling. The ground consists of broken stones with smoke and blue-green lights that seep from underneath. A large corpse lies in the middle of the room. Straight across from you, a large rusted gate sits wide open.

The cyclops corpse does not have any glowing spheres if any curious PCs check. Perceptive PCs will notice a non-descript door next to the large rusted gate on this level. If they enter, read the following:

As the chamber door opens, you see a large open hall with a section of its ceiling missing. Through the opening, you see a bulbous, pulsating moon. A solid beam of its sickly light shines straight down onto a shrine in the middle of the room. An audible heartbeat starts to match the pulsing moon as you hear whispers of your name get louder with each beat.

The shrine consists of a strange looking creature with wings, a pointy nose, a long neck and a fin on its tail, all covered in gold. Any curious PC will notice there are two glowing spheres in the eye sockets of the golden statue.

Ledge 5: This is the last ledge inside the chasm. When PCs reach the ledge, read the following:

As you pull yourself up, you see a strange door before you. It has an image of figures falling into a huge mouth. The door vibrates and starts to physically pull you towards it with an invisible force. Upon closer inspection, you realize the figures are you and your group. The door shakes violently until you reach for the handle.

If the PCs open the door, read the following:

The door opens easily to a small room with stone bricks. A heavy, slow heartbeat fills your ears. Straight ahead is an open red door leading towards an opening.

Proceeding through the red door the PCs see the following:

You find yourself in a huge courtyard outside, though that doesn't seem possible. The sky is deep purple with a vibrant orange sun coloring the landscape. On the opposite end of the massive courtyard stands a small fortress with flags waving in the wind. The orange sun starts to pulse brightly in rhythm with the heavy heartbeat until you can't see anything else. Moments later the sunlight subsides, and you see an ethereal giant creature in the courtyard.

This creature is unlike any the adventurers have ever seen. If you & I were to see it, it would look like a concorde jet with dragon eyes, a mouth, organic wings and appendages with claws at the bottom instead of wheels. This is Zaxxyn. In this ethereal state, he cannot attack, but the PCs don't know that. If the PCs are brave enough to walk up to Zaxxyn and speak with him, read the following:

"Stop... I know why you're here. You're trying to perpetuate this vicious cycle. I live, you kill me, my curse is unleashed, and you stop it. Do you realize I do not want this? I was once all machine and a slave in the world of humans. I crashed in a location called the Bermuda Triangle and I was reborn as a hybrid monstrosity in this time. Please... help me to become my true form. The witch on the top ledge has propositioned you to bring her the spheres. Bring them to me instead and I will grant you the ultimate knowledge with power."

The PCs will have questions no doubt, but Zaxxyn is not a patient creature. Here are a few answers he will say before disappearing:



Zaxxyn spawn,
ledge 4

RANDOM ZAXXYN ANSWERS

Roll d3 Result

- | | |
|---|--|
| 1 | This place is a result of my death, but I do not control it. It is our fate. |
| 2 | I have not attacked the people of this land until I was provoked first. |
| 3 | I only wish to become a dragon in true form and leave this place. |

If the PCs ask more than three questions, Zaxxyn bellows: *“Enough! Do not return here unless you have the spheres. Otherwise, repeat this wretched cycle and die like all the others before you!”* With that, he starts to vanish from the courtyard. If Zaxxyn is provoked, attacked by the PCs, or if they return to him without the spheres, their very own shadows will come to life in the courtyard and immediately attack with the same stats/skills/spells/weapons they have.

CONCLUSION

There are two outcomes the PCs can choose once they gather 20 glowing spheres:

Give the glowing spheres to Quinn. If PCs choose this, Quinn recites a short incantation and instructs each PC to hold 1 or more spheres and jump into the chasm together. When they reach the bottom, they suddenly appear in the middle of a bustling street in Sergo Rana. The chasm is gone, the structures are intact, and its citizens pay no mind to their arrival. Far above the city, a white-winged creature bellows a sorrowful roar. Judges may insert any city of their choosing to flesh out the inner workings of Sergo Rana.

Give the glowing spheres to Zaxxyn. If PCs choose this, Zaxxyn immediately takes the spheres and starts to speak in an unknown language. Moments later, his movements become more fluid. His head grows, his tail grows long, and he becomes a true dragon with metallic skin. *“Yessssss... YESSSSSS... I’m finally free!! Thank you for this gift my young ones. You will serve me well. Here is the knowledge and power I promised you.”*

All previous physical curses from the chasm disappear. The PCs feel a strange tingle on their skin and their stomach. They are now cursed with Zaxxyn’s spawn inside them. Have the PCs immediately roll a DC 14 Willpower save. The PCs must roll this Willpower save once a day as long as they are cursed. Those who fail the first time will start speaking backwards as a large beak protrudes out of their stomach. This does not hurt the PC and the beak is independent of the PCs thoughts. It’s usually a carrion feeder, but it will eat just about anything (including other PCs eventually). Those who fail a second time will start speaking backwards as their eyes turn black, and their skin becomes metallic and opaque. Those who fail a third time, will start to frantically whisper *“It’s crawling inside me... Help... HELP... MEEEE...”* before becoming a permanent host of Zaxxyn. His spawn will now have full control of their body along with their mind. 0 level PCs will instantly become a full host of Zaxxyn with no chance to save.

In this form, the PCs have their current ability scores and class abilities, but they can no longer level. Unless they can gain another 20 spheres and give them to Quinn, they are stuck with this curse.

While this transformation happens, Zaxxyn transports himself outside of the chasm and flies away. The chasm itself still exists and the realm is still under Zaxxyn's curse. Creatures from the abyss will begin to spread throughout the land and start to decimate humanoids with no quarter. The PCs may be able to pass through the invisible barrier in their new form, but they are hosts of Zaxxyn now, so they should be wary. He will be watching their every move.

CURSE OF ZAXXYN

Gain a spawn of Zaxxyn in the PC's belly. Retain current ability scores and class abilities, but lose the ability to level under the curse. Gain +2d8 hp, +1 AC with new metallic skin (if applicable, see above), and beak on the belly. Must feed the mouth regularly, or when around food or corpses. Must make a DC 13 Willpower save, to resist feeding the mouth, and following any other commands as servants of Zaxxyn.

BESTIARY

Note: all creatures located in the main halls drop one glowing sphere. Creatures located in the red door chambers drop two glowing spheres. The only creatures who don't carry them are the host of Zaxxyn.

CHASM MONSTERS

Harpies (1d7 per encounter) – as per DCC RPG rulebook p. 417.

Floating slime (1d14 5'x5' squares per encounter): Init +0; Atk pseudopod +3 melee (1d4+acid); AC 10; HD 1d8; hp 5 each; MV 5'; Act 1d20; SP half damage from slicing and piercing weapons, pseudopod acidic touch per 5'x5' square (1d6); SV Fort +6, Ref -8, Will -6; AL N.

Gobs of floating slime inhabit the chasm. PCs can avoid a few with a DC 12 Ref save while falling, but they won't be able to avoid all of them.

Organic drones (1d6 per encounter): Init +5; Atk claw blades +2 melee (1d4) or laser gun +1 missile fire (1d8 burning damage, range 30'); AC 10; HD 3d6; hp 12 each; MV 20' or fly 50'; Act 1d20; SV Fort +2, Ref +4, Will +4; AL C.

These grotesque flying creatures are flat square slabs of skin with four short appendages that use claws for blades. They have a laser gun mounted on the bottom and a small eye stalk on top.

Metal pterodactyls (1d3 per encounter): Init +2; Atk Bite +3 melee (1d8) or claw +3 melee (1d4); AC 16; HD 4d6; hp 14 each; MV 10' or fly 50'; Act 1d20; SV Fort +6, Ref +5, Will +2; AL C.

These are metal versions of the classic flying beast. Their eyes glow red, but they don't have any ranged weapons.

LEDGE 2 MONSTERS

Shambling undead: Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; hp 11 each; MV 20'; Act 1d20; SP un-dead traits; SV Fort +4, Ref -4, Will+2; AL C.

These are slow, shuffling un-dead, and thus can be turned by clerics. As un-dead, they are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.

Burst undead: Init -2; Atk bite +3 melee (1d4) or special; AC 11; HD 3d6; hp 11 each; MV 20'; Act 1d20; SP un-dead, oily bile, death explosion; SV Fort +4, Ref -4, Will+2; AL C.

These are undead brutes that can spew bile at melee range. PCs must make a DC 12 Reflex save or fall prone for 1d4 rounds. When killed, they also have a last defense mechanism. Their stomachs start to swell, and they explode with acidic goo for 1d6 damage to any PCs within a 5' radius.

Chimera – as per DCC RPG rulebook p. 399

Goblin – as per DCC RPG rulebook p. 417

Hobgoblin – as per DCC RPG rulebook p. 417

Undead priest: Init +0; Atk bite +3 melee (1d4) or special; AC 14; HD 3d6; hp 11; MV 20'; Act 1d20; SP un-dead, turn lawful, raise skeletons; SV Fort +4, Ref -4, Will+4; AL C.

This is an undead cleric that can send lawful characters running. PCs must make a DC 14 Will save or run away for 1d4 rounds. They can also raise 1d6 skeletons for 1 hp each with a crude sword for 1d3 melee damage.

Ogre – as per DCC RPG rulebook p. 422

LEDGE 3 MONSTERS

Hell hound – as per DCC RPG rulebook p. 417

Evil eye: Init +4; Atk bite +3 melee (1d6) or special; AC 6; HD 3d6; hp 11; MV 30'; Act 1d20; SP blinding gaze, tentacles; SV Fort +4, Ref +5, Will+4; AL C.

This is a small version of a beholder, but still a deadly foe. It has four tentacles coming out of its round, fleshy body that can bite and cast *sleep* (DCC RPG rulebook p. 155). The evil eye itself can cast a blinding ray in a 30' wide cone 20' long. PCs must make a DC 13 Reflex save to look away or they are blinded for 1d4 rounds.

Metal golem: Init -2; Atk pommel +4 melee (1d6+2); AC 19; HD 8d6; hp 28; MV 20'; Act 1d20; SP immune to damage from fire or non-magical weapons; SV Fort +1, Ref +2, Will +1; AL C

The only way to defeat one of these goliaths is to destroy the gems it gets its power from. There will be four staffs located around the room with 1 gem on top of each staff. Each gem has 3d6 hp. As each gem is destroyed, the golem will go into a frenzy giving it an additional +4 attack for one round.

Splinter skeletons: Init +0; Atk claw +0 melee (1d3) or by weapon +0 melee; AC 9; HD 1d6; hp 4; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, splinter attack upon death; SV Fort +0, Ref +0, Will +0; AL C.

Brittle bones held together by eldritch energies, skeletons are un-dead creatures raised from the grave to do disservice to the living. If found free-willed, they are always in places of death and attack the living on sight. Skeletons attack with claws or the pitted, rusted remains of whatever weapons they carried in life. Skeletons take half damage from piercing and slashing weapons (such as swords, axes, spears, arrows, and pitchforks). They are un-dead, and thus can be turned by clerics. They

do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Upon death, these skeletons have one last attack. Their bones scatter in a 10' radius causing 1d4 damage.

Cockatrice — as per DCC RPG rulebook p. 399

LEDGE 4 MONSTERS

Cyclops corpse: The corpse found in this area doesn't have any glowing spheres or anything of value. Taking the eye for a trophy may give you some bragging rights in certain towns or cities.

Hydra – as per DCC RPG rulebook p. 418

Living statue – as per DCC RPG rulebook p. 420

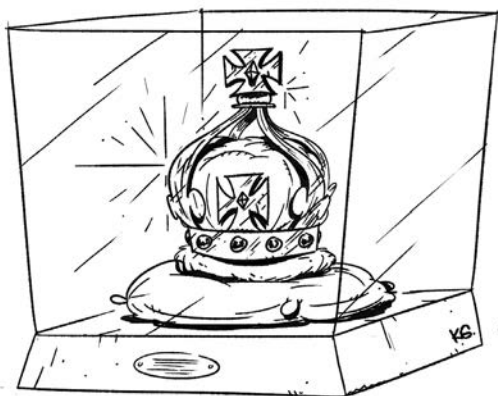
Mummy – as per DCC RPG rulebook p. 422

Host of Zaxxyn: Init +0; Atk dagger +2 melee (1d4); AC 12; HD 2d8; hp 7; MV 30'; Act 1d20; SP spells as level 4 wizard (spell check +6); SV Fort +1, Ref +2, Will +6; AL L.

The host of Zaxxyn is a living puppet: the puppeteer of this creature is a grotesque hybrid of bird and arachnid which controls its actions from inside. Hosts of Zaxxyn appear to be humanoids wearing ceremonial robes of dark magic. It can cast level 4 wizard spells and are normally found in ancient shrines or anywhere Zaxxyn's curse has taken place. Its beak on its stomach is usually concealed by its robes until it starts to attack.

Spawn of Zaxxyn: Init +0; Atk bite +6 melee (1d6); AC 16; HD 2d8 (in addition to host of Zaxxyn); MV 40'; Fly 50'; Act 1d20; SV Fort +6, Ref +4, Will +1; AL L.

When its humanoid host is slain, the beak of the spawn escapes through the host's stomach as its spidery legs split through the appendages it was once controlling. The malformed, feathered spider-body lunges at its closest victim and starts biting with its head-beak. This creature is very fast and merciless. It may not be able to cast spells without its humanoid body, but it can use its legs in unison to fly, as well as crawl on walls and ceilings very quickly.



The Heist of the Royal Jewels

Adventure for Level 1 Characters

by Judge Joan (of Arc)

*(Judge's note: use your imagination to bring
this adventure to life by adding slimy creatures
and diabolical madness!)*



BACKGROUND

Hertlepoole is on the north coast of Anglend. A port city bustling with commerce and trade. The royal jewels came through Hertlepoole on their way back to the king's palace.

Due to the PC's loyalty to the crown, they are compelled to search for the whereabouts of the royal jewels. The local law enforcement, as they know them, are bumbling idiots. Six of these bobbies were to guard the royal jewels at the Crown Bank of Hertlepoole. The PCs know that they must have bungled the job and that they may be the culprits who stole the royal jewels. Now it is time to be the hero and bring them to justice.

Entering the town, the bobbies are prepared to escort the royal jewels to the Crown Bank of Hertlepoole. There are six bobbies who are employed by Hertlepoole, Anglend. Two who work by day, two who work by evening, and two who work by night. A sergeant of arms works the desk by day.



START OF THE ADVENTURE

*It is 1913 Anglend, you are at your breakfast table and have opened “The Daily” news. Front page headline reads: **The Royal Jewels to be Moved.***

You are a meager peasant in the land of royal government. Jewels? Your eyes become starry. You think, I must see these. Reading further into the article, you read that the royal jewels will be on display at the Crown Bank of Hertlepoole on the 13th day of May, 1913.

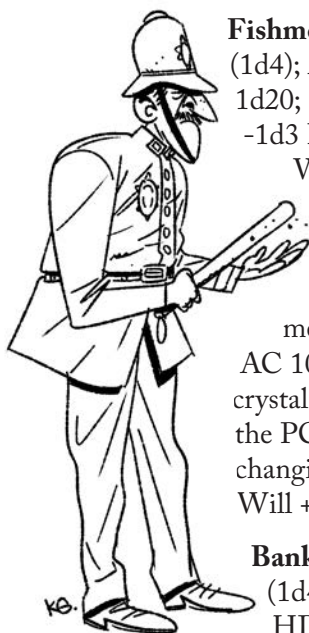
*On the day before the royal jewels are to arrive at the Crown Bank of Hertlepoole, the front page headline of “The Daily” news reads: **Royal Jewels Stolen.***

The town bobbies (6): Int +0; Atk billy club +0 melee (1d3+1) or badge squirter +0 missile fire (1d4 acid); AC 11; HD 1d8; hp 6 each; MV 30'; Act 1d20; SP whistles (deafens for 1d3 rounds and loss of 1 Personality per round unless targets succeed on a DC 12 Will save); SV Fort -1, Ref +2, Will -1; AL L. All are a bit unskilled in their profession and inept in any encounter.

The national constables (4): Init +2; Atk billy club +0 melee (1d4+1) or handcuffs +0 melee (1); AC 12; HD 1d10; hp 9 each; MV 30'; Act 1d20; SP whistles (deafens for 1d3 rounds and loss of 1 Personality per round unless targets succeed on a DC 12 Will save); Fort +1, Ref +2, Will +1; AL L. Anglend's national constables escort the royal jewels. Each constable carries a ring of keys on her belt. PCs being locked in handcuffs must make an opposed Strength check to escape or be cuffed and placed in custody.

Clock tower caretaker: Int +0; Atk wrench +0 melee (1d4); AC 10; HD 1d4; hp 4; MV 30'; Act 1d20; SP deaf (answers incorrectly to PCs as he can not understand the questions being asked), agile (the caretaker knows the pattern of the gears like the back of his hand); Fort +3, Will +3, Reflex +5; AL C. Unpredictable and shifting loyalties.





Fishmonger: Int +0; Atk filet knife +0 melee (1d4); AC 11; HD 1d4; hp 4; MV 30'; Act 1d20; SP fish stink (DC 10 Will Save or suffer -1d3 Personality loss from toxic odor); Fort +1, Will +1, Reflex +1; AL N. Could side with or against the PCs depending how he is treated.

Jeweler: Int +0; Atk silverware +0 melee (1d4) or gun +0 missile fire (1d6); AC 10; HD 1d4; hp 4, MV 30'; Act 1d20; SP crystal, silver, gems, and gold (25% chance of the PCs trading for a piece of royal jewelry thus changing the end of the adventure); Fort +0, Will +2, Reflex +0; AL C.

Banker: Int +2; Atk bag of coins +0 melee (1d4) or gun +0 missile fire (1d6); AC 11; HD 1d4; hp 4; MV 30'; Act 1d20; SP lock combination; Fort +1, Will +3, Reflex +2; AL

N. May open the safe for the storage of the royal jewels. Lock combo to safe = puzzle - Kittens. Pigs. Primary. Monkeys. (Answer: 3, 3, 3, 3) [little kittens, little pigs, primary colors, Hear no evil. See no evil. Speak no evil]

Wives of the banker, fishmonger, and jeweler: Int +5; Atk broom +0 melee (1d4) or fingernails +0 melee (1d5) or hair spray +0 missile fire (1d4 and 1 acid damage for next 1d4 rounds, range 5'); AC 10; HD 1d4; hp 4; MV 30'; Act 1d20; SP hair spray (sticky and will not come off immediately); Fort +3, Will +3, Reflex +5; AL as spouse. If any or all of the banker, fishmonger and jeweler are killed by the PCs, the wives will go after them for revenge. The ladies showing up in curlers and house coats in the middle of the night where the PCs are staying. Their first attack is always with surprise.

AREAS OF TOWN TO EXPLORE

Clock Tower - Call for Luck checks each round the PCs spend inside the clock tower. On a failed check, the PC must attempt a DC 12 Ref save. On a failed save character is pinned in a gear, taking 1d8 crushing damage. The bells chime on the half hour. PCs inside the tower must attempt a DC 12 Fort save or be deafened 1d3 rounds. Clock tower bell: The clock tower bell tolls on the hour and half hour. The judge may roll a 1d12 at the start of play to determine time of day, and then track the passage of time. Any characters within the tower when the bell tolls must make a DC 12 Fort save or suffer deafness and 1d3 damage.

Police Box (6) - Each police box has a secret trap door leading to the underground sewer (judges may have the various sewer tunnels lead to any part of the town).

Sea Port - Fishmonger, boats, ships. The docks are filled with many seamen and a few captains. Use stats for the constables for the captains and the stats for the bobbies for the seamen.

Paddy Wagon and Constables' Car - Crank-style starter. Attempting to start the wagon or car is dangerous. PCs attempting to start the engine must make a DC 10 Fort save and a DC 10 Ref save or lose the use of one arm until healed by a cleric (*lay on hands*, 3 dice).

RUMORS OF THE ROYAL JEWELS	
Roll d10	Result
1	You heard that the royal jewels never left Lundin.
2	You heard that the royal jewels are being disguised in a bag.
3	You heard that the royal jewels are taking a different route.
4	You heard that the bank will keep the royal jewels in the safe
5	You heard that Hertlepoole will not be the final safe place.
6	You heard that there are international spies hiding in Hertlepoole.
7	You heard that the Hertlepoole bobbies are the ones who have the royal jewels.
8	You heard that the royal jewels are coming by way of ship from Lundin.
9	You heard that a route other than land, sea, or air will be used to take the royal jewels to their secured place.
10	You heard that there is a reward for finding the royal jewels and returning them to Lundin.

THE ADVENTURE AND ENDING THE ADVENTURE

Any number of the rumors can be true. I created this adventure as a way to stimulate your creativity with “modern” adventure themes for DCC RPG. Add your own ideas to the story or build on the theme. Use the secret trap doors to enter a dungeon crawl under the city. Populate the tunnels with creatures from the DCC RPG Rulebook, *The Monster Alphabet* or any monster manual you choose. Add riddles, traps, and puzzles to stump your players. Have fun with jewels and gems in this adventure.

THE ULTIMATE END OF THE ADVENTURE

Knowing all too well the foibles of the bobbies, the royal constables feared that the royal jewels would be stolen in Hertlepoole, ... so they left them at the palace. The bag that the royal constables were transporting was filled with coal.





DEATH AQUATIC!

A DCC RPG Adventure for 1st-3rd level PCs

by José Luiz Tzi

This short adventure can be dropped in anytime while the party is at sea or in a port. Those landbubbers (i.e. the adventurers) are about to be eaten by a gargantuan beast (imagine a really big narwhal, but with an alicorn atop its head instead of a tusk). If the adventurers are lucky enough they will have a chance not only to survive but to escape with some loot. Hopefully, the party will also become aware of the Deepness and develop a healthy dose of thalassophobia.

The Deep-what? Well, the idea is that what men, elves and dwarves call civilization is actually just a veneer of ridiculously small stone piles (i.e. cities) and wood circles (i.e. villages) that have endured but for the blink of an eye to the entities that truly rule the Prime — the Deepness. The seas are, after all, a lot bigger than the lands. And all the seas belong to Them — the Deepness — a vast, alien and weird collection of empires deep (very deep) below the waves, many of which already existed in some form before the current aeon. The Deepness is interlocked in brutal conflicts, most with itself, others with more dangerous things (which is why there's any sort of "civilization" above the waves...the Deepness is too occupied to retake control of its "mutant-slaves" — in other words, the civilizations of the characters).

This adventure is suitable for 1st-3rd level adventurers, depending on the party size, as long as they don't have access to teleportation, flying and other easy means of escape.

DEVoured!

While the party is at sea, shore or in a dock, describe what appears to be a tsunami of apocalyptic proportions coming out of nowhere to get them. There's not time to escape (but a few important seconds for love declarations or for telling that annoying cleric with you think about holier-than-thou-Justicia).

Moments before the wall of water smashes the party (and maybe a city or the entire shoreline) tell them these last two details that their tiny minds (now probably overcome by mortal fear) notice:

- There seems to be a white twisted tower rising from the wave's crest (that's the leviathan's alicorn, the Tower of the Horn — more about it later);

- An unbelievably big horizontal rift parts the lower midsection of the tsunami and the character are drawn inside instead of being smashed.

THE SHORES OF FLESH

The next moments are filled with water, confusion, screams, frightening falls in the dark and the sound of wood being smashed. Finally, the characters have a chance to gasp for air. Ask for a swimming check with a DC 12 (do not forget to apply check penalties for those PCs wearing heavy armor). We don't want to kill anyone yet, so failure should result in the loss of important items and things like a character starting the next encounter -id to his actions due to terror, fatigue and almost drowning (if someone fumbles, or a PC has low or o Luck, then please also inflict 1d6 points of Stamina damage on the poor soul until he succeeds on a swimming check or is saved).

The party is in what appears to be a hot and humid cavernous shore. The thing is so big you could call it a vault. Even in darkness the echoes and distant sounds give the idea that an entire bay or fleet could be hidden here.

However, there's a disturbing sense of oscillation to the entire thing — as if the cave was moving (and it is!). A small beacon of light shines from above, illuminating a series of wreckages and a bizarre shoreline of purple “stones.” Everything else is pitch black (including the place where the party is now).

A little more swimming will see the party to the wreckage (not only rotten wood from vessels and structures, but also gargantuan corpses, cathedral-like bones, etc.) or to shore (a bizarre purple rock-like substance, very irregular, covered with slime and hot to the touch). In both situations, the next 30' of terrain are difficult to cross in a hurry, requiring either climbing or acrobatics.

On DCC RPG and Drowning

Rules for drowning can be found in the DCC Core Rulebook. Check the water elemental or lizardman entries. My favorite description can be found in the *transmute earth spell*. Weird, I know...

If you're feeling generous or the characters are already looking for loot (like the professional adventurers they are), let them roll a check to search. If they succeed in whatever check they attempted (diving beneath a ship or climbing a mast, for example) then roll on the table below:

DEATH AQUATIC! LOOT TABLE	
Roll d10	Loot!
1	A [cursed] pirate eyeglass. If a character attempts to use it, he'll see through the eyeglass a monstrous bogeyman coming in his direction [we suggest something like a balrog, but use ogre stats]. Only the cursed character can see and interact with the beast [though other characters can take the eyeglass and be afflicted by the curse to help their mate]. If the monster is defeated, the eyeglass will become an inoffensive item for those that fought the monster.
2	A rusted weapon. Roll 1d4: [1] dirk; [2] short sword; [3] chain; [4] spear. Rusted weapons break after rolling their maximum damage or when used against metal armor [anything hard like plate will do].
3	A bottle of rum! If a character drinks more than half of the bottle in a short time, ask for a DC 12 Fort save. Success inflicts a -1d penalty to actions for the next hour, but also allows the character to ignore the first 1d4 points of damage from every hit due to sheer drunkenness. Failure inflicts a -2d penalty to actions without any bonus. Either way, the character will suffer a hell of a hangover, requiring a DC 15 Fort save to get any benefit from sleep in the next 24 hours.
4	30' of silk rope and a rusted hook [30% chance of failure with each use... don't tell the players!]
5	A pirate's locked chest. If opened there are 200 archaic gold pieces inside. Please describe the gold in lovingly and disturbing details. These coins belong to the most despicable and evil empire of your campaign world. Showing them in a civilized place will see the party hanged [though orcs will accept them].

DEATH AQUATIC! LOOT TABLE (cont.)

Roll d10 Loot!

- | | |
|----|--|
| 6 | <p>A mould-consumed corpse (as tall as a human, but frail of body, original race hard to guess) skewered by a beautiful and obviously valuable crystal spear. The spear shines in the dark and can be sold for a fortune (1,000 gp or more to the right buyer). However, once removed, the corpse will (obviously) rise and attack the party. Treat the corpse as a skeleton that deals 1d6 points of damage and starts to strangle the target (DC 18 Strength check to get free; the thing is fricking strong! Strangled characters start to suffocate as if drowning).</p> <p>The corpse can be reduced to 1 hit point but not lower (i.e. it can't be killed, but turn unholy might send it away for a while). The only thing that can stop the corpse from rising is the crystal spear. The corpse will keep hunting the party day and night until it gets the spear. What is it? What is the spear? Anything the judge likes.</p> |
| 7 | <p>A jade altar to the Rat God! Worth 250 gp (or double to the hidden clergy of the Clever One). The altar is heavy and cumbersome (increase the bearer's fumble die by 1). If not dropped during an entire combat, the bearer will gain 1 Luck Point and develop a holy reverence for rats.</p> |
| 8 | <p>Rare spices from Far Far Away (insert exotic land here). Can be sold for anything between 200 gp to 2,000 gp in the right hands. If the spices are opened they are ruined; however, one of the spice packs is actually golden lotus dust that counts as 500 gp for the purpose of a sacrifice (DCC Core Book p. 124, the player will only discover this if they open one of the packs; give them a Luck check to see if they open the lotus pack first).</p> |
| 9 | <p>Deep one golden chainmail. This beautiful armor is worth 600 gp and provides +5 AC, -6 check penalty, -5' speed and a d16 fumble die. Bizarrely, its check penalty doesn't affect swim checks. While wearing it, you're considered to be a follower of the Great Old Ones by deep ones, cultists and Cthulhu enthusiasts.</p> |
| 10 | <p>Trident of the Sea King. This is a +1 magic trident (1d12 damage) that can be thrown as a javelin (30'/60'/90') and commanded to return to its owner. While holding the trident you're considered to roll a 20 on any swim check. The owner will develop an absurd affection for horses and won't allow any to be hurt. If the trident is ever taken to land and stuck in the ground, an earthquake will hit that location in 1d4 hours (probably killing the trident's owner or making the weapon vanish).</p> |

Failure in searching for loot can result in the greedy delver falling in the water again (drowning) and/or wounding himself at the wreckage or on the stones from the pink shore (i.e. the leviathan's flesh). Here are some suggestions:

UNDERWATER MISHAPS TABLE		
Roll 1d5	Mishap	Suggested effect on the character
1	A rotten piece of wood or a flesh tumour from the leviathan causes a fall.	Ask for a DC 12 Reflex save. On success the character suffers a temporary limp (half movement). With failure he twists his ankle (move or attack each round, but not both). A cleric can fix both with lay on hands result of 1 die or more.
2	"What's that?!"	PC is bitten! Roll a DC 14 Fort save. Success and the PC starts the next encounter last in the initiative count. Failure and the PC also loses 1d3 hit points from bleeding after an intensive physical action (like attack or casting). A cleric can fix that with lay on hands result of 3 die or more.
3	The leviathan moved...	PC hit by an unseen wave. Roll a swim check at DC 15 or start drowning.
4	Lost in the gloom.	While searching the PC leaves the party! Lose 1d3 Luck points and when the PC returns the water level is higher (see the text after this table).
5	Taken by the fish-folk!	The PC is surrounded by horrendous humanoid anglerfishes! (4 kerasoi surprise the character and start ululating for their friends; start the Sacrifice for the Abyss part).

In the meantime, tell the players that the mysterious cavern is filled with the sound of water rushing in and that the water level is slowly but clearly rising. If the players delay for too long, inflict a -2 penalty for any physical action as the water rises to their knees (which is especially troublesome for halflings and dwarves). You can increase this penalty further to -4 or even to -1 die if they don't move. A good suggestion is to increase the water level by one step after each failed attempt to search for loot or escape the shore's difficult terrain. The good news is that when the penalty reaches -1d, the water level is high enough that the character can easily swim over the difficult terrain (but they still suffer the penalty).

SACRIFICES FOR THE ABYSS

After the shores, the character see a dark and small flooded plain. The plain narrows ahead like a spear point, slowly rising. The ground feels spongy and weird. Every one or two minutes everyone is certain that the plain just *undulated* or stirred slightly (because it's a giant tongue).

The water keeps rising, so the only way seems to be ahead — besides, the party can clearly see a group of lights moving in the distance (as if a big group of people were dancing with torches, which is obviously impossible in this wet environment).

If the party decides to keep going (if not, see the sidebar *Beaches at Night are So Romantic...*), they soon find the kerasoi (singular keras). They are skinny fish-folk with a bulbous organic light hanging in front of their heads (humanoid anglerfishes). Their appearance is horrifying and weaker souls would probably run screaming into the night rather than face them (good thing that we have a bunch of heartless looters here).

Keras: Init +2; Atk grapple +4 melee or claw +4 melee (1d4) AC 13; HD 1d8+2; hp 6 each; MV 20' or swim 40'; Act 1d20; SP hypnotic lights (DC 14 Will save or the victim can't harm the keras and must remain adjacent to it); SV Fort +1, Ref +4, Will +0; AL N.

The kerasoi are some 60'-90' away but can clearly see the party and start running toward them while ululating Lovecraftian sounds of joy. They're unarmed, but there are four keras for every character. Two things to remember here: (1) the party is probably suffering penalties to movement and physical actions due to the flooding; and (2) the kerasoi don't suffer those penalties and can even swim in the shallows (which mean they're really fast).

If the characters are smart and wait, they won't be attacked. The Kerasoi surround them and start celebrating while guiding the party ahead. They give each character a bizarre jellyfish-like thing,

On the Anatomy of Cetaceans

While this adventure takes place inside an impossibly huge living being that looks like a narwhal, it's not a narwhal! So please excuse any weird or non-rational description of cetacean anatomy (like the location of the leviathan's blowhole). Thank you!

instructing them with gestures that it must be placed over their heads. If any characters do that, the jellyfish-thing gently enfold their head without harm. The now-jellyfish-headed character gains the ability to breathe water, recovers 1d4 hit points if already wounded and suffers a -1d penalty to ranged attacks due to blurred sight. These organic helmets last for 24 hours. If a character attempts to remove the helmet before that time, he must roll a DC 15 Fort save or suffer 2d6 points of acid damage (and the jellyfish-like symbiont dies).

The most dangerous effect of the kerasoi presence is that their luminescent organs can act as a very specific charm person effect. All those within 30' of a keras and gazing at the light must roll a DC 14 Will save or become enthralled — charmed victims won't harm a keras and will do everything possible to always stay at the side of "their" keras. They still have full control of their mind and are actually aware of the hypnosis, but won't be able to roll a new Will save unless threatened or pushed away (30' or more) from the keras (a kind judge could rule that any action that goes against a character's alignment/ethos would entail a new Will save). A Mighty Deed of Arms can sever a keras' hypnotic light, and original ideas like covering a victim's head could also break the hypnosis (though an already-hypnotized victim can't simply close her eyes to nullify the effect).

The kerasoi will guide the characters (probably by hypnosis) to the plain's end. If the party somehow resists and starts fighting, the kerasoi are likely to flee (roll a morale check after the first keras is dropped). If this happen, here are some options:

1. Tell the characters that the kerasoi were wearing pearls and alien but beautiful collars made of what appears to be shaped coral (all things that would be worth a fortune above).
2. The characters start hearing a human-like and clearly feminine voice (or masculine, depending on the party) calling for help! The cries come from the plain's end and originate from the kerasoi's Mistress (more about her below).
3. The waters keep rising. See the box *Beaches at Night are So Romantic...*

The kerasoi take the party to their Mistress (or, if attacked, run back to her). The Mistress is an alluring blue-skinned female humanoid, probably of Atlantean blood, chained by her wrists to a rusted iron circle below her, at the edge of the plain. Behind the Mistress lies an

organic abyss that leads into the leviathan's gullet — probably with a underworld of its own, given the beast's proportions.

The Mistress is bound not only physically but also by elder spells weaved by the Master of the Tower of the Horn (more about it Him later, have patience). Her geas is to offer sacrifices to "The Vessel," as she was instructed to call the leviathan. Her kerasoi lead hypnotized victims to the platform, then lift them and throw the poor souls below.

Given the uncountable centuries she has spent chained to an iron circle (which is just the head of a massive nail), feeding for unfathomable reasons a biblical monstrosity, the Mistress is quite mad by now, believing that victims about to be sacrificed speak hidden truths about the universe. In fact, this is the only moment when any character can try a Personality check to sway or gain time with the Mistress, usually with DC 17 (unless a player can provide a really good argument). The judge can place a few prisoners here, and let one or two be thrown into the abyss screaming pleas of mercy, to let the party figure out that the Mistress is listening (other prisoners can also work as replacement PCs).

The Mistress (mad immortal geas-bound half-Atlantean princess): Init +5; Atk slam +7 melee (1d6+5); AC 12; HD 4d8+8; hp 22; MV 30' or swim 40'; Act 2d20; SP telepathic (understand and communicates in all languages), child of the deepness (raised in the oceanic depths, the Mistress has Strength 20 for all effects and is very tough); SV Fort +5, Ref +0 (chained), Will +5; AL C.

The geas that holds the Mistress can be broken by some cool combo like a warrior's Mighty Deed of Arms or thief's skill, used to break/open the chains, followed by a cleric's divine aid or a wizard's invoke patron to shatter the elder spell. If freed, the Mistress will probably enter in a murderous rampage against the kerasoi, giving the party plenty of room to escape.

Beaches at Night are So Romantic...

OK, maybe the party decided to settle on the shore, perhaps building a raft from the wreckage. Maybe they already figured out their situation [c'mon, it isn't hard]: they were eaten by a giant whale. Actually, a few rules lawyers might even quote the AD&D 2nd Edition Monstrous Manual entry on the leviathan [remove 1 Luck point from those smartasses!]. Anyway, reward such faltering heroes by moving to the Clash of Titans! encounter and don't forget to mention the distant lights of the kerasoi.



CLASH OF TITANS!

This encounter should preferably be used after the Mistress (maybe giving the party a few moments of rest). Tell the characters that the water level starts to rise more quickly. At the same time, a great roar can be heard coming from the (now) submerged shores. Thanks to the beacon of light above, the party can see two titanic shapes engaged in a deathmatch. Unfortunately, those shapes are rolling in the group's direction. It is a cinematic Dynamation-style battle between a sea serpent and a dwarf kraken!

Sea serpent: Init 0; Atk bite +6 melee (1d20 + swallow), tail slash (1d10 + thrown); AC 20; HD 8d8; hp 40; MV 30' or swim 40'; Act 2d20; SP swallow; SV Fort +10, Ref +2, Will +2; AL C.

Kraken, dwarf: Init -4; Atk tentacle +4 melee (grapple), if grappled beak +4 melee (1d10 per tentacle grappling); AC 14; HD 8d6; hp 32; MV walk 20' or swim 40'; Act 6d20; SP telepathy and suggestion (DC 16 Will save); SV Fort +4, Ref 0, Will +8; AL C.

The titans are beyond the party's power level and are in fact fighting without any regard for the lesser mortals. Except for the dwarf kraken! It is a small and weak kraken, but one gifted with psionics. While using most of its mind power to keep the sea serpent distracted, the kraken contacts a random party member telepathically (maybe the one with the lowest Luck). The kraken has a "proposal" and it needs a "minion" ("I mean, a faithful ally!"). The kraken wants the chosen character to get in front of the sea serpent in order to be eaten. It tells the "hero" that, in that exact moment, a precise sword or lance thrust through the sea serpent's mouth can pierce its (delicious) brain. If the chosen "hero" is a warrior, a Mighty Deed of Arms will do (that is, if the character survives the bite damage).

Another interesting thing that might convince the party to get closer to the thrashing sea serpent is the presence of a shining and obviously magic sword embedded in the sea serpent's scales. If any foolhardy character manages to climb the beast and succeed at a Strength check to retrieve the blade, then let him have it — roll on the DCC RPG Sword Magic tables or the just use the one provided below.

If the party does manage to kill the sea serpent, then let them have the magic sword. The dwarf kraken spends the next minutes devouring the serpent's brain, giving the party a good chance of escaping.

You Find This Awesome Random Sword That...Just A Second..

..is a +1 longsword, chaotic, Int 5, Special Purpose: [free prisoners], no powers. Yes, I'm very unlucky with dice. Let's call it Chainbreaker and establish that it belonged to a pirate prince who died in the leviathan. Chainbreaker can feel the Mistress's geas, and while it can't communicate, it can surely importune its owner. After the first missed attack using Chainbreaker, ask the owner for a Luck check. If successful, he feels a magnetic force pulling the blade to the Mistress's directions. Chainbreaker can be used to shatter the Atlantean princess's geas [physically and magically]. If used for the task, this tiny magic item might not resist; ask for a new Luck check to see if the chaotic blades survives. If freed by Chainbreaker, the Mistress will recover some of its lucidity and will help the party to reach the Tower of the Horn, fighting one battle there.

INTO THE LIGHT

The water keeps rising and soon the entire vault is flooded. The party is propelled to the roof of the cavern in the direction of the cone of light. Soon, there's water everywhere and the characters must hold their breath. After a few agonizing moments, a powerful current thrusts the party into the cone (which is the leviathan's blowhole).

During the ascension, the characters discover a series of lateral holes in the cone. The walls are white and were clearly sculpted, with openings of different sizes, each one locked by strange metal hatches. The entire alicorn was sculpted from the inside into a tower! Of course, the party doesn't have time to pick out details, as they're being propelled at an amazing speed. Suddenly, the current twists artificially, stopping their ascension. They feel cold, invisible claws grasping and carrying them away into different hatches.

Ask all players to roll 1d4. Group the characters with the same results. For example, a party of 6 characters roll a 1, 1, 3, 4, 4, 4. The first 2 ones mean that those characters go to room I, the 3 last fours mean that 3 delvers are dumped into room IV, and the last hero lands alone in room III. If you're feeling nice, offer the option of a Luck check. If a player succeeds, let him roll 1d4 again. If he fails, you can choose where he lands. Ideally, at least one character should be placed in each room from I to IV.

What happened? Well, the characters were all captured by the water golems that manage the Tower of the Horn. A water golem is a bizarre construct — actually the golem itself is a brass-plated sphere filled with arcane filigree. The sphere is about the size of a medium humanoid torso. The “water” part comes from the fact that the golem controls and channels water, using it to surround its core and create limbs (which can manipulate water like those aliens from *The Abyss*). Attacking the golem's water body is thus a mistake, because the construct can just summon more water. The secret to defeating them (besides dealing lots of fire damage) is to open the brass plates, find the golem's gem core and remove it (either with a mighty deed or a good thief skill roll). In both situations it is necessary to “swim” inside the golem's water body, risking suffocation.

Water Golem: Init +2; Atk slam +10 melee (1d8+1); AC 16 (golem's core is AC 20); HD 8d8 (golem's core is 4d8, but it can be opened

with a DC 15 Str check); hp 38; MV 40' or swim 80'; Act 2d20; SP water body (if reduced to zero hp, a golem can spend an action to summon 1d8 hit points of water per round, until reaching their maximum), engulf and drown, vulnerable to fire and heat, golem traits*; SV Fort +8, Ref +4, Will +2; AL N.

**Basically, golems have immunity to mind-effects, illusions, backstab (but not criticals) and to all magic effects except fire/heat spells (although, do please note that these spells will have to “burn” the water body first).*

The water golems are programmed to collect organic material and take it to the Master (more on Him later, I promise). If a character doesn't fight, he's engulfed and taken upstairs to the Master. Unfortunately, the character will drown before reaching the Master, unless they took one of the jellyfish-like helmets from the kerasoi.

If the party is split (a very possible outcome), the next encounter can happen simultaneously in one or more rooms. Start with room I — if there's no character there, go to room II and so forth. After three rounds of action, go to room II and so on. The idea here is that a character might decide to escape from his room and go to another to ask for help or to assist another (oh, and if a player sees another character defeating a water golem and uses this “out-of-character” knowledge to beat his own construct, please remove 1 Luck point from him. The Gods are watching).

All the rooms below have the same description: they're roughly ovoid, with a diameter of about 15'. Each one is intrinsically sculpted with a mindset completely alien to surface humanoids. There's only one way out of each: a circular opening to the tower's outside, where narrow stairs lead to the top. If any characters step outside, describe to them the information from the sidebar *The Rider of the Deepness*.

Room I: Characters taken to this room by a water golem are first dropped to the ground, while the golem seals the metal hatch that leads to the Tower's central cone. The first thing the PCs notice is that the door that leads outside is partially obstructed by a weird and bright red coral formation. The coral-thing is almost crystalline — it is possible to see through it to the stairs outside. The water golem tries to engulf the character and then pass through the coral. A character can try to evade the golem and jump through the opening (DC 12 Agility check). Failure means the character suffers 1d3 damage and is probably infected by the coral (see below).

The Blood Coral!

Characters that cut themselves on the blood coral are infected unless they spend 1d3 Luck points. Infected characters develop a coral growth in the wound that quickly spreads. The cool part: they gain the ability to blast lasers from the wound. (If you aren't mean, let the wound from room I be in the character's arm). A character can use one of his action dice to blast an enemy at 30'. They add a coral die to the action die as their attack roll — the initial coral die is 1d3 [which means most characters will roll 1d20+1d3]. Their target must roll a Reflex save against the result to suffer half damage. The blast damage is always double the current coral die [or 2d3 at the start]. Current!?! Yes, after each blasting the infected must roll a Fort save [same DC of the attack] or his coral die increases, following the dice chain. Every time the coral die increases, roll it and keep a secret score of the total [but tell the player you're doing it... hehehe]. When the total reaches the character's current Stamina, the infection overcomes him and he becomes a coral husk [zombies with lasers!]. Stats for coral husks appear at room II.

Room II: This room's golem was severely damaged in a previous battle. In fact, the water golem can't move, because its spherical body is jammed inside one of the room's walls. The construct was blasted there by a knight of the eight. In fact, pulling the character inside the room was the golem's last action. Now that it has done so, describe to the player the golem's watery limbs losing shape and falling to the ground, followed by the mechanical sounds of its spherical body opening. The character can clearly see the shining gem that originally powered the golem. The alien gem still shines slightly and is worth 500 gp, but when removed from the sphere, the wall collapses, releasing a coral husk.

Coral Husk: Init -4; Atk crystal claw +3 melee (1d6 and Infection) and coral blast +3 (1d6, Reflex save for half damage); AC 18; HD 3d6; hp 10; MV 10'; Act 2d20; SP infection (1 Luck point or becomes infected), half damage from piercing and slashing weapons, coral hive-mind (this isn't an undead but an alien crystalline coral); SV Fort +8, Ref -4, Will +2; AL N.

Besides the coral husk and the water golem, this room contains the body of a knight of the eight. What is a knight of the eight?

Imagine a big purple-pink octopus wearing a silver baroque helmet with sea motifs and weird gem-batteries, wielding a retro-futuristic orichalcum lance with a crystal tip. The Knight of the Eight is dead, killed by the golem, but player characters are welcome to toy with its arcane batteries and crystal lance.

The two batteries are overcharging, hot to the touch and very sensible. If thrown, they blow up a 6' radius, dealing 2d6 damage and pushing everyone away (a character carrying batteries can self-detonate if hit by a critical or by rolling a fumble). A wizard could spellburn 2d6 points using the batteries but he'll suffer the rolled result as damage.

The crystal lance is a cool arcane-tech weapon that can blast things for 1d10 points of damage or function in melee like a normal spear (but if a charge is spent in melee, increase the damage to 2d10). Spending two charges also pushes the target 10' away (DC 12 Fort save negates). The lance has six charges left.

Handling both the batteries and the lance requires an arcane-craft skill check (I doubt you have a character with that occupation, so treat as an untrained skill check by rolling a d10 with a DC 10). Failure has no consequences, but rolling a 1 blows up a battery or makes the lance fire accidentally.

Room III: This room's water golem is unfortunately functioning just fine. After dropping the character to the ground and locking the hatch (one action), the water golem attempts to engulf any organic thing and transport it to the Master, atop the Tower.

Room IV: Characters taken to the highest room fall to the ground in the middle of a battle between the water golem that captured them and the last knight of the eight. The knight is severely wounded and will die if not helped (besides having just 4 hit points, the octopus was disarmed and his crystal lance now lies at the character's feet). If helped, the knight will gladly join forces with the "air barbarians." This particular knight of the eight is a suicidal and self-righteous hero named [*Joyous-feeling-of-stabbing-the-Devil-six-times-in-the-back-without-him-seeing-it*]. This isn't actually his name, but the knight's attempt to use his arcane-helmet to talk telepathically with the characters (the judge is encouraged to give 1 Luck point to any player that decides to call the octopus "Otto" or "Doctor").

The Rider of the Deepness

Climbing out of the Tower of the Horn leads a character to a flight of stairs that ascend the alicorn's external structure. The view is frightening and amazing — you're at the top of a living wave as big as a human city. However, the true wonder (or horror) is that there's an artificial marble-like structure on the leviathan's back — an impossibly huge saddle, adorned with faded bas-reliefs of gigantic squids, impossible crabs, skull-faced anglerfishes, horrendous worms, beautiful jellyfishes and other glorious denizens of the Deepness. Atop the saddle, still bound by elder chains, is the cyclopean skeleton of its original Rider, now completely taken by dead anemones and the ruins of corroded corals (if this adventure were a movie, this part would ideally be the "WOW!" moment).

THE RED THRONE

The stairs end at a bigger hatch-door, completely consumed by blood coral. The entire surface of the door is filled with sharp spikes of blood-bright crystal. Touching it risks instant infection (unless the character spends 1d3 Luck Points).

Forcing the hatch door or blasting it with a spell is a terrible idea — the entire blood coral shatters, sending shards flying at the party. If this happens, ask for a Reflex save against a DC 12. Failure deals 2d6 damage and the character must spend Luck or become infected (and the judge is welcome to be mean and roll the hit location to figure out where the coral starts growing on the infected character's body). Any character killed by the coral blast rises in one minute as a coral husk.

Infected characters can try to force the door open without risk of damage or infection (but still must succeed at a Strength check at DC 15).

As soon as the party starts meddling with the hatch door, they hear a booming "*Muahahahahahaha!*" from inside, followed by unintelligible alien gibberish that sounds exactly like your evil goatee villain explaining how now his plan is complete. If the knight of the eight is with the party, he telepathically projects a sense of utmost urgency and of [*blood-hard-as-rock-blood-hard-as-rock-blood-hard-as-rock... ad infinitum*]. The telepathic projection fills everyone's mouth with

the taste of iron, while their minds recalls their homelands, but now covered in blood coral. The knight urges the party to hurry and will blast the door with this crystal lance if the characters do nothing.

Once inside, the characters reach an ovoid room overrun by blood coral. At the hellish chamber's center lies what appears to be a pulsing pool of water, but a closer look by any character will reveal a portal leading to a bizarre cavern.

Surrounding the portal are eight coral husks and an immense crab, on whose back was sculpted a lordly throne. Sitting on the red throne is the Master of the Tower. His name and motives will remain unknown because the Master is dead — all that remains is a half-blasted corpse, completely consumed by the crystalline coral but too damaged to be animated. The Master died when he activated the Golden Rod, an artifact that would have given him control over the leviathan. Now, the only thing still alive is his living throne, a bioengineered giant crab with a hobby of mimicking voices. The creature is not really intelligent and its ability to reproduce sounds was just a side-effect of its creation. The crab isn't attacked by the husks because he's immune to the blood coral infection.

Coral Husks (8): Init -4; Atk crystal claw +3 melee (1d6 and infection) and coral blast +3 (1d6, DC 12 Reflex save for half damage); AC 18; HD 3d6; hp 10 each; MV 10'; Act 2d20; SP infection (1 Luck point or become infected), half damage from piercing and slashing weapons; coral hive-mind (this isn't an un-dead but an alien crystalline coral); SV Fort +8, Ref -4, Will +2; AL N.

The Red Throne (a.k.a. mimic-giant-crab): Init -2; Atk pincer +3 melee (1d4+2 and grappled); AC 15; HD 3d8+3; hp 16; MV 20'; Act 1d20; SP mandibles (grappled targets suffer one automatic critical next round if the crab hits them, roll Crit Table M/d12); SV Fort +4, Ref +0, Will -3; AL N.

If any character jumps into the portal he falls 9' to a spongy pink surface, filled with electrically charged ridges and grooves (yeah, that's the leviathan's brain). There's blood coral everywhere. Sticking in the ground is a massive sculpted golden rod, almost as tall as the characters, obviously designed by the same forces that sculpted the Tower of the Horn. The Golden Rod is shining with a strong red light, sending visible blood coral tendrils through the leviathan's

brain. At the rod's head is set a black cracked gem. If touched, the black gem crumbles to dust. Perceptive characters quickly notice that a golem gem can be inserted into the now-available slot of the Golden Rod. If this is done, the entire artifact shines with golden lightning, shaking the brain-cave. The golem gem is not powerful enough to last and will soon degenerate, but the character has one option before getting away as fast as possible: he can choose the leviathan's path, sending it back to the Deepness, or just back into the high seas, or, maybe, crashing it against that one king or wizard lord who mocked him.

After the decision is made, the party has six rounds to get away from the leviathan's brain and the Tower of the Horn, because the next discharge of the Golden Rod will fill the entire area with blood coral. The backlash finally consumes the leviathan's brain and kills the beast within a few hours. The best hope for the party is jumping into the sea and hoping for a good landing (although this would be a good time for wizards and clerics to start pleading for help from their supernatural overlords).

Where's the Loot?

Fine...here's some loot! The Master was blasted by the Golden Rod's original activation, but he still has some treasure with him. His gnarled right hand bears a golden bracelet of deep one design that is worth 400 gp in the right hands [besides a bonus invitation to a sacrifice ceremony to Cthulhu]. The Master's left hand is consumed by blood coral but still bears inside the alien crystal two rings. One is a diamond ring of exquisite making which is invisible under sunlight, but shines a cold blue light in darkness — this exotic and unique trinket is worth 1,000 gp. The other ring is magical and dangerous: it's a Bilocation Ring — 24 hours after putting it on, the wearer can choose to be in two places at the same time. This basically creates a double under the player's control. During combat or other dangerous situations, the double only lasts 5 rounds per day. Under other situations, it lasts for 5 minutes per day. The catch is that when the effect wears off, the ring wearer can choose which copy is actually real. Also, if used in combat or to perform dark deeds [judge's call], the ring wearer must roll a Luck check when the effect ends. If unsuccessful, the double becomes a permanent and independent being, and will try to kill the original.

CONCLUSION - THE DECAYING HALLS OF LEVIATHAN!

Maybe the party, briefly in control of the Golden Rod, tries to lead the leviathan to some forsaken shore in order to ground and kill the beast. That's valid! Actually, after finally dying, the gargantuan corpse might attract lots of delvers and explorers, seeking lost treasures, exotic substances (blood coral, anyone?) and other secrets inside the leviathan's carcass.



TOMBSPIRE **OF THE** **SILVER SUN**



by Colin Mills

BACKSTORY

The adventurers have stumbled upon a crumbling tower whose rooftop features glowing crystalline plinths, floating pylons chained to said plinths, and an orb of silver which seems to writhe in the sunlight.

ROOMS

Each room has one description, three headings describing era-specific changes, and an explanation of any time travel elements initially present in that room.

If the PCs attempt to rest while in the dungeon's current or future eras, 1d4 of the slain un-dead cultists reanimate each watch to hunt them down. No rest is easily had while in the Tombspire. If insufficient un-dead are available, then more are raised from the grounds outside the Tombspire, angrily avenging the defilement of their holy site!

Note for time travel: the way traversal between eras works in this adventure is any changes performed in a past era are immediately seen in the following eras. They have just always existed to the timeline. Similarly, any objects brought back from a future era and left in a past era can be seen again in that future era, the copy now being a continued loop of the original. Don't worry too much about causality or other paradoxes, we're just hand-waving all of that here. The players will manage to do some crazy stuff, but shouldn't be able to escape too far in the past or future eras, given the barrier around the Tombspire or swarms of hostile demons, respectively.



AREA 1 - OUTSIDE

Before you stands a strange edifice of smoothed stone, its only visible windows nearly at the top. Vines and mosses climb the walls of the tower, dispelling any doubt to the age of the worn walls. A door reinforced with iron bands on the west wall of the building leads inside.

PAST

The grounds around the spire are the scene of great bloodshed, with people slaughtered in every direction. Hostile, tribal forces still rage against a magical barrier, their shamen working strange magics in an attempt to gain entry. Strange, amorphous, silvery creatures appear to be projecting the barrier, and are paying no notice of your passage. The intact spire stretches far above you, about 100', its smooth stone walls gleaming in the sun.

The servitors of the Silver Sun have sealed off entry to and egress from the tower following the rival tribe's attack, leaving only a handful of the defending Dhiigga Dahagta tribe alive inside. These servitors ignore the PCs unless provoked, in which case they attempt to dispatch the offending interlopers quickly before returning to maintaining the barrier. If the party explores around the tower, they will find a groundskeeper painting murals depicting the terrible return of his god on the walls of the spire. If conversed with, he is willing to speak with the player characters about the Silver Sun, and the plants kept on the grounds:

- The Silver Sun is a deity who rivals the natural sun, wishing to take its place in the cosmos.
- The Silver Sun returns to its height of power once every 300 years.
- The movements of the sun and planets can be tracked using the orrery inside.
- The Silver Sun deserves to rule over the cosmos and devour all other light, for it is the fairest of all the lights.
- The plants inside the spire have been preserved inside magical pots, allowing them to grow and flourish with little care while the pots remain intact.

PRESENT

A large tree appears to have broken through the walls of the tower to stretch its branches in the free air. Ancient flagstones shift beneath your feet, long split from erosion and the workings of plant growth.

The door is locked in the current era, and the lock appears rusted. The lock can be picked or the ancient, rusted and dry-rotted door can be bashed down in short order (DC 12 pick lock or Strength check).

FUTURE

The once great tower has been leveled to the ground, save for a platform floating hundreds of feet in the air. Glowing stones are chained to the platform and float a dozen or so feet away from it, seemingly keeping the platform aloft. The sky is painful to gaze upon as it blazes with erratic waves of silver and gold. Hordes of frenzied humanoids scream praises to the Silver Sun, reaching towards the floating platform and climbing upon each other in an attempt to get closer. Servitors of the Silver Sun stalk the former tower ruins, mechanically cutting down those few not worshipping.

The servitors will spot the PCs in 2d3 rounds if they do not leave, and will attack them. Each round, one servitor will join the combat until the PCs retreat or are defeated. This encounter is not intended to be won.

Silver sun servitor (many): Init +1; Atk slap +1 (1d3 plus stun); AC 13; HD 4d10+4; hp 24; MV Fly 30'; Act 1d20; SP Fort save DC14 or only receive one action next round; SV Fort +2, Ref -1, Will +2; AL C.

AREA 2 - ENTRY FOYER

This room's description should be used for all rooms on the ground floor of the Tombspire in the future era.

This room features frescoes depicting a silver spherical mass tearing apart the sun with its tendrils, casting the world into an age of eternal twilight. Masses of people are bowing to the silver tentacled horror, sacrificing various robed figures upon altars. Various jars and urns line the walls of this room, sealed shut with a silvery wax. There are about twenty jars in total. An open doorway leads outside to the west, and an archway leads deeper inside to the east, an iron-banded wooden door blocking your path.

Clerics and those with religious occupations can determine the sacrifices depicted in the frescoes are the priests of different gods and patrons worshipped in the present. The floor under the doorway is unstable and may buckle, causing the doorway to cave in without shoring up. Thieves and dwarfs can find the source of the instability (DC 15 find traps and underground knowledge, respectively), and stabilize the ground (DC 17 disable traps).

The various jars contain withered organs and corpses, remains of the tribe's honored dead. Historians may find value in the urns, but they are otherwise of little monetary value. The silver-containing pigments and wax from the urns and pots can be gathered, but are worth only 30 sp in total.

PAST

The bloodied corpses of four tribesmen lie here, three of them garbed in tattered cloth robes with silver face paint, the other wearing tribal leather armor, their clubs strewn about their bodies.

PRESENT

The dust of ages billows up as you enter this room, mixing with the stale air to make a dry and choking atmosphere. Dim sunlight filters through the clouds to illuminate the room and glimmers off the frescoes and urns inside.

Spells are cast in this room at a decreased die step, due to the dust.

When the PCs enter this chamber, three of the jars begin to faintly tremble (DC 10 Intelligence check to perceive, -2 each round). This trembling increases in intensity for five rounds until a moldering pile of bones, dust, and ancient cloth bursts out of each. These are the un-dead remains of ancient shamen, cut down long ago whilst defending their deity.

Un-dead silver sun cultists (3): Init -1; Atk spiked club +1 melee (1d4); AC 11; HD 3d8; hp 13; MV 20'; Act 1d20; SP spells (+2 spell check) *holy sanctuary, protection from evil, paralysis*; SV Fort +3, Ref -1, Will +1; AL C.

FUTURE

See area 1.

AREA 3 - ORRERY CHAMBER:

Area 1 - Outside: *This round chamber is roughly 70' in diameter and 50' high, and is dominated by a bizarre, enormous contraption. The obvious centerpiece of the room, it stands upon a 5' raised dais and is supported by a 2' thick vertical metal post driven into the dais. Directly upon the post is a large central orb of yellow glass, bound in bands of gold. Branching off the central post underneath the yellow orb are a series of long metal poles, curving upwards from their origin point on the central post to each hold a considerably smaller glassy orb, each of a different color and likewise bound in various metals. Some of these smaller orbs have yet smaller orbs around them, similarly supported by curved metal poles. Upon closer inspection, the central post appears to be segmented, one segment for each off-branching pole.*

Around the strange assembly of poles and orbs are row upon row of wooden pews, all facing inwards towards a pulpit located at the west-most point of the dais. Some of the pews have been knocked over or are otherwise out of alignment. The pulpit is topped by a wooden lectern. Exits lead to the east and west, and a small closet with an arched doorway is located on the northeast wall of the chamber.

When a powered crystal is in the generator in area 6, the orrery can be activated and set to the current time with a DC 10 spell check. If so activated, the orrery shows a silver orb orbits closest to the current planet every 300 years, at the planet's aphelion; the planet is currently at its aphelion. With a DC 18 spell check, the orrery can be repositioned to grant a bonus to a specific alignment. PCs affected by this bonus may each choose to make either skill checks, attack rolls, or spell checks with an increased die step while in the Tombspire.

Clever players may check the night sky outside in each era to determine in what year they happen to be. A DC 18 Intelligence check or cross-referencing the orrery will reveal that each era is 300 years apart, putting the silvery orb in the orrery at its closest position to this planet.

The closet is empty and unremarkable save for having a finely-engraved floor depicting clouds being blown in a circular motion by winds. Additionally, a small circular indentation is on the back wall of the closet just under eye level for a human. The closet is in fact a teleportation pad which, when activated by pressing the indentation, will transport those inside to area 8. A one-quarter powered crystal must be placed in the generator in area 6 for the closet's teleportation to function.

PAST

The huge device in the center of the chamber slowly turns, its mechanisms whining and clicking, filling the chamber with a deafening mechanical droning. A silvery substance dribbles through grates in the ceiling, coalescing in a vertical sheet suspended in the air, its lower edge a few inches off the ground. Through the sheet, the chamber's bricks appear more worn and weathered, the benches rotten and disused. Illuminating this room are several torches in sconces along the walls of the chamber and lining the orrery dais, and sunlight gleaming in through the small holes in the ceiling. A young tree sits between the rows of pews in a large clay pot on the west side of the room, basking in the faint sunlight. The pot is inscribed with glowing runes.

The exit on the east side of the room appears to be currently held up by numerous wooden poles and scaffolding. The top keystone piece of the archway is missing. A DC 15 spell check reveals the pot is intended to keep the plant alive contained within, as long as it is provided with sufficient light, nutrients, and water. The silvery substance connects this past-era room to the current era and can be traversed at will.

TABLE CONTINUES ON NEXT PAGE >>

AREA 3 - ORRERY CHAMBER (CONTINUED)

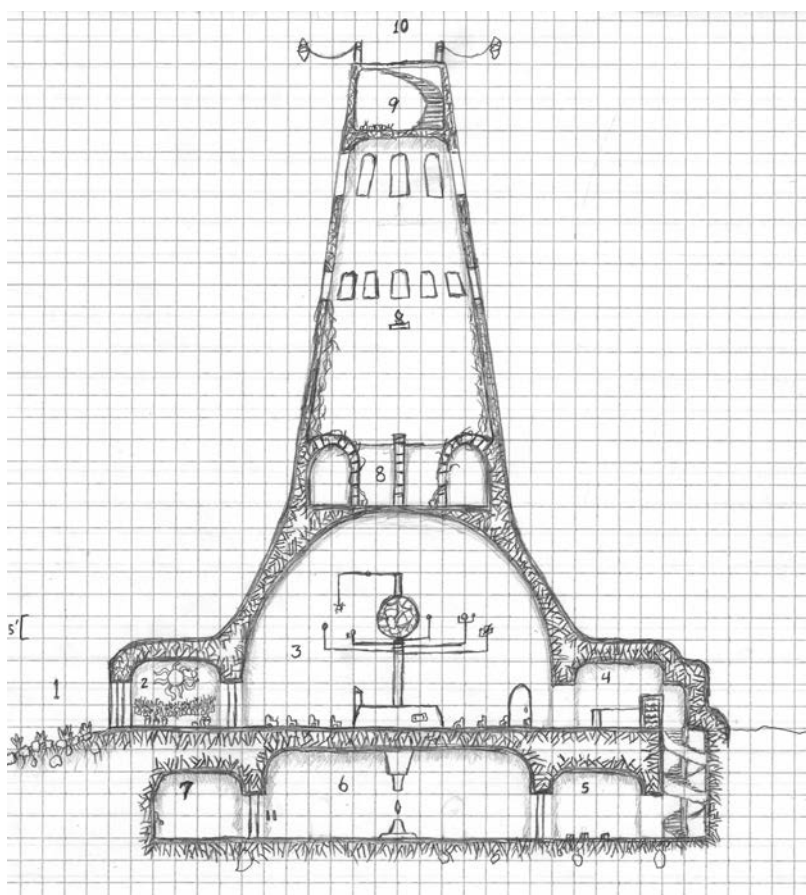
PRESENT

A large tree appears to have broken through the walls of the tower to stretch its branches in the free air. Ancient flagstones shift beneath your feet, long split from erosion and the workings of plant growth.

The door is locked in the current era, and the lock appears rusted. The lock can be picked or the ancient, rusted and dry-rotted door can be bashed down in short order (DC 12 pick lock or Strength check).

FUTURE

If the orrery was repaired in the current era, the orrery still stands and has been aligned to grant power to the Silver Sun. If manipulated to grant power to an alignment, the orrery sparks wildly and grants its bonus to the party while in this era. Otherwise, see area 1.



TOMBSPIRE MAP

AREA 4 - STAGING ROOM

A heavy, wooden mid-height table bars immediate entry to the room, but a slight opening to the right permits single-file passage. The north wall is lined with shelves carrying stacks of various cloth mesh garments. In the back wall, a spiral staircase descends downwards clockwise.

PAST

On a small table is a finely-crafted archstone. It shares a decorative style similar to the arched doorway through which you entered the room.

If placed in the arch, the keystone will prevent the doorway from collapsing in the future, and will remain open in the current era.

PRESENT

When touched, the garments crumble away, leaving only fine silver wires.

FUTURE

See area 1.

AREA 5 - GUARD ROOM

This square room is sparsely furnished with three simple wooden stools. An ornate wooden door depicting the Silver Sun offers egress to the west.

PAST

This room is currently empty, the guards having left to defend the spire from intruders.

PRESENT

Upon each of the stools is seated a desiccated warrior clad in ornate leather armor, clubs spiked with obsidian hanging from their belts. As you enter the room, a low, whispering chant rattles from the warriors as they rise to prevent your passage.

Un-dead silver sun cultists (3): Init -1; Atk spiked club +1 melee (1d4); AC 11; HD 3d8; hp 13; MV 20'; Act 1d20; SP spells (+2 spell check) *holy sanctuary, protection from evil, paralysis*; SV Fort +3, Ref -1, Will +1; AL C.

FUTURE

The door has been secured with a superior lock, but can be picked (DC 18 pick lock check). The door is somewhat protected from mundane damage, reducing it by half (DC 20 Strength check to break down, or 20 damage). Additionally, magic-users studying the door find it opens readily to reciting the Oath of Burning Betrayal (DC 15 spell check to guess, or clerics can try an Intelligence check at an increased die to remember). Lastly, the door opens to anyone wearing the garments found in area 4.

AREA 6 - LOWER RITUAL CHAMBER

Following a short hallway, this 50' diameter circular chamber is dominated by a large conical device containing a hovering crystal. The crystal is roughly 2' long, 6" in diameter, and it sheds a dull light. Tables line the walls of the room, laden with bandages, pouches filled with various dusts and herbs, and thin, hooked metal rods. At the foot of each table sits a bucket filled with a viscous, black, tarry substance which is accompanied by a darkly-stained paddle. A doorway stands on the far side of the chamber, flanked on each side by a small metal-lined slot.

PAST

Four Silver Sun cultists prepare a defense here against hostile interlopers with *holy sanctuary*, *protection from evil*, and *paralysis* cast ahead of time if they hear the PCs approaching. They, unfortunately, will fight to the death.

Silver sun cultist (4): Init +0; Atk club +1 melee (1d4); AC 12; HD 2d8; hp 9; MV 30'; Act 1d20; SP spells (+2 spell check) *holy sanctuary*, *protection from evil*, *paralysis*; SV Fort +2, Ref -1, Will +2; AL C.

PRESENT

An immaterial, shimmering sheet hangs in the air, revealing a chamber much more worn and overtaken by roots than the one in which you currently stand.

The cultists remain vigilant in un-death, and rise to prevent the party from roaming the chamber. Roots from the tree in area 3 grow down into this chamber and through the floor, blocking off a 10' diameter area under its position in area 3. The shimmering portal connects this room to the future era.

Un-dead silver sun cultists (3): Init -1; Atk spiked club +1 melee (1d4); AC 11; HD 3d8; hp 13; MV 20'; Act 1d20; SP spells (+2 spell check) *holy sanctuary*, *protection from evil*, *paralysis*; SV Fort +3, Ref -1, Will +1; AL C.

FUTURE

The room is empty, save for the dead roots of the tree which once grew in the room above before it was cut down. The slot on the right contains a flat card-like object inscribed with jagged silver lines.

Roots from the tree in area 3 grow down into this chamber and through the floor, blocking off a 10' diameter area under its position in area 3. The portal connecting this room to the current era is accessible from the future era side as well. The card is in fact a key which can be used to open the door to area 7 when paired with a second copy. Unfortunately, the matching key has been long lost.

AREA 7 - UTILITY

This dimly-lit room is lined with shelves, crates, and chests. The shelves bear numerous scrolls and sheets of vellum, alongside bottles of dark liquid and packaged rations.

The crates are filled with assorted mechanisms and gears. The mechanisms are bronze, and worth 150 gp total. The chests are locked (DC 15 pick lock to open) and each contains five robes woven with iridescent silver threads, bearing the sigil of the Silver Sun. Each garment is worth 2 sp.

On the wall is a large double-armed lever set in the down position. If the party pushes the lever up, then a faint silver glow flickers between the cracks of each brick of the Tombspire. At this point, the tower is one-quarter powered, allowing for use of the teleportation closets in areas 3 and 8. The teleporter in area 9 requires the tower to be at least half-powered. The gears and mechanisms can be used to repair the orrery in the current era, granting its alignment bonuses to the party.

PAST

The rations appear well preserved, and contain some sort of bread, dried vegetables, and jerked meat. The bottles contain weak wine, just alcoholic enough to kill off any bacteria.

PRESENT AND FUTURE

The rations and wine have all long gone bad and are inedible.



AREA 8 - UPPER RITUAL CHAMBER

Arches line the room, supporting the empty tower which stretches above you. 40' up, a 10'-wide platform extends from the east to the west, and above it, the tower's walls are lined with tall windows allowing the sun to shine upon it. Each window is separated by three feet of wall, making circumnavigation of the tower at that height difficult.

The floor of this chamber is carved with a large, spiraling diagram depicting the sun and various constellations, some of which you recognize. The spaces in between the diagram's arms form holes in the floor, through which the chamber below you can be seen. Various splashes of a dried silvery substance have dried onto the diagram, coloring it unevenly.

Wary magic users can study the diagram (DC 15 spell check) to be able to use it to focus their magic, granting a +2 to spell checks while in the room.

Various pots containing creeping vines have been placed around the room. Immortalized in their pots, the vines have crept up the arches and tower interior along the north and south walls. PCs trained in plant recognition may determine that some of the vines are poisonous to the touch (DC 15 Fortitude save to resist), causing a powerful stinging itch which prevents concentration on any task requiring more than one round of concentration. Each round of contact necessitates an additional save.

Upon the platform, an arcane crystal has been mounted which absorbs power from the stars and stores it. Normally, this crystal transmits its power to the crystal in the generator downstairs, but the transmission lines burned out from excessive load in the recent attack. Drained of power defending the tower in the past, the crystal is one-quarter charged in the current era, and gains one quarter charge per era it is allowed to charge. With the assault on the tower foiled by the Silver Sun's guardians, further drain on the crystal throughout time should be minimal.

When the generator in area 6 contains a half powered crystal, the center of the diagram becomes a teleporter, allowing for transportation to area 9.

PAST

The young vines have just begun to climb up the arches lining the room.

PRESENT

The tree from area 3 grows up through the floor wherever it was placed below. If this placement disrupts the diagram on the floor, then no spell check bonuses may be granted. The potted vines have long outgrown their pots and have run wild, combining and climbing up to the windows near the ceiling far above.

FUTURE

See area 1.

AREA 9 - UPPER SANCTUM

The center of this room is dominated by raised concentric circles glowing a faint blue. The floor of this room has been colored a patchy silver which stretches almost to the walls. Occasional splotches and rings of darker silver suggest the floor was not painted all at once, or dried unevenly. Stairs to the roof spiral counterclockwise from the east side of the chamber, letting a strange silvery light pour down into the floor and walls. The ceiling of the chamber is slightly bowed inwards, and the cracks between the timbers and stones has been colored the same silver as the floor.

A simple bed roll lies bundled under the stairs, accompanied by a wooden bead necklace, several rolls of parchment, ink stone, brush, and a clay carafe. The parchments describe the celestial movements of the Silver Sun, and how its powers are inversely proportional to its distance from the sun. Also detailed are the Silver Sun's revelations to its followers, how it had become trapped in orbit around the sun a few thousand years ago. The creature gradually desired to consume and replace the sun, removing the most immediate rival to its power, but was unable to from its prison in the void. The human tribe was then instructed and empowered to pull the Silver Sun to this world so it could finally attempt to set its terrible plans into motion. The last entry notes a neighboring tribe approaching with a champion of the sun, armed with an artifact made of golden light to slay the Silver Sun.

PAST

A shimmering sheet of translucent silver seems to pour from cracks in the ceiling neatly bisecting the platform with glowing rings. Through it, the room appears cracked, crumbling, and dark. An aged man, dressed in leather garments woven with silver, is hurriedly changing the dressing on a torso wound. His wrinkled hands trembling and bloodied, the man picks up his ornamental spear as three silvery creatures spill through cracks in the ceiling.

The old man is a 3rd level cleric of the Silver Sun. He knows the following spells that he can cast with a +4 spell check: blessing, chill touch, paralysis, protection from evil. Around his waist he wears a belt with a pouch containing 20 sp, 31 cp, a holy symbol of the Silver Sun worth 20 gp, and a copper key. The key opens the door to area 7. If the PCs carry a copy ornamental spear from a different era, then the cleric can be convinced to not attack. If the party attempts to harm the Silver Sun while in the company of the cleric, he will then turn hostile.

The portal here links this room in the past era to the future era.

PRESENT

Unless the above cleric is removed from this run, the mummified remains of a human lie here, clad in rotted scraps of leather, alongside an ornamental spear. The human's midsection appears to be wrapped in bandages.

FUTURE

A silvery humanoid figure greets your arrival with silent resolve, bearing an ornamental spear and flanked by other humanoids, their torsos sprouting lashing tentacles. Falling down the center of the room is a gossamer veil, casting the room seen through it in brighter, sunnier tones.

This version of the cleric has a +5 to spell checks, 26 hp, and knows mirror image in addition to the spells listed in the past. The portal from the past links back to that era.

AREA 10 - ROOFTOP

The landscape below you stretches forth in every direction, but you are afforded little time to enjoy the view. A giant orb of pulsating, writhing silver is affixed in the air roughly a foot off the ground, and its fifteen foot diameter leaves little room for navigation of this rooftop. Four man-sized crystals hover at eye level, several yards away from the top of the tower, each chained to a short obelisk of what appears to be silver-painted obsidian. Sparks of magical energy arc down the chains to the crystals, boying them up and keeping the floor roughly level. The floor under the mysterious orb is a dark, dull silver, and several tendrils of the substance reach up from the painted brickwork to the orb.

PAST

The Silver Sun is wounded and actively bleeding, the floor under it still sticky and wet. The artifact which caused the wound is lodged inside the creature, and it will lash out against the party if they attempt to remove it. Likewise, offensive actions against the Silver Sun will be met with swift retribution.

If the party has retrieved the Sun Spear from the future, whoever wields it is compelled to attack the Silver Sun (DC 14 Will Save to resist).

The Silver Sun: Init +3; Atk tentacle +2 melee (1d3 plus Stamina drain); AC 15; HD 5d10+10; hp 37; MV fly 30'; Act 1d20+1d14; SP stamina drain, half damage from non-magical sources, double damage from the Sun Spear; SV Fort +4, Ref +2, Will +3; AL C.

PRESENT

The orb is smooth and firm to the touch, and does not react to attempts to damage it. Whatever the party's intentions, nothing short of strong banishment magic or divine aid will adversely affect the Silver Sun.

FUTURE

A blazing sky meets your gaze, interrupted only by the triumphant Silver Sun. Its awful pseudopods arc away from its body, split, and dissolve into the air as it stretches itself skyward. At the horror's base lies the broken-off end of a heavy spear with golden broad head and crossbar. The creature pays little attention to you as it seems to grasp the sun and, with a gentle tug, pulls forth a morsel. In this era, the Silver Sun has become immune to all damage and offensive magic, including the sun spear, and mocks the PCs if attempts are made to harm it.

AFTERMATH

Allow the players to act while you read this section, time their movements and use the text to add drama to a near escape. Or, kill them if they dally.

Felled by your mighty blows, the Silver Sun roars in anguish and begins to boil. As the horror bubbles away into choking, vile vapors, the tower beneath you shudders. The once sparking crystals chained to the tower pulse and yank on their tethers, threatening to pull the rooftop apart. Bricks topple, arches crumble, and walls collapse inward. As the tower's power systems fail, arcane energies arcs through the air, filling your lungs with the scents of smoke and ozone. The once grand spire falls into itself; tower, ground floor, and basement beneath, dust issuing forth in one last gasp of defiance against the cruel sun. Through the dust, a silvery filter can be seen, flickering and fading even as you watch.

If the party does not go through the portal in area 9 back to the current era in the next thirty seconds, it collapses, trapping them roughly 300 years in their past.

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A Free and Unofficial Zine for DCC RPG



The Gongfarmer's Almanac



The 2018 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



TRENCH CRAWL CLASSICS SPECIAL

VOLUME 6 OF SEVEN BOOKLETS

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TRENCH CRAWL CLASSICS

GERMANY, U.K. AND U.S.

ARMY ORGANIZATIONS, FIREARMS, AND FIGHTING

By Eric Betts

FOREWORD

Trench Crawl Classics (TCC) is a rule hack that applies **Dungeon Crawl Classics** to World War II combat. The original TCC rules found in the *2017 Gongfarmer's Almanac, Vol. 7* provided all the information necessary to create and play Russian conscript soldiers. 'Part II' expands those rules as follows:

- covers the structure and weapons of basic British Empire, German, and U.S. infantry platoons
- allows for the creation of British Empire, German, and U.S. conscript soldiers (0-level player characters)

Other Trench Crawl Classic material in the *2018 Gongfarmer's Almanac* include:

- *The Soldier*, a new character class for extended Trench Crawl Classics ('Trench Crawling') play
- *Tears of the Rusalka*, a conscript/0-level funnel played either as a traditional 'all players on one side' or as 'opposing military squads' as German Wehrmacht troops facing off with Russian defenders in the ruins of Stalingrad
- *Witch Cult of the Ardennes*, a WW2 conscript/0-level funnel in which players play US Dogfaces in the spirit haunted and frozen Ardennes

These rules are not complete and require *Dungeon Crawl Classics* from Goodman Games and for Russian conscripts, the *Trench Crawl Classics* rules in the *2017 Gongfarmer's Almanac, Vol. 7*. The firearms rules from *CRAWL! Fanzine #8: Firearms* by Reverend Dak provide are also recommended.

If you are looking for additional TCC scenarios, *The Lost Patrol* is another conscript/0-level funnel and may be found in the *2017 Gongfarmer's Almanac, Vol. 7*.

FIREARM COMBAT

- **Firearms function as DCC missile weapons.**
- **Rate of Fire (RoF):** Additional shots may be taken, up to the RoF, but each subsequent shot is -1 die bump lower.
- **Reloading:** A modern firearm takes one round to reload.
- **Automatic Weapons do 3 Dice of Damage.** Automatic weapons with a RoF that indicates an (A), instead of separate attacks, may affect multiple targets in a 10-foot square area. **An automatic fire attack uses 10 rounds of ammunition.** The attacker makes a single attack roll that's compared to the AC of each target in the area. A hit causes 3 dice worth of damage, DC 10 Ref save for half. A critical hit (natural 20) does 6 dice of damage, DC 10 Ref save for half.
- **Aiming one full round:** Increases the Attack and Damage die by one. **Using a scope while aiming one full round:** Provides an additional +2 Attack bonus.

ORGANIZATIONS

Below are general organizations for the British, German, and US Armies in WW2 though, more often than not, they were better armed (with scrounged weapons) and less manned (through details and losses). Keep in mind that machine guns were a 2-3 man weapon: one gunner, one ammo loader, and preferably another man to carry additional ammunition.

GERMANY

Organizationally, the Nazi's were nuts (Surprise!). The Wehrmacht (German army) had at least three major ground combat armies: the Heer (the 'real' army), the Luftwaffe (the air force, which had both paratroopers and the Herman Goering Armored Divisions), and the dreaded SS. As the other armies were not too different, we will focus on the standard Heer squad of the Reich, which consisted of both draftees and professional soldiers in the following roles:

- **1 squad leader** (generally a sergeant) with an MP40 submachine gun
- **6 riflemen** with Karabiner 98 rifles
- **1 machine gunner** with an MG42 machine gun and a Luger pistol
- **1 assistant machine gunner** with a Luger pistol and ammo for the MG42
- **1 ammo carrier** with a Karabiner 98 rifle and a tripod or more ammo for the MG42

All soldiers had 1-2 grenades. Those carrying rifles also had bayonets and carried extra rifle ammo. 1-2 riflemen would also carry a Panzerfaust along with 2-3 rockets.

Most of the time, the squad smaller averaging 6-8 men, and built around the machine gun.

GREAT BRITAIN

The British Empire used a 'section', not a 'squad', as the organizational building block of their army. A section consisted of:

- **1 section leader** with a Sten submachine gun or L-E rifle
- **6 riflemen** with L-E rifles
- **1 Bren-gunner** with a Bren machine gun
- **2 ammo carriers** with L-E rifles and ammo for the Bren

The Bren-gunner and two ammo carriers made up the 3-person Bren Gun Team.

Judge's Note: The extent of the British Empire opens up new locations (all of their holdings) and new troops (Australians, Egyptians, Gurkhas, Indians, New Zealanders, Palestinians, and others) for adventure opportunities around the globe.

UNITED STATES

The "standard" US Army squad consisted of:

- **1 squad leader** (generally a sergeant) with an M1 Garand rifle
- **4 grenadiers** with M1 Garand rifles with rifle grenade firing adaptors
- **3 riflemen** with M1 Garand rifles
- **1 BAR-man** with a BAR automatic rifle
- **2 ammo carriers** with ammo for the BAR automatic rifle

The four grenadiers were supposed to have rifle grenade adaptors to their M1's, though in practice only two usually did. The BAR man and two ammo carriers wore two bandoliers holding three BAR magazines each.

While the US Army was the best equipped Army in WW2, it was also the most chaotically equipped and often had fewer men. The squad leader might carry an M1911 pistol or swap out the M1 Garand for a Thompson or M1 carbine, there was a serious effort to equip snipers with scoped M1903 Springfield rifles, the BAR ammo carriers would swap the heavy Garand for the lighter M1 carbine, and a savvy squad leader would scrounge a second BAR for extra firepower.

CONSCRIPTS

Conscripts came from all walks of life. Use this list to determine US, UK, and German conscript occupations. For Russian conscript occupations, refer to *Gongfarmer's Almanac 2017, Volume 7, Trench Crawl Classics*.

Role	Occupation	Starting Equipment
01	Animal trainer	Necklace with a whistle
02	Architect	Sketchbook and charcoal
03	Artist	Sketchbook and colored pencils
04-07	Assembly line worker	Stolen item from the assembly line
08	Astrologer	Small telescope
09	Banker	Extra money hidden in belt
10-11	Barber	Straight razor (1d4)
12	Beekeeper	Jar of honey
13	Biologist	Dried specimens in small box
14	Blacksmith	Large hammer (1d5)
15-18	Brown shirt/ political thug	Political pamphlets, book of connected contacts
19-20	Butcher	Large, sharp folding knife (1d5)
21	Chemist	Medical kit
22-26	Clerk	Notebook and pencil
27	Cobbler	Boot repair kit
28	Communist	Communist manifesto
29	Con man	Counterfeit money
30-33	Construction worker	Tools
34-39	Farmer	Packets of seeds
40-41	Grocer	Stash of scrounged vegetables
42-43	Herdsmen	Sheep pelt
44-47	In hiding (Jew, Slav, wanted criminal)	3 sets of identity papers (1 real, 2 false)
48	Laundry worker	Item found in pocket of clothes
49	Lawyer	Law book
50-51	Machinist	Tools
52-53	Mathematician	Math book
54-55	Miner	Pick axe (1d5)

56-58	Musician	Instrument
59	Mystery author	Book of new novel
60	Newspaper reporter	Notebook of observations
61	Occult researcher	Banned occult book with Patron Bond spell (Judge chooses Patron)
62-63	Occultist	Banned occult book
64-65	Organized criminal	Little book with 2 local criminal contacts
66	Pharmacist	2 bottles of painkillers
67	Physicist	Physics book
68-71	Police officer	Notebook of observations
72-73	Poulterer	Stolen chicken
74	Priest/acolyte	Religious symbol
75	Radio show host	Autographed picture of a celebrity
76-77	Sailor	Magnetic compass
78-79	Scholar	Poetry or history book
80	Stonemason	Tools
81-82	Thief/fence	Gold pocket watch and diamond ring
83	Tinsmith	Small set of metalworking tools
84	Toy maker	Detailed craft tools
85-89	Trained youth (Hitler Youth/Eagle Scout)	Ceremonial dagger/pocket knife (1d4), survival handbook
90-91	Unemployed	Classified ads with circled listings
92-94	University student	Book on favorite subject
95-98	Unskilled laborer	Pocket knife (1d4)
99	Vagrant	Pocket knife (1d4) or harmonica
100	Weapon smith	Armorer's tools

WEAPONS

Weapon Examples	Dmg Die	RoF	Range	Ammo	Wt
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Pistols

Semi-auto (Lugar, TT33)	d8	2	60/120/180	10	2 lbs
Revolver, large caliber (Webley)	d10	2	45/90/135	5	3 lbs
Semi-auto, large caliber (M1911)	d10	2	45/90/135	7	3 lbs

Rifles

Bolt-action (K98k, L-E, M-N, M1903)	d10	1	120/240/360	5	11 lbs
Semi-auto, carbine (M1)	d8	2	60/120/180	30	6 lbs
Semi-auto, carbine (G43)	d10	1	120/240/360	5	11 lbs
Semi-auto (M1 Garand)	d10	2	120/240/360	8	12 lbs
Automatic (BAR)	d10	3(A)	120/240/360	20	18 lbs

Submachine Guns

MP40, PPSH41, Sten	d8	3(A)	60/120/180	30	8 lbs
M1A1 Thompson	d10	3(A)	45/90/180	20	10 lbs

Machine Guns

DP1929, M1919	d12	5(A)	120/240/360	47	30 lbs
Bren	d12	5(A)	120/240/360	30	24 lbs
MG 32, MG 42	d16	7(A)	120/240/360	47	25 lbs

Explosives, Heavy Weapons, Misc.

Scope, rifle	provides an additional +2 Attack bonus while aiming one full round				
Grenade adapter, M1 Garand	increases hand grenade Attack die by one and range to 60/120/180				
Bayonet	1d4	1d8 when mounted on rifle			
Molotov cocktail	2d6	range 10/20/30, fire damage, 10' area, 1/2 damage with Reflex save			
Hand grenade	2d6	range 10/20/30, +1d6 shrapnel damage, 10' area, 1/2 damage with Reflex save			
Rifle, anti-tank (PTRD41)	4d10	1	120/240/360	1	25 lbs
Rocket launcher (Bazooka)	4d6*	1	60/120/180	1	15 lbs
Rocket launcher (Panzerfaust)	4d8*	1	60/120/180	1	14 lbs
PIAT	4d10*	1	320/640/960	1	32 lbs

**Close range: disable tank/damage building and injure occupants in 40' area; Medium range: penetrate tank/damage building and injure occupants in 20' area; Long range: damage building and injure occupants in 20' area; will injure occupants of 20' area if targeting open area*

GERMANY



Lugar (Pistol): The Lugar P-08 9mm Parabellum was the standard pistol issued to German officers.



Karabiner 98 kurz (Bolt-Action Rifle): The Karabiner 98 kurz, also known as the 'Kar98k' or 'K98k', was the standard service rifle from 1935 through the end of WW2. It had an internal magazine of 5 rounds.



Gewehr 43 (Semi-Automatic Rifle): The Gewehr 43, also known as the 'Karabiner 43', 'Gew 43', 'Kar 43', 'G43', or 'K43', was intended to replace the K98k and it was Germany's first real attempt at developing an automatic rifle.



MP 40 (Submachine Gun): The Maschinenpistole 40, or 'MP 40', was the standard issue submachine gun of the Wehrmacht. It was a smooth, reliable weapon with a 30 round magazine.



MG 32, MG 42 (Machine Gun): The MG 42 replaced the MG 32 in 1942. Both machine guns were low cost and able to fire at twice the rate of Allied machine guns (1200 rpg vs. 600 rpm). They were known as 'Hitler's Buzzsaw' for its distinctive sound and ability to slice through troops. They were arguably the best machine guns in WW2. The German doctrine was that despite casualties these weapons were to be manned to the last man {i.e. if the machine gunner was

killed, any surviving member of the platoon was to drop their weapon and man the MG 32/42).



Panzerfaust (Rocket Launcher):

The Panzerfaust was an inexpensive, single shot, recoilless anti-tank weapon introduced by the Germans in 1943. It used small, disposable preloaded launch tube firing a high-explosive anti-tank warhead, intended to be operated by a single soldier.

GREAT BRITAIN



Webley (Pistol): The 5 shot Webley was the service pistol for the British Empire and Commonwealth in WW2. Firing the large .455 Webley cartridges, the Webley is among the most powerful top-break revolvers ever produced.



Lee-Enfield (Rifle): The Lee-Enfield was a bolt-action, magazine-fed, repeating rifle that served as the main firearm of the British Empire and Commonwealth during WW2.



Sten (Submachine Gun): The Sten Gun was a simple submachine gun that could be expediently and cheaply produced for the British Army to rapidly rearm after Dunkirk. A 30 round side mounted magazine gave it a distinct appearance.



Bren (Machine Gun): The Bren used the same .303 ammunition as the standard Lee-Enfield and fired at a rate of about 500 rounds per

minute. The Bren was magazine-fed (30 round magazine) making it more mobile than belt-fed MGs, though reducing its firing rate and requiring more frequent reloading.



PIAT (Grenade Launcher): The Projector, Infantry, Anti-Tank, commonly abbreviated to PIAT, launched a 2.5 pound bomb using a cartridge in the tail of the projectile. It possessed an effective range of approximately 115 yards against vehicles, and 350 yards against fixed structures ("house busting").

UNITED STATES



M1911 (Pistol): The M1911 'Colt .45' is a single-action, semi-automatic, 7 round magazine-fed, recoil-operated pistol chambered for the .45 ACP cartridge. It served as the standard-issue sidearm for the United States Armed Forces from 1911 to 1986.



M1903 (Bolt-Action Rifle): The M1903 Springfield 30-06 bolt action rifle was replaced as the US basic service rifle by the M1 Garand early on in WW2. The M1903 continued to be issued as a sniper weapon with an attached scope.



M1 Garand (Semi-Automatic Rifle): This semi-automatic rifle was the standard U.S. service rifle during WW2. It is fed by an open bloc clip with eight rounds of .30-06 ammunition. When the last cartridge is fired, the rifle

ejects the clip with a 'ping' and locks the bolt open. To reload, the bloc clip is inserted and the bolt snaps forward on its own, oft times catching a slow thumb in the heat of battle (resulting in 'Ml thumb').

Judges Note: Cruel judges may rule on both the 'ping' and 'Ml thumb'. An opponent's success on a DC 10 + Intelligence bonus hears the 'ping' and knows that the Dogface needs to reload the next round. A failed Reflex save on a reload results in 'Ml thumb', after which they must succeed on a Fortitude save or spend the rest of the round writhing in pain.



M1 Carbine (Semi-Automatic Rifle): The M1 Carbine .30 caliber semi-automatic rifle had a 15 round box magazine and weighed 1/2 as much as the M1 Garand or Thompson SMG. It was designed for US Support troops (artillery, anti-tank, bazooka men, etc.) and paratroopers.



BAR (Automatic Rifle): In practice, the U.S. Army used the Browning Automatic Rifle as a light machine gun, often fired from a bipod. It could also be fired from the hip using a sling in an action called 'walking fire'. The BAR could fire using a 30-06 Springfield cartridge (such as the M1903 and Garand used) or a 20 round detachable box magazine.



M1 Thompson (Submachine Gun): Also known as a 'Tommygun', 'Chicago Typewriter', and 'The Chopper', this icon of gangster fame went to war with Americans in WW2. Firing a .45 APC round

from a 20 round box magazine, the M1 was adopted due to its ease of reloading, silence, and reliability (it did not jam).



Bazooka (Rocket Launcher): The innovative bazooka was among the first generation of rocket-propelled anti-tank weapons used in infantry combat. A side project of Dr. Robert Goddard (father of the US rocket program), the bazooka used a solid-propellant rocket for propulsion. It allowed for 60mm high-explosive anti-tank (HEAT) warheads to be delivered against armored vehicles, machine gun nests, and fortified bunkers at ranges beyond that of a standard thrown grenade or mine. Captured bazookas were reverse engineered during the late war in development of the 88mm German Panzerschreck.

TRENCH CRAWL CLASSICS

SOLDIER

A CHARACTER CLASS FOR DCC RPG AND TCC

By Eric Betts

You are a patriot, mercenary, fighter, or draftee facing the horrors of Industrial Age warfare in a trench, the frozen tundra, the jungles, or a ruined cityscape. Whether in the loneliness of a foxhole or in a metal coffin of a tank, your hope for survival rests with the other members of your patrol*. Only the lucky survive, with those who do collect a mixed set of complementary skills.

**In Trench Crawl Classics, what in DCC is called a party is called a patrol to reflect the military nature of the setting and to use a term describing a group of soldiers of ambiguous size and composition.*

Hit points: A soldier gains 1d8 hit points at each level.

Weapon training: All soldiers are trained with these weapons: bayonet (dagger), grenade, machine gun, rifle, rifle butt (club), and rifle with bayonet (spear). WW1 and WW2 soldiers do not normally use body armor as movement and skills that are interfered with by armor are critical in this era. However, if armor is found in the course of an adventure, or reasonable armor can be scrounged, the soldier may make use of it.

Alignment: Soldiers are as varied as the population itself and, as normal folk, they are usually neutral. Chaotic soldiers are fearless fighters, raiders and looters, greedy mercenaries, and murderers whose bloodlust is let loose by the fires of war. Lawful soldiers are fanatics of their political ideology, nation, cause, family, religion, or their own personal advancement system. For example, a soldier with a warrior code (such as a samurai or a West Point graduate) or a mercenary working to accumulate wealth and status. **Sleep on demand:** A soldier learns to catch sleep when he can and under any circumstance. He is also able to stay awake for extended periods of time. As a result, all soldiers gain a +1 bonus against magical sleep.

Scrounger: A soldier knows not to trust the supply system to get him what he needs. Once per session, a soldier can make a straight d20 check to scrounge for a needed piece of equipment. He must beat a DC assigned to the equipment he is trying to scrounge for. For example, scrounging for small arms (such as a submachine gun or a rifle with a scope) is a DC 10, while a bazooka is a DC 14, truck or halftrack a DC 18, and a tank a DC 20. It is the judge's call whether scrounge checks are made at the beginning of an adventure or later.

Military specialty: A soldier will develop a mix of skills while fighting their way through combat. Most start out doing one job, then move into another, whatever is needed as attrition mounts. Of course there are also those few who manage to focus and become experts in their assigned role. At each level, choose a military specialty from below in which to advance:

- **Driver:** Expert at driving and repairing modern vehicles, both wheeled and tracked. The drive skill is applied to Reflex saves for driving tests, added to the Intelligence bonus for repair checks (DC determined by judge based on repairs), and added to the AC of the vehicle (representing tactical and evasive driving).



Soldier by Dan Domme

- **Gunner (tank/anti-tank):** Expert at employing all direct fire guns. This includes tanks, tank destroyers, anti-tank guns, bazookas, PIATs, Panzerfausts, anti-tank rifles, and other armor defeating weapons.

Improved capability: the cannon bonus is added to attack rolls when using a cannon.

Fire on the move: reduces the penalty for firing a tank or tank destroyer gun on the move by 2.

Beehive: a gunner is able to load a special anti-personnel round in the cannon (think of a giant shotgun shell). Functions like the machine gunner's suppressive fire, but enemies failing a Reflex save of DC 12 + the soldier's level in gunner take 6d6 damage unless they are in a bunker or otherwise protected by armor or magic. Also, if a beehive round is fired into a bunker at point blank range, all inhabitants of the bunker failing a Reflex save of DC 12 + twice the soldier's level in gunner take 9d6 damage. The increased difficulty and damage is due to the bunker's armor causing deadly ricochets.

- **Leader:** Soldiers operate together most efficiently under the guidance of a team, squad, or platoon leader or company commander. The leader serves to direct the patrol in coordinated tactics. The leader level does not necessarily indicate military rank. For example, a very experienced squad leader may be happy to remain right where he is, although a level 5 leader. Conversely, a brand new second lieutenant may start out without any levels in leader.

Command die: the mechanic for a leader's influential battlefield leadership and tactics is his command die. The leader uses the command die in a similar way to how the Halfling uses luck. The leader is able to order one or more other soldiers to take an action. Those that do as told can be given some of the points rolled as a bonus to their action. The difference between the Halfling's luck and the leader's command die is that the points may be split between multiple receiving soldiers. For example, a leader rolls 3 on his command die and orders a machine gunner to lay suppressive fire and a scout to sneak forward and flank the enemy from behind. The leader gives the machine gunner 2 points to increase the DC for the suppression Reflex save and 1 point to the scout's sneak roll.

Leader weapon: due to their position as the commander of the patrol, leaders have some

flexibility in picking which weapon they carry. Many prefer submachine guns or pistols, although a battle-wise enemy learns to target those leaders. Some opt to carry the basic weapon of their soldiers, or even a halfway measure, such as a carbine. The remaining few have more exotic weapons, with rare examples carrying anti-tank weapons. Whatever the decision, the player must declare at the first level in leader what that weapon is. Once chosen, this weapon cannot be changed.

- **Machine gunner:** Expert in the use of all machine guns. This includes those mounted on a vehicle or carried by a small team of soldiers.

Improved capability: the machine gun bonus is added to attack rolls when using a machine gun.

Suppressive fire: the machine gunner learns how to 'lay down' suppressive fire by either targeting an open 30 degree fan in front of the machine gun or targeting a terrain feature, such as a copse of woods or floor of a small building. In order to do this successfully, the machine gun must be set on either a tripod (fired from a standing position) or bipod (fired from a sitting or prone position) mount and the machine gun must have enough ammunition for a full round of automatic fire. All creatures within the range fan or terrain feature (seen or unseen) that are not in an armored vehicle or shelter, such as a foxhole or bunker, must make a Reflex save of DC 12 + the soldier's level in machine gunner. Failure means that the creature has been caught in the open and hit (unless they have special abilities that negate or diminish bullet damage, such as magic).

Rambo mode: Rambo mode allows the machine gunner to deliver suppressive fire while standing and without the need for a bipod or tripod at the cost of delivering half damage. While terribly impressive, firing a machine gun from one's hands whilst standing is horribly ineffective.

- **Medic:** The angel of mercy on the battlefield, the medic combines medical science with modern drugs (in his aid pack) to provide a single recovery of hit points to wounded comrades.

Healing: to stabilize and heal a wounded soldier, the medic must expend one of the attempts at healing from his aid pack and succeed at a DC14 Healing check (Action Die + Intelligence Modifier + Medic Healing Modifier). If successful, the Medic heals the die level indicated for their level (i.e. d2 at level 1, d3 at level 2, etc.). The healing may

be attempted multiple times, but each effort uses another attempt from the aid pack.

Healing without an aid pack: an out of supply medic may attempt to heal without an aid pack, but due to the coarse materials available is limited to healing 1 hp if successful on their DC 14 check.

Moral choice: a medic may carry a pistol to defend himself (in which case he gains a pistol and his healing bonus is added to his attack rolls when using a pistol) or can be dedicated to pacifism (in which case he may carry no weapons, but his healing bonus is doubled).

Aid pack: a medic carries the tools and drugs of his trade in an aid pack. The aid pack contains enough supplies for six attempts at healing. Each attempt, successful or not, uses up one of the six supplies (the drugs, bandages, and plasma used in the attempt). Additional aid packs may be acquired with a DC 15 scrounge check; however, no more than one additional aid pack can be scrounged per session. Any character can scrounge for an aid pack.

- **Rifleman:** Expert in the basic weapon of the soldier, the rifle. This includes all rifles, be they assault, automatic, bolt-action, or another type.

Improved capability: The rifle bonus is added to attack rolls when using a rifle.

- **Sapper:** It is a rare sapper without a satchel full of explosives and a gleam in his eye in how to use them. Sappers are experts in construction and demolition of fortifications and bridges, planting and clearing of minefields, and gain proficiency in the use of the axe, pick, shovel, two-handed hammer, and all short firearms. Short firearms include submachine guns and carbines.

Improved capability: the weapon bonus is added to attack rolls when using short firearms and to attack and damage rolls when using an axe, pick, shovel, or two-handed hammer.

Sapper special equipment: a sapper will always start an adventure with an explosives satchel containing four charges, thick gloves, and wire cutters. Additional explosives satchels may be acquired with a DC 15 scrounge check; however, no more than one additional explosives satchel may be scrounged per session. Any character may scrounge for an explosives satchel.

Sapper skills: the sapper skill bonus is added to the skill rolls for engineering and demolitions

tasks. Demolition tasks are of varied difficulty and require different materials and time to complete, as shown on Table 1-3. Failure to succeed in the DC to set a charge means that either the charge does not go off or is not effective (Judge's choice).

- **Scout:** A variant of the thief class, scouts are experts at seeking out the enemy while remaining unseen, as well as the use of silent weapons (for example, the bayonet) or weapons that do not reveal location (for example, the hand grenade).

Improved capability: the scout skill bonus is added to attack rolls when using a silent weapon or weapons that do not reveal location.

Scouting skills: scouts must learn to move quietly in hostile terrain, using their environment to look for the enemy while not being seen. Thus sneak, hide, climb, disable trap (Agility), and find trap (Intelligence) function using the scout skill bonus in the same manner as a thief's skill bonus in the DCC rulebook.

Table 1-1: Soldier

Level	Attack	Crit Die / Table	Threat Range	Action Dice	Ref	Fort	Will
01	Per specialty	1d10/II	20	1d20	+1	+1	+0
02	Per specialty	1d12/II	19-20	1d20	+1	+1	+0
03	Per specialty	1d14/II	19-20	1d20	+2	+2	+1
04	Per specialty	1d16/II	19-20	1d20	+2	+2	+1
05	Per specialty	1d18/II	19-20	1d20	+3	+2	+1

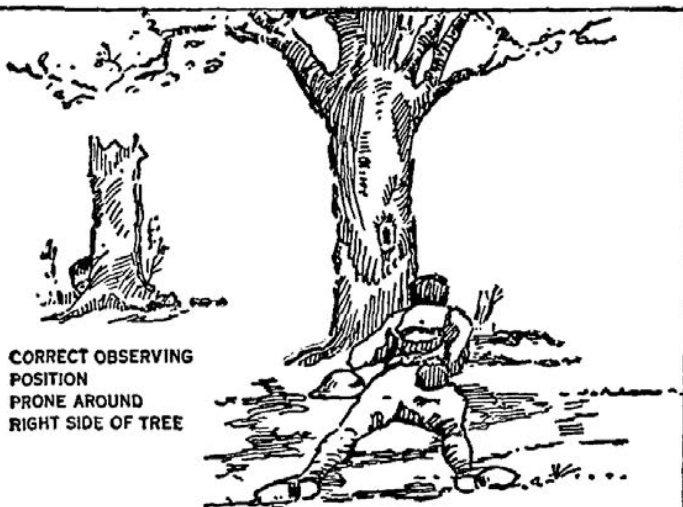
Table 1-2: Military Specialty

Specialty	Level 1	Level 2	Level 3	Level 4	Level 5
Driver	+1 drive	+2 drive	+3 drive	+4 drive	+5 drive
Gunner	+1 cannon	Fire on the move	+2 cannon	Beehive	+3 cannon
Leader	Command (1d2), leader weapon +1	Command (1d3)	Command (1d4), leader weapon +2	Command (1d5)	Command (1d6), leader weapon +3
Machine Gunner	Suppressive fire	+1 machine gun	Rambo mode	+2 machine gun	+3 machine gun
Medic	Heal +1 (1d2)	Heal +2 (1d3)	Heal +3 (1d4)	Heal +4 (1d5)	Heal +5 (1d6)
Rifleman	+1 rifle	+2 rifle	+3 rifle	+4 rifle	+5 rifle
Sapper	+1 sapper skill	+2 sapper skill, +1 weapon	+3 sapper skill	+4 sapper skill, +2 weapon	+5 sapper skill

Scout	+1 scout skill	+2 scout skill	+3 scout skill	+4 scout skill	+5 scout skill
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Table 1-3: Demolition

Action	Time	Explosives Required	Sapper DC to Set/Enemy Save
Booby trap	1 turn	1 charge	DC 10 to set, 4d8 hp, 10' radius, DC 10 Ref save for half damage
Blow up 5 meters of bridge	1 turn/ 5 meters	1 charge/ 5 meters	DC 10, 5 meter span
Create a shaped charge to penetrate a heavy tank	4 turns	4 charges	DC 15, can be set by another with a stealth roll, success will blow a hole in the armor of the heaviest tanks and force a bail out at least



**CORRECT OBSERVING
PRONE AROUND
RIGHT SIDE OF TREE**



**FROM A DITCH OBSERVE
OVER BROKEN EDGE
WITH BACKGROUND**



**OBSERVE THRU BUSH
IN PRONE POSITION**



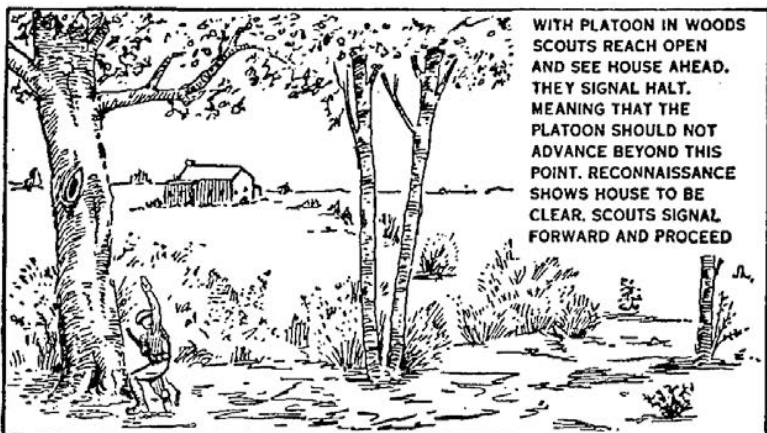
**OBSERVE PRONE
UNDER CROSS BAR
OF FENCE**



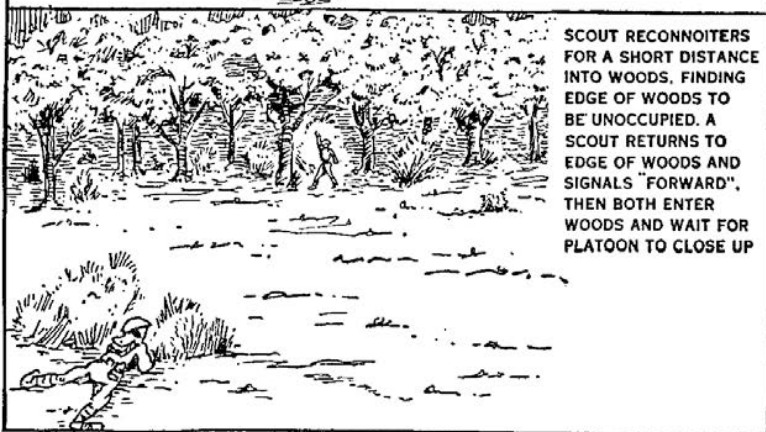
**OBSERVE PRONE AROUND
RIGHT SIDE OF ROCK**

**OBSERVE OVER A CREST AT A
POINT WHERE IT IS BROKEN OR GRASSY**

Correct use of cover. FM 21-100 Soldier's Handbook, U.S. War Department, 1941 (Creative Commons).



CROSSING OPEN SPACE
SCOUT SEES POSITION
FROM WHICH MACHINE
GUN MAY SWEEP THIS
AREA. HE SIGNALS
DOUBLE TIME AND
POINTS TO THE MG
POSITION, MEANING
THIS AREA IN DANGER.
FROM THAT POINT
PLATOON SHOULD
HURRY ACROSS



Conduct of scouts during advance. FM 21-100 Soldier's Handbook, U.S. War Department, 1941 (Creative Commons).

LAST WILL AND TESTAMENT

By Shyloh Wideman

Every soldier should have his/her will drawn up, witnessed, and signed. A form appears below which is legal anywhere *Trench Crawl Classics* and *Dungeon Crawl Classics* is played. You can change it at any time you care to, but fill it in and sign it in the presence of two witnesses *now*.

FORM OF WILL

I, _____ (name of soldier), of:
Class: _____ Lvl: _____ Exp: _____ Align: _____
Occupation: _____ Patron: _____
AC: _____ HP: _____ Init: _____ Speed: _____
STR: ____ (____) PER: ____ (____) Reflex: _____
AGI: ____ (____) INT: ____ (____) Fortitude: _____
STA: ____ (____) LUCK ____ (____) Will: _____
Birth Augur: _____ Effects: _____
Languages: _____
Special: _____

upon death by _____,
do hereby bequeath all my estate to _____
(name of PC beneficiary) on this _____ day of _____,
20 __, at _____ (name of place), for his/her
own use and benefit forever.

(Signed by player)

-- when dead, tear here and hand below to beneficiary --

My entire estate consists of:

Currency: _____ Other: _____
Weapon: _____ Ammo: _____ Hit: _____ Dam: _____
Weapon: _____ Ammo: _____ Hit: _____ Dam: _____
Weapon: _____ Ammo: _____ Hit: _____ Dam: _____
Weapon: _____ Hit: _____ Dam: _____
Armor/Equipment/Other: _____

TRENCH CRAWL CLASSICS

TEARS OF THE RUSALKA

A 0-LEVEL TCC FUNNEL

By Eric Betts

INTRODUCTION

Tears of the Rusalka is a 0-level experimental funnel designed for 4-6 players each running four 0-level 'conscripts', set in the horror of the Battle of Stalingrad in late September, 1942. Soviet conscripts are from the 269 Rifle Regiment (2-3 players/8-12 characters) and German conscript soldiers are from the 227th Jager (light infantry) Regiment (2-3 players/8-12 characters). The Soviet conscript soldiers can be created with the Trench Crawl Classics (TCC) rules in the *2017 Gongfarmer's Almanac, Vol. 7* along with the basic weapons and TCC rules. Rules and weapons for the Germans are in the *2018 Gongfarmer's Almanac, Vol. 7*. Keep those rules handy for weapon damage and effects.

There are two styles of play offered to the judge. The first is a traditional funnel adventure wherein the players lead their 0-level party (either all Germans or all Soviets, judge's discretion) against what they believe to be simply a human enemy (the side not chosen for the players) and discover instead a supernatural horror and a portal into another world.

A more radical approach, for the discerning players and judge, pits two groups of players and their characters against each other in the ruins of Stalingrad. Once the supernatural horrors begin to show, will the characters put aside their war and join forces to survive, or will man's hubris lead them to drown in the tears of the rusalka?

Judge's Note: In playtesting, I used 25mm miniatures and buildings to mislead the two groups of players into believing this was a skirmish wargame using DCC rules.

BACKGROUND

The scenario is set in the suburbs surrounding the three giant factories of Stalingrad: the Red October, Barricades, and Tractor Factory in late September, 1942. This was the site of some of the most bitter and iconic street fighting of the war.

What is really going on? The bombing and killing in this confined area over the last two months has succeeded in creating a tear in the fabric of reality between our world and...somewhere else; this area is known by the soldier's as the Reft. Supernatural creatures have flocked to the Reft seeking power and hungering for souls. In particular, a tragic local spirit has grown from a minor haunt into a powerful rusalka, a fearful man-hating fey water elemental. The rusalka has baited a trap to bring more sacrifices to her. By causing an otherworldly stream to erupt through the Reft in the middle of a skirmish, she knows the draw of fresh water inside the fetid city landscape will bring more warriors to battle and more souls for the reaping! The rusalka has not only called a pack of corpse-eating ghouls to her service with the promise of fresh corpses, but also animated some of the corpses in the ruins...just because she can.

Who is the rusalka? In 1589, Grigori Zasekin established the fortress Sary Suas as part of the defenses of the unstable southern border of the Tsardom of Russia near the confluence of the Tsaritsa and Volga Rivers. The structure stood slightly above the mouth of the Tsaritsa River on the right bank and soon became the nucleus of a trading settlement.



Zoya Shuisky was the young daughter of a merchant travelling with his family to establish a trading post at Sary Suas in the spring of 1591. Several miles out from the fortress, the merchant caravan was attacked by a force of Tartar bandits. Her family was killed, but Zoya was captured and tormented by the Tartars. Managing to escape, she ran through the dark woods with mounted Tartars in pursuit. Running for the nearby fortress through the dark forest, Zoya slipped on the bank of the nearby Neka Otrada creek and fell into cold waters. Swollen with melting snow, Zoya struggled to stay above the rushing water, even as the warriors on horseback laughed as she drowned in the frigid water.

Three and a half centuries hence, suburbs have grown around Zoya's unmarked grave. The Neka Otrada creek has become part of Stalingrad's water supply. For the last few decades, Zoya has been a pesky spirit haunting the large block of grey Soviet apartment buildings

Zoya by Duamn Figueroa Rassol

constructed over her portion of the Neka Otrada. Time was wearing Zoya away to oblivion when the Germans came. The cries of the residents of the apartment block as they died in the early bombardments were a fuel to Zoya. The massive explosions of aerial bombs tore a rent to a place outside our reality and a seductive voice within offered Zoya... revenge; revenge against men that kill innocent girls and laugh as they drown. The bitter spirit agreed and was awakened as a rusalka, a Russian folk spirit of a drowned innocent. The voice only asked that she cast a few living souls through the rift in exchange. After all, what were a few when there were so many?

Empowered, Zoya reached out and summoned a pack of inhuman ghouls to her service. She then baited her trap. The rusalka caused the unsullied deep waters of the Neka Otrada to bubble to the surface just where two human factions were fighting. The spirit ensured that both sides made notice of the water before they withdrew. Fighting, Zoya knew, was thirsty work, and the soldiers would be back...

PLAYER INTRODUCTION

SOVIET (RUSSIAN) PLAYERS

Comrades! Our recent fight has slowed the fascist dogs assault on the factory sector, but we are at a stalemate - each holding our own, for now. In the midst of the recent fighting, Comrade Borrikov discovered a fresh water pool coming from the underground waters of the Neka Otrada. The fresh water would keep us from having to haul up water from behind the lines. You are to push your patrol forward and seize the fresh water pool from the Germans! To securely hold the pool, you must occupy the line of buildings past it. But beware, there is a German sniper somewhere among the first row of buildings; he has been silent lately, but that does not mean that he isn't still lurking. When you have seized the pool, fire this red star cluster and the rest of our company will move forward to support you. For the Motherland!

Special equipment: One character can take a red star flare, and every character can take one grenade. If used as a weapon, the red star cluster has a range of 20' and does 3dl0 fire damage.

WEHRMACHT (GERMAN) PLAYERS

Soldat! We have pressed the Communist swine hard this day! We shall soon push them out of the industrial sector and into the Volga! For now, we must advance where we can until reinforcements arrive. In recent fighting, a scout

reported a pool of fresh water in the middle of this drab city - hard to believe, I know. But true! Access to fresh water means more ammunition and food brought up for the fight. When you seize the spring, fire this green star cluster and the rest of our company will move forward to support you. Be alert! There is a partisan sniper in the row of wrecked buildings immediately in front of us. We may have gotten him earlier, since he has been quiet lately, but you never know. Advance your platoon to seize the buildings opposite the pool and the spring for the Fatherland!

Special equipment: One character can take a green star flare, and every character can take one grenade. If used as a weapon, the green star cluster has a range of 20' and does 3d10 fire damage.

LEAD UP, PREPARATION, AND ATMOSPHERE

The characters are expected to head out immediately after the briefing as time is of the essence. They have been involved in some of the recent fighting, but are still just conscripts and replacements, not veterans. As a result, they should be nervous about heading out after the last fight, but also know that both the Germans and Russians are taking a pause after heavy bombardments and fighting in the area. Maybe they can sneak in and seize the pool before the enemy can counterattack?

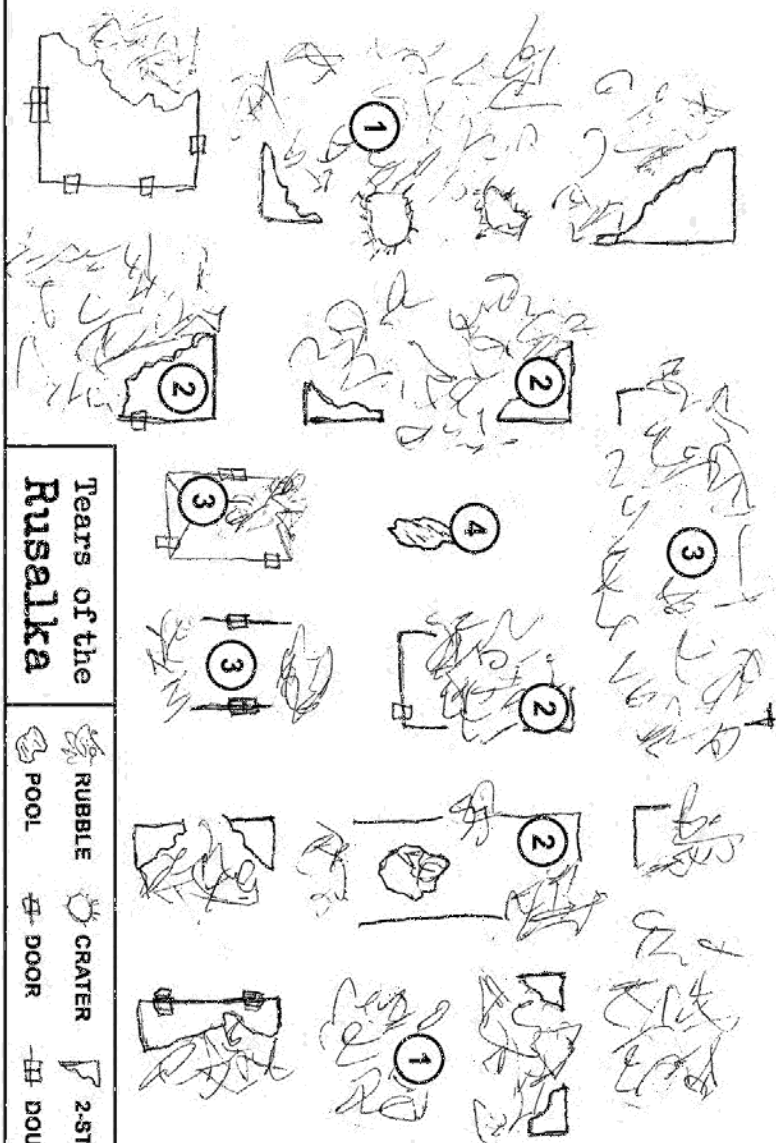
If the players ask if they heard gunfire from ahead, describe that there are echoes of small arms and artillery fire all of the time...none could be directly attributed to the suburbs directly in front of them. As the players move through the ruined city, judges should feel free to play up the tension by describing distant gunfire or artillery. Remember, there's a war on! Some muffled background sound effects (not too loud) may work well here.

AREAS OF THE MAP

PLAYER START

The players can choose where to start in this area. They are aware that the spring of freshwater is generally located somewhere close to the two or three rows of buildings closest to the enemy, roughly in the center of the battlefield.

SOVIET START AREA



GERMAN START AREA

Tears of the Rusalka



EB & SW '18

AREA 1 - THE SNIPER

As you enter the wreck of a building, three of the four walls are completely collapsed from artillery and perhaps tank fire. You see an enemy soldier laying on his back near a broken window. There is a terrible looking wound in the man's throat and three feet away is a bolt action rifle with a scope, lying as if it had been thrown from the dead man's hand.

Area 1 encompasses the row of three or four ruined buildings nearest to the player's start area (both Soviet and German). The sniper will be in whichever of the first row of buildings that the characters enter and is intended as a sign that not all is as it appears. The sniper was killed by the gunfire earlier and is now a zombie raised through the power of the Reft.

The sniper's body lies sprawled near a window (or opening in the rubble), with a large, clearly fatal wound in his throat. A bolt action rifle with lensed scope lies a yard or two away from the body as if thrown. If approached, the body rises and attacks (preferably from behind). As a zombie does not know how to use firearms or other weapons, it attacks with its vicious bite.

Zombie sniper: Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; hp 13; MV 20'; Act 1d20; SP un-dead traits; SV Fort +4, Ref -4, Will +2; AL C.

Sniper rifle (+2 to hit due to scope if aim for 1 full round, 1d10 damage, range: 120/240/360, 5 rounds per magazine, RoF 1).

AREA 2 - ZOMBIE INFESTED BUILDINGS

Each of these buildings has been devastated by artillery, air bombardment, and heavy weapons fire. As you approach, you see what looks like friendly wounded soldiers slowly moving in the wreckage.

Each building marked has 4 zombie soldiers inside or wandering about the rubble. The first building the party encounters the soldiers are all from the players side (whether Soviet or German). Again, this is an effort to catch the players off guard.

After the first #2 building encounter, per side, all subsequent #2 buildings will have a mix of dead soldiers from both sides, as well as civilians. After the first #2 building, the party should have a pretty good idea what is going on and be able to identify and kill any remaining zombies within buildings they enter.

In the either funnel format, this is important, as the mass of gunfire used to kill the zombies will surely alert both German and Russian patrols not only that there are

enemy troops in the area, but also their specific building location.

Zombie soldiers and civilians (4): Init -4; Atk bite +3 melee (1d4); AC 9; HD 3d6; hp 13; MV 20'; Act 1d20; SP un-dead traits; SV Fort +4, Ref -4, Will +2; AL C.

AREA 3 - THE GHOUL PACK

As you enter this building, you hear an unusual sound coming from behind a partially destroyed wall. You advance for a better view, and see a hairless man, dressed only in a loincloth, with odd, green-tinged rubbery skin, a long canine muzzle, pointed ears, and clawed feet that are almost hooves. He is crouched on his haunches tearing the flesh off of a human thigh. Around the room are stacked a few other corpses from both sides and several more of these inhuman creatures milling about.

Lovecraftian ghoul (4): Init +1; Atk bite +3 melee (1d4 plus paralyzation) or claw +1 melee (1d3); AC 12; HD 2d6; hp 8; MV 30'; Act 1d20; SP un-dead traits, paralyzation, infravision 100'; SV Fort +1, Ref +0, Will +0; AL C.

A man-type creature bitten by a ghoul must make a DC 14 Will save or be paralyzed, unable to move or take any physical action for 1d6 hours. A creature killed by a ghoul is usually eaten. Those not eaten arise as ghouls on the next full moon unless the corpse is blessed.

AREA 4 - THE POOL, THE REFT, AND THE RUSALKA

In the central area between the six centralized buildings, the street has burst open to reveal a clean, blue pool that seems to glow with an azure light. Across the street you spot the remains of an enemy squad, clearly not zombies, but also clearly as beat up as your patrol.

The pool is both a rift in space and perhaps time and where Zoya the Rusalka awaits the party. Zoya intends to kill any soldiers that arrive. She will wait until - hopefully - the German and Soviet soldiers kill each other and one side has won and then she will attack.

If running a traditional funnel, I suggest letting the players determine if they want to talk to the enemy or open fire at first sight. If they choose an alliance, reward good roleplaying and allow a temporary truce.

Enemy sergeant: Init +1; Atk SMG (either MP40 or PPSH41) +1 missile fire (1d8, RoF 3(A), range 60/120/180, 30 ammo) or bayonet +2 melee (1d4+1); AC 11; HD 1d8; hp 7; MV 30'; Act 1d20; SP 1 grenade (10' radius 2d6+1d6 for shrapnel, half damage with DC 14 Ref save), 1 star cluster flare (3d10, 20'); SV Fort +1, Ref +1 Will +1; AL L.

Note: Automatic weapons are indicated by an (A). Automatic weapons affect multiple targets in a 10' square area. An automatic fire attack uses 10 rounds of

ammunition. The attacker makes a single attack roll that's compared to the AC of each target in the area. A hit causes 3 dice worth of damage, allowing a DC 10 Ref save for half. A critical hit (natural 20) does 6 dice of damage, DC 10 Ref save for half.

Enemy infantryman (6): Init +0; Atk rifle +1 missile fire (1d10) or bayonet +1 melee (1d4 off rifle, 1d8 on rifle); AC 10; HD 1d8; hp 5; MV 30'; Act 1d20; SP 1 grenade (10' radius 2d6+1d6 for shrapnel, half damage with DC 14 Ref save); SV Fort +0, Ref +0 Will +0; AL L.

If the two groups (each having already encountered much weirdness) are able to talk with each other without resorting to violence (for whatever amount of time the judge deems appropriate), then, vexed at these peace-loving soldiers, Zoya attacks!

Zoya opens combat by using her water in the lungs ability on who she deems to be the most dangerous combatant - someone with a flamethrower, a machine gun, or an anti-tank weapon (rifle or panzerfaust), in that order. Zoya is not sure what the flares are, so that will not be a reason to target a character carrying one. Afterwards, Zoya enters melee and attacks with her claws.

If this is the beginning of a traditional fantasy or world-spanning campaign, Zoya can, instead of inflicting damage on a successful hit, throw a character into the pool - and they will travel through the Reft to whatever world the judge determines appropriate for their campaign. The world-travelling character is out of this fight, but not the game! If this funnel is a one-shot, the claws do normal damage and Zoya will not try to purposely throw any characters into the pool.

Zoya the rusalka: Init +6; Atk claws +4 melee (2d6); AC 16; HD 8d8; hp 40; MV 40' or swim 80'; Act 1d20; SP water in lungs, vulnerable to fire and heat, elemental traits (exception: harmed by physical weapons after absorbing first 4 hit points of damage per attack); SV Fort +5, Ref +6, Will +6; AL N.

Under normal circumstances, the spirit of a maiden who has died by drowning in a river or creek begins as a poltergeist. However, if the river is magical and there is a large emptying of souls (like a mass sacrifice or battle near the site of the maiden's death) or a phlogistan disturbance, the maiden's spirit can absorb some of the mystical power and become a rusalka. Part undead, part fey, and part water elemental, the rusalka can transcend the limits of all three. Legend says that the rusalka are the handmaidens of Mael, elder god of the seas, rivers, and lakes, and that he created the first out of pity. Whatever their origin, a rusalka roused to anger is a terror to behold.

Once per round, the rusalka can use her action to inflict water in lungs on an enemy in her line of sight.

For the next three rounds, the victim cannot act and must make a DC 14 Fort save each round. On a success, the affected character spends the round coughing up river water. On a failure, the affected character is partially drowning and takes 2 points of Stamina damage that round. A rusalka will frequently start combat with water in lungs and then close to melee with her speed and deadly claws.

ENDING THE ADVENTURE

With the rusalka gone (either destroyed or fallen through the Reft), the undead become 'just' dead again and any surviving ghouls wander off to dark corners of the world, awaiting the next chance to feast (it won't be long). There are three options to conclude the funnel:

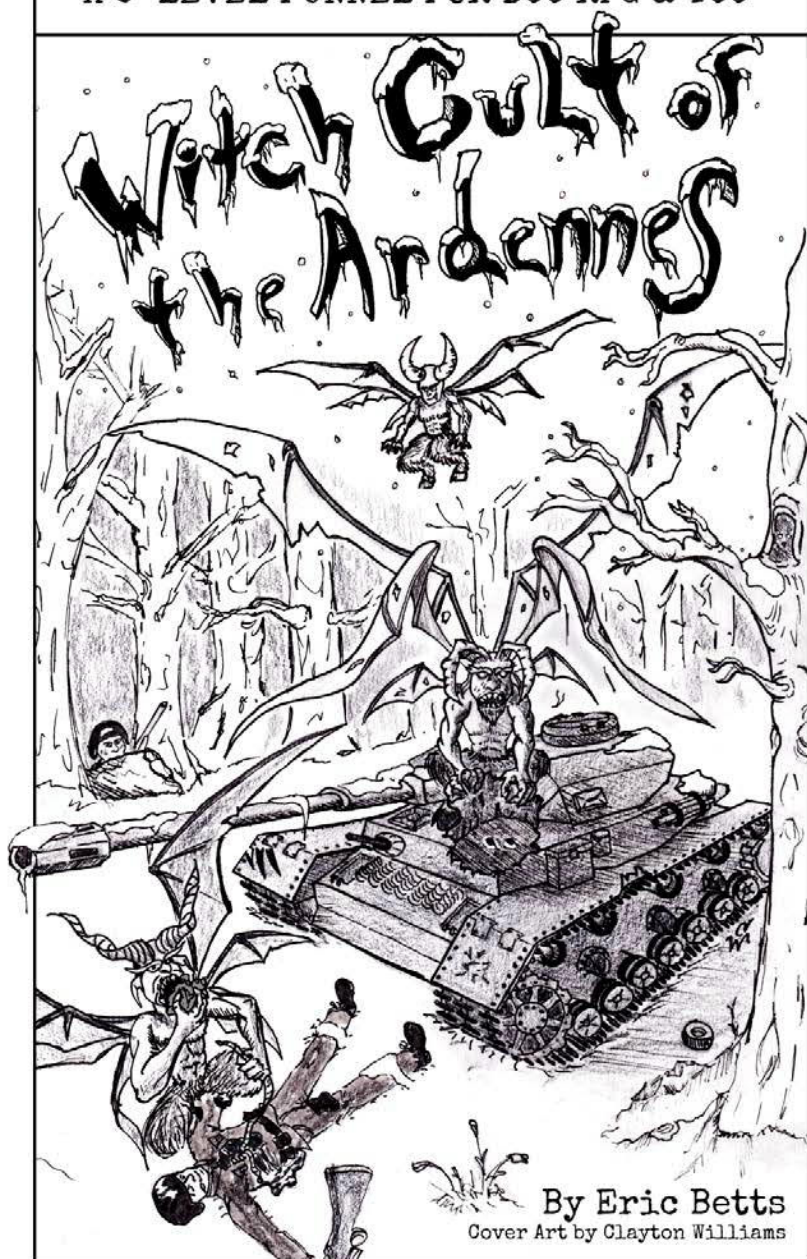
- **If a one-shot:** surviving characters are able to signal victory with any remaining flare, or will need to hold fast while a runner brings up reinforcements. Congratulations! Mission accomplished.
- **If starting a TCC campaign:** the death of the rusalka was enough to close the Reft and the pool of water is now in the hands of your side. Characters can advance to being 1st-level soldiers (see the soldier character class in this year's Gongfarmer's Almanac).
- **If starting a MCC or Dark Trails or other DCC Campaign:** within moments of the rusalka's death (or escape through the Reft), the Reft expands outwards, engulfing the PCs, before collapsing into itself and ceasing to exist.

AUTHOR'S NOTE ON INSPRIRATIONS

I've wanted to write a Stalingrad funnel since I started writing for the 2017 Gongfarmer's Almanac. I also wanted a very Russian monster and, since I seem to be favoring sympathetic female villains this year, the rusalka was perfect. Finally, I like my RPG's with a lot with miniatures, and those old Warhammer 40k wrecked buildings were calling to me. I hope you enjoy it!

TRENCH CRAWL CLASSICS

A 0-LEVEL FUNNEL FOR DCC RPG & TCC



By Eric Betts

Cover Art by Clayton Williams

INTRODUCTION

Belgium, 24 December 1944: A grieving witch sacrifices the members of her cult to the Two Faced Horned God of the woods to create a pocket dimension of terror. Meanwhile in our world, the opening salvos of the Battle of the Bulge have begun. A group of American draftees fleeing the German onslaught inadvertently cross a boundary into the witch's dimension and must struggle to survive.

BACKGROUND

Since before recorded time, a witch cult in Western Europe has worshipped the Two Faced Horned God. The Inquisition of the 17th century drove the cult to near extinction, yet it remains in dark woods of rural Europe and in the shadows of back alleys in metropolitan cities. Each modern cult operates on a cell system, with 13 cultists and one master. In the Ardennes, southwest of the village of Malmedy, the Anselme family seemed devout christians, yet were in fact devoted to the Horned God. A particularly powerful member of the cult is Giselle Anselme, 44 years old and a dark beauty.

Giselle, while favored by the Horned One, has led a tragic life of loss. Both of her parents were killed when she was but 10 years old in the opening days of the First World War. Giselle was raised by her brother Renouard, who was killed in the opening salvos of the invasion of France in 1940. Less than 48 hours ago Giselle's husband, 12 year old son, and 8 year old daughter were killed by German artillery. The trauma of the barrage and deaths of all her loved ones unhinged Giselle and drove her to horrible excess. She beseeched the Horned God for vengeance against the cruelty of war and sacrificed seven members of her cult (the ones she could catch). It was enough, and the Horned God rewarded Giselle with this—her pocket dimension of terror. Her dimension is a portion of the Ardennes, ripped from our world, inhabited by demons and little people who respond to Giselle's command and hunger for human flesh. With a 'enter only' portal tied to our world (think of a mystical roach motel), the pocket dimension also touches other places beyond. And some of those beyond things may enter too...

GENERAL PLAY

Witch Cult of the Ardennes is a combination of location-based play and event driven action. Due to the deadly nature of modern firearms and the opponents in this adventure, it would work well as a tournament

funnel with additional American soldiers arriving in the pocket dimension as replacements for dead characters.

Also, I do not attempt to cover every action that the players can take, but try to provide a general feeling for the creatures encountered and their motivations. You, the judge, should go wild with it. To help, see the **Bestiary** at the end of the adventure for all creatures stats and some of their motivations.

PLAYER INTRODUCTION

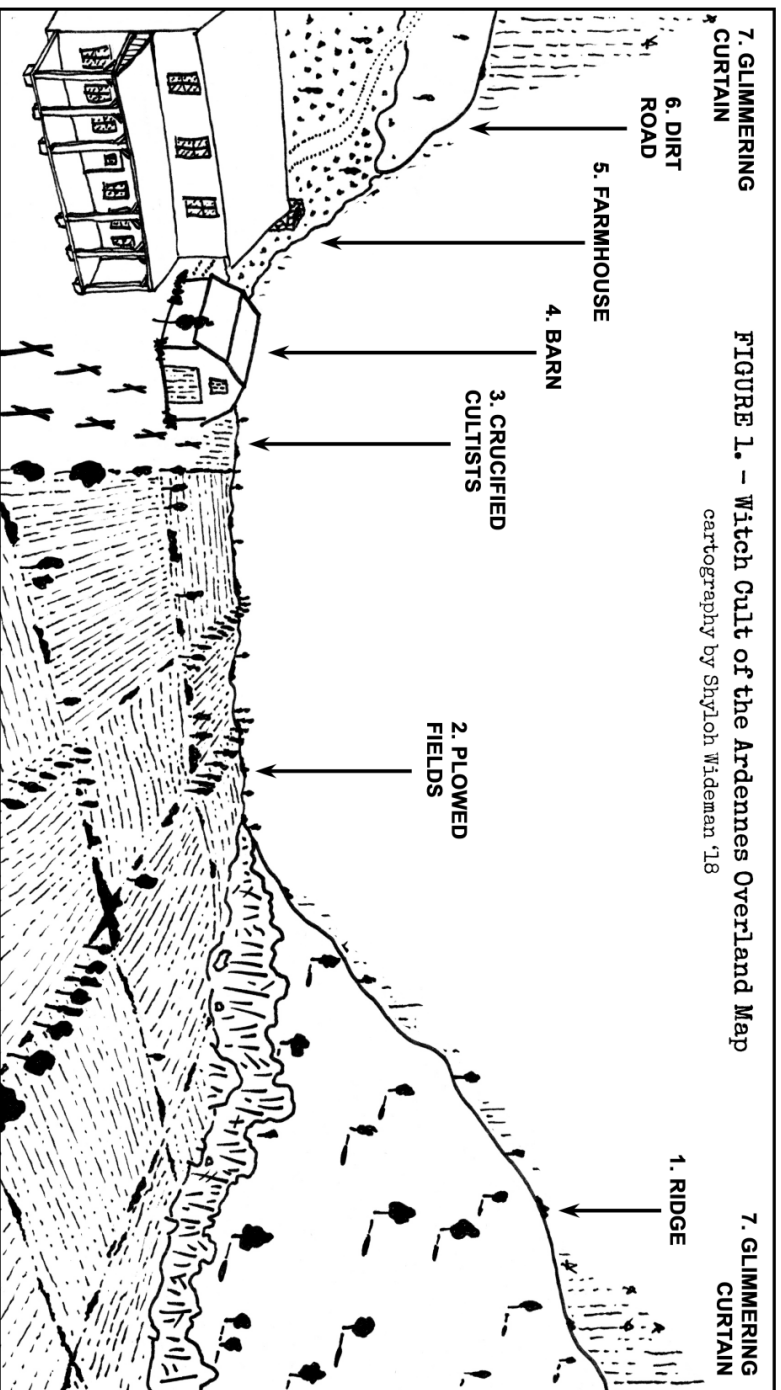
The Germans tore through your lines like a rock through toilet paper. But that doesn't begin to tell what it was like...not nearly. New to the front, you'd never imagined that an artillery barrage could be that loud or terrifying...or long. You saw friends blown to pieces even as you cowered in a shallow foxhole. Some men cracked and leapt from their cover during the barrage only to themselves be obliterated. It seemed to go on forever, and then was suddenly over. Your ringing ears barely made out the sounds of crying wounded, but you are sure heard the sound of metal tracks. As the dark grey armor of German tanks cleared the thick Belgian forest, firing cannon and machine guns as they advanced, you'd had enough.

Whether lieutenant, sergeant, or private you turned and ran...and kept running until the explosions and sounds of the shooting faded with the light of day. You wandered lost in the thick forest, finding no other American unit, outpost, or soldier, except for your fellow deserters, some of whom had gone so far as to throw their weapons away...or maybe they just forgot them in their flight.

RANDOM ENCOUNTERS

Whenever the characters enter a new area, there is a 1 in 6 chance of an encounter. If an encounter is indicated, roll a d7 to determine the type. See the **Bestiary** at the end of the adventure for all creature stats.

d7	Rim and Slopes of the Valley (Areas 1, 6, and 7)	Valley Floor (Areas 2-5)
01-03	SS patrol	1d4 molelings
04-05	Blue Frog	Two faced demon
06	Blood worm	Blood worm
07	Horned demon	Blue Frog



AREAS OF THE OVERLAND MAP (FIG. 1)

AREA 1 - THE RIDGE: *Your collected group find yourselves under a strange overcast sky filled with flickering lights of unearthly colors. Stumbling along in silence, you emerge on a ridge. Ahead of you the forest clears and the land slopes down into an oblong bowl. Immediately ahead is a vast tilled field, now covered in pristine snow—except those places where Hitler's artillery has torn out black craters. At the far end of the field sits a lonely farmhouse and barn. Near the farmhouse stands a collection of telegraph poles. Beyond the farmhouse the land slopes upwards again, this time with a narrow and rutted dirt road. There are no lights on in the farmhouse or barn.*

From behind you hear a shout in German. Looking back you cannot yet see any enemy soldiers, but they are approaching. In the distance you can hear the clank of treads, meaning these enemy soldiers have tank support. Looking around you are completely exposed on this ridge. What do you do?

Should the characters try to retrace their steps they find a shimmering 'wall' extending into the dark overcast sky above. Should they attempt to run through the wall, or merely touch it, they take 1d6 damage (DC 14 Fort save for half) and be knocked back smoking and stinking of phlogiston. If a character dies from touching the wall, they simply disintegrate—no body/no roll over. Should they survive, roll 1d10 on the Minor Corruption Table (DCC rulebook p116).

It should be made obvious that the ridge is not defensible, and the characters' best bet is to head into the valley below. The slope of the hill will definitely slow down, if not stop, a tank. They may even have a chance against infantry, especially if they can get to the farmhouse and barn and gain cover.

Should the characters set up an amazing ambush on the ridgeline and somehow defeat the **Waffen SS patrol** (see **Bestiary**), then give them an earned moment to recover. Then, roll on the encounter table for an encounter, and/or bring in the **Panzer IV Tank** (see **Bestiary**)!

AREA 2 - PLOWED FIELDS: *Plowed fields covered in a couple of inches of snow stretch out before you for the next half mile. Every so often there is a shell crater exposing raw earth. Beyond the fields, to your right you can see seven telegraph poles in front of a farmhouse; to your left is a barn. While the idea of crossing open ground doesn't appeal to you, there is no other way to get to the farmhouse quickly.*

This location is an homage to the classic World War 2 films where the heroes get trapped in a minefield. In this case, the mines are 10' deep pits dug out from below by molelings, the Little People of the Two Faced Horned God.

As the characters cross the fields, have them each make a Luck check. The character failing this Luck roll by the greatest margin has had the ground beneath his feet collapse and has fallen into a 10' deep hole and takes 1d6 damage. That character can make a DC 12 Ref save to successfully grab at the walls of the pit for half damage (reminder, if a natural 6 is rolled for damage, the character has a broken bone per falling rules, DCC Rulebook p.96).

The victim of the fall's troubles are not over yet (unless he's dead). The Little People have connected the pit traps with a series of tunnels. As a victim falls, **1d4 molelings** (see **Bestiary**) immediately attack! Characters above will have one turn to try to hit the molelings with fire before they retreat into the tunnels.

It will take three more unlucky rolls (failing characters who fall in a pit) to get across the fields. If the players dawdle, judges should feel free to have the Germans begin to arrive at the top of the ridge.

AREA 3 - CRUCIFIED CULTISTS: *Leaving the fields, you approach the barn and farmhouse. In front of both are the telegraph poles you saw from the ridge. As you get nearer, you realize that those are not telegraph poles, but crosses. To your horror, on each of the crosses is a naked man or woman with a gaping hole in their chest.*

As the characters draw nearer, they will also see that the heartless bodies are still alive and will begin to speak with the characters. The cultists were all sacrificed to the Two Faced Horned God to power Giselle's spell that created the pocket dimension. Some were pleased to be sacrificed, but most were tricked by Giselle. As a result, about half will be singing praises of their Two Faced Horned Lord, and the others will be crying or damning Giselle. Examples of speech from the cultists:

- *That bitch betrayed us!*
- *Oh, the loving embrace of our Horned Lord, surely rebirth will come soon.*
- *Shut up you sycophant! We've been left to hang... literally!*

Suddenly, you hear an English accented voice speaking directly to you.

Hello? Americans, yes? Up here. I'd like to make you a proposition...

Looking up you see a tall, thin, naked man in his mid-fifties with long white hair. Like the others, his heart has been cut out and his hands are nailed to the cross.

This is the seventh cultist, Allistair Crawley, and former head of the cult. Allistair will engage the characters in conversation, and offer to get them out of this nightmare. He only asks that they free him and return his heart. Allistair's goal is to escape the pocket dimension; in a fantasy setting he could easily become a classic lich or other recurring campaign element as a villain or questionable ally. For this adventure, like Blue Frog, Allistair is another dubious ally of the party. He knows what is going on, and while he has his own motivations, he generally wants the same thing as the characters.

Allistair will ask the party to get his heart back (see area 4), which will restore his mobility. He will still be very weak, even with his restored heart. Once his heart has been replaced, he will share that to escape, the characters must kill Giselle, which will cause the pocket dimension to collapse. He will tell the players to go on without him, and not be seen again (if he can help it).

Judges Note: To beseech the Two Faced Horned God, Giselle sacrificed seven of her fellow cultists (some willing, others not so much). These are the heartless crucified bodied in front of the farmhouse and barn (the telegraph poles). The terror comes when the characters realize that they are still alive! Even worse, they start speaking to the characters! Some of the sacrificed cultists will threaten the characters with doom, while others will bemoan their fate and evil, betraying Giselle. They can be a source of information about where Giselle is (the farmhouse kitchen) and how to escape ("KILL HER!!!!") but some will lie to manipulate the characters into retrieving their hearts. They ask the players to take them off their crosses and replace their hearts. If the characters are foolish enough to do this, they will have successfully created a lich—who will most likely thank the character by enslaving or destroying them.

AREA 4 - THE BARN: *The barn is made of unpainted wood and has a large pair of double doors in the front, enough when opened to allow access to a motor vehicle. You suspect a tractor, as there are tire tracks leading inside. This looks like the only entrance.*

The characters can either use the door or break through a wall (which would not be difficult — this is an old barn). Once inside...

The floor of the barn is dirt covered in hay. There is an old tractor backed up against the wall. There is a ladder leading to an upper floor, and the far ends of the barn are cloaked in shadows.

Dominating the barn though, is a carved stone altar coated in still wet blood. On the top is a ceremonial dagger, also drenched in blood.



Heart Golem by Duamn Figueroa Rassol

The altar is bait for the real threat in the room. Lurking in the shadows is the creature created from the sacrificed hearts, the disgusting **heart golem** (see **Bestiary**): a giant, bloated, bleeding heart with dozens of extra chambers, moving forward on the stubs of severed arteries.

It attacks by making a massive beat, flying into the air, and crushing its opponents!

The tractor is functional and can pull a flat hay wagon at a maximum speed of 7 mph. There is a quarter tank of gas in the tractor, and also a half filled metal can of gasoline. This is enough to fill the tractor's tank, or fill conveniently located wine bottles (below) to make molotov cocktails (if the players think of it). Include any other farm tools in the shed you like; sickles, axes, spare axe handles (as a club), as well as two pitchforks and a case of 12 empty wine bottles.

Judges Option: Destroying the still beating hearts steals the lives and souls of the sacrificed cultists from the Two Faced Horned God and permanently kills the crucified cultists outside the barn. It is up to you whether destroying the hearts causes the collapse of the Pocket Dimension (see **The Collapse of the Pocket Dimension**) or merely kills the cultists. Alternately, returning the hearts to the cultists and freeing them may provide six 0-level peasants to add to the party (although all with only 1 hit point due to the massive holes in their chests, nails in hands, and exposure from being crucified in the nude).

AREA 5 - THE FARMHOUSE (FIG. 2): *An old two-story stone farmhouse sits between the crucified figures and the ridge beyond. There are two chimneys on either side of the house, and a short set of stairs leading up to a porch with four wooden chairs and a front door to the house. No sound can be heard from inside.*

The farmhouse is likely the last encounter in this adventure, as killing Giselle will collapse the pocket dimension. The sane part of Giselle knows what she has done and wants this madness to end. However, the mad part of Giselle will go down fighting. It is up to you how much you want characters to be able to negotiate and persuade Giselle...but if you go that route, make it a challenge. I do recommend that if any of the two faced demons (originally 2) or molelings (originally 12) are still around, I recommend putting the demons in the basement guarding Giselle's spellbook and ritual room, and the molelings creeping around on the first floor office and kitchen. There will be no creatures allowed on the second floor, as that area and the bodies there are sacred to Giselle.

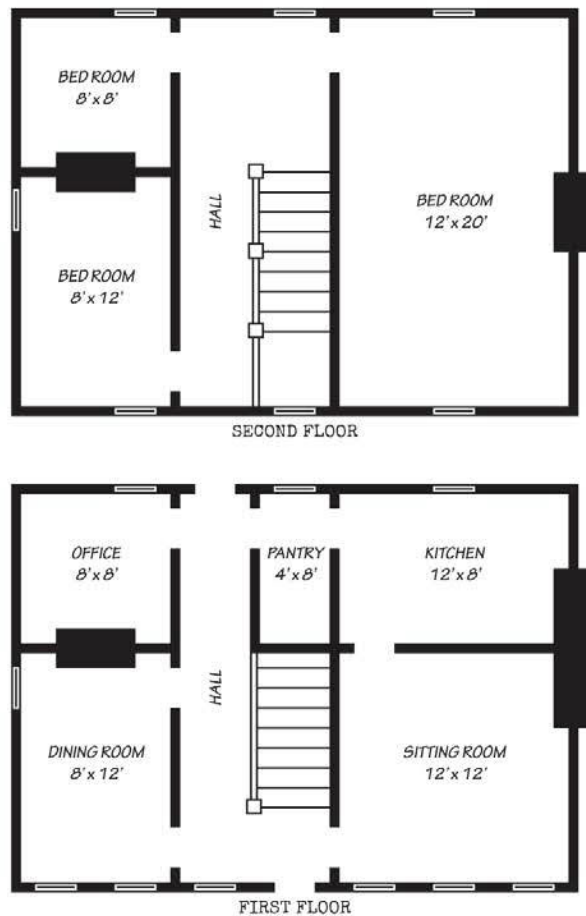
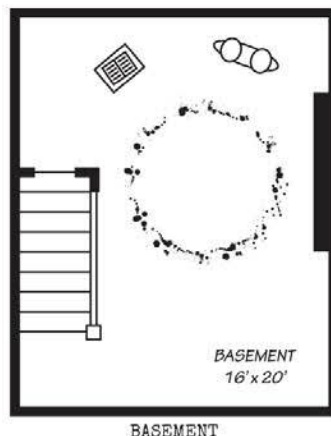


FIGURE 2. - Witch Cult of the Ardennes Farmhouse Map

Two story stone farmhouse with wood interior from the late 1800s. Features 10' ceilings, hardwood floors, and wainscoat in all rooms. Large fireplaces provide warmth in all living areas. A bay of windows allow for a full view of the fields from the sitting room. Entry to the basement is through the pantry.

cartography by Shyloh Wideman '18



FIRST FLOOR

HALL: Beyond the front door is a hall leading to the back of the house and a set of stairs leading upstairs. To the immediate right is a door leading to a front room, to the left there are three doors. Down the hall, under the stairs leading up, is a passage to the right.

DINING ROOM: *This room is modestly furnished with a table that would seat six. Decaying food, scattered dishes, and the build-up of sad neglect cover the table.*

OFFICE: *The door opens to reveal a small office with a fireplace. There is a crude desk and chair, as well as a filing system of papers shoved into a box.*

This was Giselle's husband's office. There is a wooden desk with bills and other paperwork on it, as well as some mechanical parts that he was working on. As Giselle's husband was not a witch or part of the cult, everything in this room is that of a mundane country farmer.

PANTRY: *This pantry provides through passage for the kitchen and the hall. Past the foodstuffs on shelves lining both walls, there is a closed wooden door.*

This door leads to the **Basement**.

KITCHEN: *This is a large kitchen with a wood burning stove.*

A generally normal kitchen and pantry. There are some foodstuffs, herbs, cooking knives, and perhaps wine or harder liquor in the cabinets.

SITTING ROOM: *This is a sitting room with windows that must have beautiful views of the fields and valley, but it is currently in shadows and the windows are covered by drawn, heavy drapes. A fire in the hearth casts a dim light into this room. The furnishings are feminine and it takes a moment for your eyes to adjust enough to realize that there is a woman sitting by the fire holding a black cat. She is a beautiful forty-something with pale skin and dark hair and eyes. She speaks in a melodic, if bitter voice. "Soldiers!" She spits at you. "Your kind have killed all that I loved, and now I have torn you from what you loved, so that you may feel some of MY PAIN! SOME OF MY MISERY! ...before you die."*

If the soldiers do not immediately attack, Giselle Anselme (see **Bestiary**) will get a free action, which she will use to curse the nearest soldier with blindness; at the same time, Giselle's familiar, Petra (see **Bestiary**), will attempt to flee the room and not stop running until it is out of the valley. Petra is Giselle's insurance policy - if Giselle is killed but Petra lives, Giselle's

soul flees to her familiar to run away and get revenge later..

Giselle will stick to spells as combat begins, starting with paralysis. If things go against her, she will cast darkness and then attempt to flee while summoning demons to her aid. She is a smart villain and will not die easily. She will not stand and fight if Petra is killed in front of her; she will then try to flee and gather others (molelings and demons, or maybe that SS Patrol) to fight for her.

Important Note: Killing Giselle sets off **The Collapse of the Pocket Dimension**.

SECOND FLOOR

The second floor consists of one large master bedroom and two smaller bedrooms for the children. Giselle has laid out the remains of her dead husband in their bed in the master bedroom, and the remains of her son and daughter in the smaller beds in their bedrooms. All three were killed in the fields roughly two days ago by misguided artillery fire. The bodies are in multiple pieces and practically unrecognizable. From the injuries, it will be clear to any soldier that these two children and man were killed in an artillery barrage.

Master Bedroom: There is a wardrobe and a chest in the master bedroom with working man's clothes in the chest, and woman's clothes in the wardrobe. The husband's body has been laid to rest upon the bed. The only other thing of interest is a double-barreled shotgun (ldl0, ROF 1, ammo 2, -1 spd, range 50/100/x. 1 lbs) and a box with 27 rounds of ammunition once owned by Giselle's husband under the bed in the master bedroom. Giselle has forgotten it.

Smaller Bedrooms: A little girl and a little boy's bedroom. The floor is scattered with toys and small clothes. Parts of bodies are spread upon the beds.

BASEMENT

Basement: *You reach the bottom of the unpainted wooden stairs to find a root cellar. Your attention is drawn to a strange symbol painted on the earthen floor in what looks like blood. Near the symbol is a stone carved altar of a strange being with two faces, each framed by curling goat horns, surrounded by symbols of both life and death. To the side is a pedestal with a thick leather bound book.*

If the **two faced demons** (see **Bestiary**) still live, they will be here. The demons will try to talk to the characters, to deceive them into lowering their guard,

and then strike from surprise. If the characters have managed to kill both of the two faced demons before now, then the room is empty.

The book is Giselle's spellbook of the Two Faced Horned God. Despite recent events, it is made from cow leather, not human flesh. It contains the following spells: *patron bond* (Two Faced Horned God); *invoke patron*, *charm person*, *forget*, and *demon summoning*. See the *Gongfarmer's Almanac 2018*, Vol. 2 for more information on using the Two Faced Horned God as a patron.

AREA 6 - THE DIRT ROAD: *A sad rutted tractor path winds its way up and out of the valley, starting behind the barn and disappearing over the far ridge. While not looking like much, it offers the fastest route from the small valley. The sides of the ridge other than the road are covered in rocks, thickets and trees. The trees may not provide much cover, but also not the best terrain for a climb out.*

Movement along the dirt road is normal, characters deciding to blaze a trail through the brush will be slowed (how much is up to the judge). This road is the fastest way to get up and out of the valley. The tractor (see area 5) can make the climb, but painfully slowly at only 7 mph. The Panzer can make a cool 35 mph, if it still exists, and soldiers can run (much faster than climbing the ridge).

This location is a good place to balance the adventure - if the players have been walking through it so far, have the three **horned demons** (see **Bestiary**) set an ambush.

AREA 7 - THE GLIMMERING CURTAIN: *Reaching the top of the ridge, you find yourselves staring into a glimmering curtain of silver and stars. In your head you can hear whispers of things from beyond the veil, but not make out, or understand, the words.*

This encounter depends largely on what has happened in the adventure so far. If the collapse has started, this is the character's way out—to wherever the judge decides they should go.

Should the characters arrive before the collapse is triggered, again it is up to the judge. If the characters have managed to get across the valley through stealth and skill, as opposed to killing Giselle or destroying the hearts, perhaps this can be a way out as a reward for innovative thinking. Or, you can treat the curtain as the shimmering wall in area 1 and force the characters to complete the quest to collapse the dimension!

THE COLLAPSE OF THE POCKET DIMENSION

The pocket dimension beings to collapse if the characters either destroy the cultist hearts (see area 4) or kill Giselle (see area 5).

Once either occurs, the pocket dimension begins to collapse, starting from between the barn and the farmhouse and moving outward. I encourage you to play up the opening of a black hole that sucks the farmhouse, then the barn, and the screaming (if still crucified) undead cultists. The fastest way to escape the black hole is the dirt road leading out of the valley and through the glimmering curtain (area 7). Perhaps as Judge, you would consider letting the characters leap into the black hole to emerge in whatever new world you choose. Whichever method the characters use, build the suspense as the black hole grows, but give the characters a chance to get away. If the characters used the heart method of destroying the pocket dimension, ensure that a very angry Giselle is there to meet them at the glimmering curtain!

ENDING THE ADVENTURE

Once the PCs escape, if you'd like to try your own Trench Crawl Classics campaign, drop them back into the Ardennes. Or, send your deserters to Aereth, Lanklamar, the Purple Planet, or any world of your imagination!

BESTIARY

BLOOD WORM

Blood Worm (2): Init +1; Atk bite +3 melee (1d8); AC 14; HD 2d8; hp 10; MV 20' or burrow 10'; Act 1d20; SP blood drain; SV Fort +1, Ref +1, Will +2; AL C.

On a successful bite attack, the blood worm drains the target of 1d3 points of Stamina (DC 10 Fort save to avoid).

Dark red, burrowing 12' long worms with razor sharp teeth. They erupt from the earth to feed on the living! These are accidental travelers to the pocket dimension. Unlike Blue Frog, these are a mindless killing machines, and will slaughter anything that comes into their path. They fight to the death.

DEMON

Blue Frog (unique type I demon): Init +0; Atk bite +2 melee (1d8); AC 12; HD 2d12; hp 14; MV 30' or swim 30'; Act 1d20; SP agility drain (DC 14 Will save or lose 1d3 Agility); spells (+2 spell check) scorching ray, esp, comprehend languages, demon traits; SV Fort +2, Ref +1, Will +3; AL C.

Blue Frog, a Demon from Beyond - Included as either a potential ally to the characters, or a dangerous threat, however the players roll with it. Looks like a giant midnight-blue frog, with an elongated four-sided diamond for a head. The head's lower point (front) is about twice as long as the upper, and at the lower point is a slit of a mouth which opens to reveal several rows of needle like teeth. In the center of the diamond head are three eyes (one yellow, one green, one red), forming a scalene triangle. He has a pale underbelly with thick hind legs and two forelimbs more the arms of a man ending in three sharp claws. Blue Frog is an accidental visitor to this dimension and quickly determines that it is best to leave. He early on casts comprehend languages and is willing to ally with the characters, if they can set aside his appearance. He does like the taste of flesh (human or demon or little people flesh—Blue Frog is not picky). He is more interested in escape than feeding.

Demon, horned (3): Horned demon (type I demon, Two Faced Horned God): Init +1; Atk claw +5 melee (1d10) or gore +7 melee (1d12); AC 15; HD 3d12; hp 21; MV 30'; Act 1d20; SP breath weapon (2d12 fire, DC 12 Ref save to avoid), curse, demon traits; SV Fort +2, Ref +1, Will +2; AL C.

Bestial, fur-legged, cloven-hoofed, goat-horned, and bearing a dirty wild man's face. Their naked upper torso is that of a heavily muscled man with 6" claws extending from its hands. A mouth of shark-like teeth completes the ensemble. They patrol the periphery of the pocket dimension and are quite powerful.

Demon, two faced (type I demon, Two Faced Horned God) (2): Init +1; Atk bite +2 melee (1d6) or constriction +4 melee (1d4); AC 10; HD 2d12; hp 14; MV 20'; Act 1d20; SP blood drain, demon traits; SV Fort +4, Ref +1, Will +2; AL C.

On a successful bite attack, the two faced demon drains the target of 1d4 points of Stamina (DC 14 Fort save to avoid).

Wears blue robes, but initially appears as a sophisticated (if two faced) wise-man. The two faced demon may attempt to engage the characters in conversation, for trickery, or to lull them into lowering their guard—only to strike at turned backs! The two faces split apart on 10' long serpent-like necks. One head's mouth is full of too many needle-like teeth (that break off in the victim for disease), and the other head has long viper-like fangs that drip with deadly green poison. They are in the area of the farmhouse and barn.

GINSELLE ANSELME

Giselle Anselme: Init -2, Atk claw -2 melee (1d4-1) or curse (DC16 Will save, see below) or spell; AC 9; HD 3d6; hp 12; MV 20'; Act 1d20; SP familiar, curse, spells (+8 spell check) *second sight, paralysis, darkness, forget, demon summoning, charm person*; SV Fort+4 Ref +0 Will +8; AL C.

Giselle Anselme, the Mad Witch, is the insane ruler of this pocket dimension. To destroy the dimension (and escape), she must die.

GOLEM

Golem, heart: Init +0; Atk slam +4 melee (2d10); AC 16; HD (number of sacrificed hearts)d8; MV 20'; Act 1d20; SP bleeds out, lightning heals 1 point for each 5 points of damage normally inflicted; SV Fort +5, Ref +0, Will +5; AL N.

Effectively a variant of the flesh golem, the heart golem is created from the hearts ripped from sacrifices to the Two Faced Horned God (or potentially other gods as well). The hearts merge together and swell to form a tough, bloody mass of hard muscle crawling on severed arteries. To attack, the hearts make a massive beat in unison, lifting their mass and crushing a victim.

The heart golem constantly 'bleeds out', making it difficult to keep one's footing around it due to the slick, bloody trail it creates. Those closing to melee must make a DC 12 Ref save or take a -2 penalty to armor class and attacks for one round.

Once killed, the heart golem explodes in a shower of blood and chunks. When the blood settles, characters will find seven still beating hearts amongst the gore.

MOLELING

Moleling (12): Init: +1; Atk claw +1 melee (1d4); AC 10; HD 1d8; hp 3 each; MV 25' or dig 10'; Act 2d16; SP infravision 100', -2 penalty to attack and AC in full daylight; SV Fort -2, Ref +1, Will -1; AL N.

Molelings, or the Little People, are the cannibalistic servants of the Two Faced Horned God, and have been commanded to serve Giselle. They currently protect Giselle's farmhouse by turning the snow-covered farm fields into a series of pit traps and then waiting for unsuspecting visitors to 'drop in' for a meal.

PANZER IV TANK

Panzer IV Tank (1 vehicle/5 soldiers): Following behind the SS patrol, this tank and crew are looking for American tanks, soldiers and vehicles to destroy. But short Americans, these demons will do nicely. The Panzer

is a 25 ton beast with 75mm cannon and two machine guns. I highly recommend you use the 'loud' tank as a means of driving the players into the valley to the farmhouse and out of the woods. I include it as a threat, not as a monster to be defeated. If as a judge you go in for dramatic scenes, I'd recommend a narrated fight between the Panzer and the 3 horned demons (i.e. the 'big bad' heavy-weights of the adventure). Depending on how the party is doing, don't be afraid of making the tank/demon battle mutually destructive (i.e. the tank and demons are destroyed).

- **Panzer IV tank:** Init -1; Atk 50mm gun +14 missile fire (4dl2+10) or deck-mounted MG42 gun +4 missile fire (1dl6, can fire 7 shots) or bow-mounted MG42 gun (1dl6, can fire 7 shots, but only fire at targets in front of the tank); AC 20; HD 20dl0; MV 60'; Act 3d20; SP poor visibility, crew; SV Fort +1, Ref -4, Will 0; AL N.

The Panzerkafagen "Panzer" IV was a German medium tank (50 tons) developed in the late 1930s and used, and upgraded, extensively during the Second World War. The Panzer IV saw service afterwards, ending with the Syrian Army in the 1967 Six Day War. It had a crew of five: the commander (manning an external deck machine gun on the turret), driver (in the hull), radio operator (in the hull, manning a hull mounted machine gun), gunner (manning the main 50mm tank gun in the turret), and loader gunner (loading the 50mm tank gun in the turret).

The Panzer is a tough opponent but has several serious vulnerabilities; namely the crew. The Panzer can move fast but has poor visibility when buttoned up. As a result, the commander is frequently standing in the hatch, and must be to fire the deck machine gun exposed to targeted and incidental attacks. The commander can be targeted by melee weapons as normal and incidentally on a 1-2 on a 1d5. If no one is in the hatch, speed is reduced to 20' and the deck machinegun cannot be fired (the action dice is lost). It is also possible for a melee opponent to use a Mighty Deed or use strength to rip off the hatch (DC 20 Strength check to open) to attack a crewman. Finally, the tank is neither magic nor air tight, so spells or effects on humans, such as sleep or paralysis, will affect the crew as normal.

- **Panzer IV commander (1):** Init +3; Lugar semi-automatic pistol +2 missile fire (1d8, 2 shots, 10 rounds/magazine); AC 11; HD 2d8; hp 10; MV 30'; Act 1d20; SP tank; SV Fort +2, Ref +1, Will +3; AL L.

The Panzer IV commander is protected by the tank, which provides full or partial cover depending on if the commander is looking out of the hatch.

- **Panzer IV crewman (4):** Init +1; Lugar semi-automatic pistol +1 ranged (1d8, 2 shots, 10 rounds/magazine); AC 11; HD 1d8; hp 5; MV 30'; Act 1d20; SP tank; SV Fort +1, Ref +1, Will +2; AL L.

The Panzer IV crewmen (the driver, radio operator, gunner, and loader gunner) are protected by the tank, which provides full or partial cover depending on if the crew member is looking out of the hatch. If the tank is destroyed, internal ammunition, armor spalling and concussions make survival questionable. All crewmen must make a Luck check to get out.

PETRA

Petra, Giselle's black cat familiar: Init +0; Atk claw +2 melee (1d3); hp 3; AC 14.

SS PATROL

SS Patrol (12 soldiers): Unlike the Wehrmacht (which was more analogous to a country's national army) the Schutzstaffel (SS) is Nazi paramilitary organization directly loyal to Adolf Hitler. The Waffen SS was a fighting army of Nazis. Simply, these are the fanatics who committed most of the German atrocities you hear about in WW2. And they spearheaded the attack against the Americans. This patrol is doing just that, seeking out and killing American soldiers as they find them—no prisoners. Their advance has led them into the pocket dimension. These are trained soldiers and fanatics. The squad will kill anything that comes their way...no negotiations. They also know that there is a Panzer IV tank following them, which they will run back to if they need help.

- **Waffen SS sergeant (1):** Init +3; Atk MP40 SMG +1 (1d8, shoots 3 times, each time after the first -1 adjustment to hit, 30 rounds per magazine) or bayonet +2 melee (1d4+1); AC 11; HD 2d8; hp 14; MV 30'; Act 1d20; SP 1 grenade (10' radius 2d6+1d6 for shrapnel, half damage with DC 14 Ref save); SV Fort +2, Ref +1, Will +3; AL L.

- **Waffen SS infantryman (4):** Init +0; Atk rifle +1 missile fire (ld10, 5 rounds per magazine) or bayonet +1 melee (ld4 off rifle, ld8 on rifle); AC 10; HD ld8; hp 5; MV 30'; Act ld20; SP 1 grenade (10' radius 2d6+ld6 for shrapnel, half damage with DC 14 Ref save); SV Fort +0, Ref +0 Will +0; AL L.
- **Waffen SS panzerjäger (1):** Init +0; Atk panzerfaust +3 missile fire (special) or rifle +2 missile fire (ld10, 5 rounds per magazine) or bayonet +1 melee (ld4 off rifle, ld8 on rifle); AC 10; HD ld8; hp 5; MV 30'; Act ld20; SP 4 panzerfaust rounds; SV Fort +1, Ref +4 Will +2; AL L.

On a successful hit with a panzerfaust against a tank, the tank must make a DC 14 Fort save or be disabled. A critical failure in the save means the tank has blown up taking the crew with it. A panzerfaust used on a building or other structure will blow a large 3' hole in the wall. A panzerfaust hitting a creature does 10d6 damage, DC 16 Ref save for half.

- **Waffen SS machine gunner (2):** Init +2; Atk MG42 machine gun +4 missile fire (ld16, 7 shots, range 120/240/360, 47 rounds per belt) or lugar +2 missile fire (ld8, 2 shots, 10 rounds/magazine); AC 10; HD 2d8; hp 10; MV 30'; Act ld20; SP suppressive fire; SV Fort +2, Ref +1 Will +2; AL L.
- **Waffen SS assistant machine gunner (2):** Init +0; Atk rifle +1 missile fire (ld10, 5 rounds per magazine) or bayonet +1 melee (ld4 off rifle, ld8 on rifle); AC 10; HD ld8; hp 5; MV 30'; Act ld20; SP 1 Grenade (10' radius 2d6+ld6 for shrapnel, half damage with DC 14 Ref save), carries 200 rounds of ammunition for the MG42; SV Fort +2, Ref +1 Will +2; AL L.
- **Waffen SS ammo bearer (2):** Init -2; Atk rifle +1 missile fire (ld10, 5 rounds per magazine) or bayonet +1 melee (ld4 off rifle, ld8 on rifle); AC 8; HD ld8; hp 5; MV 30'; Act ld20; SP 1 Grenade (10' radius 2d6+ld6 for shrapnel, half damage with DC 14 Ref save); SV Fort +0, Ref -2*, Will +0; AL L.

Agility has already been reduced by 2 (-2 to Init, AC, and Ref saves) due to being a human pack mule (carrying 400 rounds of ammo and a 30 lb tripod). If burden is dropped, Agility based stats return to normal.

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A Free and Unofficial Zine for DCC RPG



The Gongfarmer's Almanac



The 2018 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



2018 MASTER ZINE INDEX

VOLUME 7 OF SEVEN BOOKLETS

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Volume 7: 2018 Master Zine Index

DCC RPG Master 'Zine Index

The DCC RPG community organizes and runs games in all sorts of venues and under all sorts of genres. It has also birthed a number of 'zines that supplement and support the DCC RPG system. The number of 'zines currently available stands at eighteen, and includes the following: Black Powder Black Magic, The Cities of Zorathi, CRAWL!, Crawl-thulhu, Crawling Under a Broken Moon, Crawljammer, Cyber Sprawl Classics, D.A.M.N.!, Dungeon Lord, Meanderings, The Metal Gods of Ur-Hadad, Myassari, Night Soil, Prayers of the Forgotten, Sanctum Secorum, Working Class Alphabet, the 2016 Doug Kovacs Sketch Book, and The Gongfarmer's Almanac itself!



This Index incorporates all currently released issues of these eighteen DCC RPG 'zines as of July, 2018.

The Index presents the 'zine articles alphabetically under the following Categories:

Adventures

Gadgets & Gear

Magic Items

Monsters

NPCs

Patrons

PC Classes & Races

Rituals & Spells

Rules, Rumors & Campaign Seeds

Other Miscellany

The following reference notation indicates the ‘zine name abbreviation, the ‘zine issue number, and the beginning page number for the listed index entry:

ZZZZYYXX, where

ZZZZ refers to the specific ‘zine name abbreviation,

YY refers to the ‘zine issue number, and

XX refers to the beginning page number

The Index uses the following name abbreviations in place of the actual ‘zine names throughout the Index to conserve space:

‘Zine Name	Name Abbreviation
Black Powder, Black Magic	BPBM
The Cities of Zorathi	CZOR
CRAWL!	CRWL
Crawl-thulhu	CTHU
Crawling Under a Broken Moon	CUBM
Crawljammer	CJMR
Crawljammer Demon Drums	CJDD
Cyber Sprawl Classics	CYBR
D.A.M.N.!	DAMN
Dungeon Lord	DLRD
The Gongfarmer’s Almanac	GA##
Meanderings	MEAND
The Metal Gods of Ur-Hadad	MGUH
Myassari	MYAS
Night Soil	NSOIL
Prayers of the Forgotten	POTF
Sanctum Secorum	SSEC
Sanctum Secorum Christmas Bonus	SSCB
Working Class Alphabet	WCA
The 2016 Doug Kovacs Sketch Book	DKSB

Note: the completed 2018 Gongfarmer’s Almanac articles and other content have been added to the list of Index entries as these articles are available and have been assigned their page numbers. The Gongfarmer’s Almanac ‘zine entries in the Index are referenced as follows ZZZZ = GA## (Gongfarmer’s Almanac Year Number), YY = volume number, and XX = beginning page number.

DCC RPG Master 'Zine Index



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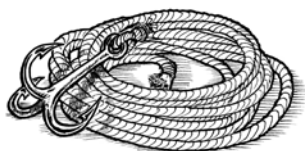
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Crater cultist	GA170320
Crater ritualist	GA170350
Crawjammin' on the Red Planet: Barsoom Bestiary	GA160613
Ape, white	GA160614
Apt, white	GA160615
Banth	GA160615
Calot	GA160615
Darseen	GA160616

Malagor	GA160616
Martian – Black Martian	GA160616
Martian – Green Martian (Thark)	GA160617
Martian – Red Martian	GA160617
Martian – White Martian (Thern)	GA160617
Martian – Yellow Martian	GA160617
Orluk	GA160617
Plant Men	GA160618
Sith	GA160618
Thark	GA160618
Thoat	GA160619
Zitidar	GA160619
Barsoom Encounter Tables	GA160620
Creator’s Dragon, The	DAMN0142
Creeping Willow	SSEC0513
Crocobear	SSEC2206
Crocodiles	DAMN0128
Crocodile, giant	CJDD0103
Crocodile, giant	GA160518
Croqfolq	WCA0114
Cryo-Fungus	SSEC3018
Crystal Skulls, flaming	GA160518
Cyber-Hounds	CJMR0131
Cyber-Zombies	CJMR0128
Cyberzombie	GA160611
Cyberzombie, enhanced	GA160611
Cyclops	DAMN0128
Cyclops Corpse	GA180522
Damned Banshees (Tomb of the Thrice Damned)	GA150348
Damned Skeletal Army (Tomb of the Thrice Damned)	GA150345
Damned Things	CRWL0919
Dark fluke	GA170413
Dark Lilly (May Flowers)	GA150333
Deathbot	CUBM1009
Deathbot	CUBM1320
Death Dealer, The (new monster)	SSEC3520
Death Guards	NSOIL0014
DeathJay	CJMR0710
Death Watch Beetle, giant	CRWL0412

Deceptiguards (robots) GA170118
 Deep Elders, The CRWL1120
 Demolishroom CUBM1610
 Demon (type II, Lillim) SSEC3526
 Demon (type III, Lamia) SSEC3526
 Demon (type II demon, Murrallsee or Murray) GA170709
 Demon-ape technician (type II demon) DAMN0269
 Demon Drummer CJDD0108

Demon, minor BPBM0135



Demon Mount SSEC2610
 Demon Spider MGUH0305
 Demon, Stalking NSOIL0012
 Demon, Sword-Armed GA180333
 Demon of Tsathoggua (demon, type II) CJMR0805
 Demon mouthtrap GA170734
 Denizens GA170220
 Devoted, The GA160445
 Devourer of Beauty SSEC2112
 Dino, tiny DLRD0117
 Dinosaur Aberrations CUBM1426
 Dinosaur, tiny MGUH0216
 Dire cat GA170250
 Dire Foxglove (May Flowers) GA150334
 Dire owl GA170250
 Dire tiger, deranged GA170255
 Disenchanter DLRD0314
 Dogmen NSOIL0015
 Dogs of War GA180311
 Donkey, Lady GA170251
 Dragon, Green, Host (average-sized) DAMN0263
 Dragon, ice DAMN0148
 Dragon, mirror DLRD0121
 Dragon of Deva, immature SSEC1109
 Dragon of the River (Hargn) CRWL0421
 Drone, organic GA180520
 Dryad, true GA160541

Dweller in the Mist	SSEC2207
Dweller in the Mist	SSECFRPGD11
Eagle, giant	GA160520
Eadious Encephalon	CUBMMG60
Eddies	GA170720
Edgar the Giant Spider (Marvelous Myriad Myconid Caverns)	GA150320
Elai noble	DAMN0260
Elai noble	DAMN0262
Elai noble	DAMN0269
Elai noble, bored	DAMN0263
Elai pilgrims	DAMN0267
Eldritch Leach	CJMR0617
Elemental, data	CUBM1609
Elemental, debris (Trash Titan) ... (Twisted Menagerie)	CUBM0119
Elemental, desert	SSEC2610
Elemental, forest	SSEC2611
Elemental, gun	CUBM1614
Elemental, heavy metal (Rocker) ... (Twisted Menagerie)	CUBM0424
Elemental, phlogiston	NSOIL0004
Elemental, snow	SSCB1507
Elf, underground #1	SSEC0109
Elf, underground #2	SSEC0110
Elf-drones	GA160635
Elk-women	CJDD0103
Empty-One	CUBM1528
Endoskeletons	GA170121
Engossiphar	GA180331
Enraged corpse	GA170348
Enthralled	GA170262
Eohippus	DAMN0128
Evil Android	CJMR0225
Evil Eye	GA180521
Face Swallowers	SSEC36b13
Faerie Slug	DKSB1601
Fairy	DLRD0313
Falcon wolf (Cirque de Bizarre)	CUBM0210
Fembots	GA170123
Feral Tigerwoman	CJMR0226
Fey Bestiary	GA180318
Fiend in the Pit, the	GA170238

Fire beasts, toiling	DAMNo271
Flower Zombie (May Flowers).....	GA150334
Flying Attack Drone	CJMR0519
Flying Howler Monkey	DAMNo137
Flying Laser Ursine	CUBM1011
Focal servitor	GA170333
Following Thing, The	SSEC3520
Forest Floor	GA160539
Forsaken	DAMNo120
Forsaken, reavers	DAMNo121
Frab	CUBM1612
Fridoline (demon, type IV)	CRWL0417
Fright of Ghosts (Hecate).....	GA150244
Frog, giant	SSEC3109
Frogmoth	NSOIL0019
Forest Guardians	DAMNo267
Fruiti-Slush Ooze	CUBM1013
Fryder	CUBM1225
Fungaloid	CRWL0414
Fungoid, guardian	CJMR0511
Fung-Eye	CRWL0520
Fura's Body	DLRD0120
Fura's Eyes	DLRD0120
Furious Warrior	POTFo122
Gazette – Fear	GA160312
Holbog	GA160313
Silletheene	GA160312
Vennec the Wizard	GA160314
Tigerfly	GA160315
Frozzax	GA160316
Gelt Killblade	CJDD0110
Gelt Scholar	CJDD0108
German Infantryman	GA170733
German Sergeant	GA170733
Ghastly Ratmen	CRWL0408
Ghost Light	SSEC1409
Ghost, bone	GA180323
Ghost, bone	SSEC3215
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Ghosts	GA150206

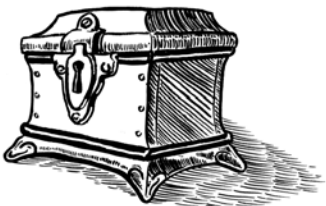
Ghouls	DAMN0129
Ghoul Hags	DLRD0314
Ghoul Unicorn	DLRD0315
Giant Bloodworms.....	CJMR0712
Giant Flatworms.....	CJMR0712
Giant Muckworms.....	CJMR0713
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Glarion	CJDD0108
Gloom Hounds	CRWL0524
Goat, Pack	BPBM0437
Goblin	GA180520
Goblin Animal Trainer	SSEC3111
Goblin Archer	SSEC3111
Goblin Forager	CJDD0103
Goblin Mutant	SSEC3217
Goblin Spearman	SSEC3111
Golan, explorers	DAMN0133
Golan, hunters	DAMN0129
Golan, villagers	DAMN0129
Golan, warriors	DAMN0130
Golem, avatar	CUBM1226
Golem, Iron	GA170249
Golem, metal	GA180521
Golem, mud	DLRD0317
Golem, pummel	SSEC3220
Golem, stitch	WCA016
Golem, synth-flesh.....	GA160611
Golem, undead horror	DAMN0116
Golem, water	GA180540
Goo-Men	CUBM0223
Gongkwasit	WCA0114
Gore cow swarm	GA170348
Gowl, red	DKSB1601
Grandfather (monster)	CUBM1806
Gray Demons	SSEC1414
Greater Corruption Ooze	GA160420
Gremlings	(type I demon) GA170158
Grey (Black Blood Pass).....	GA150410
Grizzly Boar	SSEC1905
Grub Knight	GA150207

Garuda	DAMN0268
Guardian Fox	SSEC1906
Guardsmen, crazed	SSEC36b13
Gunslinger Host	DAMN0261
Hag of Hecate (Hecate)	GA150246
Half-formed hosts	DAMN0273
Half-Golem Guards	DAMN0248
Handyman elephant	GA170251
Hare Technician	DAMN0263
Harpies	GA180519
Harpy, jungle	SSEC1409
Harringo	GA180317
Harringo	SSEC3217
Hedgehogs, giant	CRWL0411
Hell Horse	SSEC2409
Hell Hound	GA180521
Hellish Razorback	CRWL0412
Hexopus	DAMN0130
Hingkootie	WCA0115
Hippotaur	CUBM1824
Hive Mind	CUBMMG61
Hobgoblin	GA180520
Hollow Knight	SSEC2409
Hoppard Kin	SSEC0709
Horned Lobsterclops	(monster) NSOIL0011
Horned Monster (Wendigo)	SSEC0605
Hornet, giant	DAMN0129
Horse of the Hills	SSEC1906
Host of Zaxxyn	GA180522
Hounds of Erl	SSEC2712
Hounds from Hell	CRWL0523
Howling Serpent	DAMN0133
Humanoid mollusks	GA170359
Hungry Dead (Hecate)	GA150245
Hungry honey hippos	GA170208
Hungry Maw	GA170151
Hunter	SSEC1308
Hybomination	CUBM1827
Hydra	GA180522
Hydra Worm	CJMR0720
Hydrandeatya (carnivorous plant)	SSEC3218

Hypsilophodon	CUBM1522
Ice Ghouls	DAMN0146
Ichor fiend	GA170348
Ichor fiend	GA170351
Ichthyosaur	CUBM1522
Ichthyosaur, mutant	SSEC3218
Icon of Tsathoggua (Area 2-6)	CJMR0816
Imp, undead	CJMR0810
Ink Wraith	SSEC1212
Insect demon	GA170734
Insectoids	GA170223
Interlopers	GA170220
Invisible Guardians	CJMR0432
Iormungar, sea dragon	SSEC1213
Jack Frost	SSCB1508
Jack-O-rang-utan	CUBM1015
Jagged	GA170421
Jailor's Assistant	SSEC3112
Jawbolter (monster)	CUBM1718
Jellyfish, giant	GA170414
Jiggerypoal	WCA0115
Jungle Tribesmen	SSEC2010
Kangaroo	SSEC2513
Keras (monster)	GA180535
Killer Dolly	SSCB1508
Klarashton, The (demon, type VI)	CJMR0815
Khom	SSEC1612
Knight of Elfland	SSEC2712
Knights of Yoz (type III demon)	GA170137
Kraken, dwarf	GA180538
Legleeon	WCA0114
Leng Spider	SSEC1804
Leopards	DAMN0130
Leviathan	GA170241
Lich	SSEC1213
Lilitu, demonette	GA170239
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Lxitos (type II demon)	GA170352
Lizard, Canary	BPBM0437
Lizard, raker	DAMN0104

Lizard, giant	DAMN0133
Lizardmen, green	CJMR0429
Lizardmen, red	CJMR0221
Lobstrosity (Alien Crustacean)	
(Twisted Menagerie)	CUBM0122
Lobstrositryant	CUBMMG63
Lock Defenders	(new monster) NSOIL0016
Loper	SSEC1308
Lurk	SSEC3108
M is for Mutants	CUBM0826
Macrobius' Golem	CRWL0416
Malcupine, The	BPBM0329
Malllock (Twisted Menagerie)	CUBM0321
Mammoth	SSEC2513
Man-Eating Cowslip (May Flowers)	GA150334
Mannekills (Undead)	CUBM0124
Marsupial face hugger	GA170254
Martian Cultists	SSEC1613
Martian Genetically-Altered Rage Zombies	CJMR0230
Martian Raiders	SSEC1612
Martian Skeleton Men	CJMR0806
Martian Skeleton Men, advanced	CJMR0808
Martian Skeleton Men, commander	CJMR0809
Martian Skeleton Men, undead	CJMR0810
Martian Toughs	SSEC1609
May-Skein	SSEC2408
Maziket, "Red Knight of Hearts"	(type III demon) GA170148
Maziket's hunting lion	GA170148
Mech, heavy	CUBM0712
Mech, light	CUBM0711
Mecha Megasaurus, The	CUBM1523
Mechanical Brain	CJMR0705
Mechanoid Soldier	CJMR0519
Medusa	DAMN0142
Men-Beast-with-Elephant-Head	CRWL0412
Menfish	CUBM1826
Mermaid, Argonian	SSEC0511
Mermaid, Argonian	SSECFRPGD11
Messengers of the Gods	GA180324
Migjoyon	DAMN0130

Mimic	DLRD0315
Mimic	SSEC3409
Mimic, beaker	DLRD0316
Mimic, chest	DLRD0316
Mimic, chest	DLRD0117
Mimic, door frame	CRWL0414
Mimic, pipe	DLRD0316
Mine Wight	BPBM0233
Minokar	SSEC1214
Minotaur	GA160522
Minotaur, Elder, The	GA170159
Miserable Flamesquat	DKSB16__
Mis-treated Mistress Spirits	SSEC36b13
Monkey	DAMN0137
Monkey, rampaging	DAMN0106
Monsters of the Big Festering Giant	GA170225
Ameoba	
Bacterial Swarm	
Bacteria, spirochetes	
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Lymphocytes	
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Neutrophils	
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Hookworms	
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Moon Octopus	CJMR0203
Moon Octopus	CJMR0226
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Moonrock Crawler	CJMR0627
Mossbear	CJDD0103
Mountain Lion Varieties	GA180334
Muckraker	(telepathic slime) SSEC36b17
Mummy	GA180522
Mushroom Spider (giant spider)	SSEC1907
Mutant, The	CUBM0203
Mutitan (Twisted Menagerie)	CUBM0216



Muttaburrasaur	CUBM1522
Nauseapuff	WCA0113
Necrocornicon	CUBM1017
Obeaz Tee-ul battalion	GA170310
Oblossum	GA170325
Octobear	GA180352
Octobear	SSEC3218
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Ogre	GA180521
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Orbus	CUBM1019
Ore Hound	BPBM0437
Ornithomimus	DAMN0130
Ooze, consuming	SSEC3408
Overseer (type I demon)	GA170262
Owl, horned, great	SSEC3110
Pale Neptunian	CJMR0231
Parts Pile	CUBM1727
Peasant, Vancian	SSEC0210
Peanut brittle monkeys, winged	GA170212
Penumbra Bees (May Flowers)	GA150335
Phalanx of Pandemonium	GA170307
Phane #1	SSEC0211
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Phlogiston Eel	CJMR0615
Phlogiston Vampire	GA160612
Phororhacos	DAMN0130
Pierceblossom (May Flowers)	GA150335
Pigtipede (Twisted Menagerie)	CUBM0321
Pill Beast	GA180330
Pirates	GA170420
Pit Roses (May Flowers)	GA150335
Plague of Locusts (Ghrelin)	GA150222
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Platypus cultists	GA170254
Plesiosaur	CUBM1522
Potato-man	GA170211
Priest, undead	GA180520
Primordial Ooze	DAMN0140
Prismatic seneschal	GA170333

Pseudodragon, Bronze	CJMRo230
Pseudo-mud	GA170245
Psionic Fungus	POTFo118
Pterodactyl	DAMNo130
Pterodactyl, metal	GA180520
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Quasits (type I demon)	GA170137
Railpede	CUBM1325
Ramas (monster)	SSEC1612
Random Space Encounters	CJMRo612
Rats, blood	SSEC3215
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Rat King, The	GA170209
R.A.T.S. (monsters)	CUBM1728
Raven	SSEC2306
Ravenous Spirit (Ghrelin)	GA150233
Red Claw Raiders	CUBM1503
Red Martians	CJMRo225
Red Martian, boxer	CJMRo225
Red Throne, The (mimic-giant-crab)	GA180545
Rekyr the Nahtanoj, Corrupted Lion Familiar (Black Blood Pass)	GA150416
Reindre	CUBM1623
Reptile Ghouls	DAMNo109
Reptilian, chieftain	DLRDo108
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Reptilian, female	DLRDo107
Reptilian, female, muscular	DLRDo107
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Rhamphorhynchus	DAMNo135
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Robo-Faithful	CUBM1525
Robo-Lich (Twisted Menagerie)	CUBM0215
Robonanny	MGUH0216
Robot	CJMRo626

Robot Gunner	CJMRo433
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Sadodaemon	DLRDo119
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Lich lichen (devil goat)	GA160711
Twilight Goat	GA160713
Blood jelly fungus	GA160713
Witch's butter	GA160714
Gabriel's stinkhorn	GA160714
Downy mildew	GA160714
Astral heliozoan	GA160715
Shroom apes	GA160716

Burning heap (napalm golem)	GA160717
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Lumbering sludge	GA160719
Slough sloth	GA160720
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Sucking mud	GA160721
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Fen henchman (black bog baron)	GA160724
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Drumpfungi	GA160728
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Skull dust	GA160731
Manky ditch weed	GA160732
Reanimator slime	GA16073
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Sergeant Luggbodduggo (hobgoblin)	
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Shapeshifter	CJMR0329
Shark	GA170420
Shark, prehistoric	DLRD0117

Sharkhana (Twisted Menagerie)	CUBM0117
Sharkworm	CJMR0324
Sharkworm Leeches, Baby	CJMR0324
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Silver Sun Cultists, undead	GA180555
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Skeleton	GA170755
Skeleton, splinter	GA180521
Skeleton, winged demon	CJMR0435
Skeleton Prisoners	SSEC3112
Skelematon	GA160611
Skelematon, enhanced	GA160611
Skirmish Squad	GA170317
Skylynx	CJMR0130
Sky-Scavenger	CJMR0630
Slahngis (sea serpent)	DAMN0145
Sleestaks!	MGUH0216
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Snake, Lion	CUBM1615
Snapper	SSEC2208
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Spawn of Zaxxyn	GA180522
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Spider, giant	DAMN0140
Spider, large	SSEC3110
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Spider-bear	SSEC1110
Spider-bear (#2)	SSEC1307
Spider-cap (giant spider)	SSEC1908
Spirit Phantom	DAMN0133
Spirit Toad	GA160508
Spore Slavers	CJMR0204
Spore Slaver	CJMR0228
Ssethmariss	DAMN0131
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Stonecrawler	CRWL0521
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Stone Men	GA160514
Strohtis Bittler	SSEC1610
Stygimoloch	CUBM1522
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Succubus	SSEC3527
Sugar thralls	GA170205
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Sun Jelly	SSEC3220
Swampgas floater	GA170325
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Temple Wrack	SSEC1412
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Tentacles from the void portal	GA170735
Terrordactyl	NSOIL0001
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Thorn Man	GA150632
Thorum’s White Gorillas	CRWL0409
Three-headed Jaguar	GA160516
Thunder Log (May Flowers)	GA150335
Tigasgi Ashigaru (soldiers)	DAMN0218
Toadfish.	CJMR0715
Tortoise Guardian	CUBM1526
Tower sentry devil	GA170358
Trapdoor Toadspider	CUBM0323
Trembler, The	SSEC36b13
Troglodyte	DAMN0131
Troll, Dunsanian	SSEC2713
Troll Mother	GA170240
Tru-Pet	CUBM1625
Tunnel Things	DAMN0141
Twisted Horrors	CUBM1021
Twk-Man	SSEC2112
Two-headed Roc	DAMN0131
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Two-headed Rocs, adult	DAMN0142
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Carproach	GA160310
Carproach, Swarm	GA160310
Carproach, Giant	GA160310
Tyrannocyber Rex	MGUH0216
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Unicorn	SSEC2713
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Un-Men (Robotic Tyrant) (Twisted Menagerie)	CUBM0523
Un-Men, Drone (Robotic Servitor) (Twisted Menagerie)	CUBM0524
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Vaechral	GA150210
Varmints!	BPBM0232
Varna acolyte	DAMN0272
Varna acolyte	DAMN0272
Varna acolyte	DAMN0274
Varna aesthete	DAMN0274
Varna archabbot	DAMN0274
Varna novitiate	DAMN0261
Varna novitiate	DAMN0261
Varna novitiate	DAMN0269
Vendibeast	CUBM0324
Venomous Deathwolves	CRWL0409
Violent Voidspace	CJMR0205
Violent Voidspace	CJMR0612
Void Mite	CJMR0616
Void Ziggurat	CJMR0612
Voidlings	GA170133
Vulkagon, younglings	CJMR0125
Vulkagon, savages	CJMR0126
Wasp, Giant	CJDD0103
Waste Beast	DAMN0266
Wasteland Zombie (Ghrelin)	GA150222
Water Weasel	SSEC2208
Wereplatypus	GA170255
Whalephant	CUBM1823
Whisperer	DAMN0141
White Martian Tribunal	CJMR0205
Wibbles	GA170326
Wight, Power	CUBM1723
Wild Man	DLRD0119
Will-'o-the-Wisp	SSEC2714
Wise-Eyes (powerful once-men psychics)	CUBM1527

Wolves	CRWL0906
Woodworm	CJDD0105
Worm Men of the Colossus	DAMN0110
Worms of Dust	CJMR0817
Worms of Dust, monstrous	CJMR0820
Wraith Rider	CUBM1627
Xenotaur	CUBM1023
Xorn	DLRD0319
Y is for Yestermen	CUBM0924
Z is for Zoological Horrors	CUBM0926
Zanatar	DAMN0132
Zanist, declaimer	CJMR0126
Zanist, cellmaster	CJMR0131
Zanist, treerangers	CJMR0130
Zeron, Possessing Demon (type 1)	GA160449
Zeron Servitor	GA160434
Zilla	CUBM1025
Zmooph	CUBM1027
Zombie Monks of the Cyberhive (Twisted Menagerie)	CUBM0214
Zombie Retainers	NSOIL0006
Zombies, frost-covered	DAMN0148
Zombies, petrol (Twisted Menagerie)	CUBM0627
Zombies, Rave	CUBM1721
Zombie soldier	GA170736
Zombots	GA170124
Zone Devil	SSEC1514



NPCs

Adolph Hitler, the Frozen Fuhrer DAMN0248
 Adwick (Dwarf) DAMN0145
 Aggor, Ape-Man Priestess CJMR0727
 Alabbac of Mnardis SSECo807
 Alberic CRWLo418
 Anthos, renegade lord of chaos . . DAMN0271
 Arwin Lost SSECo2317
 B'Groll B'Nukk, Beetle Wizard . . CJMR0229
 Banker (NPC) GA180526



Beeracuda, the Never-Breathing Street Shark GA160529
 Beerspitter, the Giant Cheeked GA160530
 Bessie Curwen CRWLo922
 Blacksun CUBMo514
 Bob N' Thorg CJMR0217
 Boundless Philosopher DAMN0139
 Brigadier Bellows BPBM0138
 Broshgar the Ruthless SS3405
 Buyantu SSECo2317
 Cass Alphawave CJMR0221
 Cedrick CRWLo417
 Chicken Jeff DLRDo231
 Cultists (NPC) CTHU0128
 Cyron of Varaad SSECo807
 Demi-Lich Rj'Nimajneb-Yor, The (Black Blood Pass) GA150411
 Dieter the Occultist (NPC) GA170735
 Dio-Skurr, the Binary Man (NPC) CJMR0603
 Doktor Stein, Reanimator (NPC) GA170735
 Dr. Adolphus Bedio SSECo2829
 Dr. Erasmus Craven SSECo2829
 Dr. Scarabus SSECo2830
 Dudley SSECo2318
 Dunwich Horror (Brute Force) (NPC) CTHU0128
 Dunwich Horror (Pinning Limbs) (NPC) CTHU0128
 Egrysst CJMR0122
 Eibon, Son of Milaab SSECo808

Elahai the War Witch (Mummy)	
(Tomb of the Thrice-Damned).....	GA150350
Emperor's Artist, The	SSEC0410
Erasmus Cordwainer Blood (vampire NPC).....	GA170763
Esmeralda	CRWL0418
Farmer Roundtree (May Flowers)	GA150340
Fillis	CRWL0420
Fishmonger	(NPC)..... GA180526
Five, The (NPCs)	SSEC2317
Flaming Moe, the Fireproof	GA160529
Garrlok, Master of the Over-Flux	(NPC)..... CJMRGC1605
Gary, skeletal warrior	CUBM1705
Gelt Scholar	CJMR0325
Gingerbread Sorceress, The	(NPC)..... GA170210
Gingerbread children	GA170210
Gormiak	SSEC2308
Gorp	DLRD0110
Grandpa Ike Curwen	CRWL0922
Great Santini, The	BPBM0135
Greel Karaxxus, Zanist Eugenacist	CJMR0128
Grumguzz, Troglodyte Chief	
(Marvelous Myriad Myconid Caverns).....	GA150324
Grydris, Alpha Female Ape-Woman	CJMR0722
Gypsies	(NPC classes)..... SSEC0509
Gypsy Dancer	SSEC0509
Gypsy Groom	SSEC0509
Gypsy King/Queen	SSEC0509
Gypsy Musician	SSEC0509
Gypsy Urchin	SSEC0509
HARI	(robot)..... GA170127
Harood of Kalnoora	SSEC0808
He of the Many Iron Necks	GA160528
Headmistress of the Constellations	(NPC)..... GA170136
Hel-Zarren, Fiend of the Rage Pit ... (NPC)	CJMRGC1606
Hezzemuth the Painmistress (Demon of Brimstone)	BPBM0423
H'Grunth H'Grugthorr	GA160631
Honest Orkoff	CRWL0216
Hormagor, the wizard of Abormis	SSEC0809
Iasmin	CRWL0419

Illico	CRWLo410
In'Sada (undead lord)	DAMNo121
Jaaf Starshard	CJMRo434
Jarig	SSEC2314
Jeweler (NPC)	GA180526
Joe Fang	CUBM1503
Jrab'Oast	CJMRo316
Junior Curwen	CRWLo916
Kala Makta the Broodmother (Demon of Brimstone)	BPBMo423
Kaspar	DLRDo231
Knight Commander Armand Tergen, Paragon of the Knights Bethine	GA160446
Komei Hirotooshi (NPC)	DAMNo216
Komei Samurai (NPC)	DAMNo216
Krolas	CRWLo420
Lady Fairchilde (NPC)	GA170254
Lars Manning (NPC)	DAMNo249
Leaky (robot)	GA170127
Lella, Priestess of Denderon (Wizard of Mars)	SSEC1613
Lifthrasir the Gray	SSEC2318
Loke Starshard	CJMRo430
Longstrider, Baddy Long-Legs, the Long-Limbed	GA160528
Lord Kulemides	DAMNo139
Lurlene Curwen	CRWLo915
Macrobius	CRWLo417
Mai, Priestess of the Hidden Lord	DAMNo139
Marquanos	SSEC3313
Monks (NPC)	DAMNo217
Mattock	DAMNo148
Maxxazzon, Villainous Blue Lizardman	CJMRo229
Mayor Leroy Hodges (Cult Leader) ... (NPC)	CTHUo128
Yrgrif (NPC)	CTHUo128
Merelda, Empress of the Machine (NPC)	CJMRC1604
Mektar Starshard	CJMRo435
Merlin	SSEC0113
Mistress, The (mad immortal geas-bound half-Atlantean princess) ..	GA180537
Monks, Torai, The	DAMNo216
Morghie the Inquisitor	SSEC0809
Mors Mercator (NPC)	GA170641
Mosh Sedation, the Wizard of Krone Lamp	GA160421

Myrta (witch)	SSEC2307
Nam-Ra-Tep, former Pharaoh ... (mummy)	DAMN0248
Naranbaatar (NPC)	DAMN0218
Necrosaur, The	GA160636
Northern Enchantress (NPC)	GA170246
Nurse Hilda (NPC)	GA170736
Oll Zen	GA160530
Old Mac	BPBM0438
Oliver	SSEC2318
Pere Warri	BPBM0138
Pridestar	DLRD0229
Prince Antuok	(NPC) DAMN0217
Prince Nesbitt	DLRD0229
Princess Thalidia	DAMN0139
Psi-Klopian, The	(NPC) CJMR0330
Queldo, White Martian Technomancer	CJMR0330
Quigly	SSEC2314
Revealed Leroy Hodges (Mi-Go)	(NPC) CTHU0128
RevoNet (robot NPC)	CUBM15 11
Rhe'magrah, Regent of the Forest ...	(type III demon) GA170263
Richter	CRWL0419
Rikebo	(NPC) DAMN0216
Rudra, renegade champion of law	DAMN0268
Ruhnkar	SSEC2313
Satrampa	CJMR0704
Satrampa	CJMR0802
Sheenara Rex	DLRD0230
Sheriff Delbert Shaw (Cult lieutenant) (NPC)	CTHU0128
Sheriff's Deputies	(NPC) CTHU0128
Sheriff Owen	DLRD0230
Shrike, The Star Hunter	(NPC) CJMR0607
Shugh Mah the Putrid (Demon of Brimstone)	BPBM0423
Snug'goo, the Sentient Snuggie™	GA160419
Sohei	(warrior monks) (NPC) DAMN0217
Space Pirate Captain Hrusk Valbon	CJMR0426
Space Pirates of Pluto	CJMR0204
Syon Starshard	CJMR0426
Syon Starshard	CJMR0430
Tamika	SSEC2314
Tarzan the Ape-Man	SSEC2012

Tenkar	SSEC2308
Togashi Kiromori	(NCP) DAMN2018
Togashi Samurai, The	(NPC) DAMN0218
Tora Korv	CJMR0123
Undead High-Priest of Saint Osthene	POTF0114
Ushtooth the Ravenous (Demon of Brimstone)	BPBM0423
Utzz the Puff-Ball Wizard of Mycetes-Thrax	
(Marvelous Myriad Myconid Caverns)	GA150322
Vaygesa, renegade champion of neutrality	DAMN0275
Veezi Phenquor	SSEC3313
Veiled Woman, The	GA170261
Wampl'rji the Pyromancer	SSEC0810
Warrior Lich Skull-Or, The	CUBM0515
Witch of the Mountains	SSEC1909
Wives of NPCs ... (NPCs)	GA180526
Y is for Yestermen	CUBM0924
Zebulan	SSEC2312
Zin the Meticulous	CJMR0802
Zylac the Enchanter	SSEC0810



Patrons

Arioch	SSEC0411
Ars-Eleeta	CJMR0525
Avatar of Ars-Electra	CJMR0526
Atraz A'Zul	MGUH0304
Astrol	(patron) SSECFRPGD05
Baal Zymymar (type VI demon)	SSEC3515
The Entourage of Baal Zymymar	
Lillit	(type IV demon) SSEC3517
Vanth	(type III demon) SSEC3517
Suanggi	(type II demon) SSEC3517
Rangdayak ..	(type II demon) SSEC3518
Greater Larvae (type I demon)	SSEC3518
Bakemono (demon)	GA150619
Benighted Pleomorphic Prion from Beyond, The	GA180204
Billy Jack	SSEC0609
Black Tommy (demon)	BPBM0331

Blessed Saint Osthene the Pure	POTFo109
Buddy O'Burger . . . (patron)	CUBM1210
(Buddy) O'Burger Adventure Value Meal	CUBM1206
Buddy O'Burger, The Cannibal Clown Cult of	CUBM1205
Buddy O'Burger, The Origin of the	CUBM1203
Buddy O'Burger, The Second Coming of	CUBM1204
Chromatic Court, The	SSEC0314
Cire – Interdimensional Patron	GA160204
Circus of Friends, The	CUBM1219
Crom!	GA160244
Culmenthdor the Sundered . . . (patron)	GA170511
Curator, The (Patron)	SSEC2114
Dahudmorgan (patron)	DAMN0212
Demon: The God of Thunder, Doctor Love, The	GA180221
Earth-Brain of the Cyberhive	CUBM0403
Eldrak of the Seven Hills (patron)	SSECFRPGD05
Fiddler, The	SSEC0710
Flash and Twilight (patron)	GA170546
Garun	CJMR0518
Ghrelin	GA150221
Gods of Eternal Struggle.	SSEC1209
Astrol (demon prince)	SSEC1209
Dwallka of the War Hammer	SSEC1209
Eldrak of the Seven Hells	SSEC1210
Elwys the Golden	SSEC1210
Omorphon	SSEC1210
Gray Directorate, The	CUBM1319
Great Ebon Hand (GEH), The	GA150236
Hecate	GA150243
Ibyk	GA160231
Johnny Appleseed	GA150631
Korpuz, Messenger of Ahriman	SSEC3219
Lao T'zai (Patron)	SSEC1805
Leniqua . . . (patron)	SSEC3309
Lilith (patron)	SSEC3521
Lion-Dragon (demon)	GA150620
Manateecuhli (patron)	GA170526
Meniscus, The (patron)	GA170337
Merlin (patron)	SSECFRPGD12
Mighty Kizz, The	CUBM0408

Myassari	MYASo101
Nalfeshnee (patron)	DAMN0240
Beasts of Nalfeshnee	DAMN0243
Nick'claus	SSCB1509
Omorphon (patrons)	SSECFRPGD05
Oni (demon)	GA150619
Order of the Knights of the Singularity, The	GA180247
Pandelume (Patron)	SSEC2116
Patsy, Patron God of HENCHFOLK	GA160214
Pazuzu, Demon Prince	GA170236
Avatar of Pazuzu	GA170236
Quetzalcoatlwalrus	GA170531
Avatar of Quetzalcoatlwalrus	GA170325
Ram of Light, The	CZOR0119
Red Death, The	SSEC0316
Red Duke, The	BPBM0317
Rope, God Assassins, The	GA180251
Sissnagagarrash	GA160223
Sister Ultiva	CJMR0503
Sliggeth	CRWL0918
Sending of Sliggeth	CRWL0921
Solomon Ghi (John Henry)	BPBM0222
Spawn of Skach, The	GA170535
Sperato	CJMR0510
Star Child, The (patron)	SSEC1515
Stormlord, The	POTF0120
Thesolokomodra	CUBM0322
Thesolokomodra	CUBM0415
Torvak, the Enslaved Ape God	GA160239
Tsathoggua (patron)	SSEC3309
Two Faced Horned God, The	GA180230
Ultimospark, The (patron)	CUBM1520
Van den Danderclanden	CRWL0109
Patron Spells of the Supernal Archmage	CRWL0309
Way of the Raven (patron)	SSEC2811
Weal	DAMN0122
Welcome to the New Space Gods	CJMR0502
Will of Obitu-Que (The Eye of Obitu-Que) The	GA150254

PC Classes & Races



Aetherian Hero, The	CUBM0504
Amazon (new class)	SSEC3506
Ancient Hyperborean . . . (new class)	SSEC3207
Ape-Man.	CJMR0729
Assassin	GA150104
Barbarian #1	SSEC1205
Barbarian #2	SSEC1207
Barbarian	GA160109
Barbarian Cimmerian	SSEC1405
Barbarian, The	DAMN0150
Barbarian	SSEC2805
Bard	CRWL0604
Bard	SSEC3508
Bardic Rocker	GA180104
Battle Chanter	CUBM1420
Blood Hound (class)	GA170721
Canine Scientist	SSEC1505
Clownight	CUBM1207
Console Cowboy	CYBR0113
Con Troll.	DLRD0217
Consider the Greenskins	CRWL0514
Consider the Kobold	CRWL0307
Consider the Ogre	CRWL0711
Cro-Mentalist (class)	CUBM15 14
Cyborg, The	CUBM0703

Deep-One Half-Breed	SSEC1004
Deep One Hybrid	SSEC0906
Dervish, The.	GA150109
Dungeon Balladeer, The	CRWL1222
Dwarf Sapper	GA170604
Dwarf, Wood	SSEC2404
Dwarven Priest	CRWL1004
Ecclesiast, The	CJMR0533
Elven Rogue	CRWL1007
Entombed, The	MEAND0217
Face, The . . . (class)	CYBR0123
Faerie class	GA180113
Feral Urchin	CUBM1115
Gambler, The	BPBM0216
Gargoyle, The	SSEC1007
Gargoyle, graven	SSEC1010
Ghosts (Gold & Glory from Beyond the Grave).	GA150113
Gnome	CRWL0610
Goat'o'war	GA180128
Gold & Glory From Beyond The Grave	GA150113
Gongfarmer	GA180131
Grays (elf alternate)	CUBM1316
Half Giant	SSEC0704
Half Giant	SSECFRPGD04
Halfling Burglar	CRWL1011
Halfling Champion	CRWL1013
Halfling Hucker	GA160114
Hearth Witch	SSEC0506
Hellfont (new class)	WCA0103
Helmsmen, The	CJMR0606
Hologram, The	CUBM1123
Hot-Dog Suit	GA160104
Human, Earth A.D.	SSEC1507
Huntsman	SSEC3307
Hybrid Character Class	CUBM1815
Hybrid, The	SSEC1509
Jonah, The (new class)	SSEC3610
Jungle Born (new class)	SSEC2008
Infiltrators (class)	CYBR0117
Invincible Chicken, The (PC class)	GA170611

Kith of Kingspire	GA180134
Kung Fu Monk	BPBM0307
Ledgerdmainist	SSEC1104
Lizardman Mercenary	CJMR0114
Luchador	GA150123
Lycanthrope	GA180138
Martial Grandmaster	GA150130
Martian Skeleton Men	CJMR0833
Masque, The	SSEC0305
Medic, The (class)	CYBR0111
Mek, The	SSEC0205
Mek #1	SSEC0108
Mek #2	SSEC0109
Melnibonean	SSEC0405
Monster Trainer (new class)	WCA0108
Mystic Monk (new Dark Trails class)	SSEC3609
My Gongfarmer Can't Do Sh*t!	CRWL0724
My Thief, My Way!	CRWL0623
Navigator, The	CJMR0605
Nu-Men	SSEC1512
Orc	CRWL0508
Orc and Half-Orc Classes	GA170614
Orc Berserker (PC class)	GA170614
Paladin	CRWL0614
Paladin of Gambrinus	GA170619
Petrol Head, The	CUBM0603
Pirate	GA180144
Pitman, The	CJMR0606
Prospector, The	BPBM0219
Psion (class)	CUBMMG04
Psychic Knight, The	CJMR0307
Quantum Traveler	GA180147
Radioactive Waster (o-level PCs)	CUBM0303
Ranger	CRWL0619
Ranger, Underworld	DAMN0206
Ratfolk	DLRD0206
Redcap Gnome	SSEC0504
Riftrunner, The	CJMR0408
Rigger (class)	CYBR0121
Robo-Priest (class)	CUBM1516

Sage	GA180151
Scout (a thief variant)	GA180155
Shaman	SSEC2506
Skeleton Warrior (Gold & Glory from Beyond)	GA150116
Sky-Sneak	CUBM1418
Soldier (new class)	GA180616
Sorceraptor	CUBM1416
Street Samurai	(class) CYBR0109
Subhuman (class)	SSEC2505
Sword Monger	GA150131
Technologist, The	CUBM0106
Technomancer, The	CJMR0206
Techno-necromancer, The	GA160605
Thief class	BPBM0208
Three Weird Races	CRWL1024
Vampire (Gold & Glory from Beyond the Grave)	GA150118
Warlord	SSEC2507
Wizards & Warriors Part 1	CRWL0105
Yolovar, The	CJMR0602



Rituals & Spells

Bedlo's Promethean Sphere ... (new spell)	SSEC2818
Blood Blade Weaving	(spell) CUBM1711
Book of Bees	(spell book) GA170651
Book of Birds	(spell book) GA170650
Book of Dung Beetles (spell book)	GA170650
Book of Ghosts (spell book)	GA170651
Book of Poisons (spell book)	GA170650
Book of Slime (spell book)	GA170650
Commune with Yog-Sothoth ... (spell)	CTHU0129

Curse of the Captive Reflection (major curse)	SSEC2914
Curse of the Faerie Ring	SSEC2705
Curse of Impotent Fuel	SSEC2705
Curse of the Mislaidd Broom	SSEC2705
Blood Splash	GA150137
Deceptive Dissolution (new spell)	SSEC2819
Dedicate Reliquary	GA150604
Demon Standard, The . . . (curse)	GA150620
Devouring Void (new spell)	SSEC2820
Diabolic Dominion (new spell)	SSEC2821
Dimensional Shift	SSEC36b05
Door of Orcus (spell)	SSEC2612
Drain Vitality (new spell)	SSEC3411
Enhanced Spellburn	GA160123
Eye of Chaos, The (new spell)	NSOIL0002
Shadowblend (new spell)	NSOIL0003
Faerie Mist (new spell)	SSEC2410
Faerie Mist (new spell)	SSECFRPGD14
Fantastic Familiars	GA160117
Blessed Leech	GA160118
Brown Jenkin	GA160119
Coagula	GA160120
Lightning Hawk	GA160121
Scorline	GA1601122
Fleshcraft (spell)	CUBM1713
Fungoid Fistacuffs	GA150327
Healing Spellburn	GA150140
Hundra-Struck (lyrics)	SSEC3528
Hyper-Repair (New Spell for Crawljammer)	CJMR0210
Illumination (new spell)	SSEC3413
Inter-dimensional Portal Weirdness Die-Drop Table	GA160641
Imbue the Stone	SSEC1013
Let's Get Familiar!	CRWL0323
Make Potion (new spell)	SSEC3314
Mists of Yyrkoon	SSEC0416
Mystic Paint (spell)	SSEC2514
Necrotic Mass	SSEC36b15
NPC Magic and Spellcasting	CRWL0304
Phlogistic Spray (new spell)	SSEC2822
Phlogiston Storm	SSEC1215
Ritual of Consecration, The	GA160438

Ritual of Purification, The	GA160437
Ritual of the Teeth, The	GA160437
Rules for Boons	POTFo104
Rules for Boons & Relics	POTFo107
Runic Alphabet, Dwarven (new spell)	SSEC3415
Runic Alphabet, Infernal (new spell)	SSEC3416
Sacrifice.	GA150145
Seal of Consequences, The	GA160438
Skeletal Heap (thief spell)	GA160130
Scripted Illusion (Spell)	CRWL0613
Speed (New Spell for Crawljammer)	CJMR0212
Stone Form	SSEC0612
Stone Form (new spell)	SSECFRPGD14
Summon Elemental (spell)	SSEC2614
Sunbolt (new spell)	SSEC3418
Technical Affinity (new spell)	SSEC2824
Temporary Creation (cleric spell).	GA150149
Trap Engineering (New Spell for Crawljammer)	CJMR0214
True Name (ritual)	BPBM0211
Turn Unholy (spell)	DAMNo218
Vacuity (spell).	GA150153
Wand Magic (new spell)	SSEC2826
Witch-web (new spell)	SSEC1910
Wizard Cage	SSEC1217
Yeast Plagues . . . (curse)	SSEC3007

Rules, Rumors & Campaign Seeds



Adventuring in Outer Space

and on Alien Planets (campaign)	CJMR0102
Alien Fumble and Crit Table.	CUBMHJ17
Alternate Character Creation and Technology Rules for MCC	GA180411
Alternative Luck Checks	CRWL1206
Art of Infighting, The	GA160148
Assassins of Ur-Hadad	MGUH0104
B is Also for Bonus Table!	CUBMo928
Bastion: Campaign Setting Part 1	MEAND0119
Bazaar on Deva, The (location)	SSEC1105
Beyond the Portal Under the Stars	GA160539

Birth Augurs, Getting Ideas from	GA180441
Black Blood Pass	GA150404
Blood Shed of the Necro Butcher.	DLRD0232
Blood-Dimmed Tides (water-based weapons rules)	CUBM1817
Brimstone	BPBM0107
Brimstone: Starting at the Bottom	BPBM0107
Brimstone: Rules for Firearms	BPBM0116
Brimstone	BPBM0403
Brutal Injuries	CRWL1115
But He Sure Had Guts!	CRWL0923
By the Way (divine rules)	CUBM1127
Cannon Crits (rules)	CRWL1114
Cannon Fumbles . . . (rules)	CRWL1114
Celestial Alignment	CTHU0111
Character Crit Table.	CUBMHJ04
Cities Zorathi, The (campaign setting)	CZOR0102
Classes of Bastion, The	MEAND0218
Common Names in the 1920s	CTHU0107
Crawling Through a Hell of One's Own Making	GA160533
Critical Table T: Traps	CRWL0715
Crit Table AL: Aliens.	CUBMHJ23
Crit Table RO: Robots.	CUBMHJ24
Dark Seas: A DCC RPG Rip of Sunless Sea	GA170404
Dark Territories class options	BPBM0206
Dashing Deeds Abound – Swashbuckler	DAMN0236
Don't Get Too Attached: Parasitic Familiars	SSEC1709
Cymothoa	SSEC1709
Filarial Worms	SSEC1709
Emerald Wasp	SSEC1709
Drunk's Luck	GA160135
Dungeon Crawl Classics Weapons Project, The	MEAND0101
Dungeon Crawl Classics Weapon Styles (rules)	MEAND0219
Elemental Turning (campaign tools)	SSEC2605
Elf Hill (locations)	SSEC2406
Elf Hill (location)	SSECFRPGD06
F is for Factions.	CUBM0812



Familiars	SSEC1705
Bubo (packrat)	SSEC1705
Cheeter (grey squirrel)	SSEC1705
Graymalk (black cat)	SSEC1706
Needle (vampire bat)	SSEC1706
Nightwind (barn owl)	SSEC1707
Quicklime (black snake)	SSEC1707
Snuff (hound)	SSEC1708
Tekela (albino raven)	SSEC1708
Fantastic Post-apocalyptic Adventure Idea Generator	CUBM1303
Firearms Fumble and Crit Table	CUBMHJ05
Firepower!	CRWLo804
Fire-Thrower Crits (rules)	CRWL1114
Fire-Thrower Fumbles (rules)	CRWL1115
Forgotten Hall, The	GA160531
Forgotten Library of the Toadfiend, The	
(a single-room encounter)	GA160505
From Gold to Guns	CRWLo808
Fumbles in Black Powder, Black Magic	BPBM0303
Giant's Gullet, The (a solo encounter – levels 3-10)	GA160304
Gong-Farmer's Almanac.	GA150504
Grenade/Thrown Bomb Fumble and Crit Table.	CUBMHJ11
H is for Hazards.	CUBMo816
Half-Level PCs	MGUH0320
Hanging Tree (rules)	NSOIL0012
Helmet Law!	CRWLo219
Hex Generation	BPBM0411
Hexploration Rules	BPBM0409
House Rule: Adventuring Companion	GA160146
Hypothermia (new rules)	SSEC1605
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Title Page Art:	Todd McGowan
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David York, and the anonymous patrons of the GFA community

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