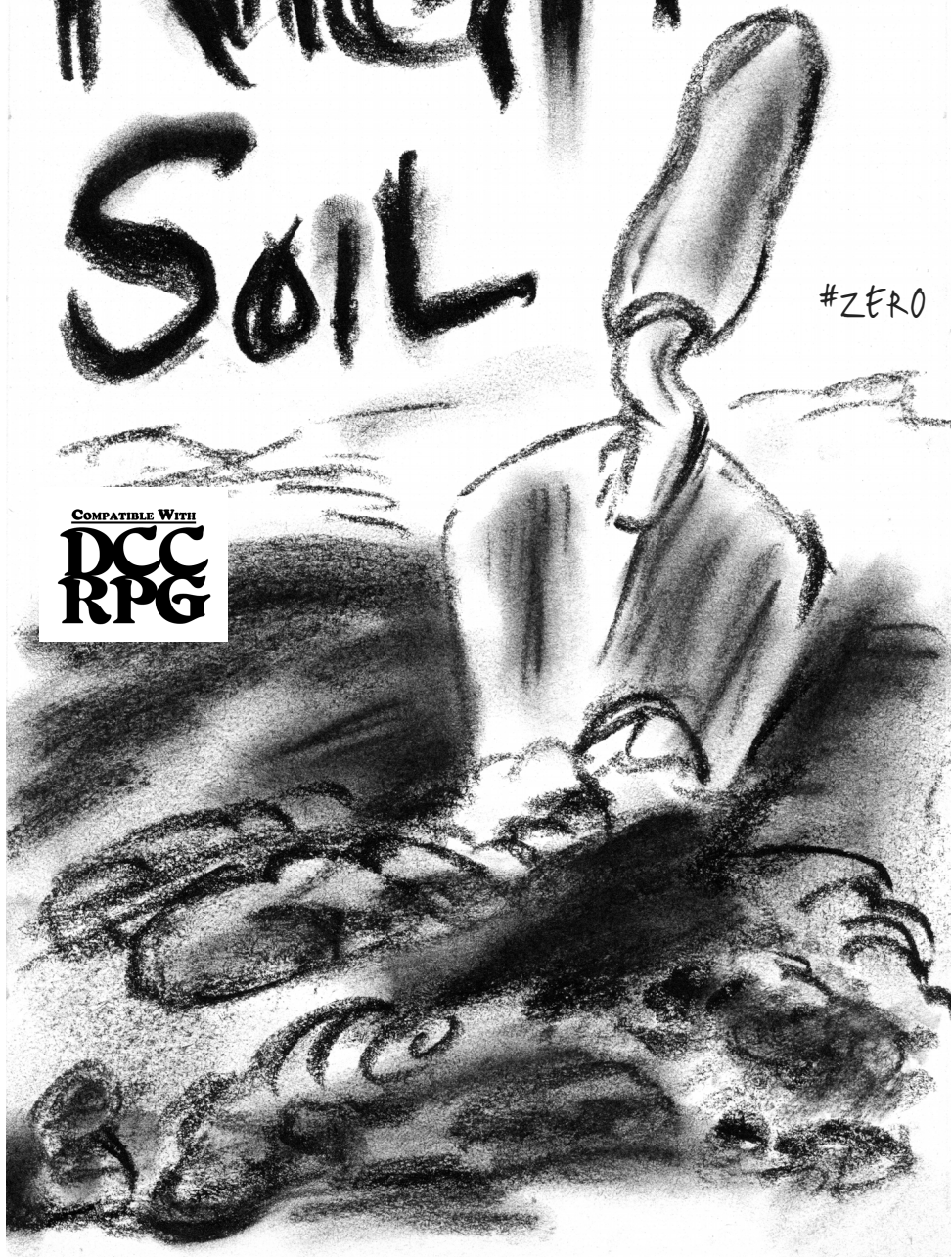


NIGHT SOIL

#ZERO

COMPATIBLE WITH

**DCC
RPG**



FORE-WEIRD

With any luck -- and I'm ready to burn Luck if I need to -- this is the first of 11 issues of Night Soil.

The concept is simple: NIGHT SOIL is a confabulation of new ideas for the Dungeon Crawl Classics Role Playing Game -- all of it inspired by the ART from the 4th Printing.*

That means short write-ups of new creatures, new places, new magic items, new equipment, new NPCs, new diseases, new spells, new un-dead powers, new whatever -- new everything. If savoring the art in the rule book spawns a new idea to come slithering out of your head, it belongs in here.

Give it a read and let it mellow awhile in your brain. Grab and use what you like from this issue. Mangle and mutilate what you don't like into a shape that you do like and use that... Night Soil is very pliable.

Above all, play.

b



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It was written by bygrinstow
and was illustrated by Claytonian, realitybreak, and bygrinstow

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*One Edition, many printings.



INSPIRED BY PAGE 1

TERRORDACTYL

Terrordactyls are giant flying reptiles which roost on rocky spires or in cliff faces. Their wings span an average of 45 feet and they typically weigh over 100 lbs. When striking humanoid creatures, they aim for the head, completely severing it at the neck on a natural 20. Their breath reeks of such decay that they can stagger a man just by swooping by them.

Init +2, Melee Bite +4 (1d12 & stench [even on a miss]), AC 14, HD 3d10, MV 10 fly 75, Act 1d20, SP stench (DC 13 Fort Save or lose next Action Die to retching), vorpal strike, Fort +5, Ref+2, Will +0, AL N

INSPIRED BY PAGE 19

HORSESHOES OF RETURNING

An excellent weapon for hiding in plain sight, some devious Halfling blacksmith or other must've conceived of these... Once thrown, they return to the throwers' hand on the next round. They are compatible with a Halfling's Two-weapon fighting ability, so they can throw two per round. If the thrower cannot catch them, they simply land at her feet. When used from surprise, they do damage as in a Thief's backstab.

Horseshoe

1d4/3d5

10/30/50

NFS

THE EYE OF CHAOS

Wizard Spell

Level: 2 Range: special Duration: instant+ Casting Time: 1 round
 Save: Will Special: To be cast by a Law-aligned caster requires 5 pts
 of Spellburn (which does not enhance the roll) -- by Spellburning 1 pt
 each subsequent round, the Eye's manifestation can be maintained.

General: The caster creates a glowing eye-like symbol in mid-air above herself. This has two effects: to ward Chaos-aligned beings in range and smite Law-aligned beings.

Manifestation: A large, glowing eye appears and projects rays of light.

Misfire: It is the caster who is observed and judged by Chaos, losing 2d5+1 Agility for the same number of Turns.

1 Failure; spell lost; misfire

2-11 Failure; spell lost

12-13 Failure; spell not lost

14-15 One Chaos-aligned being within 30' of the caster gains +1 to AC for 1d5 rounds OR one Law-aligned being within 30' is zapped for 1d8 damage.

16-19 One Chaos-aligned being within 60' gains +2 to AC for 1d6 rounds OR one Law-aligned being within 60' is zapped for 1d10 damage.

20-21 Two Chaos-aligned beings within 60' gain +3 to AC for 1d6 rounds OR two Law-aligned beings within 60' are zapped for 1d12 damage. Or one of each being is targeted.

22-25 Three beings are affected; Chaos-aligned beings within 60' gain +3 to AC for 1d8 rounds OR Law-aligned beings within 60' are zapped for 1d12 damage.

26-29 Six beings are affected; Chaos-aligned beings within 60' gain +4 to AC for 1d8 rounds OR Law-aligned beings within 60' are zapped for 1d14 damage.

30-31 Ten beings are affected; Chaos-aligned beings within 100' gain +4 to AC for 1d10 rounds OR Law-aligned beings within 100' are zapped for 1d14 damage.

32-33 Twelve beings are affected; Chaos-aligned beings within 100' gain +5 to AC for 1d12 rounds OR Law-aligned beings within 100' are zapped for 1d20 damage.

34+ Twenty beings are affected; Chaos-aligned beings within line of sight gain +6 to AC for 1d12 rounds OR Law-aligned beings within line of sight are zapped for 1d30 damage.



SHADOWBLEND

Wizard Spell

Level: 1 Range: self or others Duration: varies
Casting Time: 1 Action Save: Reflex

General: The caster and possibly others are made to blend in with existing shadows or unlit areas. This raises the AC of the subjects, and has other logical effects as approved by the Jedge.

Manifestation: Subjects fade to near or complete camouflage.

Misfire: Subjects are lit up like beacons which makes it easier to assailants to hit them.

1 Failure; spell lost; misfire

2-11 Failure; spell lost

12-13 The Caster becomes obscured within an existing area of dark or shadow, effectively raising their AC by 2 for 1d4 rounds.

14-17 The Caster and up to 1d4 chosen targets become obscured within an existing area of dark or shadow, effectively raising their AC by 3 for 1d4 rounds.

18-19 The Caster and up to 1d3+3 chosen targets become as shadow while within an existing area of dark or shadow, effectively raising their AC by 4 for 2d4 rounds.

20-23 The Caster and up to 1d5+4 chosen targets become as shadow while within an existing area of dark or shadow, effectively raising their AC by 5 for 2d4 rounds.

24-27 The Caster and up to 1d7+5 chosen targets become as shadow while within an existing area of dark or shadow, effectively raising their AC by 5 for 3d4 rounds.

28-29 The Caster and up to 1d7+6 chosen targets become as shadow while within an existing area of dark or shadow, effectively raising their AC by 6 for 3d4 rounds.

30-31 The Caster and up to 1d10+7 chosen targets become as shadow while within an existing area of dark or shadow, effectively raising their AC by 8 for 4d4 rounds.

32+ The Caster and up to 1d12+8 chosen targets become as shadow while within an existing area of dark or shadow, effectively raising their AC by 8 for 4d4 rounds.



PIPE OF CONTENTMENT

These Halfling pipes can be smoked by anyone, but are more particularly a boon for the small folk. The Pipe's effects can only aid one person every two days, and it takes a calm hour to invoke the Pipe's power. Anyone smoking a Pipe of Contentment should roll a Fortitude Save at a DC 10. Anyone failing the Save gains 1 point of Luck that lasts 1d4 hours. Non-Halflings who make the Save gain 1 point of Luck that lasts 1 day and heal any Intelligence or Personality damage at double the normal rate for the next three days. Halflings who make the Save gain 2 points of Luck that last 1 day and heal 2 points of either Intelligence or Personality immediately, and heal damage to those stats at twice the normal rate for the next four days.



INSPIRED BY PAGE 98

PHLOGISTON ELEMENTAL

Sometimes when magic goes awry (e.g., your next spell misfire), instead of the more predictable results, a phlogiston elemental is manifested. Broadly looking like human-shaped, multicolored flames, these un-living creatures can range in size from that of a halfling up to the bulk of an oversized elephant.

Init +2, Atk burning gesture +4 (1d10, 20'), Atk suffocation +2 (1d3 STM damage, 40'), HD 6d6 up to 10d6, AC 14, Mv 50, Act 1d20 + 1d14, SP mercurial vulnerability, Fort +5, Ref +3, Will +5, AL C

Wooden weapons do extra damage, by bumping their damage dice up the Dice Chain. Metal weapons and those of other substances are bumped two steps down the Dice Chain when dealing damage to a phlogiston elemental.

DEAD GIANT, USES OF A

- Perfect bait for catching a Polar Kraken
- Correctly preserved and displayed, the remains of a Giant keep Chaos magic at bay for 1d24 years in a 2d1000 yard radius (such magic drops two steps on spellchecks, damage rolls, etc).
- When drug across the ground and their blood allowed to spill out, the ground encircled or otherwise marked out becomes infertile and lifeless for 1d30 years.
- Whomever feasts on the flesh of a Giant they have themselves killed experiences one of the following effects:
 - 1) Personality score is increased by 1.
 - 2) They are super-fecund for 1d10 years.
 - 3) In their next battle with a Giant or Giants, all dice move one step favorably on the Dice Chain.
 - 4) When the subject of a Bless spell, the result is taken as one bracket higher for 1d3 months.
 - 5) Ghouls won't get closer than 100' to the consumer for 1d3 years.
- The skull of a Giant is highly desirable to witches as a cauldron.

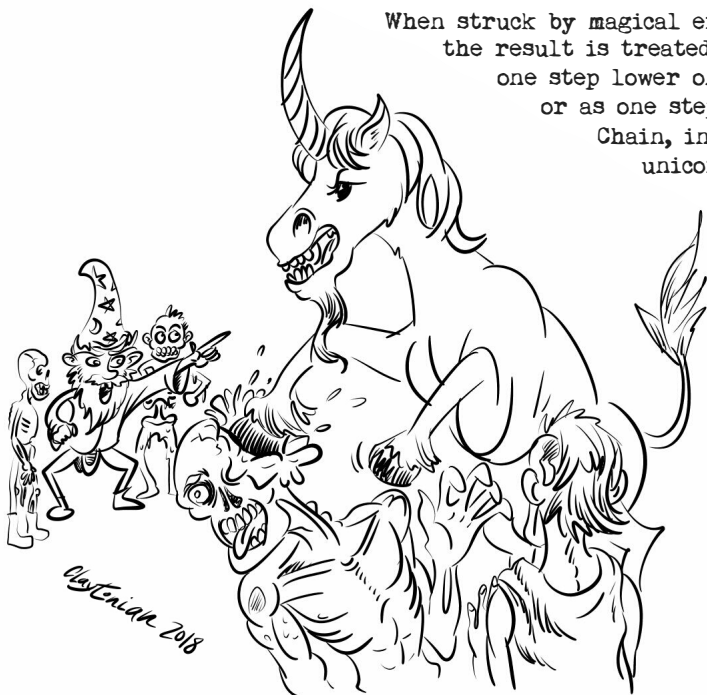


UNICORN

Almost unheard of the in the lands of Men, unicorns can be found in elflands and rarely in the shires of halflings. When trained as a mount, the character can act on their own or the unicorn's initiative, and can coordinate attacks (such as employing the unicorn's horn in Mighty Deeds).

Init +4, Melee Gore +6 (1d12), AC 16, HD 2d8, MV 60, leap 25, Act 1d20, SP magical resistance, Fort +3, Ref+4, Will +3, AL L

When struck by magical effects or spells, the result is treated as being either one step lower on the spell table or as one step lower on the Dice Chain, in regards to the unicorn. This effect can apply to a rider only if the rider is of the same alignment as the unicorn and that they have trained for battle with the unicorn.



ZOMBIE RETAINERS

Necromancers and some witches may have a number of zombies slaved over to their will, allowing them to simply command the zombies to do menial tasks, without resorting to spellcasting for each instance. They likely carry a focus of some kind which maintains the subdual effect -- making it possible to steal this device or charm, and for a new 'master' to control the zombies...

The stats of zombie retainers range from 6-9 (except for Luck, of which they have none), they have 3 hit points, are AC 9 and have Saves of -1 except for most Will Saves, which automatically succeed at the Judge's discretion, since the zombie retainers are all-but mindless.

CATBAT

When summoned as a familiar, the catbat grants the following benefit to it's master: Infravision at +60', damage dice from falls and the like are two steps down the Dice Chain, and 40' flight for one round, once per day. The catbat could be substituted for the Eagle, the Pseudo-dragon, or the Crow results.

INSPIRED BY PAGE 197

HORNED CAP

A horned cap is most often worn by wizards, though others may benefit from them, as well. In almost any civilized area, they improve the wearers chances of being mistaken for a badass, improving their chances to intimidate or frighten. They may get a free drink in the pub, just to keep them happy, or a larger portion of mutton or a warmer bed. When wearing a horned cap and casting any sort of spell that relates to bones or to the animal kingdom or to fear, if they burn Luck they gain an extra point for the spellcheck result.

INSPIRED BY PAGE 218

DRAGON STAFF

This five-foot staff is topped with the likeness of a dragon made of malachite. The bearer is considered proficient with flight, gaining better maneuverability when other effects or devices allow them to fly. Once per day, the staff can be thumped onto solid ground and the bearer gains one Unique Power from Dragon Table VI, which lasts for their Level in rounds.



DAGGER OF FIRE STEERING

This simple-looking dagger can give the wielder some control over fires, magical and mundane. It can create a fire-proof 'bubble' around the bearer which will halve the effects of fire or completely negate those effects on the bearer on a 5-in-7. The bearer can also slow a fire's spread or cause it to spread faster, either way by about 50% (half as fast or half-again as fast). Influencing the spread can be of mixed results if the bearer likes, slowing one side of a fire's spread while speeding the other side up...

INSPIRED BY PAGE 246

CAULDRON OF CONTACT

When burning over wood from Elfland, Faerie forests, or dryad groves, the cauldron of contact can be used to alchemically fashion substances not native to the user's own realm, such as adamantium, cyber crystals, daalecanium, kraptonite, and other such 'make-believe' elements.

When woods sourced from the above named locations are burned INSIDE the cauldron, the cauldron can be used to establish contact with beings existing in other realms and dimensions.

Side effects of either use are as follows. The die rolled here is based on the remoteness of that realm reached, and is either randomized or chosen by the Judge based on her notion of the larger cosmology of the universe.

Die

Roll SIDE EFFECTS (immediate or delayed, by Judge fiat)

- 1 The King of Elfland will find a future moment to strike the user.
- 2 Roll a minor Corruption.
- 3 Roll a major Corruption.
- 4 Roll a greater Corruption.
- 5 For 1d8 years, invisible things are also intangible to the user.
- 6 Dryads will forever treat the user as a supreme enemy.
- 7 Roll two greater Corruptions.
- 8 A plague of small monsters will recur to harry the user for 1d8 weeks.
- 9 The user must end every sentence forevermore with the word "meeep!".
- 10 All footwear for them is always wet inside. Their feet will rot.
- 12 The user is aged by 1d50+11 years over the next 1d24 weeks.
- 13 A friend or loved-one is transported to the contacted realm as payment.
- 14 The user will lose 1d3 Agility over the next month (healing thereafter).
- 15 The user is infused with the substance or realm, to their peril.
- 16 The user will lose 2d3 Strength over the next 2 months (heal after).
- 17 The next thing the character quests for will remain out of reach...
- 18 Some combination of 2 of these effects.
- 19 The user will lose 3d3 Stamina over the next 3 months (heal after).
- 20 Some combination of 2d3 of these effects.

THE NOT-TWO BROOCH OF TIME

This brooch features two arrows mounted at the center of the brooch, each left free to move in a full circle at their own speeds. One makes it's full sweep twice a day. The other moves in reaction to magical exposure. Exposure could be the wearer using a spell or a magical item (other than the brooch itself). It could also take the form of being affected by a spell, either for good or ill, or passing through a region itself charged with enchantment. For each such event, roll 1d12. If it comes up as "1" the below effects kick in -- count a spell fueled by spellburn or other "extreme" events as working on a 1 or a 2.

When the hands coincide, the wearer is infused with magical energies. This let's them cast at a +4. They can deflect incoming spells targeted at them on a 1-in-5, if they did not use their Action Die in their previous round. They can deflect a round's worth of missile fire, stopping each missile on a 2-in-7. Incoming effects can be those targeted on the wearer of the brooch, or an adjacent individual or group. The infusion lasts for 1d5 rounds.





VORPAL SWORD

This sword has a 1-in-30 chance of completely decapitating a target on a critical hit. If the vorpal effect does not occur with the crit, the chance become 2-in-30 for the next instance. It continues to increase each time until it has successfully decapitated a target, whereupon the chance reverts to 1-in-30. If the wielder is Lawful, the chance is doubled against targets aligned with Chaos, and vice versa, progressing as 2-in-30, 4-in-30, etc. Should the foe be manxsome, the chances are doubled again.

INSPIRED BY PAGE 281

AETHEREAL QUARTERSTAFF

Aetherial quarterstaves originated with a township long ago lost, which literally evaporated into a crease in space. The staffs were among a very few objects which were removed from the township before it completely disappeared. Only 1-in-3 people can even hold such an object. Those who can, can summon it to their hand when needed or send into into nothingness, with a thought. Wizards seek them out as a key to accessing other worlds (with the right augmentations).



INSPIRED BY PAGE 292

HORNED LOBSTERCLOPS

Known for fighting luchador and under-prepared explorers and scientists, horned lobsterclops are as psychotronic as monsters get. Anyone beating a lobsterclops in initiative on the first round takes all their actions on a die one step lower on the Dice Chain.

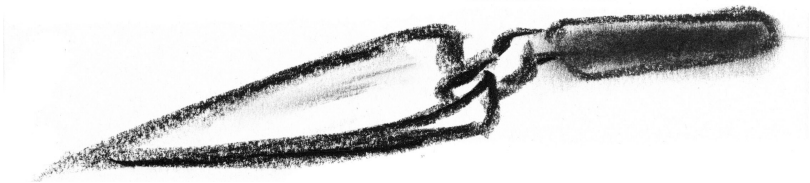
Init +6, Melee claw bash +5 (1d8), lick +3 (freak-out), AC 16, HD 5d8+5, MV 25, Act 2d20, SP immune to projectiles, half damage from all other weapons, Fort +7, Ref+0, Will +1, AL C

The freak-out can be avoided by a DC 15 Will Save, and failure kicks off one of the following: 1) the victim can only scream and writhe for 1d2 rounds, 2) the victim runs to the ally furthest from the monster and hysterically tries to get them to flee causing both to lose their next round, 3) the victim passes out for 1d2 rounds, 4) the victim bashes futilely on the monster's carapace using up their next round.

HANGING TREE

A few notions to mix and match for the hanging tree down the hill, outside of town...

- Anyone hung on the hanging tree is slowly erased from existence. The deeds of their childhood are re-written, then their youth, and then their middle years, and so on, until they truly never existed. The tree itself is a snag in the weave of the Three Fates.
- Those so hung on the tree slowly transform into restitution of a sort for those affected by the original crime. If theft, the items stolen are replicated and indistinguishable from the originals. If a crime of murder, the transformation turns the criminal into a seed, which when planted grows into the murder victim over the course of a year. For a crime of treason, the hanged become an adept emissary able to attempt a re-negotiation of rights or terms, or they become a sower, planting seeds (as above) to return lives lost. Needless to say, this sort of a tree is HIGHLY and mightily guarded and controlled by powerful agents...
- For each individual hung on the tree, elsewhere a corpse springs into an animated parody of life, becoming a skeleton, mummy, wight, spectre, or the like. The tree radiates necromantic magic visible to those who know how to see it.



INSPIRED BY PAGE 313

STALKING DEMON

Haunting the streets of abandoned cities and empty citadels, the stalking demon will stealthily follow explorers and wait patiently for a chance to pick them off.

Init +1, Melee demon-sword +4 (1d14 & poison), AC 13, HD 4d12, MV 40 fly 10, Act 2d20, SP body-horror, Fort +6, Ref+1, Will +8, AL C

Their bent and twisted limbs and their crumpled bodies give any sane individual a shock, granting the stalking demon a +10 on it's initiative in the first round of combat. The poison of the demon-sword is emitted anew each midnight, and affects the first creature wounded by the sword, requiring a DC 18 Fort Save doing 5'x1d6 movement damage on a successful Save and rooting the target to the spot on a failed Save. This is healed at 5' per Turn.

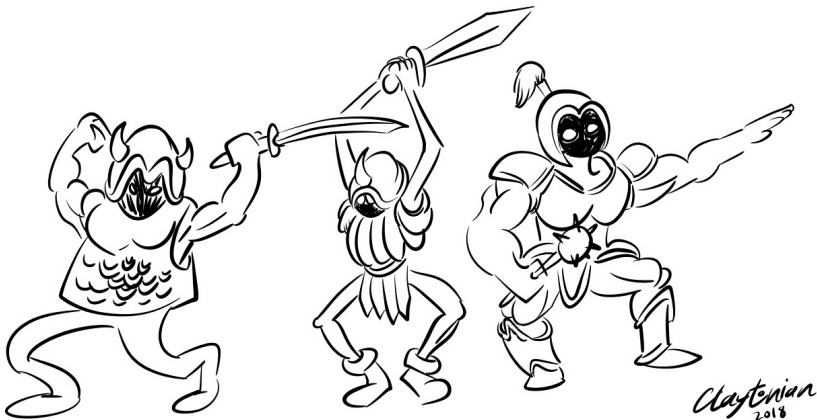
THE SUBMERGED SKULL

It looks like a domed rock, a mile off shore, with a few trees growing on it. In truth, it is the top of a giant's skeleton that's submerged under the waves, but still completely intact. Entering through the eye sockets, necromancers and bone wizards and death clerics will find their majiks enhanced by 25% (multiply spell check results by 1.25). All the bones are fused and hollow -- the deeper one dares to venture the more powerful the majiks become....



ARMLET OF AZI DAHAKA

When worn on the upper arm, this snake-themed armband turns the wearer's tongue into that of a snake's, allowing them to hear as a snake does through their tongue, increasing, for instance, their chances of hearing an approaching predator or fleeing prey. When worn by a disciple of the demon prince of storms, they cannot be harmed by desert storms of any intensity, and can survive in deserts without food or water for 3d6+2 days longer than otherwise.



INSPIRED BY PAGE 359

"DEATH GUARDS"

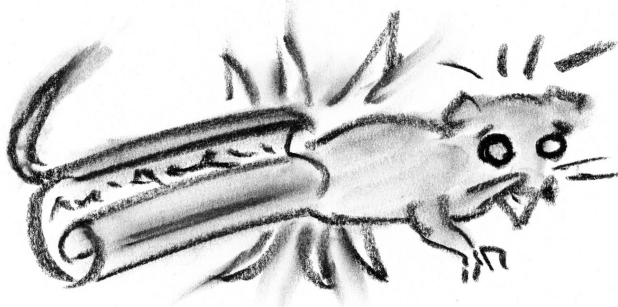
Barely above the status of "rabble", these hired hands have been lead to believe that they are imbued with magical ability and/or otherworldly prowess. As such, they rise above their craptacular stats, even if only for a short moment or two.

Stat Mods: Init +1, Atk bonus +1, hp +1, Will +2

Such fervent combatants are they that they can as a group perform each of the following tricks once per encounter, through rallying cries and such like posturing. They cannot perform more than one trick per round.

- For one round, they all have +5 to AC
- All members currently above half hp, gain +2 hp
- For one round, one-third of them have a d24 Action Die
- For one round, they all gain +20 movement

Once they number half or fewer than their starting compliment, they make a morale check as usual. But even if they succeed and remain in the fight, they can no longer use any of their inspiration-driven tricks.



MONKS OF THE OCTAHEDRON

This esoteric order, hidden away in a crumbling, ancient monastery high in snow-dusted mountains, has devoted themselves to the Four Unknown Spells of Ded-dsen Shunta, a portion of eight spells from the ancient times, thought to exist nowhere else in the world and of which no living (or un-living) wizard today knows the slightest word. They keep to themselves, sending a pair of monks twice a year into the habited lands below them for supplies and resources obtainable in no other way. The slight renown they have is for the production of exceptional scrolls.

SCROLLS OF THE OCTAHEDRON ORDER

While the Order never inscribes the slightest hint of their revered Four Unknown Spells, they do produce scrolls of other spells. Scrolls produced by the esoteric Order of the Octahedron work differently than more typical scrolls in the following three ways:

- 1) They are embossed on the treated hides of small vermin.
- 2) Once cast, the hides turn back into the vermin from which they came.
- 3) A Wizard (and only a Wizard; not Elves, not other Classes) may make a Luck check vs. a DC 15 after casting from the scroll. With success, the scroll remains as it is and may be cast again!

DOGMEN

Not surprisingly, dogmen are fond of bones, and often an individual, a pair, or even a tribe/pack of dogmen are adopted by necromancers or other bone-seeking humans as a means to further their bone-centric enterprises. They make fearsome Warriors, but also doggedly devout Clerics. They are like Humans in most respects, but can only advance to the 3rd Level in Cleric, Thief, Warrior, and Wizard, and they have the following traits:

Small: They vary from halfling- to dwarf-height, but move human speed.

Bite: They have a bite attack that does 1d3 + Str Mod damage.

Keen Sense of Smell: Almost supernaturally, dogmen can sniff out the most well-hidden things, if those things are aromatic and the dogman knows what he is looking for...

Bone Magic: Any spell or other magical effect that involves or consumes bones which were discovered by a dogman is enhanced by 40% if that same dogman is present when the spell is cast or effect is activated. If other dogmen are present, but without the original dogman, the effect is enhanced by only 10%.

"Squirrel!": Dogmen are easily distracted by high-pitched noises, distant voices calling out, etc. They must make a Personality Check vs. a DC 10 to avoid losing an Action Die when confronted with such things, and move unfavorably one step on the Dice Chain when Saving.

AMULET OF SIX SEGMENTS

The Amulet is aligned -- Lawful, Neutral, or Chaotic, as decided by the Judge -- and can only be employed by a Cleric of the same Alignment. Each segment glows with a faint light, which goes out once that segment has been activated. It can create each of the following effects once and then no more...

1. Enhance a Lay On Hands effort by 2d3 dice of effect. If healing hp, the effect creates bonus hp which fade at a rate of 1/round.
2. Enhance an attempt at Turning by considering the Per Mod and Luck Mod to be positive numbers (if they are not) and doubling them for the attempt.
3. Adds 1d10 to the next two spellcasting checks within 1 Turn.
4. Imbues holy weapons with an extra 1d6 holy damage for 1d8 rounds.
5. Grants +1d4 AC to the Cleric and adjacent allies for 1d6 rounds, rolled anew each round.
6. Changes the Cleric's d20 Action Die into a d24 for 1d5 rounds.

LOCK DEFENDERS

Lock defenders are such tiny, feeble creatures that they are no combat threat whatsoever. They look like those little monsters on the chess board where the robots let the big hairy guy that only spoke in growls and grunts win. So they can't fight you, but they tend to wrestle a Thief's fingers and pull at his lips and eyelids and all that, if they can. They can't do any damage this way, but they spread diseases and infections in this way. Use Appendix P: Poisons as the basis of the problems the lock defenders cause, or invent your own diseases.

COLLECTION OF INSPIRATIONAL AND EDUCATIONAL LORE

Squirreled away in mouldering private libraries and dank, page-destroying cellars and sub-basements, there are a few rarified collections which, if read, could change adventurers' lives forever. With 2d12 weeks of study: 1) They might be able to swap the scores of two stats around, losing 1d3 Stamina in the process (recoverable 1 pip at a time with each Level gained subsequently). 2) They might gain 2d6 hp at the expense of 1d7 Str or Agl (recoverable as above). 3) They might improve spellcasting checks by 1d3 at the cost of 1d6 Per (recoverable 1/2-Levels). Each effect requires a DC 20 Int check to succeed, rolled after the study time has elapsed.

ENCHANTED SKULL BOOKREST

Being a secretive, suspicious lot, wizards, necromancers, thaumaturgists, enchanterers, and thieves will keep their notes and diaries and calculations enshrouded in codes and cyphers. Some may use enchanted skulls to hide or obscure their written thoughts... When a blank book or paper is resting against such a skull, it can be written upon as normal. However, when lifted away from the skull, the writing becomes twisted, deformed and incomprehensible, defying any mortal means of decoding. When such a book is then resting again on the same enchanted skull, the words and diagrams sort themselves out perforce, becoming legible to those who can read.

Losing the skull with which they've encoded their writings can be devastating to to a sorcerer or magus. Reclaiming that skull will likely be the single most important endeavor of their days until it is back in their hands. Should such a skull be destroyed, it is hard to imagine anything less than unrelenting enmity existing between the wizard and the destroyer.



SPEAKING HEADSTONE

The speaking headstone is prone to pointing out violations of cemetery etiquette and complaining about the weather and grouching about other visitors or lack thereof. They may or may not know much about the person interred under them, but they can recall details about others visiting the cemetery as far back as 100 years plus 3d50 years. A speaking headstone would really like to see some other part of the world for a change, or revisit the quarry where it came from all those years ago...

SEEKING SHRIEKING SHRIKE

Cleric Spell

Level: 2 Range: varies Duration: varies Casting Time: 1 Action
Save: Reflex

General: The caster generates a noisy, shaped energy bolt, which can seek an enemy out and strike them with deadly force.

Manifestation: A bird-shaped light form, or similar animal form...

1-13 Failure.

14-15 An animal-shaped bolt of energy shoots out, seeking a target chosen by the Cleric within 40' at the time of casting. It lands the following round if the target is still within 80' of the caster, doing 1d8+CL points of damage.

16-19 An animal-shaped bolt of energy shoots out, seeking a target chosen by the Cleric within 80' at the time of casting. It lands the following round if the target is still within 120' of the caster, doing 1d10+CL points of damage.

20-21 An animal-shaped bolt of energy shoots out, seeking a target chosen by the Cleric within line of sight at the time of casting. It travels for 1d3+2 rounds at 120' per round until it hits the target, doing 1d12+CL points of damage.

22-25 Two animal-shaped bolts of energy shoot out, seeking a target or targets chosen by the Cleric within line of sight at the time of casting. The bolts travel for 1d3+CL rounds at 150' per round until they hit their targets, doing 2d8+CL points of damage.

26-29 Two animal-shaped bolts of energy shoot out, seeking a target or targets chosen by the Cleric within line of sight at the time of casting. The bolts travel for 1d6+CL rounds at 180' per round until they hit their targets, doing 2d12+CL points of damage.

30-31 Two animal-shaped bolts of energy shoot out, seeking a target or targets chosen by the Cleric within line of sight within the last Turn. The bolts travel for 1d10+CL rounds at 250' per round until they hit their targets, doing 2d16+CL points of damage.

32-33 Three animal-shaped bolts of energy shoot out, seeking a target or targets chosen by the Cleric within line of sight within the last 2 Turns. The bolts travel for 1d14+CL rounds at 300' per round until they hit their targets, doing 3d16+CL points of damage.

34+ Four animal-shaped bolts of energy shoot out, seeking a target or targets chosen by the Cleric within line of sight within the last 4 Turns. The bolts travel for 1d20+CL rounds at 500' per round until they hit their targets, doing 3d20+CL points of damage.



INSPIRED BY BOOK COVER INTERIOR, ITEM #7

FROGMOTH

Drifting through the air as if much lighter than they appear, frogmoths are essentially a weather condition spilling over to mortal lands from the land of Faerie. They slowly drift down from unvisibly high, settling on the ground or whatever surfaces they meet first. While drifting, they can be fanned or otherwise 'cajoled' into moving outside of the flow of natural air currents.

They stick nearly immovably to those surfaces for the first 24 hours, softly meeping and weeshing. After 24 hours, they have all melted into a kind of shellac coating, increasing the hardness of whatever surface they were upon. After another 24 hours, they melt away entirely.

If they were to fall upon a house, they'd likely make sleep impossible and perhaps draw predators, then increase the structural fortitude of the house for a short time. If they were to fall upon an individual or creature, they might make movement difficult and soon enough impossible (unless the individual were very clever and thought to keep in constant motion to maintain "joints" in the shellac-like phase), while raising AC temporarily by 3.



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