

# The Gongfarmer's Almanac



# The 2019 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## DCC SURVIVE THE FUNNEL #1

VOLUME 1 OF FOURTEEN BOOKLETS

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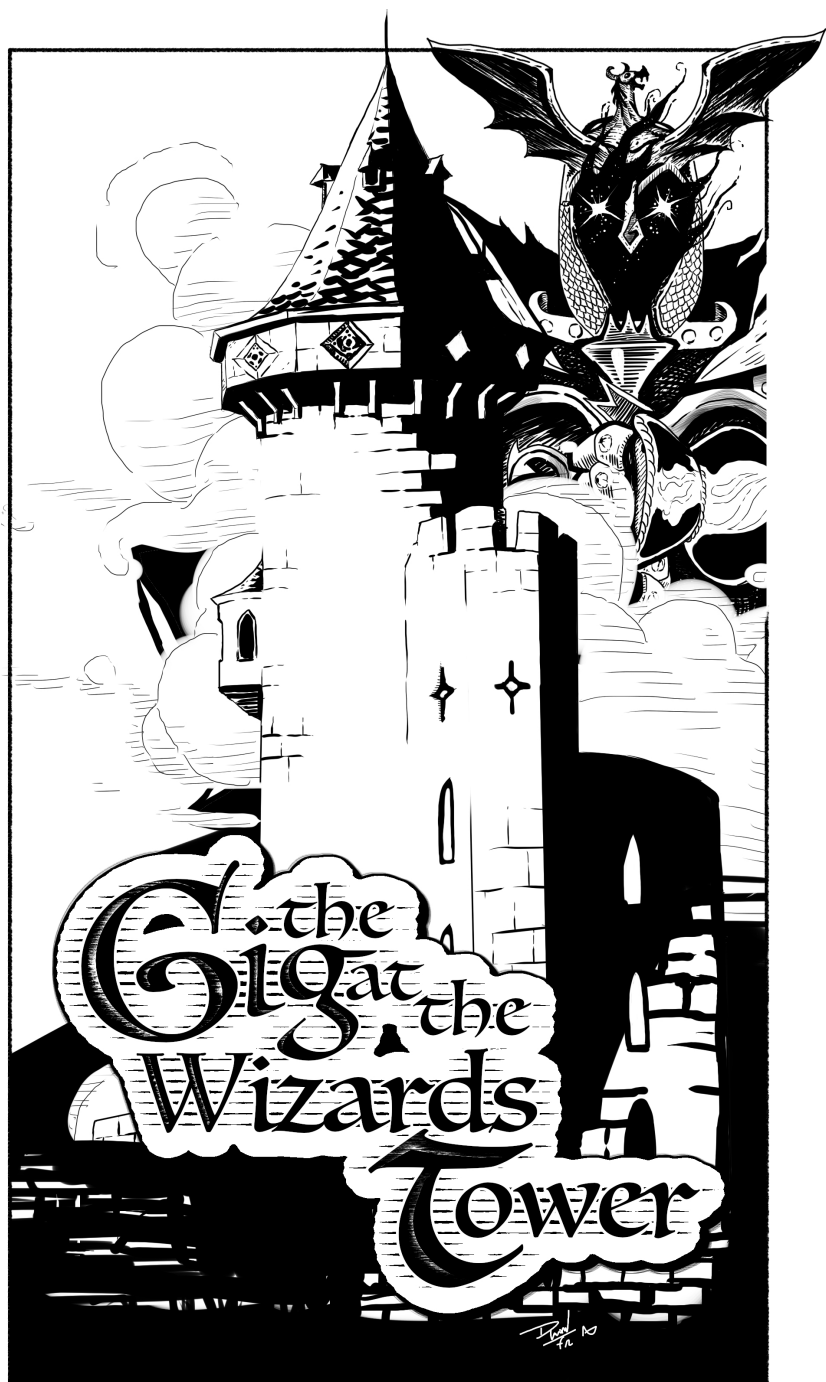
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# The Gig at the Wizards Tower

*0-Level Funnel*

*By Duamn Figueroa Rassol*

Is little more than a grindy level-0 dungeon raid fit to introduce a new group of players to DCC by spending an evening of dungeon crawling goodness. Here you will find a four-level dungeon, more than two dozen monsters, a powerful set of magical artifacts and some adventure seeds to kickstart your new campaign.

The adventure begins as the characters arrive at the Tower of the Manticore—a wizarding school—answering an open call to all toshers, sewer hunters, and rat-catchers willing to exterminate the arcane horrors that crawl the catacombs beneath this magical abode.

Since this is a funnel adventure, have them participate in a larger group of applicants just in case the dungeon proves too deadly and you have to deploy a second batch of adventurers.

Applicants are led to a side room dominated by the massive statue of an arcane knight holding a detachable, adamantium claymore: **Æder-Kadai**, Wizard-Protector of the Tower. A large hole in the middle of the room leads to the catacombs, a golden scale hangs from a chain above.

## The Gig

The adventurers are received by a pair of sorcerers, **Zser-Zerad** and **Biliac**, low level students charged with overseeing the extermination. Zser-Zerad will brief the PCs on the job: they must go down the catacombs, exterminate any monsters they encounter, remove their heads and bring them back to the massive scale that hangs over the dungeon entrance.

The mages at the Tower use an arcane unit of measure called “kilograms”, based on the weight of a mysterious platinum artifact stored deep beneath the earth. For every kilogram of head-mass PCs collect, they will receive 1 gold coin to share between the surviving characters at the end of the job.

For quick reference, all monsters’ head weights can be found

in parenthesis at the side of their entry names, but if you need to guesstimate some weight

(like if your players start stuffing the heads with sand to add weight, like mine did) 1 kilogram = roughly 2 pounds.

After the briefing, Zser-Zerad will unlatch the adamantine claymore from the statue —the Sword of Æder-Kadai— and call forward the first batch of adventurers to swear them in as the new Wizard-Protectors of the Manticore. She will recite the Oath of the Wizard-Protector while, due to enchantments on the

sword, easily holding the sword over their heads. Make it long, ceremonious and boring.

#### **ZSER-ZERAD:**

**Init** +0; **Atk** dagger -1 melee (1d4-1) or magic missile (2d4, no to-hit roll nor save); **AC** 10; **HD** 3d4 (6); **MV** 30'; **Act** 1d20; **SP** spells +4: lvl1 *charm person, find familiar, magic missile, spider climb*; lvl 2 *locate object, scorching ray, spider web*; **SV** Fort -2, Ref -1, Will +4; **AL** C.

#### **BILIAC:**

**Init** +0; **Atk** dagger -1 melee (1d4-1) or magic missile (2d4, no attack nor save); **AC** 10; **HD** 3d4 (6); **MV** 30'; **Act** 1d20; **SP** spells +4: lvl1 *choking cloud, magic missile, sleep, ward portal*; lvl 2 *ESP, invisibility, scare*; **SV** Fort -2, Ref -1, Will +4; **AL** C.

## The Oath of the Wizard-Protector

*In the name of Æder-Kadai, lord protector of the Manticore*

*Lorem ipsum dolor sit amet*

*We lend the task of twelve generations unto you, monster-slayers  
of the Tower*

*Consectetur adipiscing elit*

*Of protecting our bastion of knowledge from the threats that  
plague the mortal world*

*Tempor incididunt ut labore et dolore magna aliqua*

*With the power of the seven wizards we give you the powers of  
magic and steel*

*Rhonus dolor purus non enim praesent*

*And trust upon you the Sword of Æder-Kadai, abjured be thy  
name, to vanquish what lies below*

*Venenatis lectus magna urna rhonus dolor.*



Once the oath is finished, she will entrust them with the *Sword of Æder-Kadai* and send them on their way. Biliac will lead them to the golden scale and slowly lower it 40 feet deep into the hole, into room #D1 of the Dun Level.

During the gig the PCs can cut their losses at any time, cash out and beg the sorcerers to get them out of the catacombs. Zser-Zerad and Biliac remain there to keep the PCs from luring back any monster or curses from the dungeon and stop them from stealing any school property (like the sword itself). They won't hesitate in bombarding them with spells safely from above nor will they have qualms about killing any character mutated enough to be mistaken as a monster.

## The Sword of ÆDER-KADAI

Æder-Kadai was an arcane-knight, a demon killer, and a founding member of the Tower of the Manticore. Their duty was to protect the magic school from the chaotic creatures magic is wont to attract. As the power of the Tower consolidated, the only threats to the school became the creatures that crawled about the old sewers: failed experiments, dangerous alchemical concoctions, and useless invocations that the mages discarded under the tower.

Since the knight's disappearance, this unpleasant task went down from the senior mages to novices to, eventually, hired goons. *The Sword of Æder-Kadai* is now trusted to the honorable toshers, sewer hunters, and rat-catchers charged with cleaning the dungeons below.

The sword itself is a massive adamantine claymore, enchanted to only be wielded properly by a wizard or a large creature, otherwise it can only be carried by at least three people. Its

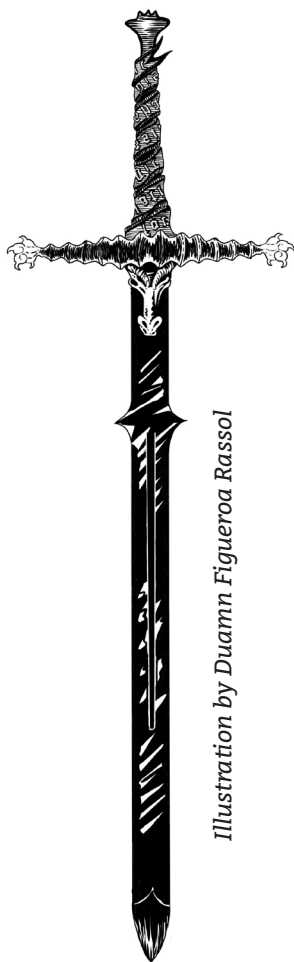


Illustration by Duamn Figueroa Rassol

hilt is embossed with the names of spells (see below).

**THE SWORD OF ÆDER-KADAI:  
+1 TWO-HANDED SWORD, 1d10 dmg**

**Intelligence 7**, the sword holds the last remnants of Æder-Kadai's essence.

**Communication:** It has the urge to find the missing raiment of Æder-Kadai and to summon its master. It can detect the presence of the other pieces of the Raiment, and will tug and point towards the nearest one.

**Bane:** Creatures of chaos. The sword can detect chaotic creatures within 100' even if invisible or otherwise concealed.

**Special ability:** Grants the ability to cast the following spells with a CL of +5: *force manipulation*, *magic missile*, *shatter* and *dispel magic*. The names of the spells are embossed in the handle and can be easily read.

**Special purpose:** to summon Æder Kadai and protect the Tower of the Manticore.

This weapon retains the essence of Æder-Kadai, granting its wielder the ability to cast some spells. Whomever grabs the sword by the handle can cast spells with a spellcheck of  $1d10 + \text{Int} + 5$ . Up to 4 PCs can help the wielder by hoisting the sword, stepping up the dice chain for the caster up to 1d20. If the spell fails, any resulting corruption is rolled for every helper individually. If the roll indicates that the spell is lost, roll a minor corruption instead.

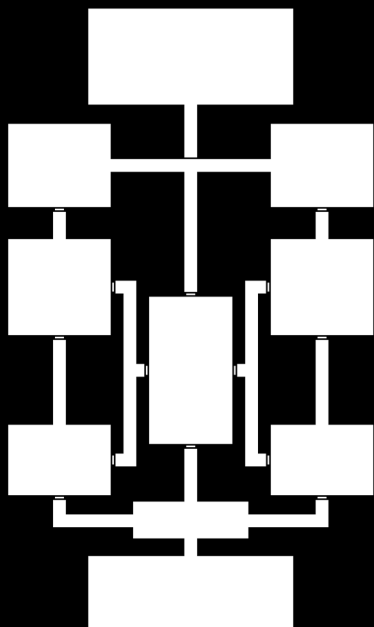
**The Raiment of Æder-Kadai**

Consists of the Wizard-Protector's plate, gauntlets, and helm. These artifacts became scattered after the arcane knight's mysterious disappearance.

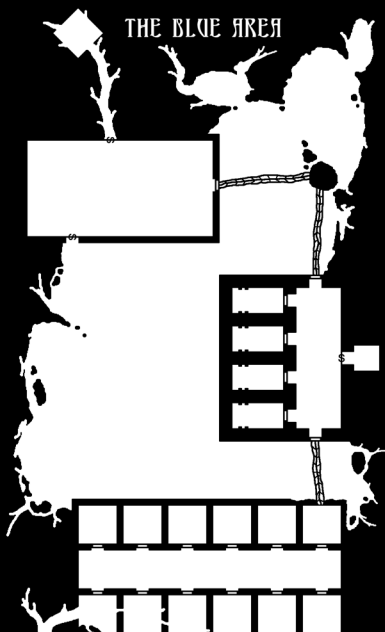
If a creature wears all the pieces of the raiment while wielding the Sword, they will immediately disintegrate to give way to the manifestation of the real **Æder-Kadai**, who will appear on the space formerly occupied by the wielder of the Sword. If the players decide to join them, give control of the NPC to the player whose character got disintegrated during the ensuing battles (see chapter 4 for their stats). Individual pieces of the raiment lose their magic if separated by a mile or more from the Sword, but regain their properties once reunited.



THE RED AREA



THE BLUE AREA

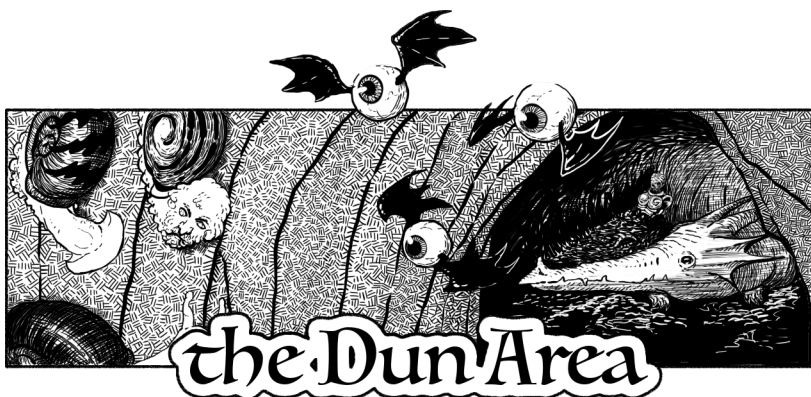


THE DON AREA



THE GREEN AREA





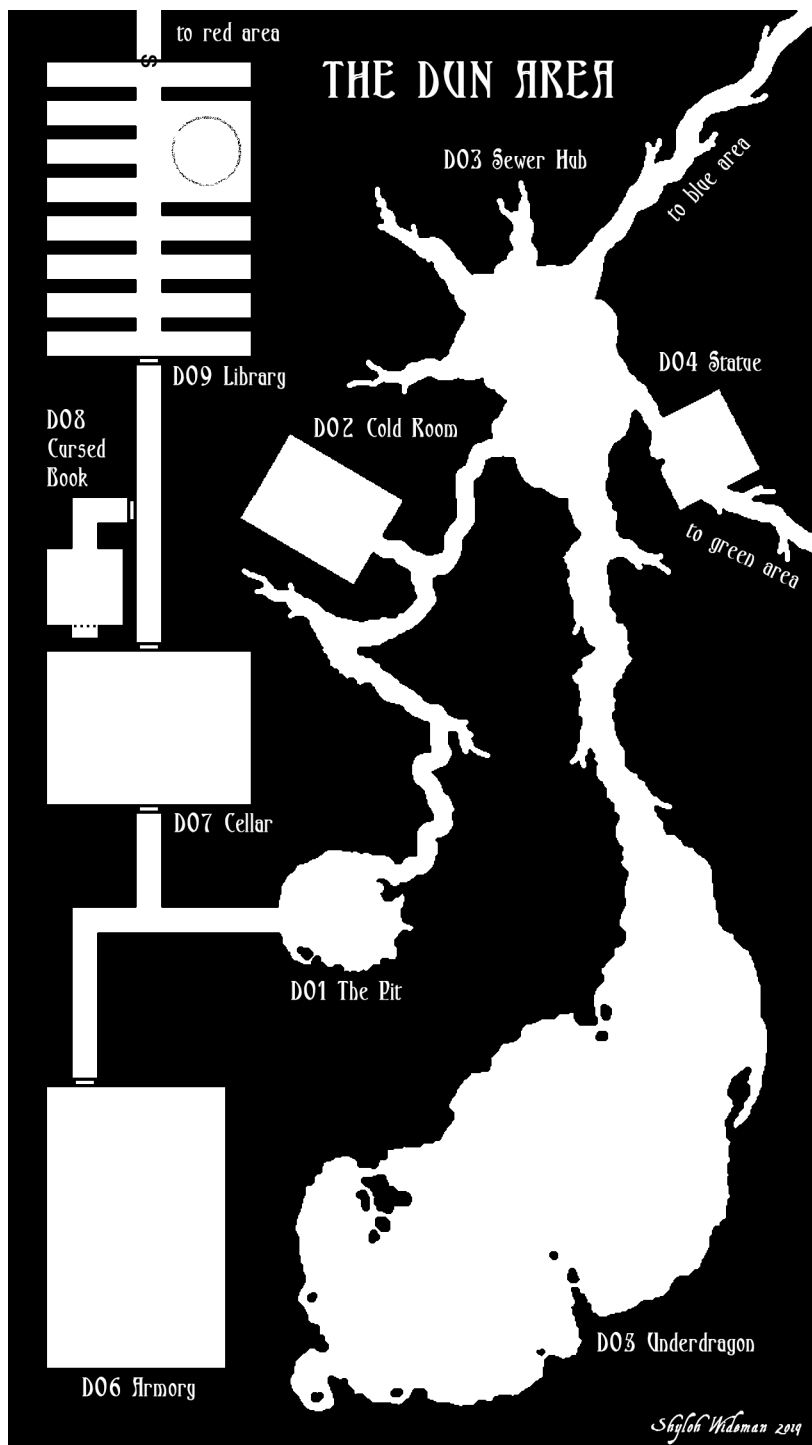
These are the sewers and catacombs of the Tower of the Manticore, a series of expanded natural tunnels surrounding a bottomless pit. The walls are composed of brown sedimentary rock occasionally covered-over with clay bricks and supported by wooden beams. A dank atmosphere permeates the area. Dripping stalagmites form at irregular intervals.

A dragon hatchling was discarded down here centuries ago. Now grown into the Underdragon, a misshapen subterranean monster, it reigns over the area, lording like a true wyrm under the bedrock.

**Features:** this area works as a hub level, connecting the other areas of the dungeon and the exit.

- \* The caverns and corridors are completely dark.
- \* All doors are swollen and stuck, it takes a Strength DC 5 roll to push one open, a failed roll triggers a roll on the wandering monsters table.
- \* The grumbles of the Underdragon echo all over this area.

**D01.** This bottomless pit descends 40' to the catacombs under the Tower. The plate of the scale covers the pit and doubles as a shaft for characters to enter or leave the dungeon. **Zser-Zerad** and **Biliac** watch idly from above and manage the pulley. Roll on the wandering monsters table when the PCs enter any of the accessory tunnels.



**D02.** This was a cold-storage room that has sunken into the catacombs. The room is at a 45° angle. Rubble covers the floor. It remains colder than the rest of the area. Hooks holding gnawed pieces of meat dangle from the ceiling. 2d4 **mutamoles** hang from the chains, gnawing any remaining scraps.

**D03.** This is a sewer hub. 2' of murky water cover the pool. The sounds of conflict echo out of the chamber. A battle between 5 **squidletons** (check blue area) and 2 **crawling amoeba** (green area) ensues. If the PCs do nothing, the amoeba will vanquish the undead and absorb their bones. Each amoeba has 3d6 gold coins floating inside.

This sewer connects with the Blue (#B01) and Green (#G01) areas and the lair of the Underdragon (#D05).

**D04.** Water drips from the stalactites, forming puddles. A **muck elemental** lurks here. The statue of a bald mage is the most prominent feature of the room. It holds a spellbook with a carved message in one hand, the other hand is open as if posed to hold something. An Intelligence DC 10 check deciphers the message on the cover: "My left hand carries the key to the Lord of Five (Obitu-Que)". If a character from #D08 was teleported by grabbing the key, the key appears in the open hand and stops glowing: now it can open the cell back at #D08.

**D05.** A large, domed cavern is dominated by a pile of trash and rubble, the skeleton of an adventurer lies amidst the junk, *the Plate of Aeder-Kadai* is plainly visible being worn on its chest. This is the lair of the **Underdragon**. There's a 75% chance the beast is asleep. Otherwise, it will confront anyone who enters its domain.

Diving into the pile unseen or trying to pry the magical plate off the skeleton takes an Agility DC 12 test, failing catches the attention of the dragon.

If combat erupts, the **Underdragon** can take an action to thrash around the cave and drop rubble over its enemies. All creatures roll a DC 7 Reflex save or take 1d4 points of damage.



If a PC digs into the hoard, roll 1d12 for a random item each time they do:

Roll 1d12	Result
1	Adventurer bones
2	Broken candles
3	3d4x3 copper pieces
4	50' of rope and a grappling hook
5	A battered shield with a faded blazon
6	A busted lamp
7	A dented helmet
8	A dull weapon (determine randomly)
9	3d4x2 silver pieces
10	3d4 gold pieces
11	Dragon scales
12	1d4 jewels worth 1d6 gold pieces each

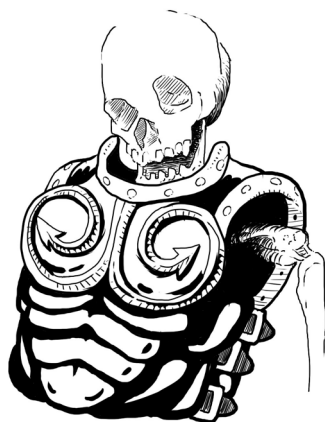


Illustration by  
Duamn Figueroa Rassol

**THE PLATE OF ÆDER-KADAI**

*Half Plate, AC 16*

This half-plate grants its wearer the effects of a permanent enlarge spell with a spellcheck result of 20.

Wearing this artifact while wielding the Sword of Æder-Kadai grants the sword an additional +3 Intelligence.

**D06.** This door is boarded up with bricks. It takes a DC10 Strength check to break down over 1d4 turns. Inside there are walls lined with weapon racks holding a dozen spears, and a dozen dummies wearing beaked bascinets and purple gambesons.

**D07.** This door is locked, it takes a DC 10 Agility check to pick. It opens into a sunken cellar, full of vintage wine casks. 2d2 drunken **battlesnails** flail around a broken barrel, their gelatinous bodies saturated with wine.

**D08.** The door to this room is locked with a potent spell. The lintel is crowned by a three-eyed dragon head, each socket fitted for a jewel: a ruby, an emerald and an opal. Placing such jewels within opens the door. The seal can be dispelled or opened with a reversed-casting of *Ward Portal*, but failing such magical attempts or forcing the door triggers a DC 15 Will save; failure gets the PC paralyzed for 3d6 turns and hurls creatures near the door 10' away in an explosion of raw force, dealing 1d2 damage.

A barred niche protects a cursed spellbook, a glowing key hangs besides the cell door. The spellbook bears the sigil of Obitu-Que with bloodstones inset in its eyes (worth 4 gold pieces each). If a non-wizard tries to take the key, the key and the creature get teleported to area #D04.

The spellbook holds: *Patron Bond (Obitu-Que)*, *Flaming hands*; *Monster summoning*; *Demon Summoning*. Removing a bloodstone sets the book aflame.

**D09.** This old library wing was buried by the ravages of time. 3d3 **mutamoles** are eating a perpetually failing invocation in the form of a wreathing mass of flesh in the middle of a broken summoning circle. The screams of its endless pain echo throughout the surrounding rooms. The creature can be dispelled.

Most books are ruined beyond recognition, but taking 2d6 turns looking for books gives one +1d to Intelligence checks concerning the school or its magical phenomena.

The red rectangle painted in the wall is actually a secret door to the Red Area. Two bronze sconces at its side can be pulled to open it. It closes immediately behind those that go through and it has no obvious means of opening from the other side.

## DUN AREA WANDERING MONSTERS

Roll 1d6 for a wandering monster every 4 turns or if the PCs decide to camp inside the dungeon. On a result of 1 there is a wandering monster, roll 3d6 to determine what is it:

Roll 3d6	Result
3-4	Roll on the nearest area wandering monster table instead.
5-8	1 marauding <b>battlesnail</b> .
9-12	3d2 <b>mutamoles</b> .
13-15	3d3 <b>eye batz</b> .
16-18	1d4 <b>giant ants</b> .

### BATTLESNAIL (2kg):

Battlesnails are the result of transmutation experiments on regular snails. Now they wander and reproduce aimlessly under the Tower. Some develop sentience and wisdom, but for the most part they're mindless vermin flailing around the dungeon.

**Init** -2; **Atk** axe or mace-face +4 melee (1d6)/acid spit 20' range (1d6)/antenna (1d3 plus paralyzation); **AC** 14; **HD** 2d8 (10); **MV** 20'; **Act** 1d20; **SP** paralyzation (Fort DC 12) or acid spit, slippery trail (Ref DC 12); **SV** Fort +4, Ref -2, Will -4/+4; **AL** N.

Roll 1d4: 1- wiseman face (acid spit); 2- snail face (antenna and paralyzation); 3- axe-face (axe attack); 4- flail-face (flail attack).

### EYE BATZ (1/2kg):

Eye batz are one-foot diameter flying eyeballs with bat wings. They were summoned unintentionally from Hell and discarded in the dungeon. They roam in bands, shooting lasers all over the place.

**Init** +4; **Atk** eye-beam +2 range 60' (1d3); **AC** 10; **HD** 1d4-2 (1); **MV** fly 40'; **Act** 1d20; **SV** Fort +0, Ref +10, Will -2; **AL** C.

## **MUCK ELEMENTAL:**

A corrupted water elemental, born off the magical energies that emanate from the tower.

**Init** +6; **Atk** slam +10 melee (2d6 or engulf); **AC** 16; **HD** 8d8 (32); **MV** 20', swim 40' or climb 10'; **Act** 1d20; **SP** engulf and drown, vulnerable to fire and heat, elemental traits; **SV** Fort +8, Ref +8, Will +8; **AL** N.

Engulfed target attacks at -4, make an opposed Str check (vs. Str 20) to get out. DC 16 Stamina check per round. When the first check fails, the target is drowning: lose 1d6 Stamina per round. Double damage from fire attacks.

## **GIANT ANT (5kg):**

These giant ants live in a colony deeper below the pit (#D01), only coming to the dungeon while looking for food for their queen.

**Init** +0; **Atk** bite +2 melee (1d4+1); **AC** 12; **HD** 1d8+2 (6); **MV** 50' or climb 50'; **Act** 1d20; **SV** Fort +5, Ref +1, Will -3; **AL** L.

## **MUTAMOLE (2kg):**

Mutamoles were regular moles corrupted and mutated by the magical energies that seeped underground from the Tower of the Manticore. They have become predatory, aggressive and hungry for human flesh (so, like regular moles).

**Init** +4; **Atk** bite +2 melee (1d4+1); **AC** 9; **HD** 1d4+2(3); **MV** 30' or climb 20'; **Act** 1d20; **SP** tremorsense 60'; **SV** Fort +4, Ref +2, Will -1; **AL** N.

## **THE UNDERDRAGON (350kg):**

The Underdragon is a giant, bloated mess of a dragon, too big to wander around the dungeon, its wings weak and atrophied to fly away. Its albino eyes betray a pathetic mix of pride and envy.

It hatched out of an egg treasured by one of the former masters of the tower, accidentally discarded after her death. Living in these catacombs for over a century warped the poor wyrmling into a misshapen mockery of a real dragon. But don't be

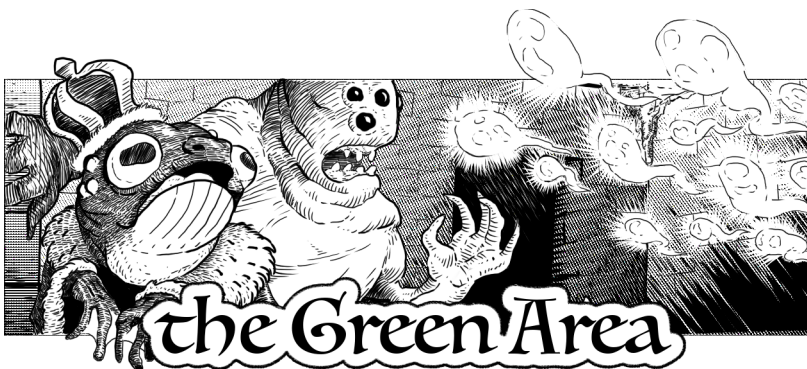
mistaken, the soul of a true wyrm swirls inside its broken body and through its wit and might it has become master of this domain of trash and muck.

Though mortally dangerous, the Underdragon is young, vain and completely unaccustomed to dealing with intelligent creatures. Adventurers may play on its pride to win its good side and gain a powerful ally under the Tower.

**Init** +12; **Atk** +14 2 claws (1d8), bite (1d12), tail slap (1d20 plus poison); **AC** 13; **HD** 12d12 (48); **MV** 40'; **Act** 1d20, spellcasting: 1d20+4; **SP** *Paralysis*, breath weapon (Fort DC: 22, half 8d6 acid or cold damage) 30' cone 2/day; poison Fort DC 16 1d6 Stamina damage, 1 point if successful; Hypnotic stare, gaze one target per round by using one action die, DC 22 Will save or stand stupefied; **SV** Fort +8, Ref +8, Will +8; **AL** N.



*Illustration by Clayton Williams*



This was the old Alchemy Laboratory. Fumes and regular explosions deteriorated the bedrock, destabilizing the underground structure. Eventually the laboratory was evacuated, leaving experiments in mid-progress and homunculi still running around.

Over the years, the alchemical concoctions and unfinished experiments ran amok in the area, mutating into plasmic oozes and forming roving clouds of miasma.

PCs are more prone to mutate than to die—remember that they who hunt monsters eventually turn into monsters as well—and their heads may find their final rest in the scale.

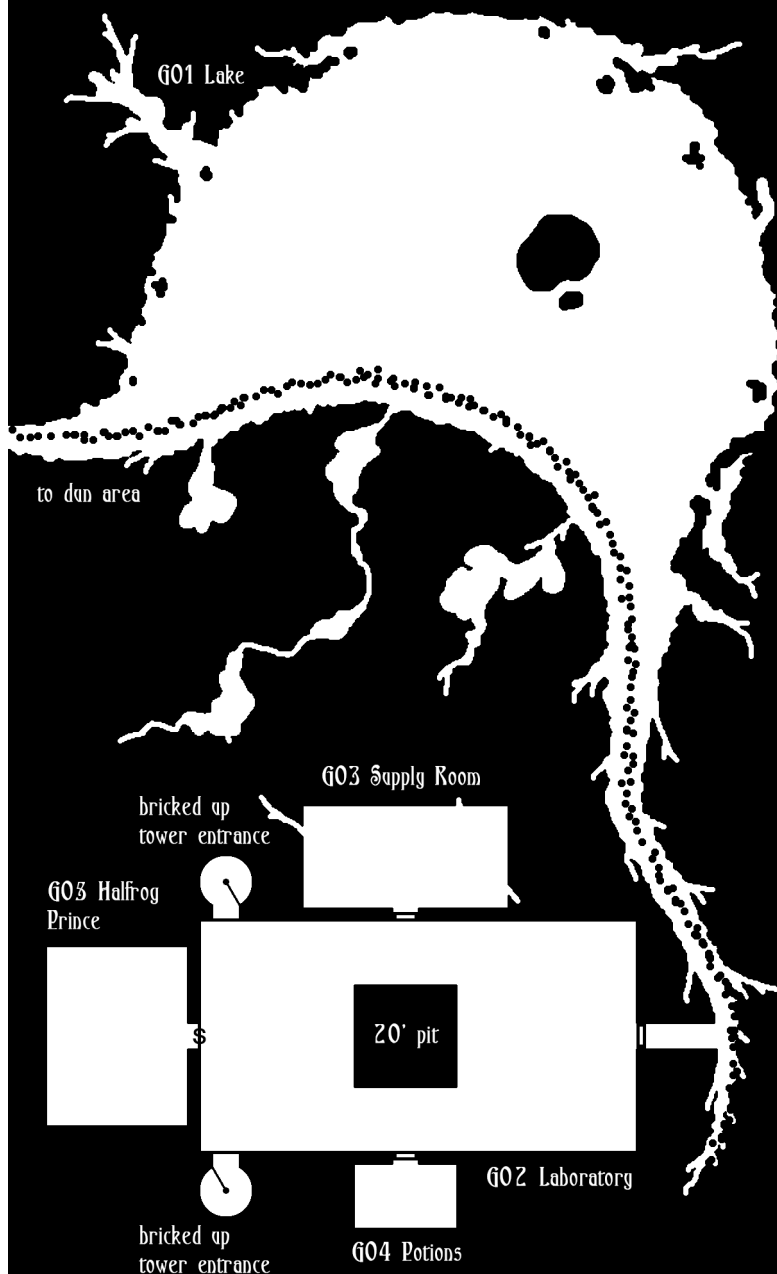
**Features:** This area is full of loot and danger. The alchemical lab was dedicated to the patron god Bobugbubilz and its ranine presence is palpable.

- \* A sickly green phosphorescent glow illuminates the area with dim light, imposing a step down on sight-based rolls.
- \* Green slime drips through the walls constantly, solidifying like sap.
- \* Unless noted, all doors are stuck with a thick layer of slime; removing them takes 1d3 turns and either fire, pikes or both.
- \* The whole area is preternaturally damp and warm.

**G01.** This cave is flooded with a viscous, iridescent liquid that emanates nauseous fumes. It is the receptory of the new laboratory above, pipes drain from the Tower.



# THE GREEN AREA



A narrow ledge borders the lake, traversing it takes a turn and a successful Agility DC 8 test. Failure means the character falls into the liquid.

The smell is unbearable, dwelling in the room for over a turn triggers a DC 12 Fort save, failure means the PC takes a cumulative -2 to all rolls until they can rest. Falling into the lake or failing the save 3 times triggers a patron taint roll (use the Bobugbubilz table).

Drinking from the murky, iridescent water works like a successful *make potion* spell, roll 1d20+15 on the effect table to determine the effect.

A 5' by 5' stone altar with a solid gold frog on top rises in the middle of the lake. 1d12 **plasmic tadpoles** emerge from the holes in the frog's back every turn. The tadpoles float peacefully around the cave.

**G02.** 2d4 **lesser homunculi** hang around the room and will turn aggressive toward intruders. This great room is fit for a dozen wizards to work in: stone tables, basins, alambics, test tubes, distillators, any tools an alchemist would need.

Four vats plugged with tubes bolted to the wall showcase human clones in different states of development. The exits that connected with the tower were bricked over and sealed with magic slime.

A perfect cubic 20' by 20' pit is inset in the middle of the room. The right *Gauntlet of Æder-Kadai* and 3d6 gold pieces lie at the bottom. The pit is actually occupied by a **translucent gelatinous cube**. It will remain immobile to lure the PCs and attack if they try to retrieve the treasure below.

### THE GAUNTLET OF ÆDER-KADAI

Each gauntlet adds +1d when casting spells with the *Sword of Æder-Kadai*.

A glove worn while near the *Sword of Æder-Kadai* grants the sword +2 additional Intelligence.



A bronze snake head hangs from the western wall. Pulling it down pours acid for 1d4 damage to whoever is activating the lever. Pulling sideways opens a secret door to #G05.

**G03.** This supply room is lined with shelves all packed with labeled jars holding chemicals and mineral substances. 4 **lesser homunculi** are occupied with stocking and keeping inventory, following their original programming. Every turn 1d3 **plasmic tadpoles** bring back raw materials for the homunculi to restock.

**G04.** This room holds a stash of magic potions. There are 1d3 samples of each potion, all clearly labeled. These magic potions are actually failed batches and produce a side effect in addition to their regular effect if drunk.

Potion	Side effect.
Love potion	A random body part becomes that of a pig.
Gaseous form	Its effects are permanent!
Healing	Starfish grow out of the injuries that the potion heals.
Shrinking	Drinker divides into 2d4 smaller versions of themselves
Water-breathing	Face becomes that of a fish.
Speed	Drinker vibrates out of the Material Plane for the duration of the spell.
Invisibility	Skin becomes transparent.
Fire resistance	Drinker catches on fire (to which they are immune) permanently.
Flying	Grow wings in their ankles they can't control. They want out.
Giant strength	Grows twice their size, breaking equipment and raising the drinker's Strength and Stamina to 16.
Longevity	Skin dries and becomes gray, body fat is consumed and hair becomes white.

**G05.** This would be a luxurious bedroom fit for a prince—if it weren't for the slime pouring down the walls. Four pieces of gold candelabra (worth 10 gp), a set of silverware (worth 2 gp), and a gold goblet (worth 10 gp) are scattered around the room.

This chamber houses the **Halfrog Prince** and his **greater homunculus** servant. He's desperate to get out of the crypts, but terrified of the monsters that dwell there. He will offer an emerald (worth 12 gp) to be escorted out of the dungeon. He also carries a crown (worth 60 gp) and an ornate rapier (worth 40 gp). The homunculus serves the prince, but it's programmed keep him in the laboratory, and will attack anyone that tries to rescue him.

The secret door can be easily opened from the inside.

## GREEN WANDERING MONSTERS

Roll 1d6 for a wandering monster every 4 turns or if the PCs decide to camp inside the dungeon. On a result of 1, there is a wandering monster, roll 3d6 to determine what is it:

Roll 3d6	Result
3-4	Miasma. PCs roll a DC 10 Fort save. On a failed check, their humors unbalance, roll 1d4: 1) blood: take 1d4 damage; 2) yellow bile: the victim attacks their closest ally; 3) black bile: the victim is depressed and takes two steps down to all mental rolls for the next 6 turns; 4) phlegm: the victim is sick and two steps down all physical rolls until resting.
5-8	2d3 <b>lesser homunculus</b> looking for live prey to drop into the primaverl pool (#G01).
9-12	2d6 <b>plasmic tadpoles</b> looking for matter. Roll 1d4: 1 calcium; 2 iron; 3 salt; 4 fat.
13-15	A <b>crawling amoeba</b> flows toward the PCs to process them.
16-17	A <b>greater homunculus</b> looking for parts to add to their failing body.
18	The <b>Halfrog Prince</b> and his <b>greater homunculus</b> walking around. He panics and runs away the moment he stumbles upon the PCs.

## **CRAWLING AMOEBA:**

These amoeba were developed by the wizards to distill living creatures into their quintessential materials. Through this process, the amoeba separate the components into iron, carbon, salt, and sulphur, then stores them in their stomachs. Without the sorcerers' control, they roam about and absorb anything they come across.

**Init** -2; **Atk** pseudopod +4 melee (1d6 acid); **AC** 10; **HD** 2d12 (12); **MV** 10'; **Act** 2d20; **SP** paralyzation (Fort DC 12), half damage from slashing and piercing weapons; **SV** Fort +0, Ref -4, Will Automatic failure; **AL** N.

Once it paralyzes a victim, it takes an action to move over the victim and absorb it. It requires a successful opposed Strength check to pull a swallowed creature out of the amoeba.

## **GREATER HOMUNCULUS (7kg):**

Greater homunculi are actually the combination of at least 4 **lesser homunculi** that stack and merge on top of each other. Even though powerful, their form is frail, and it will lose at least one body part per hour until it regresses back to just one **lesser homunculi**.

**Init** +1; **Atk** claw +3 melee (1d4) or bite +3 melee (1d6); **AC** 11; **HD** 2d8 (8); **MV** 30'; **Act** 3d20; **SP** darkvision 60', homunculi traits, disassemble; **SV** Fort +4, Ref +4, Will -2; **AL** L/C.

Each homunculus forms differently, roll for 1d4 to see how many special traits it has, and then 1d4 per trait: 1) extra head (extra bite attack); 2) extra pair of legs (double speed); 3) extra arm (extra claw attack); 4) thicker skin (AC 16).

A greater homunculus that suffers damage equal to half their hit points disassembles, dividing into 2 **lesser homunculi**.

## **THE HALFROG PRINCE (4kg):**

This unfortunate soul is the victim of the negligence of the wizarding school. A young prince cursed to be turned into a frog, his parents sought the help of the Tower of the Manticore to remove the enchantment, but after years of experimentation, no sorcerer was able to completely lift the curse, their trials only polymorphing the prince into a disgusting half breed between frog and man.

When the laboratory was evacuated, the Halfrog Prince was left behind, trapped in the catacombs far away from home. Years of isolation weren't gentle on his sanity, and now the Prince is an anxious mess, too weak and fearful to escape on his own.

**Init** +0; **Atk** scepter +4 melee (1d6); **AC** 11; **HD** 2d8 (8); **MV** 30'; **Act** 1d20; **SP** nauseating aura 60'; **SV** Fort +1, Ref +2, Will +4; **AL** L.

Everyone who looks at the Halfrog Prince must make a DC 14 Will save or have all action rolls at one step down due to nausea.

## **LESSER HOMUNCULUS (2kg):**

Lesser homunculi are squat, goblinoid creatures made of a clay-like substance. Created to serve as assistants in the laboratory, they are bound to their original programming, and turn completely chaotic the moment the commands become obsolete, unless a wizard is able to assign them a new task. They are intelligent enough to carry out orders, use tools, open doors, pull levers, etc.

**Init** +0; **Atk** claw +0 melee (1d2) or bite +0 melee (1d4); **AC** 9; **HD** 1d4 (2); **MV** 30'; **Act** 1d20; **SP** merge; **SV** Fort +2, Ref +4, Will -2; **AL** L/C.

Four lesser homunculi positioned next to each other can take an action to merge, becoming a greater homunculus.



### **PLASMIC TADPOLE (1/4kg):**

The plasmic tadpoles were invoked by the sorcerers to serve as collectors, absorbing specific materials from any object or creature. These white, phosphorescent creatures generate from the altar dedicated to Bobugbubilz in #G01.

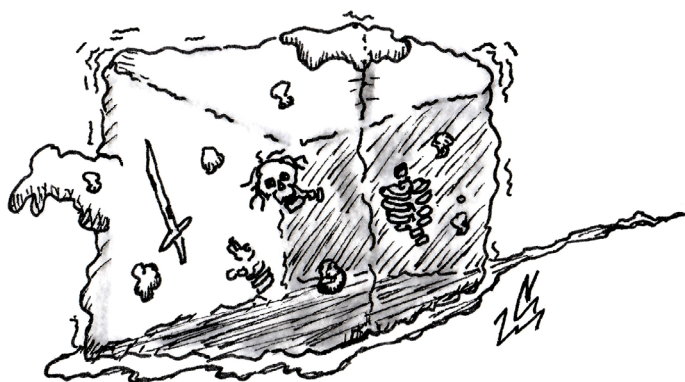
**Init** +4; **Atk** absorption +4 melee (1d3 Stamina damage); **AC** 12; **HD** 1d4-2 (1); **MV** float 60'; **Act** 1d20; **SV** Fort +0, Ref +10, Will Immune; **AL** N.

With a successful attack, the creatures absorb specific materials off the victim, like water, fat, iron, etc. They can also target items, destroying them with a successful attack.

### **TRANSLUCENT GELATINOUS CUBE:**

This ooze developed of the alchemical substances thrown down the pit. It is completely transparent and undetectable while remaining immobile.

**Init** (always last); **Atk** pseudopod +4 melee (1d4); **AC** 10; **HD** 4d8 (16); **MV** 5'; **Act** 1d24; **SP** half damage from slicing and piercing weapons, immune to acid; **SV** Fort +6, Ref -8, Will -6; **AL** N.



*Illustration by Clayton Williams*

## Coming in and out of the Dungeon

Eventually the surviving PCs will try to rest out of the dungeon. If they want to leave and re-equip they must exit the Tower and that's it, you're out of the bounds of the adventure and I bid you farewell! Conversely, the characters may try to climb up and rest in the chamber by the pit. If so, **Biliac** and **Zser-Zerad** will offer them food, conjuring a magical feast attended by homunculus servants.

The prices of the feast are exorbitant, but it will fortify anyone who eats a full meal:

Meal	Cost
Entree (enough to survive)	2 sp
1st course (meal for the day)	3 sp
2nd course (+1 hp recovery)	5 sp
3rd course (+1d4 hp hp recovery)	1 gp
Dessert (+1 hp recovery)	1 gp
Wine (drink for the day)	1 gp

The homunculi carry a tally of what each character eats but never tell of the price until they finish eating. They will charge the PC on the spot or if the character doesn't have the money, write their name on the tab. Now the PC must work off their debt to the Tower of the Manticore or face the wrath of the wizards.

**Biliac** and **Zser-Zerad** can only invoke this feast once a day.

The PCs can also set up camp and sleep by the side of the pit. The sorcerers will retire and lock the characters in at nightfall, returning the next day.



This was the old Summoning Facility, sealed off from the rest of the Tower after too many botched invocations endangered the school. These days, summoning classes are given in mentorships, while the former wing is safely tucked underground.

Its brick walls are painted bright red, as if to warn of the impending doom lurking in this area from beyond space time.

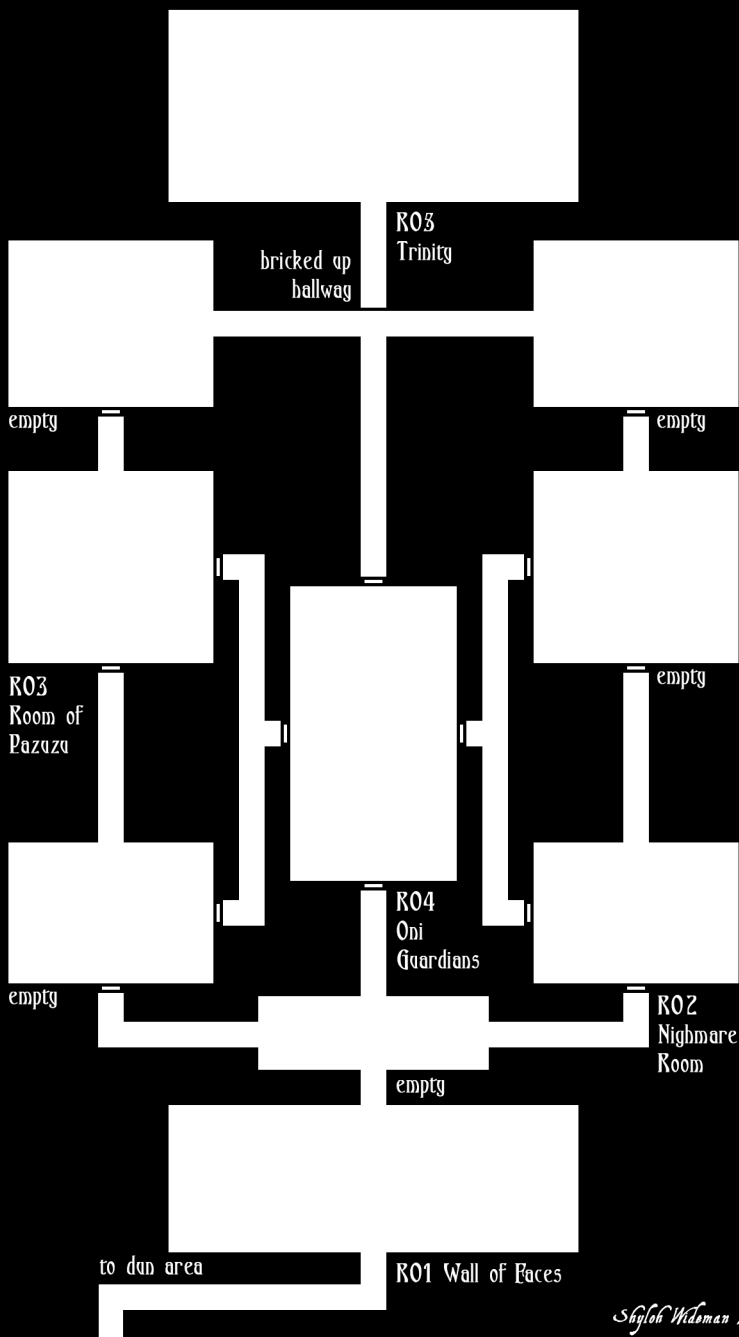
TRINITY, an avatar of Law invoked as a last ditch effort to keep any summoned demon at bay, dwells in this area. It eventually turned on the mages and was trapped within one of the rooms as retaliation.

**Features:** This area packs the mightiest (and heaviest) monsters in the dungeon, and should be treaded carefully.

- \* The corridors are lit by torches set in bronze sconces at regular intervals. They never go out.
- \* Its doors are made of iron and are all locked, they require a DC 12 Agility check to pick unless noted otherwise.
- \* The presence of TRINITY keeps demons at bay. If the PCs banish it in any way, make sure to augment the frequency of wandering monsters.

**R01.** The stone of this room pulsates like living flesh. Devilish faces emerge from the walls; some stick their tongue out to reveal a key hidden inside: a horse key, a lion key, and a devil key. If the PCs want to extract any of the keys, roll for initiative; the wall rolls three times at +3, one roll for each key.

# THE RED AREA



If a PC acts before the wall, they can try to extract the key with a successful DC 10 Reflex save (if they don't beat its initiative, the mouth closes and the key appears on another tongue). Failure means that character suffers 1 HP damage as the mouth snaps shut while they try to take it.

The block of rock leading back to the Dun Area can be pushed with a successful DC 15 Strength roll. Each attempt takes one turn.

**R02.** The door to this room is locked, a stylized horse adorns the keyhole. Trying to pick the lock triggers a black lotus spray trap; DC 14 Fort save or fall asleep for the next 1d24 hours.

Inside lies a luxurious chamber: a bed covered with a gold-inlaid canopy (worth 10 gp) and a night stand with a half-filled black lotus vial (DC 14 Fort save or sleep for 1d24 hours), a gold mirror (worth 20 gp), and a spellbook (containing all the spells the sleeping sorceress knows) resting on top.

On the bed lays a **sleeping sorceress** with an **imp** sitting on top, both observed by a **pale nightmare** from behind the canopy. The monsters turn towards the PCs as they enter. Killing the imp wakes the **sleeping sorceress**, who will chase and destroy every creature that broke her spell.

**R03.** The door to this room is locked, an stylized lion adorns the keyhole. Trying to pick the lock triggers a green acid trap, DC 14 Ref save or take 1d6 damage.

The room is dominated by a stone effigy of a demon with feather wings, a lion head holding a ruby (worth 16 gp) in its mouth, vulture feet, and a snake for a penis. There are 3d4 gold pieces in offerings at the feet of the statue.

As the PCs enter the room, the demon in the statue will try to possess them. One randomly-determined PC has to roll a Will save against the demon's possession attack of 1d20+5. If the PC fails, they will become possessed, their Strength, Stamina, and Personality will become at least 14 or their current score (whichever is higher), their alignment changes to Chaotic and their unarmed attacks become 1d8. Inform the player that their character is possessed, and have them roll the same opposed check every 6 turns. If the PC fails, they will permanently fall under the DM's control.

If the PC succeeds on resisting the initial possession successfully, the demon will try to possess the nearest character that enters the room.

**R04.** The door to this room is locked, a stylized devil adorns the keyhole.

Two **animated statues** resembling fearsome oni guard this room. The left *Gauntlet of Æder-Kadai* lies in the middle of the room, a bone shard still sticking out of its glove-hole. Four sets of curved broadswords adorn the walls around this room.

These statues are occupied by oni spirits that are bound to fight any non-wizard that tries to enter the area. The oni can be dispelled or appeased with a sacrifice: the head of a horse and the head of a lion.

Both statues animate the moment a non-wizard enters the room. Runes on the doors keep the statues from walking out.



#### **THE GAUNTLET OF ÆDER-KADAI**

Each gauntlet adds +1d when casting spells with the *Sword of Æder-Kadai*.

A glove worn while near the *Sword of Æder-Kadai* grants the sword +2 additional Intelligence.

The oni know about TRINITY in room #R05 and might warn the PCs about the impending apocalypse.

**R05.** This door has been bricked over. A set of button-tiles numbered 1 to 135 in random order are placed on the outside. The holy vestments of a cleric of Law lie in front of the door, next to a pair of boots and a prayer scroll; its wearer was disintegrated by the creature behind the wall. The prayer scroll holds a spell of *banish*, a seal against TRINITY written to block the planar creature by trapping it behind a disorganized configuration of multiples of three. It represents a sequence of 3-6-9, some religious scribbles and the number 135.



If the PCs push nine combinations of multiples of threes (3 to 27) or any combination of nine numbers that add up to 135 the wall opens to the inner chamber. The wall reconstructs behind their backs. Three *banish* prayer scrolls have been stuck with wax on the inside.

Sprawled nearby lie the corpses of three Lawful clerics, each carrying a holy symbol, chainmail, and three-pronged flails. TRINITY, an avatar of Law is bound here. This creature was originally summoned to keep the demons at bay, but turned on the mages when it detected the presence of Chaos in their midst. The council called on the help of clerics of Law to keep its powers contained and promptly forgot about it. The three clerics sacrificed their lives to seal the planar creature inside, while the fourth was teleported and disintegrated.

#### **TRINITY**

It's a Lawful avatar of the mathematical concept of the number three. As a concept it cannot be destroyed, but can be banished through magical means to a more abstract plane of existence.

It is displeased by other numbers and rearranges compulsively any assortment of things in groups of threes. It talks in three worded sentences and expects to be spoken to in accordance. Any creature that displeases it must make a DC 12 Will saving throw. If they succeed they're teleported outside TRINITY's presence, if they fail they're disintegrated.

This avatar cannot escape the room because the scrolls of banishment are waxed on the tiles numbered 9, 18 and 27. Since it cannot comprehend numbers that are not multiples of three and cannot touch the tiles marked by the scrolls, it can't activate the nine numbers combination to get out.

If TRINITY were to escape, it would first obliterate any non-lawful creature on sight, and then escape the Tower to reorganize the world to a perfect image of Law, bringing an era of absolute order and stagnation.

If a Lawful PC pledges loyalty to the avatar, it will rearrange their stats to the nearest multiple of three (so for example a score of 8 would turn to 9 and a score of 13 to 12) and charge them with freeing it and destroying any and all chaotic creatures they encounter.

## RED AREA WANDERING MONSTERS

Roll 1d6 for a wandering monster every 4 turns or if the PCs decide to camp inside the dungeon. On a result of 1 there is a wandering monster, roll 3d6 to determine what it is:

Roll 3d6	Result
3-5	1d3 <b>elemental eels</b> . Roll 1d4 for each: 1 fire; 2 water; 3 air; 4 earth.
6-10	1d3 wandering <b>hellskull</b> .
11-15	1d4 <b>winged swords</b> .
16-18	1 <b>bound demon</b> .

If TRINITY is banished, roll for wandering monsters every 2 turns. If TRINITY is freed, roll as normal, but the avatar will appear to disintegrate any Chaotic creature that results.

### ANIMATED STATUE (100kg):

These powerful bronze statues are possessed by the spirits of oni. They were bound to protect the antechamber leading to TRINITY. They cannot leave the room and have to serve any magician they encounter. Even though they're Chaotic they behave Lawfully to follow these conditions while inside the statue. If the statue is cracked, the oni is freed (see oni entry).

**Init** -2; **Atk** slams +3 melee (1d6+2) or kanabō club melee (1d10+2); **AC** 22; **HD** 4d8+4 (20); **MV** 15'; **Act** 2d20; **SP** immune to critical hits, unleashes an oni when killed; **SV** Fort +6, Ref +0, Will +4; **AL** C.

### BOUND DEMON (25kg):

These demons were originally bound to serve as protectors of the Tower. They are humanoid in shape, have beastly feline heads, horns, are covered in an azure black coat of fur and have faces in the shoulders, knees and abdomen.

The magic that summoned them deteriorated and now perpetually invokes them with a random task, roll 1d4: 1) to hunt intruders; 2) to guard a place; 3) to retrieve an item; 4) to serve a wizard. The demon returns to Hell the moment it is destroyed or upon completion of the task.

Though Chaotic, their bond forces them to behave Lawfully under the specific terms of their task.

**Init** +0; **Atk** flaming poker +1 melee (1d8+2 fire damage); **AC** 13; **HD** 2d12 (12); **MV** 30'; **Act** 1d20/1d24; **SP** Infravision, *darkness* (+4 check), half damage from non-magical weapons and fire, action rolls are one step higher if pursuing its task; **SV** Fort +1, Ref +4, Will +3; **AL** C.

### ELEMENTAL EEL:

These wisps of magical energy come directly from the raw Elemental Planes and take a form best described as “eel-like” upon entry on the Material world. They burst into existence spontaneously, behave erratically and dissipate after one turn. They are attracted by similar energies and avoid their opposite elements as best as they can.

**Init** +2; **Atk** snap +4 melee (1d2); **AC** 14; **HD** 1d8 (4); **MV** float 30'; **Act** 1d20; **SP** suffers half damage from non-magical weapons, extra, elemental traits; **SV** Fort -2, Ref +4, Will -4; **AL** N.

Element	
Air	is insubstantial and cannot attack. If passing through another creature, the creature must roll a Fort saving throw DC 12 or take 1d6 Stamina damage.
Earth	can only be damaged by magic or blunt weapons, but suffers full damage.
Fire	after a successful attack the victim must roll a Ref saving throw DC 8 or catch fire, suffering 1d4 fire damage each turn until they succeed the saving throw or are put out.
Water	can slip through any crack and reform on the other side. It doesn't inflict damage but can force itself into a creature with a successful attack. The victim must succeed on a Fort saving throw to spit it out or be killed.

### **HELLSKULL (50 kg):**

These fiery skulls come screeching right from the Abyss. They are the disembodied heads of demons, their flesh consumed by hellfire.

**Init** +0; **Atk** fire spit +2 15' cone (1d4 fire damage), bite +4 melee (1d4); **AC** 10; **HD** 3d8 (12); **MV** 40' float; **Act** 1d20; **SP** fire aura 1 damage to all who remain adjacent, self destruction Ref DC 10 or 3d6 fire damage (save for half); **SV** Fort +0, Ref +0, Will +0; **AL** C.

### **IMP (3kg):**

This squat imp is the approximate size of a human child, with a sickly golden-brown skin and eyes of madness. It likes to paralyze its victims, sit on top of them and feed off their negative feelings.

It travels around with the **white nightmare**, pinning down victims for the horse to induce nightmares and then feed on their bad dreams.

**Init** +1; **Atk** bite +3 melee (1d3) grip +3 (paralysis); **AC** 10; **HD** 3d8 (12); **MV** 30'; **Act** 1d20; **SP** paralyzing grip DC 12 Will or paralysis for 2d6 turns, every failed save adds +5 to the DC for each subsequent saving throw; **SV** Fort -2, Ref +1, Will +4; **AL** C.

### **ONI (40kg):**

Onis are ogrish sorcerers and powerful spirits. This pair of brothers, named Aoshio and Akashio, were bound by the wizards of the Tower long ago and if freed (either accidentally or on purpose) will seek vengeance against the humans that trapped them. Although evil and cruel, they can be appeased with tributes. Aoshio specially loves horses and Akashio loves lions.

**Init** +2; **Atk** slam +5 melee (1d6+6); **AC** 16; **HD** 4d8+4 (20); **MV** 20'; **Act** 1d20, 1d20 (spellcasting only); **SP** spellcasting +7; **SV** Fort +4, Ref +2, Will +4; **AL** C.

Though they have spent their spells a long time ago, Aoshio can cast *control ice* once a day and Akashio *control fire* once a day.

### PALE NIGHTMARE (20kg):

The white nightmare looks like a ghostly white horse with bulging, milky eyes. It induces nightmares in everyone it meets eye to eye.

**Init** +2; **Atk** hoof +2 melee (1d4+2); **AC** 12; **HD** 3d8 (12); **MV** 60'; **Act** 1d20; **SP** Induce nightmares DC 12 Will or become afraid for 2d6 turns, can teleport to unseen areas like closed doors or curtains; **SV** Fort +4, Ref +3, Will +4; **AL** C.

### SLEEPING SORCERESS (5kg):

This sorceress tried to invoke the imp and the white nightmare to enact vengeance upon an old rival, only to fall victim to their tricks. She has lost her sanity after years of nightmarish torment, and will blast everything on sight if she ever wakes up.

**Init** +2; **Atk** claw eyes +2 melee (1d2); **AC** 12; **HD** 3d4 (6); **MV** 30'; **Act** 1d20; **SP** Spellcasting +6; **SV** Fort +1, Ref +3, Will +4; **AL** C.

Lvl 1 spells: *chill touch*, *find familiar*, *magic missile*, *sleep*. Lvl 2 spells: *levitate*, *scare*.

### WINGED SWORDS:

Winged swords are avatars of Law summoned from the celestial planes to battle the overflowing demons that started invading the facility.

They first use detect alignment to sort any Chaotic creature and promptly start to attack, sparing any Neutral or Lawful creature unless they attack first.

**Init** +0; **Atk** sword +2 (1d8); **AC** 10; **HD** 3d8 (12); **MV** 20' fly; **Act** 1d20; **SP** none; **SV** Fort +2, Ref +2, Will +4; **AL** L.

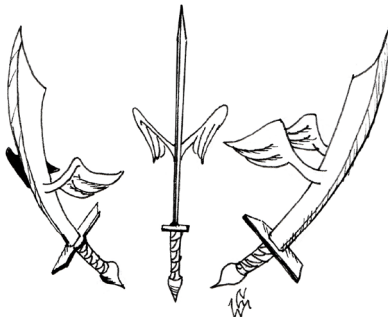


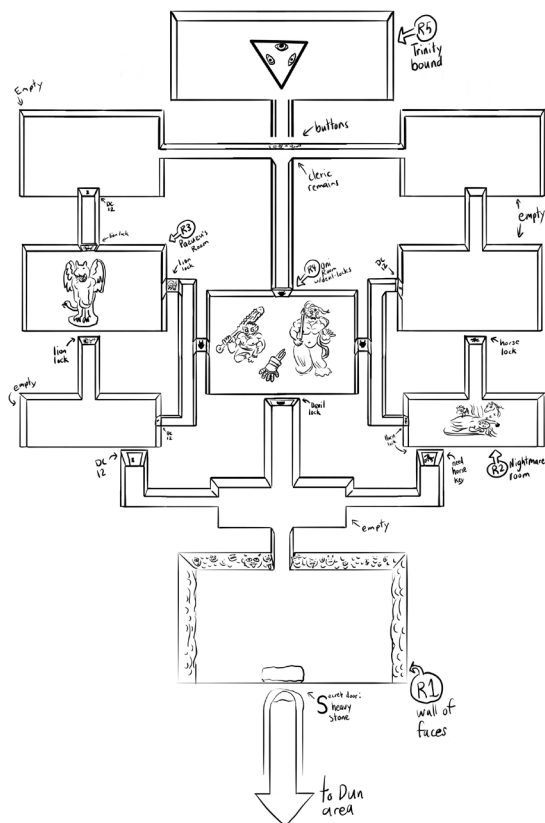
Illustration by  
Clayton Williams

## Playing the Sword

As the *Sword of Æder-Kadai* gains Intelligence, it will improve its communication skills, being able to respond, draw marks, maps and even write.

Check the current Intelligence on the sword, it will act accordingly:

Int	Result
7-8	Just tugs and pointing toward the nearest piece of the raiment.
9-11	Responds to questions by nodding or tapping.
12-14	Can draw arrows, marks and symbols.
15-16	Can draw crude maps and write words.
17+	<b>Æder-Kadai</b> appears!



Its goal is to find the remaining items of the raiment and summon its master Æder-Kadai. It can sabotage attacks if thwarted from this purpose, causing lower steps on the dice chain and even redirecting attacks if mistreated.

*Map the sword drew. Illustrated by Claytonian JP*



This was the Necromancy Faculty. Its former headmaster was a member of the Conclave of Seven and one who was secretly replaced by his superintelligent octopus familiar upon death. When the rest of the Conclave discovered the ruse a magical battle erupted, shaking the Tower to its core and culminating with the necromancy wing being teleported underground.

Having survived the battle, the octopean necromancer took on the name of The Lurking Lord and rose as master of this area. Over the years it was able to recover the squid eggs from its former master's study, hatched them as its children and trained them to scavenge for bones, with the ultimate goal of raising an undead army and enacting vengeance upon the Tower of the Manticore.

**Features:** this area was broken thrice when teleported. The rooms are connected by rickety rope bridges. The cracks drop 20' to a large chamber connecting directly to the Tower's graveyard (#B02).

The necromancy wing is maintained by the servants of the Lurking Lord and patrolled regularly.

- \* Crossing the bridges triggers a Luck ability check. Failing the roll means the rotten wood gives in and the character falls into the pit (#B02).
- \* The area is pitch-black. Bringing any flame here turns it blue.
- \* Unless noted, the doors are open, surprisingly oiled and well maintained.
- \* Dead characters will be collected and dropped into the pit (#B02) to be processed.



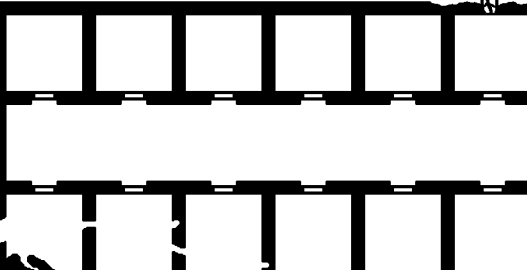
# THE BLUE AREA

B04 Study



B03  
Prison

B02  
The Pit



B01 Necromancy Wing

to dan area

*Skyloh Wilman 2019*

**B01.** These meager quarters were occupied by the students. A dozen quarters fit to house a novice lie at the sides, now covered in debris. 3d4 copper coins with matching minting lie scattered around the rooms.

A 10' tall statue looms over the western wall. It looks as if melted from the stone itself and represents a hooded figure holding a hammer. Inside the shadowy hood shimmers a galaxy of stars: there are fifty tiny diamonds (worth 20 gold pieces each) inset to appear as a starry night sky. The silver-plated warhammer is dismountable, fully functional, and doubles as a holy symbol for neutral clerics.

If a PC pries the diamonds out, they receive the curse of undeath. At the moment of the character's death, it will immediately rise again, taking 3d2 points of ability damage to distribute between Strength, Stamina and Agility. The character will also lose a body part, roll 1d6: 1) the head; 2) the left arm; 3) the right arm; 4) the left leg; 5) the right leg; 6) one of their eyes. If a result is rerolled, the body was thoroughly hacked to pieces and finally destroyed. The character is now harmed by magical healing and can be turned as an undead with the same hit dice.

The **novice ghost** haunts this place. Knowing that the Lurking Lord grows ever more powerful, it offers an opal (worth 12 gp) if the PCs can steal the *Helm of Æder-Kadai* off it. Having no use for the helm itself, it will gladly let them keep it as well.

**B02.** This chamber is a natural cavern, it connects directly under the Tower's graveyard, the floor littered with the skeletons that drop from the ceiling. 2d3 **squidletons** are picking bones for the Lurking Lord.

A swarm of flesh-eating scarabs was released to pick the skeletons clean. Walking through the bones requires a DC 10 Ref saving throw or suffer 1d6 points of damage per round. If a PC falls from the rickety bridges, it will alert the scarabs who will swarm in the next 3 rounds.

**B03.** The dungeon of the facility is where the subjects are held. It is fitted with four cells held by iron doors and two pairs of manacles attached to the wall. Each door has a sliding peephole. It takes an DC 15 Agility check to pick. The keys are carried by a triskeleton (roll 25% for next ones they meet). **Boslovik**, an unfortunate student lost in the catacombs, is currently held in one of the cells. The Lurking Lord is experimenting on him with the goal of extracting a skeleton, a ghost, and a wraith out of the same body.

An ornate octopus is carved against the eastern wall, 8 tubes curl inside the rock, each ending in a chain pulley. This is a hidden door designed for a squid to activate by pulling the chains in sequence. Figuring out the sequence takes an DC 10 Intelligence check to hear the gears tuning inside the wall while someone rolls an DC 10 Agility check to twist their arms and pull the chains inside the tubes. Since the tubes are made for creatures with boneless limbs, the Agility test is rolled at minus one step. Due to the nature of the sequence, two people are required to activate the pulleys (or just one squid).

Inside the secret door there's a sarcophagus occupied by a **mummified baboon assassin**. This creature is invoked by the Seven and One and the Lurking Lord whenever they need to murder a rival. There's a 25% chance the creature is not present at the moment.

**B04.** This open room leads to a grim laboratory set with embalming, surgery, and other necromantic tools. Roll 1d4 to see who's occupying it.

Roll 1d4	Result
1	The <b>Lurking Lord</b> is alone, implanting a skeleton with a baby squid.
2	The <b>Lurking Lord</b> is building skeleton sets with the help of 2d3 <b>squidletons</b> .
3	The <b>Lurking Lord</b> is issuing orders to a patrol of 2d4 <b>squidletons</b> and 1d2 <b>triskeletons</b> .
4	The room is currently empty.

The *Helm of Aeder-Kadai* rests over an old stone bust on the far wall.



### THE HELM OF ÆDER-KADAI

Grants its wearer the ability to cast detect magic and read magic at will with a +5 spellcheck.

Wearing the helm near the *Sword of Æder-Kadai* grants it a further +3 Intelligence.

Two octopus-doors (like the one described in #B03) are set on the northern and southern wall.

The northern door leads to a cold and damp room dominated by a sealed sensory deprivation tank filled with squid eggs. If the **Lurking Lord** isn't working in the laboratory, it is resting inside: the body hangs like a suit on the wall while the octopus sleeps. Opening the lid takes a DC 10 Strength check. A locked chest holding 85 gold pieces, an alabaster worth 9 gp, a hematite worth 10 gp, a malachite worth 10 gp, and a rock quartz worth 9 gp rests at the feet. It takes a DC 15 Agility check to pick.

The southern door leads to the pit (#B02). It springs closed as soon as someone passes through, merging seamlessly with the bedrock. Once closed, it's impossible to open from the outside.

### Blue Area Wandering Monsters

Roll 1d6 for a wandering monster every 4 turns or if the PCs decide to camp inside the dungeon. On a result of 1 or 2, there is a wandering monster, roll 3d6 to determine what it is:

Roll 3d6	Result
3-5	3d4 <b>spare parts</b> flopping about.
6-7	1d4 <b>vampiric leeches</b> looking for a quick meal.
8-13	2d4 <b>squidletons</b> performing various chores.
14-15	2d4 <b>squidletons</b> + 1d2 <b>triskeletons</b> guarding the perimeter.
16-18	The <b>mummified baboon assassin</b> stalking the corridors.

### **BOSLOVIK (5kg, you sick bastards!):**

Boslovik is an enchanter apprentice. Too curious for his own good, he snuck down the crypts to retrieve any lost knowledge buried on the necromancy faculty. Being no adventurer himself, he was quickly captured by the forces of the Lurking Lord and used as a subject.

**Init** +0; **Atk** unarmed -1 melee (1); **AC** 10; **HD** 2d4 (4); **MV** 30'; **Act** 1d20; **SP** spells +4; **SV** Fort -2, Ref -1, Will +2; **AL** N.

Boslovik is completely drained and has lost all of his spells, but can cast any scrolls given to him, or add his spellcasting bonus to the *Sword of Æder-Kadai*.

### **THE LURKING LORD (4kg):**

Was the former headmaster of the Necromancy Faculty and member of the Conclave of Seven and One. When he died, his familiar (a strange octopus belonging to a species of superintelligent cephalopods that inhabit the deep sea) took over his body and resumed activities as normal. All went well until the ruse was discovered by the rest of the Conclave.

The octopus believes itself to be the legitimate apprentice of the headmaster and heir to his position in the Conclave, but the appeal was rejected by the other members of the Seven and One, and the trial escalated to violence.

Exiled from the Tower, the Lurking Lord now schemes to build an army of the dead and reclaim its place in the School.

**Init** +0; **Atk** silver dagger +2 melee (1d4); **AC** 12; **HD** 5d4 (15); **MV** 30'; **Act** 1d20 1d14; **SP** spells as level 5 wizard (spell check +7), double-bodied, undead traits; **SV** Fort +1, Ref +2, Will +6; **AL** L.

Spells lvl1: *chill touch, comprehend languages, magic shield, sleep*.  
Lvl 2: *mirror image, invisible companion, ray of enfeeblement*; Lvl 3: *animate dead*.

Due to its double-bodied nature, damage affects its outer body first. Inhabiting a brain dead corpse, it is immune to mind-affecting effects as long as it remains inside the corpse.

Destroying the body frees the octopus. It has the same stats except its movement changes to 10', swim 30', it cannot use weapons and its saving throws change to Fort +0 Ref -2 and Will +6.

### **MUMMIFIED BABOON ASSASSIN (7kg):**

This creature was conjured as the personal hitman for the Coven of Seven and One. The mummified corpse of a wild baboon infused with the risen shadow of an assassin, it is bound to serve and unable to harm any member of the Conclave (since it uses the body of a former member, the Lurking Lord can summon and is immune to the assassin as well).

**Init** +4; **Atk** bite +4 melee (1d4+3) or claw +6 (1d6+3); **AC** 13; **HD** 3d8 (12); **MV** 20' or climb 30'; **Act** 1d24; **SP** undead traits, immune to non-silvered weapons, vulnerable to fire, automatically knows the location of its target, can teleport between shadows; **SV** Fort +6, Ref +3, Will +1; **AL** L.

### **NOVICE GHOST:**

This unfortunate soul was a novice wizard that fought against the Conclave of Seven and One to defend the Necromancy Faculty. They died when the wing was teleported and rose as a ghost when the Lurking Lord started building its army. Seeing how the necromancer used the bones of their former schoolmates changed their heart, and now they cannot rest until they thwart the plans of the Lurking Lord.

**Init** +2; **Atk** draining touch +6 (1d4 Str damage); **AC** 10; **HD** 2d12 (8); **MV** fly 40'; **Act** 1d20; **SP** undead traits, immune to non magical weapons, 1d4 special abilities; **SV** Fort +2, Ref +4, Will +6; **AL** N.

The novice ghost is bound to their quarters and cannot exit the room.

### **SPARE PARTS (4kg, head only):**

Are limbs and heads reanimated by the necromantic magic that emanates from this area.

**Init** +0; **Atk** slam/bite +2 melee (1d2); **AC** 8; **HD** 1d2-1 (1); **MV** 30'; **Act** 1d20; **SP** undead traits; **SV** Fort +0, Ref +0, Will Immune; **AL** C.

### **SQUIDLETON (3kg):**

The squidletons are animated skeletons controlled by the superintelligent squids that serve the Lurking Lord. As such they can act intelligently and organize in complex formations. Without their skeletal armor, the squids are defenseless.

**Init** +0; **Atk** claw +0 melee (1d3) or club (1d4); **AC** 10; **HD** 1d6 (3); **MV** 30'; **Act** 1d20; **SP** undead traits, half damage from piercing and slashing weapons; **SV** Fort +3, Ref +1, Will +1; **AL** L.

### **TRISKELETON (3x1d2kg):**

Triskeletons are the armed forces of the Lurking Lord. They are an upgraded version of the squidleton built by at least two skeletons: three arms, two legs and one or two heads.

**Init** +0; **Atk** scimitars +2 melee (1d6); **AC** 9; **HD** 1d6 (6); **MV** 30'; **Act** 3d20; **SP** undead traits, half damage from piercing and slashing weapons; **SV** Fort +3, Ref +1, Will +0; **AL** L.

### **VAMPIRIC LEECH (1/4kg):**

These leeches were mutated by the necromantic magic that emanates from this area. They grow up to two feet and develop stunted, bat-like wings. They use their wings and larger muscles to leap violently aiming for the throat.

**Init** +2; **Atk** proboscis +6\*/+2 melee (1d4 Sta damage, attachment); **AC** 9; **HD** 1d2-1 (1); **MV** 10' leap 20'; **Act** 1d20; **SP** leap, attachment; **SV** Fort -2, Ref +0, Will -2; **AL** N.

The vampiric leeches leap on their first attack, adding a bonus to their regular attack. If they hit they attach to their victim and drain 1d4 Stamina damage each round. As an action they can be forcefully removed, but this deals 2 points of damage to the victim. It takes an Agility DC 12 test to pry the leech without harming the victim.

## Who's Æder-Kadai?

Wizard-Protector of the Tower of the Manticore, the identity of this arcane knight is shrouded in mystery. Member of the original Conclave of Seven and One, they were instrumental in taming the Manticore, claiming the Tower and founding the wizarding school.

During their life they were charged with protecting the Tower against rival sorcerers, the chaotic creatures commonly attracted by its magical energies, and the power-hungry wizards that rebelled against it.

Fulfilling their duties spelled their doom. When conflict rose among the Seven and One, three sorcerers turned against the Conclave and in a magical battle that shook the Tower, disintegrated Æder-Kadai. The treacherous sorcerers disposed of the remains in the crypts below and took over the School. But Æder-Kadai had several magical countermeasures that averted death, and their spirit was castaway in the Astral Plane instead of passing away. Now it only needs a physical body to resurrect.

The Wizard Protector presents itself as a powerful *enlarged* human, talking in a metallic voice that's not completely male nor female. They are encased in scale armor and plate except for their face: a dark void swirls instead, with two starry eyes that emanate arcane energy floating in place.





Illustration by  
*Duamn Figueroa Rassol*

### **ÆDER-KADAI:**

**Init** +2; **Atk** The Sword +6 (1d10+6); **AC** 20; **HD** 5d4 (26); **MV** 30';  
**Act** 1d20 1d14; **SP** spellcasting +7: *force manipulation, magic missile, shatter and dispel magic*; **SV** Fort +2, Ref +4, Will +5; **AL** L.

Rumors abound on Æder-Kadai's true identity. If your players ever ask you, you may roll on the following table to find out what their character knows:

Roll 1d8	Result
1	Æder-Kadai is a dual-souled creature of Law, summoned by the Seven and One and bound to protect the Tower of the Manticore.
2	They were chosen by the gods of magic and born androgynous, gaining powerful abilities by mixing black and white magic.
3	A circle of seven powerful wizards performed a dark ritual in which they sacrificed their bodies to join their souls into one. They possessed a suit of armor and the Wizard Protector was born.
4	Æder-Kadai was a powerful mage that embraced their dual aspects to duplicate their arcane power and abjure harmful spells and curses.
5	It's a myth. It never existed and like most wizard mumbo jumbo, it was made up to scare nosy magelings.
6	They are actually a dragon that got trapped by the Seven and One in their humanoid form after polymorphing to sneak into and study within the Tower.
7	It is actually a title, carried by the powerful wizards that have taken the mantle of Wizard Protector. There was no one worthy enough to take the name during recent centuries, but someone might rise to the occasion.
8	Originally they were a wandering knight who, during a duel, became possessed by the enemy sorceress, turning them into a perfect balance of magic and steel.

## **Playing Æder-Kadai**

As the lawful Wizard-Protector of the Tower of the Manticore their goal is to return to the School, defeat the chaotic sorcerers that settled in it, and reclaim their place in the Conclave of Seven and One, bringing order back to the Tower.

They behave with authority and righteousness, but truly appreciate that the PCs have taken over their duties. They will try to recruit the characters to guide them out of the dungeon and recover the Tower. If they're successful, they may name the characters "Protectors of the Manticore" and resurrect the ancient knightly order under the service of the School.

Since the apparition of Æder-Kadai means the disintegration of a character, you should let the player control the Wizard-Protector while returning to the Tower, at least to compensate for their loss with a short power trip.

If the PCs decide to toil in the dungeon, Æder-Kadai will grow restless and ditch the party to fulfill their goal.

## Wrapping up the adventure

There are several victory conditions in the Gig at the Wizards Tower. Surviving characters are pretty much free to wrap up the adventure whenever they like and claim their well earned gold. By the time the players decide to cash out you should have a bunch of dead PCs, some mutated survivors, and at least a handful of lvl 1 characters to kick off your campaign.

If you're looking for a more epic conclusion, confronting any of the "bosses" of each area should be enough to end a lvl-0 funnel module on a high note. Collecting all the pieces of the raiment to summon Æder-Kadai and/or defeating all the bosses definitely makes for a full-on adventure!

## Return to the Tower of the Manticore

A successful run in the crypts would most definitely catch the attention of the Conclave of Seven and One, specially if the party was able to restore Æder-Kadai. The wizards could name the surviving characters "Protectors of the Manticore" and start giving them assignments, to retrieve lost artifacts below and clearing out the crypts once and for all.

These are some ideas about the kind of quests the Conclave could assign to the Protectors:

- ✱ Retrieve the gear down in the armory to resurrect the Protectors with a proper uniform.
- ✱ Trap the Underdragon's soul in a magical orb and transfer it to another dragon's body, bound to serve the Tower of the Manticore, of course.
- ✱ Rescue the Halfrog Prince and return him for treatment back at the new laboratory.
- ✱ Banish TRINITY before the planar entity brings apocalypse into the world.
- ✱ Defeat the Lurking Lord and its growing army of skeletons, burying the necromancy faculty at last.

If you find yourself returning to the crypts, one quick way you can repopulate the dungeon is to roll on the wandering monsters list to see what new creatures are currently occupying an empty room.

To give a deeper sense of a living dungeon you might mix and match monsters lists in different areas.

Have the forces of the Lurking Lord advanced to the Dun area?

Have the PCs broken the seals in the Red area, allowing its demonic influence to slowly take hold?

You'll have to brave the catacombs to find out!

## JUDGE'S NOTES

[illegible]

# **GFA 2019 Volume 1 Credits**

## **Authors**

Duamn Figueroa Rassol

## **Illustrators & Cartographers**

Duamn Figueroa Rassol, Claytonian JP,  
Shyloh Wideman, Clayton Williams

---

## **GFA 2019 Credits**

### **Cover Art**

Doug Kovacs

### **Title Page Art**

Marc Radle

## **Editors & Proofreaders**

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley,  
Cory Gahsman, Michael Harrington, Tony Hogard, Claytonian JP,  
Elizabeth Levy, Shane Liebling, Collen McDonald, Russell Mirabelli,  
Jason Morgan, Keith Nelson, Marcie Riebe, Jeff Scifert,  
Ian Zebarah Shears, Tim Snider, Dan Steeby, Shyloh Wideman,  
Chris Zank

## **Printing Offset Contributors**

Jason Abdin, David Baity, Julian Bernick, Eric Betts,  
Daniel Bishop, CeCelia Bowden, Jen & Bob Brinkman, Marc Bruner,  
Todd Bunn, Ian Burgess, Michael Carlson, Justin Choponis,  
Ariel Churi, Charles Couch, Jim Cox, Hector Cruz, Thierry De Gagne,  
Sean Duffy, Mirko Froehlich, Fuzzbang and Hootz, Keith Garrett,  
Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard,  
Anne Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen,  
Lucas Kuntz, Christopher Lauricella, The Long Con RPG Convention,  
David Maltbie, Jon Marr, Juergen Mayer, Cullen McDonald,  
Ken McLennan, Jason Menard, Ruxed LLC, Ryan Moore, Keith Nelson,  
Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle,  
James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton,  
Aaron Talley, Karen Theroux, Matt Towle, Joan K Troyer,  
Melissa & Shyloh Wideman, Laura & Clayton Williams, Jon Wilson,  
David York, Chris Zank, and the anonymous patrons of the GFA  
community

## **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh,  
Shyloh Wideman, Clayton Williams, Jon Wilson

# **The 2019 Gongfarmer's Almanac:**

## **A Dungeon Crawl Classics RPG Zine**

**Written, Illustrated, Edited and Produced by  
the DCC RPG Communities**



### **DCC SURVIVE THE FUNNEL #2**

### **VOLUME 2 OF FOURTEEN BOOKLETS**

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# 12,000 to 0

By Daniel J. Bishop

Artwork by Todd McGowan

## Introduction

This is a zero-level funnel adventure meant to be run in a four hour timeframe. The PCs awaken from stasis on a satellite whose orbit has been destabilized, and those who fail to use the station's escape pods in time are killed as the satellite strikes the planet's surface. Although the default planet is Earth, and the adventure is written for standard DCC characters, there is nothing preventing the judge from adapting this adventure to other worlds or related systems, such as *Star Crawl* or *Mutant Crawl Classics*.

The adventure also assumes four players, and, if the judge has more at their table, they should adjust the number of working escape pods accordingly. Or don't, and let the PCs fight amongst themselves to determine who lives.

## Running the Clock

12,000 to 0 uses a device from Harley Stroh's excellent adventure, *Bride of the Black Manse*. Every hour of actual gameplay, on the hour, conditions in the adventure locations change. The condition changes occurring are described in each section below labeled **Adventure Start**, **Breach of the Ark**, **System Failure**, **Descent**, and **Impact**. Each of these is described in overview below.

**Adventure Start:** The PCs awaken on Sky Ark 079. They have a chance to explore, encountering some limited hazards, mostly in the form of unfamiliar technologies. Their awakening is a result of a karkara vessel coming into contact with the Sky Ark.

**Breach of the Ark:** The karkara and the scavenger bots gain access to the Sky Ark. While the robots begin to dismantle the Sky Ark for salvage, the karkara seek out living creatures to infect.

**System Failure:** Sabotage from the scavenger bots causes conditions to change rapidly within the structure, as various Sky Ark systems malfunction.

**Descent:** The crippled Sky Ark is unable to maintain its geosynchronous orbit. Although automated systems slow the vessel as it falls to Earth, it is falling nonetheless. Remaining escape pods are now unlocked.

**Impact:** The Sky Ark 079 strikes the planet. Anyone remaining aboard is killed. Escape pods land. The adventure is over.

## Lighting and Doors

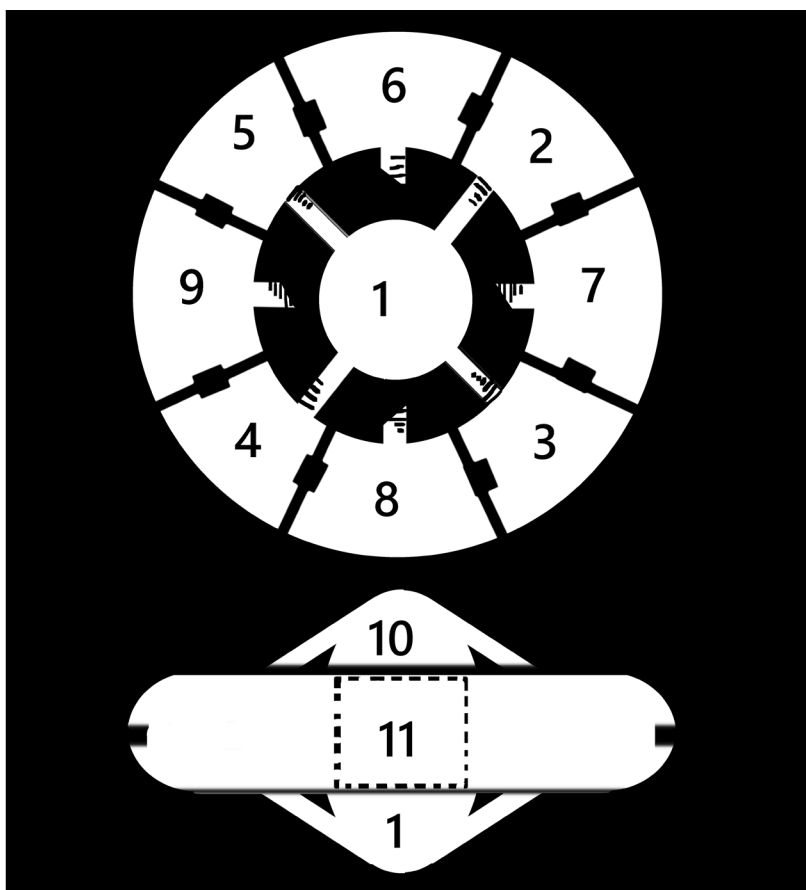
Unless otherwise stated, all areas of Sky Ark 079 are normally lit by a soft diffuse white light which has no obvious source. Doors are sealed with a submarine-style ring that must be turned in order to open a door or keep it closed. A closed door can halt a scavenger bot or a karkara for 1d5 rounds – the karkara learns how to open the door, while the scavenger bot cuts through it. See below for more on these creatures.

## Adventure Start

***“Rise and shine, pioneers! Past memories and misdeeds have been replaced with useful occupations for the life ahead. Rejoice! You awake with your records expunged, free to start a new path on the new world that has been selected for you!”***

Characters awaken in niches set into the walls of a large octagonal room made of a white colored metal-ceramic compound. This material cannot be damaged by anything that the PCs possess. All areas of the Sky Ark are made of this same material, unless otherwise noted.

The PCs are wearing orange jumpsuits; their starting equipment is not present. In the left breast pocket of each suit is a clear yellow plastic square which reads “Equipment Voucher”. If a PC starts with an animal, there is also a similar-sized red plastic square with a stylized picture of that animal on it (Livestock Voucher).



When characters step from the alcoves, the space behind them disappears, leaving smooth walls, as though the alcoves were never present. If desired, the judge can have new replacement PCs appear in the alcoves, which appear and disappear as needed.

## Areas of the Sky Ark 079

**1. Recovery Area:** This is where characters awaken. It is an octagonal room with five alcoves located on each alternating wall. In the center of each alternate wall without alcoves, a white metal stairway leads upward to the satellite ring. There are eight fixed benches, which appear to be marble, but are cushioned to the touch. They are difficult to damage, ignoring the first 10 points of damage from any source. The benches cannot be moved.

**2. Automated Quartermaster:** Hundreds of wall lockers made of impervious white metal line the walls. Each has a slot into which a character's Equipment Voucher may be inserted. When the Voucher is placed in the slot, the locker opens and the Voucher disappears. The interior of the locker is impossibly large, and contains all the non-living equipment a character begins with. It doesn't matter which locker is chosen – the same locker can contain the equipment of all PCs in sequence.

**IMPORTANT:** If a locker is closed without all equipment being removed, whatever equipment remained within the locker is lost. Although the red plastic squares are the same size as the yellow Equipment Vouchers, they do not activate the lockers when placed into the locker slots.



**3. Automated Husbandry:** This area is dominated by a blue octagonal pad 8 feet across, raised 2 inches from the floor. Machines with blinking lights line the inner wall; one of these contains a slot which will fit the red plastic square Livestock Voucher with a stylized animal picture on it. A Livestock Voucher placed in this slot is lost. However, the animal represented on the plastic square appears on the octagonal pad, reconstituted from a microcellular slide stored in the Sky Ark's database.

**IMPORTANT:** Although Equipment Vouchers and Livestock Vouchers are the same size, Equipment Vouchers will not fit into the slot. If any reconstituted livestock has not been removed from the octagonal pad before a new Livestock Voucher is used, have both PCs make a Luck check. If either fails, the two creatures are melded together in a horrific manner and are obviously dead. If both fail, the creature is still alive and attacks. The judge should modify the stats below to represent specific melded creatures, making them more or less powerful as desired:

**Melded creature:** Init -2; Atk bite or claw +0 melee (1d3); AC 10; HD 1d5; HP 3; MV 20'; Act 1d20; SV Fort +2, Ref -2, Will +0; AL C.

**4. Retraining Section:** This section contains a bank of six chairs which look something like hair dresser's chairs, including a piece which fits over the superior edge. Any character sitting on one of these machines causes the upper part to slide quietly over his cranium. A voice, heard only by the character, says "Welcome to retraining. We apologize that the preselected occupation did not suit your needs. Please remain still." Reroll the PC's occupation using whichever table you wish (the one in the DCC RPG core rulebook or otherwise). This can change the character's species.

**IMPORTANT:** A given PC can only change their occupation three times. Thereafter the voice merely says "*Training redesignation limit has been reached. Please exit chair.*"

**5. Criminal Records Processing Section:** There are a dozen booths in this room. If a PC enters a booth, they are asked to state their name and occupation, to look into a camera for a retinal scan, and to place their hands on a black plastic scanner for finger and palm prints. Afterwards, the same voice says "Thank you for your cooperation." If a PC attempts to leave the booth before this, they may, but the voice says "Please return to the CRP Section booth for processing."

IMPORTANT: Any PC who complies is PROCESSED. Any PC who does not is UNPROCESSED. It is possible that some PCs will remain UNPROCESSED.

**6. Correctional Refusal Section:** This section is dominated by a large, throne-like metal chair. The inner wall is covered with computer consoles with many blinking lights and tape banks. The outer wall has three doors which lead to escape pods. When characters enter this area, a voice says “Welcome to the Correctional Refusal Section. Every effort has been made to provide a new and meaningful existence for you. However, if you refuse these corrective measures, it is your right by Union Charter to have your erased memories restored and alternative punitive methods applied.”

A Processed PC who chooses to sit on the chair has their memories restored. Roll 1d7, or devise something equally grim: (1) You are the Butcher of Orion VI, who slaughtered billions; (2) You are the Overlord of the Spider Nebula, a brutal dictator responsible for a repressive slave regime; (3) You peddled the drug *raxoine*, a highly addictive substance that destroys entire systems; (4) You are the serial killer Vordon Kell, feared for the hideous tortures and disfigurements perpetrated upon your victims; (5) You are directly responsible for the Android Uprising on Sirius III, resulting in the death of 90% of biological life forms within a 5 light year radius around the system; (6) You failed to return overdue books to the Library of Eternity, even after notification was given and serious fines were levied; or (7) You are completely innocent; a travesty of justice has occurred!

As soon as the PC has experienced their lost memories, the chair electrifies them for 3d10 damage (DC 20 Fort save for half). It is possible that a PC may survive this. In this event, the PC gains a permanent 2d10 bonus hp.

IMPORTANT: This system does not recognize, or work on, Unprocessed PCs. Nothing happens when Unprocessed PCs sit on the chair. Escape pod doors remain locked until **Descent**. Unless the judge rules otherwise, only a Processed PC can open the escape pod doors, or cause an escape pod to launch. At judge's discretion, Unprocessed PCs may succeed in each task with a DC 10 Intelligence check. Each Intelligence check adds 1 minute of actual



play to the running clock.

**7. Automated Guard Section:** This area contains charging pods for a dozen androcops, robotic policemen with built-in weaponry. Only three androcops remain on the Sky Ark. Although they appear to be dormant, they are not. Androcops will act in the following priority sequence:

- (1) Protect humanoid life, unless that life has been convicted of a capital offense.
- (2) Terminate any lifeform convicted of a capital offense. This includes any PC who survives Correctional Refusal in Area 6 or any character who attacks an androcop.
- (3) Obey the orders of Processed PCs, so long as they do not violate (1) or (2), above.

**Androcops (3):** Init +0; Atk stun baton +2 melee (stun) or energy bolt +0 ranged (1d7); AC 15; HD 3d7; HP 12 each; MV 20'; Act 1d20; SP immune to mind- or biology affecting spells or attacks, stun (DC 10 Fort save or unable to move or act for 1d6 rounds); SV Fort +3, Ref +0, Will +0; AL L.

Three doors on the outer wall lead to escape pods. A stairway leads up to the Command Center.

**IMPORTANT:** Escape pod doors remain locked until **Descent**. Only a Processed PC can open the escape pod doors, or cause an escape pod to launch. At judge's discretion, Unprocessed PCs may succeed in each task with a DC 10 Intelligence check. Each Intelligence check adds 1 minute of actual play to the running clock.

**8. Sickbay:** Contains seven sleek-looking "marble" couches which actually have soft, semi-malleable surfaces like the benches in Area 1. Wounded creatures reclining upon a bench are healed for 1d7 hp damage, and are cured of any disease or poison after 1 round. Terminated biological creatures are entitled to a Fort save (DC 10 + # of rounds since death) to be resurrected at full health (with no associated stat loss). A character could conceivably die in Area 6, and be restored here with a DC 15 Fort save. A character failing the save has no chance of being resurrected, and no creature can be resurrected more than once.

**9. Automated Guard Section:** As Area 7 above, but four androcops remain.

**10. Command Center:** Octagonal chamber with many banks of blinking lights, seating for various stations, and a command chair. Access to Sky Ark controls are locked, as an automated voice will tell anyone trying to access them. A lift goes below to Area 11 (the door to this lift will not normally open), and a raised blue octagonal platform 8 feet across offers teleportation to the planetary surface below. Unfortunately, its controls were also locked when Correctional Personnel abandoned Sky Ark 079.

**11. Power Plant:** Access to the fusion reactor is normally impossible for the PCs to obtain. A malfunction may allow access, but controlling the glowing reactor core is beyond the PC's capabilities. Playing with switches does nothing more than change the color of the core if a Luck check succeeds; otherwise, it causes a System Failure (see system Failure below). It will, nonetheless, probably make an impressive explosion when the Sky Ark 079 crashes.

## **Initial Events**

The PCs were awakened from stasis when a karkara vessel impacted the Sky Ark's hull. During the first hour of the adventure, the karkara are attempting to breach the Sky Ark. Every 10 minutes of actual play, there is some indication that this is occurring (roll on the Event Table). Events can occur more than once.

1d4	Event
1	Loud knocking, as of metal on metal, is heard somewhere in the station (roll 1d10 to determine the closest location, from Area 1 to Area 10 indicated in Areas of the <b>Sky Ark 079</b> ).
2	Ears pop as air pressure changes due to a micro hull breach; auxiliary life support quickly compensates.
3	Something briefly occludes the stars outside a viewport; a shadow seen only out of the corner of the eye.
4	Station intercom systems briefly come on. Only static can be heard.

## Breach of the Ark

After one hour of actual play, there is a drop in air pressure causing ears to pop painfully. The karkara have breached the Sky Ark. Roll 1d10 to determine the initial Area of the breach. Although it would technically be possible to use the breach to steal aboard the karkara vessel, the breach itself is permanently guarded by 4 karkara and a scavenger bot (see below). Many more swarm aboard the vessel – attempting to board is suicidal unless the judge deems otherwise.

Ten minutes after the **Breach of the Ark**, and until **Descent**, there is a chance of running into karkara or scavenger bots anywhere on the Sky Ark. Karkara are looking for victims to infect. Scavenger bots are looking for salvage. Every time the PCs enter an Area, roll two dice (see below). If the larger comes up “1”, 1d3 karkara are present in that Area. If the smaller comes up “1”, a scavenger bot is present in the Area. It is possible for both dice to come up “1”. Initially, roll 1d30 and 1d24. Every 10 minutes of actual play, reduce each die by one step on the dice chain (to a minimum of 1d6 and 1d5 before **Descent** begins).

**Scavenger bot:** Init -1; Atk claw +3 melee (1d4) or cutting blade +0 melee (1d6) or laser torch +0 melee (1d8); AC 18; HD 2d6; HP 8; MV 45'; Act 1d20; SP immune to mind- or biology affecting spells or attacks, travel on any surface, poor memory, nuclear power plant; SV Fort +1, Ref +3, Will +0; AL N.

Scavenger bots look like 8-foot long silverfish with clawed forward pincers and various extendible cutting tools and laser torches. They can move along any surface with a gliding motion, but if they lose contact with the surface that they are on, it requires a round for them to regain purchase. Their agility is astonishing, but they have limited memory for anything apart from their primary purpose – scavenging metal, parts, and electronics. If not attacked for 1d3 rounds, a scavenger bot returns to this function, even if potential targets are still available.

These robots are powered by tiny nuclear power plants, which have a 1 in 5 chance of flooding a 30-foot radius with radiation when a scavenger bot is reduced to 0 hp. Living creatures in this area must succeed on a DC 15 Fort save or suffer 1d5 temporary Stamina damage.

**Karkara:** Init +2; Atk smother +2 melee (1d3 heat) or tail grab +0 melee (1d3 heat); AC 12; HD 3d8+3; HP 15; MV 20' or fly 30'; Act 2d20; SP heat damage, ½ damage from cold or fire, charge, create spawn, plant traits; SV Fort +1, Ref +2, Will +3; AL C.

Karkara are a parasitic form of steaming hot ultramarine alien grass which grows from the flesh of both living and dead animals. The karkara in this adventure have infiltrated a race of large serpentine humanoids, which define their basic appearance and grants them an extra attack with an ophidian tail. They are able to flatten into a blanket-like mass of plant fibers, and are able to fly in this form. Because of their great heat, they cannot hide from creatures with infravision.

Karkara can make a flying charge as their first attack, moving up to twice their normal move and doing double damage if they hit. They always attack whatever creature last caused them the most damage. A creature slain by a karkara arises 1d3 turns later as a karkara zombie.

**Karkara zombie:** Init -4; Atk bite or claw +0 melee (1d4); AC 8; HD 2d6; HP 7; MV 20'; Act 1d20; SP plant traits, immune to mind-affecting spells or attacks; SV Fort +4, Ref -4, Will +1; AL C.

Dead bodies covered in tufts of ultramarine karkara grass, these creatures are not un-dead, but are controlled by the parasitic grass growing from (and within) them. They have a dim, cunning sort of intelligence, but are not mature enough for complex thought or to create spawn.

## System Failure

After the second hour of actual play, the scavenger bots have damaged the Sky Ark enough that systems begin to fail. Every 10 minutes of actual play, including when system failure first begins, roll 1d12 and 1d4-2. The 1d12 roll indicates what systems have failed, and the 1d4-2 roll indicates how many escape pods misfire and jettison. The Sky Ark begins equipped with 12 escape pods. Kind judges may allow 1 escape pod to remain (regardless of rolls) per player, but note that two PCs can occupy the same escape pod with some risk to each (see Descent below).

1d12	Failed System	Effect
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- |   |         |                                                                                                                                                                                                                                                                                                                                                             |
|---|---------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Gravity | Androcops and scavenger bots in contact with any surface are unaffected. Karkara can fly. PCs and karkara zombies must succeed on a DC 10 Agility check to move as desired. Otherwise they fail to move or move in a random direction (50% chance of each). All attack and damage rolls for PCs, karkara, and karkara zombies are at -1d on the dice chain. |
| 2 | Heating | The air becomes noticeably colder every 10 minutes of actual play. After 30 minutes of actual play, a DC 2 Fort save is required to avoid taking 1 point of temporary Stamina damage. The Fort save must be made every 10 minutes of actual play, and the DC increases cumulatively by +2 for each Fort save.                                               |

<b>1d12</b>	<b>Failed System</b>	<b>Effect</b>
3	Life Support	The air become noticeably thinner. Every 30 minutes of actual play moving forward, characters must succeed on a DC 5 Fort save or suffer -1d to all rolls. Characters who fail two consecutive saves fall unconscious. Characters who fail 3 consecutive saves die.
4	Androcop AI	Androcops no longer take orders from Processed PCs. There is a 1 in 6 chance every 10 minutes that they will turn on the PCs. Once turned, there is a 1 in 3 chance that they will turn back every 10 minutes of actual play.
5	Records	Processed characters are now treated as Unprocessed. Survivors of Correctional Refusal are treated as Unprocessed. Retraining Section removes but does not replace an occupation; species or class does not change.
6	Medical	Sickbay beds no longer work. Luck check or they cause 1d10 damage instead.
7	Lock Override	There is a 1 in 5 chance that any given escape pod door can be opened, and a 1 in 5 chance that the lift in Area 10 can be used. There is a 1 in 7 chance that a character can teleport to the planetary surface and escape. Any attempt at utilizing the command controls in Area 10 requires a Luck check. Succeed, and a random system failure is undone. Fail, and a new random system failure is added.
8	Quartermaster	Equipment Vouchers are still taken; nothing is given in return.
9	Husbandry	Livestock Vouchers are still taken; nothing is given in return.

<b>1d12</b>	<b>Failed System</b>	<b>Effect</b>
10	Teleportation	Any attempt to use the teleportation system in Area 1 results in the character being turned inside out before being teleported into deep space. If the Husbandry system is still working, animals arrive scrambled and dead. If the Quartermaster system is working, all metal items are made of lead.
11	Fumigation	Roll 1d10. The result matches one of the numbered Areas indicated in Areas of the Sky Ark 079; it is sprayed with an aerosol fumigant. PCs must succeed at a DC 10 Fort save or take 1 point of temporary Strength, Stamina, and Agility damage. On a natural “1”, this damage is permanent. This result can happen any number of times.
12	Reset	A random system failure is reset, causing the system to come back online. It can, of course, fail again.

## Descent

After the third hour, the Sky Ark 079 is sufficiently damaged that it can no longer sustain geostationary orbit at 12,000 feet above the surface of the planet. The entire Sky Ark shudders, and creatures must make a DC 10 Reflex save or be knocked prone. Karkara and scavenger bots make their way to the breach point by the swiftest possible route; neither are interested in fighting. Karkara zombies, however, are not intelligent enough to retreat.

Every 10 minutes of actual play from now to **Impact**, the Sky Ark shudders, causing all who fail a Reflex save to fall. Initially, the Ref save is DC 12, but it increases by +2 with each subsequent event.

30 minutes to **Impact**, the Sky Ark begins to break apart. Roll 2d10. The results match one (if the identical number is rolled on both dice) or two of the numbered Areas indicated in **Areas of the Sky Ark 079**. The indicated Area(s) sheer off, and anything within them is lost. If a PC is present, a DC 15 Reflex save allows escape before emergency bulkheads seal the Areas. PCs must find a way around.

Remaining escape pods are unlocked. Access can be granted, and the escape pod can be launched by a Processed PC. At judge's discretion, Unprocessed PCs may succeed in each task with a DC 10 Intelligence check. Each Intelligence check adds 1 minute of actual play to the running clock.

Escape pods are designed for single humanoids to strap in. Two can fit, but neither is as well protected, and both must succeed in a Luck check upon landing in order to avoid taking 1d5 damage. If both fail the check, each one takes an additional 1d5 damage. If there are more survivors than the remaining escape pods can hold, it is up to the players to determine how to apportion them.

Each escape pod also has a compartment containing 2d7 days worth of freeze-dried rations and 200 gp (or equivalent) in a metal box marked "Survival Rations". The coins are archaic on the selected world; the PCs have been in stasis for a long time.

## Impact

After four hours of actual play, the Sky Ark hits the planetary surface (most likely in the ocean), killing anyone left on board. Escape pods land within 1d100 miles of the impact, which might result in tidal waves, earthquakes, clouds of particulate matter that cause a global chill, or whatever else the judge deems appropriate. Escape pods should always land somewhere where the PCs have a fighting chance to start their new lives.



## This image shows a full page of blank, lined paper. It features approximately 28 horizontal blue or grey lines spaced evenly apart, typical of notebook paper. The lines extend across the entire width of the page, leaving small margins at the top and bottom. There are no vertical lines, text, or other markings on the page.

# CAVERNS OF THE CANNIBAL CRONE

BY V.J. WALONDE  
ART BY KRIM GAUE



This adventure was written in response to the aftermath of a deadly encounter where over half the party met their end during a play through of Jobe Bittman's infamous The One Who Watches from Below. The players had grown rather fond of their characters and were sad to see them perish in the Cave of Secrets. So, being a benevolent judge, I decided the party would indeed rise from the dead and adventure once again. However, cheating death requires strong magic and there is always a heavy price to pay. The characters were reborn as half mortal demons trapped in the skull of a dying god whose head is roughly the size of Jupiter's moon Europa. The campaign went straight off the rails and was re-branded as *Postcards from Ragora*, where Frank Baum's Oz meets Clive Barker's Hellraiser. *Caverns of the Cannibal Crone* is an abridged version of the "funnel" adventure I wrote introducing the players to this wonderful, terribly horrible world. It was designed originally to be played with a mix of 10-12 0 level characters and 2-4 1st level characters. It could be played as a funnel for 12-16 0 level characters or as a early adventure for 4-6 1st level characters. I hope you enjoy the adventure as much as my friends have.

## ORIGINAL BACKGROUND AND HISTORY

Malbolja the Witch Queen of Lies is the last of the Mother Crones, a demonic race of hags which gave birth to multitudes of various infernal breeds and species. The Mother Crones have been hunted down and destroyed by a bizarre coalition of demons, devils, and robots known as the Concord of Discordia lead by the nefarious Lotharius, the Demon King of Electric Bards and Murder-Suicides. Isolated and alone in the Caverns of Cartal-Lauge, Malbolja plots and schemes of ways to ruin her enemies. Quietly she lurks across the landscape of Ragora harvesting soul larvae, the blasphemous offspring of the enormous transdimensional bore leviathans, and nurses them to be her monstrous children. These half mortal, half demon creatures are known as the cambion and they are fearsome warriors imbued with infernal gifts. It is the Mother Crone's ambitions to raise an army of cambions and utterly crush the Concord of Discordia.

Unfortunately for Malbolja, she is utterly mad and consumed with crushing paranoia. She routinely raises a group of cambion, becomes completely convinced they are plotting to murder her, then slaughters and devours them. This violent cycle has been going on for years and is the reason why Malbolja cannot raise an army to match the strength of the Concord of Discordia's forces.

The players can take up several starting roles in this adventure. They can be mortal prisoners of Malbolja to serve as upcoming meals for the Crone and her children. These prisoners can be rolled up as traditional DCC characters using the core rulebook (or whatever occupations and races the Judge and players agree on). They could also be one of the cambions, a demonic half-breed with memories of a past life. These players would be allowed to reincarnate the dead characters from failed adventures into one of Malbolja's murderous children. Players could also chose to just play a cambion without any recollection of a former life. Regardless of what kind of character is chosen, the players find themselves trapped in Cartal-Lauge while Malbolja is at the peak of her paranoia and in immediate peril.

## **ALTERNATIVE BACKGROUND AND SETTINGS**

Judges feel free to adjust the background and setting to give Malbolja a place in your ongoing campaign setting. While the cavern of Cartal-Lauge was originally intended to be a cave complex carved out of the skull of enormous dying god, any vile and hazardous place in any campaign world would make a lovely home for Malbolja and her demonic children. The plot can be tweaked slightly and the Mother Crone could just be a classic hag stalking the countryside terrorizing and devouring peasants. Players could be hired by a local lord to rescue prisoners and rid the kingdom of an infernal menace, or the players could be prisoners of Malbolja trying to escape the caverns with their lives.

### **The Caverns of Cartel-Lauge**

The cavern is a very linear dungeon crawl with one cave leading to the next. The ivory white cave walls are not made of stone but the extremely dense bone matter that makes up Ragora's skull. Malbolja has scribbled curses and profane messages all over the walls with

charcoal. Any attempts to break the walls will fail, a critical failure will result in the tool or weapon breaking. Firefungus torches and campfires illuminate the caverns with a creepy, dark-red light.

**1-1 The Court of the Crone:** *You have awakened to find yourself a prisoner in a cavern filled with slaving demons and devils dancing around an eerie fire of magenta. The bone-white walls of the cave are covered in heretical scripture. The floor is caked in blood and gore. The sweltering heat of the fire is inescapable, and the reek of rotten meat and burnt corpses is dizzying to the senses.*

*For endless hours the howling and screaming demons torture, cook, and devour the hapless prisoners, your friends and countrymen! The accursed fiends gorge themselves on weird bugs, fermented blood, and sentient flesh. Your minds barely cling to sanity as you desperately try to comprehend the circumstances of your present state. How did you get to this forsaken place? Are you trapped in a nightmare? Are you dead and being punished for your sins? Hope fades and your hearts fill with heavy despair.*

*Blessedly, the hell spawn succumb to their indulgences and settle, falling into a deep slumber. The cave becomes quiet, only filled with the sounds of sobbing prisoners and the crackling fire. All seems lost when suddenly one of the demons skulks towards you and begins loosening your bonds!*

*The creature is a strange mix of beasts, an upright salamander with a fish head and human hands. It has three human-like eyes, one brown, one green, and one blue in color! The beast speaks in a snake's whisper, "I am Ibitrix. My mother Malbolja plots to murder us all, my third eye has foreseen it! She has put poison in the bloodwine. We must act quickly."*

Players could use this brief moment to interact with Ibitrix, no doubt they will have many questions. Ibitrix is more interested in being quiet than informative, so it is extremely brief in his answers. The characters have only time to ask two to three questions before Malbolja arrives!

***Ibitrix is asked...***

*Where are we?*

*Why are we here?*

*Why are you freeing us?*

***Ibitrix answers...***

You are in Malbolja's cavern. Please be quiet.

Malbolja plans to eat you. Please be quiet.

I hope you are strong enough to slay Malbolja. Please, please be quiet.

*Ibitrix suddenly falls silent, still like a child being caught by one of its parents. A long shadow crawls across the pale wall of the cavern. All three of Ibitrix's eyes grow wide from terror, its body trembling with fear. "My mother approaches! Be silent or she shall devour us all!"*

*As Ibitrix hides amongst the lifeless demons and broken corpses, the sound of heavy, wet breathing fills the cave as Malbolja draws near. You close your eyes and hold your breath, desperately trying to feign death or sleep. Hot, fetid breath assails your senses and you are frozen in fear as you feel a single long talon poke each of you in your bellies. A shrill voice, like that of a witch from old fairy tales, breaks the silence, "Nice and fat, delightful."*

*Suddenly, there is a heart piercing scream so loud that everyone not dead instinctively springs to life to flee in terror. Before you is Malbolja, a four-armed hag as tall as a house, feasting on what you can only conclude is what remains of Ibitrix. Her limbs are long, ending in large, taloned hands and feet. Thin, black oily hair sprouts from her scab covered head and drags across the cave floor. Her mouth is enormous and filled with rows of fangs, you are convinced she could swallow a child whole. What is most disturbing is her lack of eyes, just two black pits with green smoke drifting from the eye sockets. That fact that she can see you without the benefit of eyes is unsettling. As the survivors scramble to their feet, Malbolja growls in rage and strikes the cave's ceiling with a giant's strength. A portion of the roof collapses, blocking the only way to the surface!*

*“FOUL SCHEMING BABES!” Malbolja shrieks, “I will slaughter you like lambs and roast your bones for soup!”*

*The cannibal crone hurls Ibitrix’s corpse into the wall, staining it with green blood and gore. You barely have time to salvage makeshift clubs from the bones and carnage as Malbolja charges you! The fight of your lives has begun!*

If any players are playing cambion characters, Malbolja will single them out first. By a stroke of good fortune, no one playing a cambion has been poisoned. Players may choose to fight alongside Malbolja, but she will attack them as soon as possible, making it crystal clear that she perceives everyone as an enemy. There is nothing that can be said or done to abate her rage. Players with prisoner characters will quickly realize that Ibitrix didn’t have enough time to untie everyone (Luck check DC 10, failed attempt means the character is bound by the wrists and ankles with leathers of unknown origins). These unlucky fellows can try to wiggle out of or break the restraints (Agility check or Strength check players choice DC 12, success will allow the character to act next round.) Any player without natural weaponry can find a bone large enough to serve as a club with one round of searching (no skill check needed, bone clubs do 1d4 damage).

**Malbolja the Crone:** Init +0; Atk claw +1 melee (1d4+1); AC 13; HD 4d10; hp30; MV 20’; Act 2d20; SP devour and terrifying presence; SV Fort +5, Ref +2, Will +5; AL C.

Malbolja’s appearance is terrifying to behold, all characters looking at her must make a DC 10 Will save or suffer a -2 to any actions for 1d4 rounds. Any character struck by the hag must immediately make a Strength check DC 10, failing results in the hapless character taking an additional 1d8 damage as the character is shredded by the rows of razor teeth in her giant maw.

Should the players succeed in slaying her, Malbolja will collapse in a heap melting into a thin, green glowing ooze. The ooze will drain down a sloping tunnel into the next cave, as if beckoning the party to press on. The only thing that will remain of the crone is a large mass of her black, oily hair. Clever players will recognize that the crone’s hair is long enough that if braided can provide 30 feet



of rope. It will take roughly an hour for a skilled person to weave a rope from the hair. Near the fire is a small pile of red, branch-like fungi which serves as firewood. With a little work, 6 torches can be crafted from the fungus and cloth scraps littered throughout the cave. The torches will last for 1 hour and will cast a strange, magenta light. If the group spends some time searching the garbage in the cave, they can find their equipment. Any livestock that may have been in a character's inventory have unfortunately been eaten by the cambion.

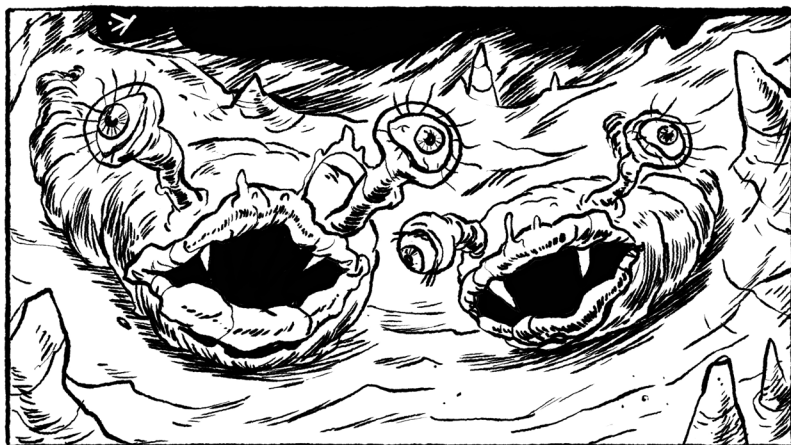


**1-2 Malbolja's Lair:** *Upon quick inspection of this cave one would conclude this was Malbolja's den. A large pile of bones covered in leathers appears to have served as a crude mattress. A well tarnished, brass cauldron is slowly boiling a maroon liquid which fills the cave with a heady scent. Several bladders, filled with mysterious substances, hang from sinew nets suspended on*



*a frame of tethered bones. However, your eyes are immediately drawn towards the pair of bizarre, worm-like beasts fixed upon the cave's ceiling! As thick as a person's arm, their segmented bodies burst into bioluminescent colors of neon pink, green, and yellow. Each tendril ends with two large brown eyes resembling those of an attractive female, complete with long eyelashes. The worm's eyes are separated by a pair of full lips. The lips pull back in a snarl revealing a mass of needle-like, vampiric teeth. With a hypersonic scream the monsters attack with lightning swiftness!*

These creatures are lip worms, a distant cousin to the bioluminescent lung worms which carpet the inside of Ragora's dome-like skull. They have a particular craving for the proteins found in living brains. These two are Malbolja's pets, hiding in the dark shadows of the cave's ceiling. They have the element of surprise and get one free attack before initiative.



**Brain-eating Lip Worms (2):** Init +2; Atk bite special+1 (1d3 Intelligence loss); AC 12; HD 2d8; 4hp each; MV 0' (fixed to the ceiling); Act 1d20; SP brain sucking spring attack; SV Fort +1, Ref +3, Will +0; AL N.

These creatures attack by coiling themselves tightly then burst forth like a spring. These nasty creatures specifically target a victim's head, dealing 1d3 damage to a person's Intelligence. The Intelligence is recovered normally (1 point per day, 2 points per day of good rest). Any character reduced to zero Intelligence will collapse into a coma, resulting in a *permanent* Intelligence loss of

1d6 points. Characters suffering from a coma will awaken once their Intelligence is fully recovered. This spring attack has a range of 30 feet. The lip worms are fixed almost directly center of the cave's roof. A cautious person can evade the beast's attacks by staying close to the cavern walls.

Attacking the lip worms is problematic, as they are suspended in the peak of the cave twenty feet from the floor. Any character with missile weapons may attack the worms however it is nearly impossible to attack the worms with melee weapons. Attempting to climb the bone smooth walls of the cave is difficult (Strength or Agility check DC 23, failure results in a fall for 1d6 damage) and gets the attention of *both* lip worms. Striking at the worms while hanging from the cave walls is at a -4 penalty and requires an additional climb check for *each attack* to stay on the wall. A prudent player can declare to hold their attack and wait for the worms to strike first. The worm's spring attack leaves the beast extended and vulnerable to a melee counterattack.

There are few treasures of note in Malbolja's lair. Hidden amongst the bones of her bed is a heavy, iron ring. When the ring is worn, an invisible, weightless shield of force is created (+2 to AC, -1 check penalty). This shield remains active until the ring is removed from the owner's finger. Also hiding in the bed is a curious cube the size of a person's fist crafted from an indestructible prismatic metal of an unknown chemistry. Each facet of the cube is inscribed with arcane theories and eldritch lore. As the person holding the cube rotates it in their hands, the inscriptions change as if turning a page in a book. The *Cubic Codex* is a spellbook of alien origin which can be used as a wizard's grimoire for spell research. The *Cubic Codex* can also be used as a spell focus and if wielded when casting spells it will grant a spell caster +1 to spell checks.

The brass caldron has some value to it (25gp), but the bubbling liquid inside is the very poison Malbolja used to murder her children. Consuming the poison can be dangerous (DC 15 Fort save, success results in -1 to all actions for 1d8 hours, failure results in the PC falling into a coma for 1d8 hours; critical failure results in respiratory failure and death!). Malbolja's sleep poison doesn't keep well and it will spoil within an hour after taken off the heat of the caldron.

Finally, the bladders in the bone frame hold a curious potion of vitality. Drinking the gray, milky potion will heal 1d4 points of damage and grant the character 1 hit point permanently. Drinking a second dose of the potion requires a DC 12 Fort save, success gives the character a permanent +1 to AC, failure results in a permanent 1d3 loss of Agility as the character's joints stiffen. Drinking the potion a third time is deadly as the character's body is transmuted into bone (DC 15 Fort save, success results in 2d6 damage, failure results in death. There is also a permanent 1d3 loss in *every* ability score regardless of success or failure. The bladder holds 1d5+1 doses of the vitality potion.

The glowing green stream of ichor continues down a sloping tunnel to the final cavern. The tunnel floor is slick from a thin layer of dark crimson blood oozing from the walls. Each character must make an DC 8 Agility check or slip in the blood and go crashing down the tunnel, resulting in 1d3 damage.

**1-3 Cave of the Door:** *The tunnel leads to another cavern which is almost octagon in shape. The pale walls are covered in hundreds of carved faces, twisted in grimaces of pain and madness. Dark blood trickles from cracks in the walls, creating a thin slippery coating on the floor. The glowing ichor continues to flow to another tunnel descending into darkness. Three flaming hearts, floating shoulder high from the floor and orbiting the center of the room, illuminate the cave in a dull maroon light. Each heart is made of a different material: one marble, one cedar, one gold. The hearts do not burn as the strange flames engulfing them give off no heat. Set into the wall is a massive door of dark, alien metal. The door has three heart shaped sockets, arranged vertically on the door. Below the bottom socket is a silver triangle, the triangle's peak pointed towards the ground. Eldritch runes, perhaps an epitaph or a curse, are carved in a circle around the sockets and triangle.*

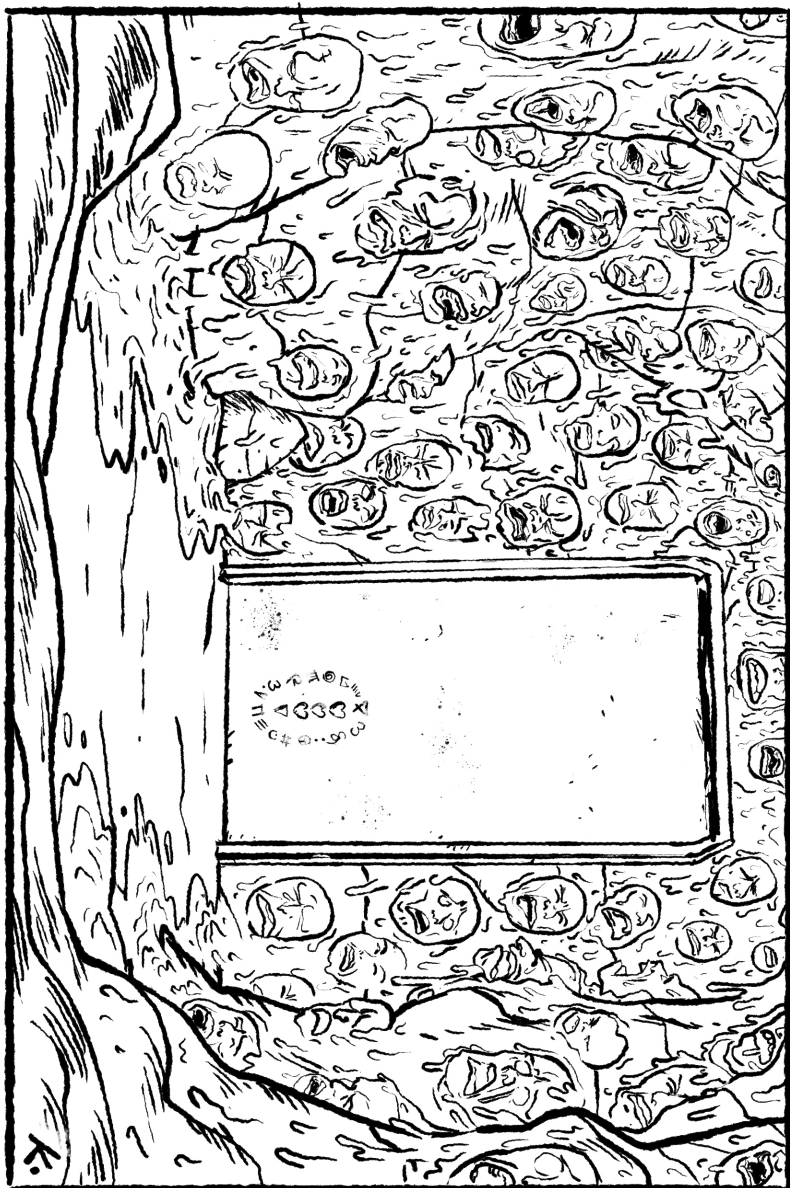


Exhibit A. on the map offers a visual of the door. The metal door is constructed of an indestructible material, attempting to break it could result in characters breaking their tools or weapons. A character with an arcane or scholarly background can decipher the runes on the door with ease, anyone else needs an DC 20 Intelligence check to translate:

*Beyond lies Vespur, Patron Saint of Liars and Cheats, Consort to the Witch Queen of Lies. The heavy heart shall always rise.*

The hearts serve as the keys to the metal door, but must be placed in the correct order for the door to unlock. The silver triangle is the trigger mechanism. Obtaining the hearts is simple and will cause no harm to players, the flames on the heart will die once taken out of orbit. Placing the hearts in the sockets and pressing the triangle will have different effects depending on the order the hearts are arranged:

**Gold top, marble middle, cedar bottom:** The door glows with an intense white light, and then vanishes. Good job!

**Gold top, cedar middle, marble bottom:** Choking blue gas that burns the eyes and nose fills the cave (Fort save DC 12, failure results in -2 to all actions for 1d6 hours).

**Marble top, gold middle, cedar bottom:** Three skeletal shadows appear and attempt to clutch three characters hearts with their icy ethereal claws. (Atk +3, 1d6 damage). The shadows vanish as quickly as they appear.

**Marble top, cedar middle, gold bottom:** A booming, disembodied voice begins chanting bizarre phrases in an unknowable tongue. The party risks going mad (Will check DC 15, fail lose 1d6 Personality, critical fail lose 1d6 Personality permanently, critical success gain insight into the cosmos and gain 1d6 Personality permanently, maximum score 18). Any character whose Personality falls to zero becomes completely insane and collapses into a laughing, babbling heap.

**Cedar top, gold middle, marble bottom:** A black tendril emerges from the door and passes through the character pressing the triangle button, attacking them with necromantic energy (Atk +8, 1d8 damage). The tendril evaporates into black, rotten smelling smoke.





**Cedar top, marble middle, gold bottom:** Two-thirds of the room explodes into a scorching, blue spectral storm of flames (Everyone makes Reflex save DC 10, failure results in 1d6 damage). The flames burn quickly and extinguish before the next round.

In order for the triangle button to activate, there must be a heart in every socket. Travelling down the slope towards the pool is treacherous and slick from blood. Each character must make an DC 8 Agility check or slip in the blood and go crashing down the tunnel, resulting in 1d3 damage.

**1-4 The Vault of Vespur the Consort:** *This is a vaulted chamber carved out of the alien material which makes up the cavern. The stench of rot and filth is immediately overwhelming. Bones and mangled mummies litter the floor. In the center of the chamber is what you initially believed to be two giant corpses standing back to back from each other. To your horror you realize it is in fact one creature which resembles two large gaunt male elves fused together by a single spine. Its four eyes open wide and its two heads simultaneously turn to stare at you ravenously. The thing groans and screams, mad with rage and hunger. With its two chests heaving and its four spindly arms flailing wildly, all four of its legs begin to move in concert and it begins to charge!*

This foul wretch is Vespur, former consort of Malbolja. The two former lovers became enemies, jealous of each other's power. Malbolja was the eventual victor, and locked Vespur in the vault. Vespur has had nothing to eat for two thousand years, so he is eager to sink his teeth into the party members. He will attack the wounded first, as the scent of blood is irresistible to him. Upon his death, Vespur directs a scream so terrible at the character who dealt the death blow, they must make a DC 15 Will save or drop dead from fright.

**Vespur the Starved:** Init +3; Atk bite+3 (1d6); AC 11; HD 3d8;12 hp; MV 30'; Act 2d20; SP Howl of the Damned; SV Fort +3, Ref +1, Will +1; AL C.

The chamber has items that could prove useful. Amongst the broken corpses the party will find 1d3 suits of leather armor, 1d3 maces, and 1d3 shortswords. There is a cache in the center of the chamber,

buried beneath a heavy iron slab. The slab has a heavy ring in the center, which would allow two people to spend 1 round of action to attempt to lift it (DC 20 Strength check, both must succeed). Attempting to lift the slab will trigger a necromantic trap. The slab begins to grow heavy and cold. Every round the party remains in the room they must make a DC 15 Fort save or temporarily lose 1d3 Strength. Once a character reaches zero strength, they collapse and die, fading into a shadow.

There is however a much simpler way to remove the iron slab. Inscribed on the slab, written in Elvish, is the message “Knock three times”. Anyone knowing the Elvish language will recognize this upon inspection. If no one speaks Elvish, a scholarly character could attempt to translate the message with an DC 15 Intelligence check. A thief could also decipher the message with a DC 15 Read languages check. If someone knocks three times with the slab’s iron ring, the heavy lid will move itself and reveal the treasure below:

- 1 mithril shortsword worth 200gp
- 1 shortbow with 1d6 arrows
- 1 dagger, with a blade as black as pitch. This is *Everbite* and the very metal it is crafted from is poisonous. (Fort DC 13 or lose 1d3 Strength). If *Everbite* delivers the killing blow, the victim turns into a shadow which will grant the wielder a +1 to hide in shadows. The effect is cumulative, but the bonus is lost once the wielder makes a hide in shadows check. For example, if *Everbite* scores four kills, then the wielder get a one time +4 bonus to their hide in shadows check. Only characters that can handle poison can effectively wield *Everbite*.
- 1 pickled tongue in a jar. *Vespur’s Tongue* will grant a person to tell believable lies. By cutting out their own tongue (6 points of spellburn) and placing *Vespur’s Tongue* in their mouth, the tongue is fuse to the wound and become one with the character. *Vespur’s Tongue* grants its possessor a +4 persuasion roll when telling a lie. There is a catch: any critical failure results in the character unable to tell the truth for seven days.

**1-5 1-5 The Pool of Secrets:** *Your stalwart party cautiously descends the tunnel which opens up into a large cavern. The entire cavern is a pool of dark blood, its depths unknowable. The air is heavy with the smell of wet rust. The only stable ground this space*



*has to offer is the strange pier you find yourself currently standing upon. It is made of the same strange ivory material as the cavern walls. The pier has been constructed to resemble the eight-point symbol of Chaos. The glowing green humors dripping from the caves above give the blood around the pier an unholy glow. A disembodied, androgynous voice fills the cavern, "Who shall play my game? Your secrets for mine! Who shall play?"*

The terms of the game are simple: each character must give their and name and place of birth, then the spirit will reveal its secret. This is a good chance for the players to create a quick background for their surviving characters. Once the players tell the spirit the information it wants, read or paraphrase the following:

*After the last of your party tells the spirit their name and homeland, the cavern grows deathly silent. Suddenly cackling laughter echoes throughout the place, and fear clutches at your heart. "The time to reveal my secret is here you worthless little prigs, now know fools THAT I STILL LIVE and will butcher you like pigs!"*

*You are frozen in shock and horror as a cyclone of blood forms in the center of the pool, and begins to take the form of Malbolja! To your surprise she is no longer a crone but a four-armed giantess dressed in loose black silks. Her braided, black hair hangs just above her ankles, her eyeless sockets covered with a black blindfold. Above each of her four open palms is a glowing double-bladed dagger, rotating rapidly upon an invisible axis. At the same time, mummified warriors, blood soaked and brandishing spears, rise from the pool of blood and walk across its liquid surface towards the pier!"*

The combat begins with Mother Malbolja levitating above the Pool of Secrets roughly 20 feet from the Chaos pier and 1 blood soaked mummy warrior within melee range at the pier. For every round of combat that passes an additional mummy will enter the melee, to a maximum of eight (there is only so much room on the pier). Mother Malbolja can only be attacked with missile weapons, and she will attack with her spirit daggers which vanish in a puff of green smoke upon impact. Any attempt to walk across or swim in the Pool of Secrets will prove deadly (characters will find themselves sinking in a bottomless pool of blood filled with an army of undead). Every

defeated mummy will relinquish its spear, giving the characters a chance to hurl the spear at Malbolja the next round. There is an infinite amount of mummies and they will keep fighting until Malbolja is defeated. In order to succeed the players must use teamwork and coordinate their melee and missile attacks.



**Mother Malbolja:** Init +3; Atk spirit dagger missile +4 (1d4+1); AC 15; HD 4d10; hp 20; MV 0'; Act 1d20; SP levitation and vanishing spirit daggers; SV Fort +6, Ref +5, Will +6; AL C.

**Blood Soaked Mummies (billions and billions):** Init -1; Atk ancient spear melee +2 (1d6); AC 10; HD 2d5; hp 5; MV 15'; Act 1d20; SP undead traits; SV Fort +1, Ref -1, Will +0; AL C.

Once Malbolgja is defeated, read or paraphrase the following:

*Malbolja's broken body floats freely in space and begins spinning. A blade of golden energy cracks the giant witch's torso in half. Your mind reels as you see a childlike form of Malbolja emerge from the corpse! This new form of the seemingly immortal witch is a spectral child, translucent in appearance with eyes of solid gold. She is dressed in a black tunic and in each of her four hands are the following: a heart, a curved dagger, a severed tongue, and a golden bolt of lightning. She speaks in a voice that shakes the cavern, "Behold children, I have ascended into my greatest form! You have done me a great service, and for your bravery and deeds I shall ruin your names and lay waste to your motherlands! Farewell for now, prattling babes, I shall call upon you another day!"*

*The maiden witch hoists her lightning bolt towards the heavens, and in a peel of thunder and a blinding flash the cavern's ceiling is torn asunder! Malbolgja is nowhere to be found, but your immediate concern is the imminent collapse of the cavern! To your good fortune, a large slab of stone has collapsed to form a slope that leads to what appears to be the surface! All you have to do to escape is jump across a bloody pool teeming with the living dead and scramble up the stone slope!*

The players have 5 rounds to escape the cavern or be crushed in the collapse. The jump across the pool and climb up the rock requires 2 DC 8 ability checks (Players may choose either Strength or Agility for each check.) and 2 rounds to completely escape. Characters failing either roll will plunge into the pool and be torn apart by angry mummies. The slope is narrow and only 3 characters may jump across the pool at a time.

The poor character with the lowest Luck must make a Strength check at DC 20; the mummies have snagged their leg! Failing results in the character being pulled into the pool to meet a bloody demise.

Characters willing to take a risk may recover some equipment from the defeated mummies on the pier. After the battle there will be 1d3 rusty spears (1d6 damage), 1d3 battered scalemail coats (+3 AC, -4 skill checks), and 1d3 shields. Picking up 1 item requires 1 round of action.

After the time limit elapses, those who have escaped witness as the cavern completely collapses in a cloud of white dust, completely sealed until the End of Days. Forever changed, survivors will find themselves with a new enemy and a lot of unanswered questions. They have become the masters of their destiny, and the path to adventure beckons them.



## Adventure Notes

[illegible]



## Starting the Adventure

*“The well in your village has opened up to a purple portal somewhere distant and strange. The folk of your hamlet will die of hunger and thirst the well is not restored by winter. You have prayed to the heavens and the great cosmic crab Amann Uur but he does not heed your calls for salvation. Your Lord’s castle has been damaged by a portal of mystical energy, the same type of portal in the well of your village. He has commanded you to go forth and stop this curse. Each of you gather what meager belongings you have to survive the journey, steel yourself against the horrors you are certain await you, and JUMP!”*

The portal transports the PC’s to “Zeta Outpost 77.”

## Background

*“Many centuries ago, across the ocean of space, there waged a cosmic struggle, the origins as well as the result now lost to the stars. All that remains is the frozen corpse of a bloated monstrosity whose massive body extends beyond the limits of your sight. Amongst this decay is an abandoned space station, an outpost of some alien race built into the skull of this beast and extending down it’s decaying throat.”*

Amann Uur is the name of the giant space colossus, this is the name given by the common folk on this planet. Our space faring folk are harvesting food and minerals from the dead space corpse, as it provides food for the spacefaring people and a way to construct more space stations due to the high mineral content in their bodies.

This adventure is intended for 10-14 0-level characters.



## Level 1

### Area 1-1 “Ramparts out of space time”

*“As the glimmer of the portal fades away, a clear mucus-like fluid covers your body and your surroundings come into focus around you. You find yourselves inside a giant metal room. Along the eastern wall lies the remains of a stone rampart from your Lord’s castle. Out of place among the more sterile environment, the smell of death hangs over this room. Torn banners and a half dozen dead corpses, some with quite peculiar clothing lay strewn about. A pile of skeletons also lays in the center of the room. The western wall is alight with strange types of candlelight and items not from your world. To the north lays something akin to a set of doors with yellow handles.”*

### The Bay and the Eastern Rampart

The loading bay itself is 50 feet by 40 feet in size and the Rampart sits more or less flush with the floor against the Eastern wall and is 20 feet by 10 feet. There are at least 4-8 bodies in the entire bay. Each time a PC goes searching the bodies roll on the gear table. Then describe the body of the dead.

### 1D12 Things in the Bay

1. Nothing
2. A broken 5 foot wooden pole can be used as a club
3. A potato
4. Nothing
5. A crude metal knife (dagger)
6. Nothing
7. A bloody helm of Iron +1 AC
8. A torn banner of your Lord, 4 feet by 2 feet soaked in blood
9. A spear
10. A strange suit (space suit with oxygen tank) If player gets criticalled, 1d6 damage explosive damage in 5ft radius.
11. Nothing
12. A Laser pistol with 1d4 charges, 1d8 damage



## File of skeletons

*"The burnt bones of at least four souls are piled in this corner of the room. You smell the remnants of burnt leather and hair as if someone was roasting a pig alive but only faintly."*

Searching the skeletons provides no loot but. If the players touch the skeletons one of them comes alive, but only the head. Roleplay the head as an janitor. Here are some prompts to yell at the players in agony; “It was supposed to be a cake job man! I just clean the toilets!” “Oh God! Why do you have a spear, who are you... (uggrrgllle).” “Hey Terry have you seen my....OH MY GOD I’M A PILE OF BONES!”

## **The Western Wall of Candle Light**

*“Lights flicker and glimmer and cast a soft glow, a low hum permeates as you draw closer to the wall. The rhyme and reason of this wall is hard to make out as this display of illumination is unlike anything you have ever seen.”*

The control panels here can open and close any and all doors on this level. If the players make a successful DC 12 Intelligence check the following message plays in a calm female voice and a short video plays.

*“Welcome,initiate, to Zeta Outpost 77. The premier space crustacean dismantling station in this sector. We currently have over a dozen new positions to apply for and thank you for your current service. Remember opportunity awaits for those that work hard! Double credit for hazard pay on Tuesday’s! Remember to report an abnormalities in crew behavior to your direct station chief, a normal crew is a happy crew.”*

## **The Northern Double Doors**

*“You pass bloody handrails and a mucus-covered grated floor to arrive at two doors each with yellow handles and two small windows. They appear to be made of iron and look as though they will require some effort to move.”*

If the PC’s look out the porthole windows they will see that the one on the left leads to the vacuum of space. They can spot a floating body of a peasant turned to ice. The doors can be opened manually with a DC 10 Strength check. Or they can be opened back at the western wall control panel. If they open the one on the left before looking outside the window, each PC in the room must make a DC

15 Agility save to avoid being caught in the vacuum and dragged towards the open door.

## Area 1-2 “Hexagon Hallways of Horror”

*“You feel a crunch under your feet and notice a fine powder like substance on your boots. The metal floors of these hexagon hallways are smeared with what appears to be blood. Light and darkness flicker in and out as your hear a hissing sound down the hall.”*

The maze-like hallways connect to several smaller areas. There is a chance of wandering animated Voidfarer ghouls. Roll 1d4 every 15 minutes of game time. Each of their bodies will have 1d6 javelins embedded in their bodies that can be recovered by making a Luck roll for each javelin.

**Voidfarer Ghoul:** Init +1; Atk consume +0 melee (1d4-2); AC 11; HD 1d4; hp 2; MV 10'; Act 1d20; SP on a successful hit doing 2 or less damage, the target must make a DC 5 Reflex save or they cannot move during their next action; PC's killed by Voidfarer Ghouls reanimate as ghouls themselves; SV Fort +1, Ref -2, Will -2; AL N

Randomly place the following trap at a place of the Judge's discretion.

**Broken exhaust vent:** *“You hear the sound of a loud clicking going on and off.”* Any PC moving to investigate finds a broken overhead vent which blasts them any anyone else within 5' with searing fumes for 1d8 damage. After this first blast, trying to climb into the vent causes a second blast of 1d8 damage to the PC attempting to enter, then turns off. After this second blast, the vent is safe and any number of PC's can use them to travel to any room in the station.

## Area 1-3 “Welcome to Zeta Station”

*“You hear the sound of chimes coming from the heavens above, and a soothing voice of an angel speaks to you. “All personnel.....all personnel,, please start evacuation procedures. There has been a breach of the station.....stay calm....follow your...(Static).” As the door opens and light flickers on you see people from your village and the oddfolk dead amongst the corpses of some type of crab like creatures.”*

### 1D6 items in this room

1. A crab leg, it smells like someone microwaved fish in the breakroom
2. 20 feet of nylon rope
3. A crab shell +1 AC
4. Nothing
5. A knife
6. A club

Roll every 20 minutes of game time on the wandering monster tables from this point forth. They come through the vents in the ceiling. PC’s attempting to close the vents must make a DC 12 Agility check to do so, failure results in a player getting pulled into the vents and being killed instantly.

The room itself is 45 feet wide by 20 feet long. There is a slope upwards by 10 feet into three sub rooms. Each of these sub-rooms is 15x15 feet.

### Room 1

*“You hear whispers around you in this otherwise empty storage room. Crates are smashed open and emptied of whatever contents they once possessed. The whispers are growing louder.”*

The PC’s encounter a lost soul drifting around the room. Her body was eaten by the giant crab (in room 2-4 of the adventure) and until it is killed she is trapped on the planes in between. The Judge can give away as much info as they feel is relevant. The point of this NPC is to give clues / foreshadowing. The lost soul is non violent.

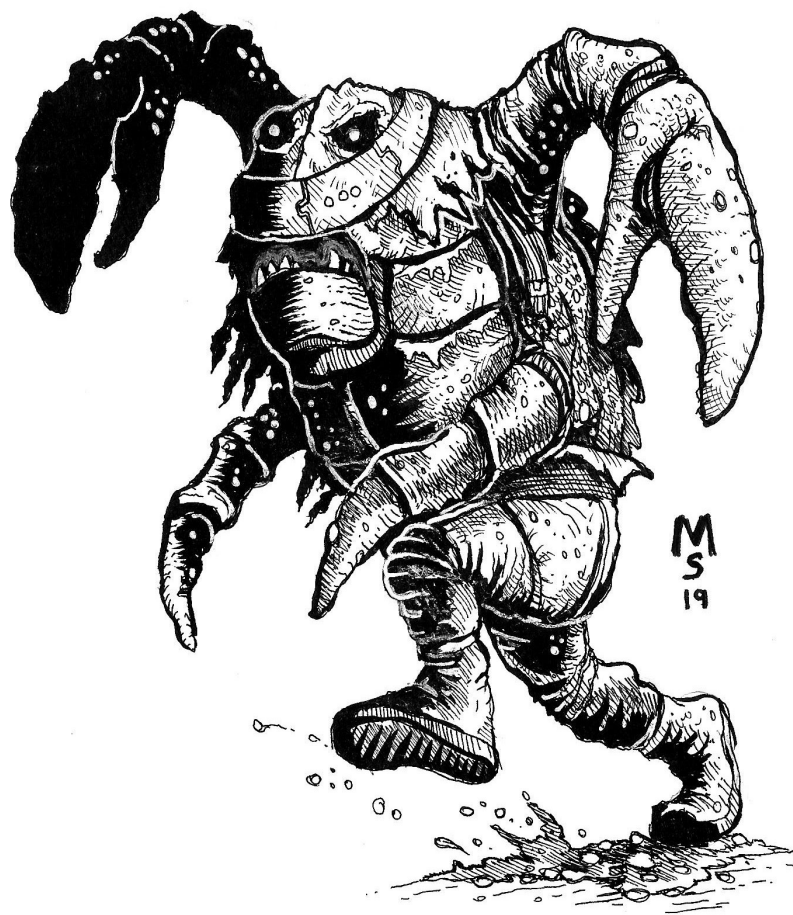
## Room 2

*"You hear a shout, "STAY BACK DEMON!" cowering amongst an overturned bunk bed are villagers you recognize from your hamlet."*

Roll 1D4 for the number of new characters that show up. The Judge can then hand the PC's the requisite number of character sheets.

## Room 3

*"The stench of crustacean permeates the room, and the low hum of machinery and creaking pipes along the walls of the room are punctuated by what sounds like the snapping of bones coming from behind a series of simple stalls in the room."*



The bathrooms and washrooms of the station, where hot water is pumped in from 2ft pipes in rows above this room about 6 feet up from the floor. There are enough stalls where the crabs (Roll 1d6 crabs) have taken residence and have slowly been eating people and snapping bone. The PC's can sneak and try to knock out the pipes and burn the crabs. Roll 1d4 to see how many pipes burst. If you roll a 4 the room starts to flood and they have 2 minutes to escape or drown. The hot water does 1d4 damage a round to the crabs. In the stalls are posters showing how human waste from the station is turned into building blocks of the station using the carbonator and the resonator builder tech.

**Voidfarer Crab:** Init +0; Atk claw +0 melee (1d6) or bite +0 melee (1d4); AC 12; HD 1d8; hp 4; MV 30'; Act 1d20; SP infravisions allows voidfarer crabs to see in absolute darkness, but they are blinded by strong lights, giving them a -4 penalty to all actions, SV Fort +1, Ref +2, Will -3; AL C

## Exit Door

Exit to area 2-1. The large metal door door is jammed and requires a DC 10 Strength check or can be wedged open with any available material, wood or metal, or a dead body.

## Level 2

### Area 2-1 “Barracks of the Voidfarer’s”

*“What was once a resting and gathering point for the station’s soldiers is now a bloody scene. You slip on the slickness of the floor, only to discover the viscous fluid is both from men and something else.”*

In this room our party can search the lockers to find items according to the table below. There are also 1D6 dead bodies laying on the floor of the room. One of these is boobytrapped with a grenade trap that does 1d4 damage to any PC's within in a 10' radius, unless they are prone. The PC's can use 1d6 dead bodies as human shields, absorb 4 damage before falling apart in a bloody mess. If they make an appropriate strength check of DC8 before each round of combat.





## 1d12 Barracks Items

1. A fresh bloody Heart
2. Nothing
3. Nothing
4. Jetpacks with 1d4 uses, free 20 feet of movement. Rolling a 1 equals it is out of fuel
5. A mechanical saw that can cut through bone 1d4 charges
6. A diary noting the author's hatred of the smell of the dead space crab
7. A pair of headphones and a music pad that plays (a song of your choice)
8. Nothing
9. VOIDFARER CRAB
10. A flashlight (torch)
11. Nothing
12. A pulse rifle with 1d3 grenade rounds (1d10 damage, 5 foot blast radius)



## 1d12 Locker names table

- |            |            |            |
|------------|------------|------------|
| 1. Hicks   | 5. Yutani  | 9. Picard  |
| 2. Hudson  | 6. Asimov  | 10. Thrawn |
| 3. Clarke  | 7. Vance   | 11. Ripley |
| 4. Weyland | 8. Vasquez | 12. Riker  |

## Area 2-2 “Commander Arthur Keen’s quarters”

*“The overhead light flickers on, the smell of sage burning wafts through your nostrils. A large oak desk sits before you with a fresh body propped in a chair, a spear through his chest turning his blue uniform a dark crimson and a look of horror frozen on his face.”*

On the desk is a diary that the PC’s can take with them. However it cannot be read until they reach first level. Its contents contain a multitude of passages dedicated to Keen’s love of multi level marketing schemes. In it he details his “inverted success pyramid.” It relies on getting just five of your friends, and in turn your friends get five of their friends. Feel free to adlib here and add in any ludicrous detail you wish.

On the walls are pictures of the commander with his favorite rug. A “Gangum rug,” of exquisite craftsmanship. There are at least 10 separate pictures of this. The ornate picture frames are worth 5cp a piece. The spear is still useable and can also be pulled from his chest, but will cover the PC in blood in the process.

## Area 2-3 “GET TO MEDICAL!”

*“The room is stark white, sterile, and completely alien to anything you have seen in your home village. With the exception of a few broken vials on the floor, empty of their contents. A doctor’s operating table stands in the middle of the room, and a shelf on the far wall that holds several vials of a mysterious green fluid.”*

PC’s consuming or coming in contact with the fluid in the vials must roll on the Void deformation Table below. If they consume more than two vials they will turn into a Voidfarer Crab, and more than 3

vials will instantly kill the PC. The vials can be thrown as weapons, causing 1d4 damage to targets that are not voidfarer crabs with a range of 10'/20'. Voidfarer Crabs struck with the fluid heal 1d4 damage rather than taking damage.

## Void Creature Deformation Table

### d10 Result

- 1 Grow a pair of space gills. You can survive in space and are immune to any underwater effects.
- 2 You now have antennae. They are completely useless
- 3 All your fingers but your thumb fuse together. Your left hand is now a claw that does 1d4 piercing damage.
- 4 You now have infravision but if you are blinded you become permanently blind.
- 5 Crab legs, meaty and tasty. Increase your movement speed by 5ft.
- 6-7 Nothing happens.
- 8 You grow a shell on your back +1 AC.
- 9 You go mad and attack the nearest animate object. Inject another vial to stop the madness
- 10 A Voidfarer Crab bursts out of your neck killing you instantly.

## Area 2-4 “Mommy Dearest”

*“From the inky darkness you can hear a loud chattering and clicking. Something that resembles a voice is trying to call to you. You hear whispers in your head from something unnatural. This large room has stairs and gangplanks on either side leading to four glowing doors. Machinery hums in the distance and the lights in the room flicker on and off. The strong smell of a latrine permeates the room. You aren’t sure if it comes from the hulking shape near the giant rotting flesh gate.”*

The PC’s are facing the Mother Void Farer Crab. Each escape pod can only hold one person. If any characters die make a luck check DC8, a natural one immediately turns them into a Void Farer Ghoul who assists the mother crab. Any PC’s that are affected by the Void

deformation table above will not be attacked unless they attack first. PC's can attempt to communicate with the crab and help release it from it's pain by injecting it with vials. If they succeed (Judge's discretion) the crab will tell them to inject her with 3 vials. This will allow her to pass a massive, human-shaped bowel movement. Read the following to the PC's:

*“An ungodly stench chokes the air as a purple discharge is pushed out of the crustaceans rear vent. In the discharge is the body of what looks like a man clutching a heavy tome of some sort.”*

The tome allows any character to immediately level up to a level 2 wizard. After they clean it off course.

**Mother Voidfarer Crab:** Init -1; Atk claw +0 melee (1d8) or bite +0 melee (1d6); AC 12; HD 4d10; hp 20; MV 20'; Act 1d20; SP infravisions allows voidfarer crabs to see in absolute darkness, but they are blinded by strong lights, giving them a -4 penalty to all actions, SV Fort +4, Ref +2, Will -2; AL C

## Ending the adventure

After escaping in the pods, the PC's can set any number of destinations, including back to their home, a certain purple planet, or to continue the adventure in space with another OSR space system or DCC. When they decide where they want to go you can read or paraphrase the following.

*“The cabin fills with red light and a calm voice calls out to you. Ignition in 3.....2.....1. After the initial impact of escape pod's blast, you feel strangely weightless as you drift into the cosmos. Out the small window you see the heavenly body that is your home planet. You are now drifting farther and farther from the Crab God you once worshipped, that heavenly rotting corpse among the stars. You look to the strange control panel in front of you, where do you go from here?”*

## Appendix A:

### WANDERING MONSTER TABLE

#### 1d4 Monster

- 1 Any NPC, dead body, 0 level PC
- 2 **VOIDFARER CRAB:** Small, C; Spd 20; Init +0  
AC 12 (Crab Hide); Saves Stam +1, Agil +2, Per -3; HD 1d8  
Infravision: The crab folk can see in the dark but are blinded by any strong light in their direction. -4 on all rolls.  
Atk crit. Roll on 0 level table; ATK Claw: 1D6, ATK Bite: 1D4
- 3 **VOIDFARER GHOUL:** Medium, N; Spd 10; Init +1; AC 11; Saves Stam +1, Agil -2, Per -3; HD 1d4; Atk Consume: 1d4 -2, If PC dies PC spawns as Ghoul
- 4 **SKELETON:** Medium, C; Spd 30; Init +0; AC 9; Saves Stam +2, Agil +2, Per +2; HD 1d6; Atk Death Grasp: 1d6 -1



## **GFA 2019 Volume 2 Credits**

### **Authors**

Daniel Bishop, Matthew Carr and Sean Duffy

### **Illustrators & Cartographers**

Karim, Todd McGowan, and Matt Sutton

---

### **2019 GFA Credits**

#### **Cover Art**

Doug Kovacs

#### **Title Page Art**

Marc Radle

### **Editors & Proofreaders**

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley, Cory Gahsman, Michael Harrington, Tony Hogard, Clayton JP, Elizabeth Levy, Shane Liebling, Collen McDonald, Russell Mirabelli, Jason Morgan, Keith Nelson, Marcie Riebe, Jeff Scifert, Ian Zebarah Shears, Tim Snider, Dan Steeby, Shyloh Wideman, Chris Zank

### **Printing Offset Contributors**

Jason Abdin, David Baity, Julian Bernick, Eric Betts, Daniel Bishop, CeCelia Bowden, Jen & Bob Brinkman, Marc Bruner, Todd Bunn, Ian Burgess, Michael Carlson, Justin Chophonis, Ariel Churi, Charles Couch, Jim Cox, Hector Cruz, Thierry De Gagne, Sean Duffy, Mirko Froehlich, Fuzzbang and Hootz, Keith Garrett, Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard, Anne Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen, Lucas Kuntz, Christopher Lauricella, The Long Con RPG Convention, David Maltbie, Jon Marr, Juergen Mayer, Cullen McDonald, Ken McLennan, Jason Menard, Ruxed LLC, Ryan Moore, Keith Nelson, Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle, James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton, Aaron Talley, Karen Theroux, Matt Towle, Joan K Troyer, Melissa & Shyloh Wideman, Laura & Clayton Williams, Jon Wilson, David York, Chris Zank, and the anonymous patrons of the GFA community

### **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh, Shyloh Wideman, Clayton Williams, Jon Wilson

# The 2019 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## DCC LEVEL UP

### VOLUME 3 OF FOURTEEN BOOKLETS

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# "THE HEIST FOR THE ROYAL JEWELS II"

A Level 1 Adventure

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By Judge Joan of Arc the DesTroyer

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(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. In “The Heist for the Royal Jewels” (GFA 2018, Vol.5), the Royal Jewels came through Hertlepoole on their way back to the king’s palace. It was at the breakfast table that the townspeople unrolled “The Daily” news and read on the front page: The Royal Jewels to be Moved.

When the townspeople read the headline they thought that they must see the Royal Jewels. “The Daily” wrote that they would be on display at the Crown Bank of Hertlepoole. But on the day before the Royal Jewels were to be displayed, the front page headline of “The Daily” read: Royal Jewels Stolen!

For the Royal Jewels to even come through Hertlepoole, Anglend was a great deal for this little port town. It put Hertlepoole back on the map of Anglend. Unfortunately, it was not in the way which the townspeople would have liked.

You see, the bumbling Bobbies of the town bungled the job of guarding the Royal Jewels and it was up to the townspeople to do something about it.

In the GFA 2018 “The Heist of the Royal Jewels” it was a bag of coal that was found locked in the Crown Bank of Hertlepoole’s vault instead of the Royal Jewels. Where are the Royal Jewels now?

Can the true mystery be solved in “The Heist for the Royal Jewels 2”?

## START OF THE ADVENTURE

*It is 1913 Anglend, you are at your breakfast table and have opened “The Daily” news. Front page headline reads: **Foiled! Coal instead of Royal Jewels!***

*You think “This can’t be true! We can’t have this for our town! Hertlepoole cannot be the laughing stock of Anglend!”*

*In your heart, you know that you must find out what happened to the Royal Jewels. They must get back to your king!*

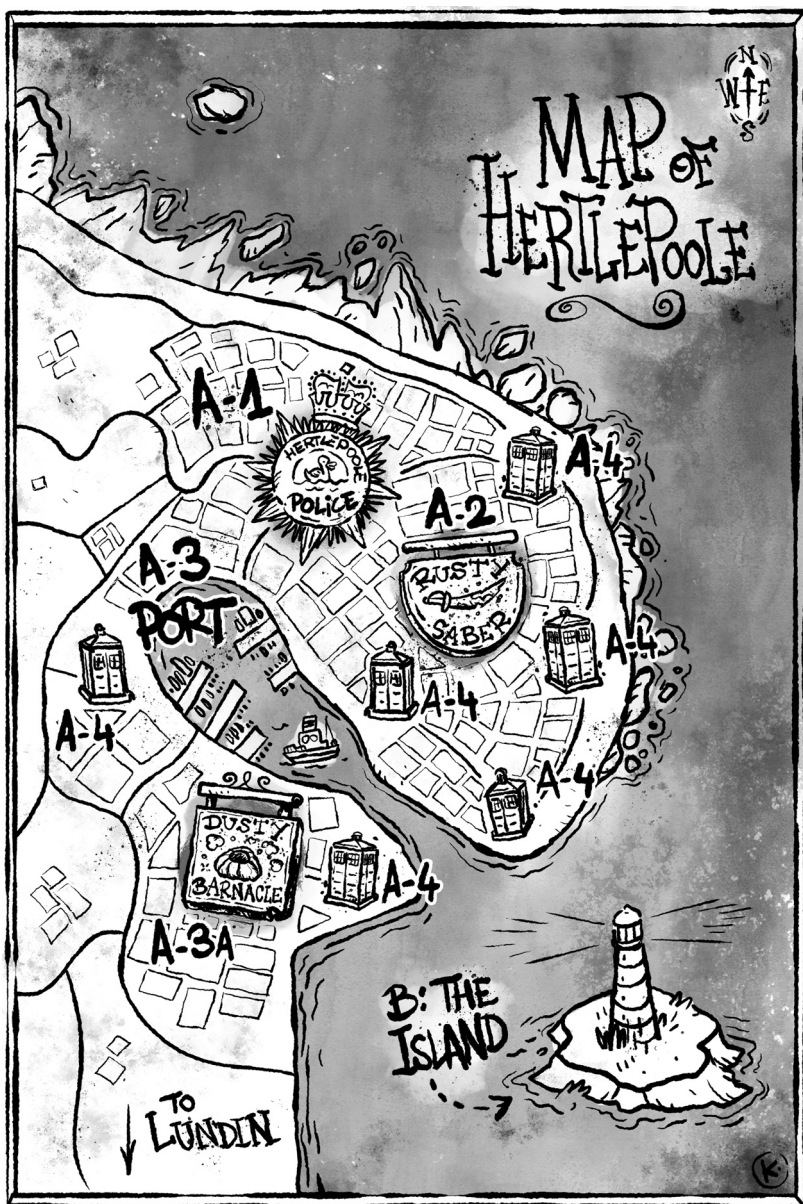


Illustration by Karim Glue

## EXPLORING TOWN & ENCOUNTERS

**A-1: Police Station** - seen in the first adventure, “The Heist for the Royal Jewels” (GFA 2018, Vol.5).

**The Police Sergeant: (1): Init +2; Atk** billy club +0 melee (1d4+1) or handcuffs +0 melee (-1 Per); **AC** 12; **HD** 1d10; hp 9 ; **MV** 30'; Act 1d20; **SP** whistle (deafens for 1d3 rounds and loss of 1 Personality per round unless targets succeed on a DC 12 Will save); **SV** Ref +2, Fort +1, Will +1; **AL** L.

Carries a ring of keys on his belt. PCs being locked in handcuffs must make an opposed Strength check to escape or be cuffed and placed in custody.

**The town and port patrol Bobbies (6): Init +0; Atk** billy club +0 melee (1d3+1) or badge squirter +0 missile fire (1d4 acid); **AC** 11; **HD** 2d4; hp 6 each; **MV** 30'; Act 1d20; **SP** whistle (deafens for 1d3 rounds and loss of 1 Personality per round unless targets succeed on a DC 12 Will save); **SV** Ref +2, Fort -1, Will -1; **AL** L.

All are a bit unskilled in their profession and inept in any encounter. Each Bobbie carries a ring of keys on his belt. PCs being locked in handcuffs must make an opposed Strength check to escape or be cuffed and placed in custody.



**A-2: Pub** - “The Rusty Sabre”

**Pub owner: Init** -3; **Atk** beer mug or wine bottle -2 melee (1d3); **AC** 15; **HD** 2d4; hp 3; **MV** 30'; Act 1d20; **SV** Ref +5, Fort +3, Will +3; **AL** L; the pub owner is more assistive to the PCs than. May know a thing or two about the lives of the townsfolk.

## Rumors Heard In The Pub

Roll 1d10	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 never received them to put on display.
5	You heard that Hertlepoole will not be the final safe place.
6	You heard that there are international spies wanting to get their hands on the Royal Jewels.
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 a ship from Lundin.
9	You heard that a route other than over 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.

### A-3: Port - ships, boats, skiffs

**Sea Captain:** Init +0; Atk short sword +0 melee (1d4); AC 11; HD 2d4, hp 4; MV 30'; Act 1d20; SP Rum breath (DC 10 Will Save or suffer -1d3 Personality loss from toxic odor); SV Ref +1, Fort +1, Will +1; AL N. Could side with or against the PCs depending how he is treated.

**Sailors:** Int -2; Atk dagger +0 melee (1d4); AC 10; HD 2d4, hp 3; MV 30'; Act 1d20; SP Rum breath (DC 10 Will save or suffer -1d3 Personality loss from toxic odor); SV Ref +1, Fort +1, Will +1; AL N.

### A-3a: Port pub - "The Dusty Barnacle"

**Dusty, the pub owner:** Init +4; Atk cricket bat +2 melee (1d6); AC 10; HD 2d4, hp 7; MV 30'; Act d20; Ref +3; Fort +3; Will +3; AL N; he also rents the boats and skiffs near the port docks.

If a PC picks up a bar stool as a weapon: Inflicts (1d6 damage) and a 75% chance of breaking on impact.

Rumors heard in “The Dusty Barnacle”

Roll 1d7	Result
1	Caught some town Bobbies down here the other night talking with the lighthouse patrol.
2	The seagull cries thrice at dawn
3	Had some strangers down here the other night asking some strange questions.
4	Had a skiff stolen the night before last three piers over.
5	“Who comes in here and doesn’t drink rum?”
6	They found the skiff over on “Lighthouse Island”.
7	Might want to stay away from that drunkard on the island. He is a strange dude talking all kinds of nonsense about a pirate cave and buried treasure. Ain’t no pirates on that island.

**A-4: 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). This could also be the way to the port or a way to sneak out of town. Who knows? The Bobbies might not like that you are out to find the Royal Jewels before they do.



Illustration By Karim Glue



## S-1: Sewers under the city

**Sewer Large Rats (2):** Init +2; Atk bite +2 melee (1d3+1); AC 9; HD 1d6+1; hp 6; MV 40' or climb 20'; SP disease (DC 7 Fort save or infection at the area of the bite); SV Ref +2, Fort +4, Will -1; AL N.

**Gas pockets (6):** Swollen bladders float in the sewage. If attacked the bladders explode with noxious gas causing -1d3 to Stamina. Moving 30' away will decrease Stamina damage to 1. Staying in the noxious gas will continue -1d3 Stamina damage every 1d3 rounds.



## ISLAND ENCOUNTERS

### B-1: Lighthouse

Lighthouse keeper - Init +2; Atk staff +0 melee (1d4) or +0 missile fog horn (1d4 and deafness/stun 1d3 rounds); AC 10; HD 1d4; hp 4; MV 30'; Act 1d20; SV Ref +2, Fort +1, Will +3; AL N.

*Getting to the top of the lighthouse allows the PCs to see the map of the island.*



Illustration By Karim Glue

## B-2: Beach hut

**The Drunkard (Ole' Windy):** Init -2; Atk beer mug -2 melee (1d3); AC 10; HD 1d4; hp 4; MV 30'; Act 1d20; SP stunning breath (answers incorrectly occasionally to the questions being asked by PCs as he is most inebriated), clumsy but spot on with directions (the drunkard knows the island like the back of his hand); SV Ref +5, Fort +3, Will +3; AL C. Unpredictable and shifting loyalties.



Ole' Windy will tell tales of an old pirate living on the other side of the island and add false rumors to this true one.

## B-3: A small village of islanders

**Islanders:** Int +5; Atk broom/staff/shovel +0 melee (1d4) or fists +0 melee (1d3); AC 10; HD 2d4; hp 4; MV 30'; Act 1d20; SV Ref +5, Fort +3, Will +3.

## B-4: The Trail going into The Island

**Quicksand:** Can be noticed if the PCs are looking for footprints (DC 10 Int check). Footprints will be human bare feet.

PCs that do not see the footprints and are not looking for them will fall into the trap. Reflex save (DC 12) required to prevent from falling into the quicksand. While in the quicksand, the PC(s) make Reflex saves (DC 12) each turn or continue to sink into the quicksand. With sinking into the quicksand, the PC will need to make a Fort save (DC 12) to hold their breath until saved from the quicksand. Other PCs can help the trapped PC escape the quicksand. The more gonzo the style of getting the PC free from the quicksand should award the PCs with extra XP.

**Snakes, salamanders (5):** Init +0; Atk bite +3 melee; Dmg 1d4; AC 11; HD 1d4+1, hp 4; MV 20'; Act 1d20; SP venom - paralyzing DC 10 Fort save to avoid paralysis; SV Fort +2, Ref +6, Will +4; AL L.

Bushwhacking: to clear a path or advance through the thick jungle by chopping at the bushes and branches, the PCs need to make a Strength check to chop the jungle vines.

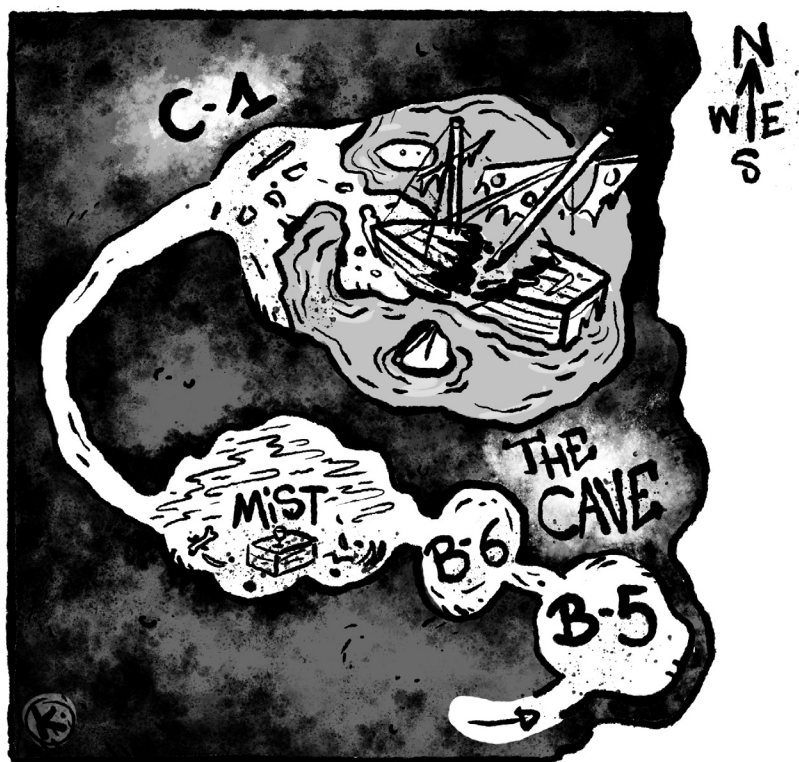
**Jungle vines:** Str DC 10 to break through; Roll 1d3+1 rounds before The Bushwacker appears to attack by surprise. Just before The Bushwacker attacks, the PCs can see a clearing with what looks like a cave entrance some 60' away.

**The Bushwacker(1):** it attacks the PCs by surprise as it looks like the jungle flora and fauna.

Init +1; Atk slashing branches +2 melee (1d6); AC 13; HD 3d8, hp 14; MV 30'; Act 1d20; SP blunt and piercing weapons inflict half damage; slashing weapons cause double damage; SV Ref +4, Fort +3, Will +1; AL N.



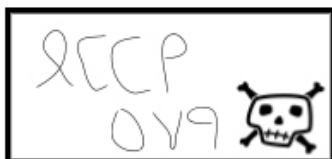
Illustration By Karim Glue



### C-1: The Cave Entrance

**Bamboo trap:** comes down from above the cave entrance. Spiked bamboo drops down on the first PC to go through the cave entrance. Triggered by tripping on the vine which crosses the sand. DC 15 Int to spot the vine. Reflex save DC 12 to jump out of the way. If missed, PC receives 1d6 damage and must be freed before any other PCs may enter the cave.

Moving further into the cave, you see markings on the walls.



"KEEP OUT"

## C-2: Cave interior

As the PCs move further into the cave they will come across piles of dry bones. On closer inspection (easy Int DC 5), they see a useless leather eye patch, a termite-riddled wooden peg leg, a leather satchel (1d5 silver coins), a few daggers (1d5), in one of the skulls there is an emerald gem worth 5 gp.

As the PCs riffle through the dusty bones, the bones begin to animate (Int DC 12 to realize the movement. If failed, the skeletons gain the initiative and attack first).

**Skeletons (5):** 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; SV Ref +0, Fort +0, Will +0; AL C.

As the PCs move further into the cave they will come across a mist. Through the mist, the PCs see a golden goblet.

*Through the mist, you see a golden goblet.*

**Mist:** hangs 2' above the sandy cave floor (Int DC 10) to notice. Must crawl under the mist, which is 5'x 2' thick or take gaseous poison damage (1d3).

*The goblet sits upon a wooden chest.*

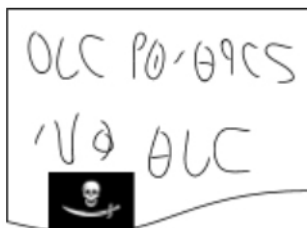
The chest is trapped. When the goblet is lifted, the lock on the lid fires a dart into the abdomen of the PC. PC takes 1d3 damage.

In the golden goblet is "Golden Mead".

Golden Mead: If drunk, when the mead hits the stomach, it becomes molten gold. The PC must make a Reflex save DC 13 to vomit it out. On failure, the PC takes 1d8 damage. May continue to attempt vomiting. (The golden 'nugget', which can be retrieved for treasure, is worth 50 gp).

Inside the wooden chest are old brown bottles. Each bottle is a healing potion. The number of healing potions is 1 less than the number of PCs.

Each bottle has this written on it:



(the labels read: ole pirates rum ale)

As the bottles are removed from the bottom of the chest, a trap door opens. The bottles have been holding the trap door shut. Spring mechanisms along the sides of the wooden chest swing the trap door open when the weight of the bottles no longer hold the trap door closed.

You see that the cave goes further underground. Dim light can be seen coming into the cave tunnel from a distance away.

As the PCs go further into the cave, the tunnel is not level but continues to descend. The PCs have to go single file along this 120' tunnel until it opens up into a large sea cavern. The dim light they saw before descending into the cave tunnel is now the sun's light reflecting off the sea and is lighting the cave.

### **C-3: The Ship - "The Ghastly Maiden"**

*As you enter this large underground cavern, you see that it opens to the sea. Sitting partially on the dry ground and in the sea, there is a wreck of a ship. On the front of the ship is a carved wooden maiden.*

If the PCs walk around the outside of the ship they will come across the large sign with the name of the ship on it: The Ghastly Maiden. It is very easy to enter the ship as there doesn't seem to be too much left of it. It looks like a huge skeleton sitting on the shore of this underground cavern.

Entering the ship will trigger the ghost of the ole' pirate and his parrot. The pirate will be guarding some treasure. He will tell of tales from long ago with some interesting recent activity within the ship.



Intact portions of the ship are:

- The Captain's quarters and the Aft-storage.
- The ole' pirate occupies the Captain's quarter with his parrot.
- The ole' pirate with his parrot can appear anywhere as the PCs approach the ship. He could wait until the PCs enter the ship, enter the Captain's quarters or the Aft-storage.

The ole' pirate will guard the treasure in whatever area the PCs enter. This is to be the end of the adventure.

**Ye ole' pirate with a parrot (un-dead):** Init +2; Atk rusty sword +0 melee (1d5); AC 10; HD 1d6, hp 4; MV 30'; Act 1d20; SP crystal, silver, gems, and gold (15% chance of the PCs trading for a piece of royal jewelry thus changing the end of the adventure); SV Reflex +0, Fort +0, Will +2; AL C. SPELLS KNOWN: (CL +3, Int +2) Ray of Enfeeblement, Scorching Ray, Spider Web.

**Parrot:** Init +2; Atk beak and claws +2 melee (1d3+2); AC 20; HD 1d4, hp 2; MV 60' fly; Act 1d20; SP empathic link, share spells, improved evasion, alertness, deliver touch spells, speak with master; SV Reflex +3, Fort +0, Will +2; AL C.

## END OF THE ADVENTURE

Whoever has stolen the Royal Jewels woke the long sleeping pirate and his parrot and may have had to trade a jewel or two with the ole' pirate to win their escape from the island.

End of the real adventure? Probably not. Could be.  
You make that decision.

Ye ole' pirate's writing:

θ	ɔ	v	b	d	ʒ	↓	z	j	ɔ	l
sa	dy	ju	be	do	ge	wy	zo	ja	mi	ly
bus	gym	rule	baby	elder	go	vivid	zone	job	mother	lily
a (8)	y	u	b	d	g	w	z	j	m	l
C	O	0	P	q	Q	↑	S	ʎ	Q	●
te	co	fi	po	ta	ku	fe	su	ce	nu	hifu
bed	know	sleepy	lip	tie	kin	fool	soon	chin	no	full
e	o	i	p	t (9)	k	f	s	c	n	stop
I	l	+	±	T	I	7	I	Λ		
hofa	hufe	hofy	hofs	hofu	owf	hosaf	hose	oll		
0	1	2	3	4	5	6	7	decimal		



A LEVEL 2 ADVENTURE IN THE SHUDDER MOUNTAINS



# SPOILS OF TEMPTATION

BY IAN BURGESS

Illustration by Matt Sutton

The adventure has the party arriving at a small and quiet hamlet in the heart of the Shudder Mountains. They have responded to a call to assist in finding and recovering several coal miners who have gone missing. They will also learn that there are others who have set up a Witch Liquor still in a nearby Spoil. All is not as it seems, however, and the PCs will have a lot more on their hands than looking for a few lost souls. Clues will lead them to discover various fell-beasts, a burn-spoil, and even Anector, the Third of Three. The PCs will be presented with some difficult choices if they are able to parlay well and manage to return.

## **THE TALE**

“Ma told me tales ‘bout them Spoils. Places of darkness and woe. She said them was made when a witch, or conjure-man did something really big or reached a bit too far beyond their means. Bad places. Wicked places. Some were even beyond what you can imagine. They can turn a man into somethin’ from beyond. Somethin’ evil and twisted.

Word around here is that ‘dose miner boys ran into something really bad. We haven’t heard a pig’s whistle of them since two days back and folk are startin’ to say that they aren’t ever coming back. If you’re willin’ to give a look-around for them boys I know some of the folk here in the ‘Hole would be much obliged towards you.”

## **BACKGROUND**

The hamlet of Devil’s Hole has existed for years untold, known only to its residents and a few other locals in the vale of the Shudder Mountains. For ages it has been a quiet place for its generations of families who have existed and intermarried over the years. Folks here toil away in the mine harvesting thick seams of black coal and they lead a simple life. This has been how it always has been until lately. Now, it appears as though the Shudfolk have dug too deep in their search for their black coal bounty and a burn spoil has brought upon some horrific and powerful changes.

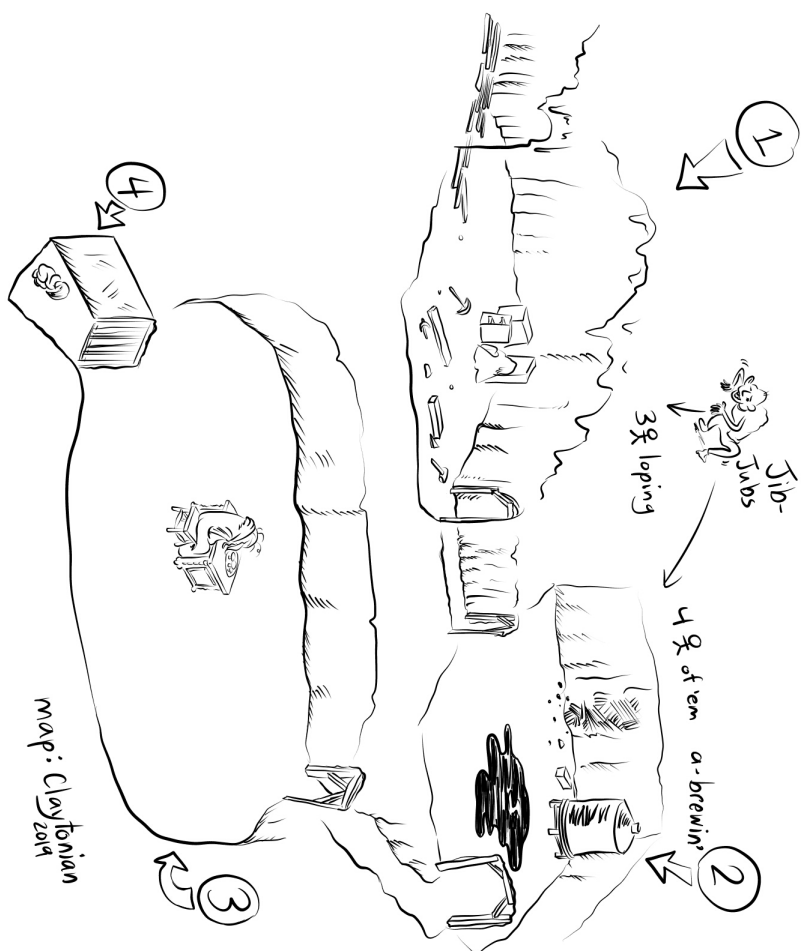
The miners have been mutated. Their souls twisted in a mocking tribute to some dark power born of old magic and sorrow. Never before has the hamlet of Devil's Hole seen such woe brought upon it in such an evil way. In fact, this burn spoil runs so deep and foul that Anector, Third of Three, Devil of Hell has decided to avail herself of the situation.

## **DEVIL'S HOLE**

This tiny hamlet is occupied by a small population of miners eking out their existence by digging coal from underneath the surrounding mountains. Although coal itself is not an overly valuable commodity blacksmiths, armorers, and other metal-workers require it to run their forges, and thus, the majority of the nearby flatlander metal-smiths rely on Shudder Mountains' coal for their work. The miners extract the substance from a number of rich deposits accessed by the natural sinkhole which gives the community its name. Unfortunately for the miners, the main coal seam they are working leads to a particularly large subterranean spoil.

By way of drive, determination, or greed, the miners breached a powerful burn spoil releasing long-cloistered magics not seen since the time of prehistory. Those poor souls who started their day toiling down in the deep are never the same again, for their essence has been twisted and rent. Those who resurface are hell-bent and ready to serve their new dark purpose as a blight upon the land.

PCs inquiring with townsfolk learn that the mine is a mere 45-minute jaunt from the hamlet of Devil's Hole. They can follow a well-trodden path towards the base of a large hillock. At the miner's camp, PCs can clearly see the workings of a well-used mine. Equipment, large piles of coal and the hoppers full of it are in evidence. A corduroy-timber ramp leads downward into the hillside at a 20 degree decline. Unusually, the mine is utterly silent and there is no evidence of any of the half-dozen miners around the surface.



**Area 1-1 - Mine Entrance:**

The mine entrance is guarded by a trio of hell-bent Jib-Jubs. The three former miners have only recently been twisted from their mortal forms to this hellish mockery.

The arrival of the adventurers has stirred them from their near-catatonic state. They fight to defend their mistress within, but due to their recent conversion, they will flee if seriously injured (less than 5 hp remaining).

Former Miners Now Corrupted Into Jib-Jubs (3): **Init** -2; **Atk** club +2 melee (1d6+3); **AC** 12; **HD** 2d8; hp 16, 14, 10; **MV** 20'; Act 1d20; **SP** invoke patron (Anector) at 1d12 or better, infravision 60'; **SV** Fort +3, Ref -1, Will -2; **AL** C.



Illustration by Matt Sutton

The entryway is dark and muddy with mining detritus and timbers littering the entryway in a chaotic mess. Rough-hewn wooden planks have been laid down leading deeper within. The Jib-Jubs will lay in wait until the PCs have made their way about 10 feet beyond the entryway, before swinging from behind old mining equipment.

The mine entrance contains only old timbers, broken pickaxes shovels, coal lumps, and mud. An examination of the floor shows evidence of many footprints passing through here recently. At the rear of the entrance is a small tunnel, 10' wide, leading further into the next chamber of the mine beyond.

### **Area 1-2 - The Brewery:**

*This expansive cave once housed the primary extraction area for the colliery. A high ceiling and rough-hewn walls show evidence of what must have been years of excavation and extraction. Bisecting the middle of both cavern walls are large, ebon seams of coal. Large piles of backfill can be found piled against the walls. As the PCs eyes adjust to the wan light, a strange incongruence presents itself: a large black pool, nearly 30' wide bubbles and froths with a fetid dark liquid. Two filthy humanoids attend to stirring duties with long wooden poles. Beyond them towards the back of the cave is a large copper and glass contraption belching out great puffs of gray, dank steam. Another humanoid ladles the black liquid into the boiler, while another extracts a slightly clearer version of the liquid from the other end.*

This area serves a twofold purpose. This is a burn spoil which has recently erupted from deep within the mine and boiled up to the surface. Anector's minions have been compelled to develop a witch liquor still here and produce a particularly potent blend of hell-juice. The 4 Jib-Jubs here will attack any interlopers and fight to their deaths. A wood-braced arch leads into a smaller cavern beyond.

Jib-Jub Witch Liquor Brewers (4): see area 1-1 for stats. These Jib-Jubs will do everything within their power to grapple PCs and throw them into the burn spoil. See table 1-1 for burn spoil effects. The brewers have not yet been able to brew any meaningful amount of witch liquor yet, as there has not been sufficient time to do so.

**Table 1-1: Spoil Effect on Living Subjects**

Roll 1d7	Spoil's Effect
1	Imparts a random form of corruption. Roll 1d6: 1-3) use Table 5-3: Minor Corruption (DCC RPG p. 116) to determine effect; 4-5) use Table 5-4: Major Corruption (DCC RPG p. 118) to determine effect; 6) use Table 5-5: Greater Corruption (DCC RPG p. 119) to determine effect.
2	Mind-wipe. The subject loses all memories up to and including the incident leading up to this effect.
3	Imparts the ability to cast a random 1st-level spell once per day. Subject uses a d16 to determine the spellcheck of this incantation.
4	Fury of Hellfire. The subject's body is limned with purple hellfire. All within 10' of the subject suffer 1d6 of infernal fire damage, including allies.
5	Permanently transforms the subject into a Jib-Jub.
6	Blessing of Anector. The subject receives the blessing of Anector and is compelled to seek of the Third of Three as their patron. This grants a 1-step die chain increase to any dealings including Invoke Patron with respect to Anector.
7	Subject is transported to the Purple Planet, Hsaal, Umerica, Trapsylvania, or whatever other fiendish realm the Judge wishes to inflict upon this poor PC.



**Table 1-2: Spoil Effect on Inanimate Subjects**

Roll 1d5	Spoil's Effect
1	The object defies gravity. It will now always float about as if it were weightless in zero-gravity.
2	The object oozes black goo. This begins with a trickle but worsens with time eventually releasing 4-gallons worth over a 24-hour period.
3	The object becomes forgotten. Anyone holding the object will instantly forget about it, leading it to be constantly left behind. Other individuals may see the object and pick it up, however upon touching it they will then also be subject to forgetting it.
4	The object explodes inflicting 8d6 damage to everything in a 20' diameter.
5	Rolling bones. The object grants a +1 to any rolling the body roll made by its possessor.

**Area 1-3 - Anector's Counsel Room:**

*A short and downward-sloping tunnel leads 15' towards an oddly out of place circular chamber, 50' in diameter. The walls are smooth and perfectly masoned. In the center of the room sits an ancient woman hunched over an ornate, ebony carved desk. Her hair is a tangled mess of grey locks and her face wears the wrinkles of ages long past. A tattered brown cloak covers head and body and she stares at you with warm, black eyes. She licks her lips with a slow loll and speaks to you in a gravelly voice. "Your arrival here was foretold to me long ago and you are now in the very moment where you will decide what fate will be yours." The old hag emphasizes the last statement by raising a dented pewter platter holding a variety of slime-coated mushrooms. "Receive ma's blessings and partake of nature's bounty. I will forever be at your side to grant you aid in your times of need. Accept my patronage!" A barred door looms behind the hag against the back wall.*

Anector, Third of Three, in her guise as The Tattered Hag, eagerly awaits the PC's decisions. Should the PCs accept her offer and partake of the fungi they will have begun their dark paths towards the Patronage of Anector. See



below for patron information. If the PCs refuse her offer, how Anector handles this will depend on their approach. Violence will be met in kind, whereas indifference will be met with a wry smile and Anector slowly fading away with a whispered cackle. Woe be to he who dares the devil to join in a scrape. . .

#### **Area 1-4 - Holding Pen:**

A rusted-iron bar door blocks entry into this small and awful-smelling pen. Within, one of the miners lays crumpled against the rear wall. Her eyes stare hauntingly at you and she makes a feeble attempt to speak. . . “Help me, please. . . “

This is Gertie, one of the missing miners from Devil’s Hole. She is the sole survivor of this horrid ordeal, and only out of sheer luck. She was next to be put to work in the spoil and had not yet been twisted into a Jib-Jub. Returning her to the hamlet would be very well received and set the PCs up for great success in any endeavors they undertake in the Shudder Mountains in the future.

#### **Anector, the Third of Three (The Tattered Hag)**

Anector, the Third of the Three, and known in the Shudder Mountains as “The Tattered Hag” is one of the devilish triumvirate claiming the ancient mountains as part of their worldly domain. Anector prefers direct choice and decision over persuasion, leaving such fanciful pursuits to her two infernal fellows, Haade and Modeca. Anector’s sole objective is to bind as many mortal souls into eternal servitude as possible, swelling the numbers obliged to her in Hell. Mortals seeking a patron bond with Anector are required to sup upon mushrooms with this devil, swearing their eternal souls to her. Unlike others who contract themselves to Anector, these special servants enjoy a prolonged grace period before she claims her due. So long as they endeavor to lure others into infernal bondage. Failing in this matter inevitably causes Anector to invoke an overlooked loophole in their contracts and claim what is owed to her sooner than expected.

## Invoke Patron check results:

Roll	Result
12-13	Anector grants the caster a small fraction of her wisdom, knowledge, and insight, raising the character's Intelligence to 20 (+4 bonus) for 1d6 turns.
14-17	Anector sends spores of fetid fungus spreading upon the caster's skin, inflicting 1 hp of searing damage. The spores grant the caster a +4 <b>AC</b> bonus for 1d6 turns, fading away when the duration elapses
18-19	Anector sends a flurry of Junebugs which swarm and swirl around the character bearing them afar, up to 100' away in a random direction in the air . They then fly off and disappear into the hills.
20-23	Anector evokes a haunting melody of dulcimer and washboard, causing all enemies to cover their heads in anguish and sorrow for 1 round in which they can perform no actions.
24-27	Anector gesticulates wildly with her hands, inscribing an invisible conjuring upon the character's forehead. All enemies who view this are struck dumb for 1 round, losing 1d7 Intelligence for 1d5 rounds.
28-29	Anector delivers a blast of hellfire against the caster's enemies. Up to three targets within 50' of the caster suffer 5d6 points of damage (no save).
30-31	The Third of Three sends an avatar (see below). This gray-skinned old hag appears before the character to attack the caster's enemies. It remains for 2d6 rounds, during which time it fights with absolute resolve.
32+	Anector freezes time for all but the caster for 2d4 rounds. During that period, the caster can act normally, but all others are effectively paused in time and space, unable to move or defend themselves. Time returns to normal once the duration elapses.

Ol' Hag Avatar (type IV demon, Anector): **Init** +6; **Atk** claw +12 melee (dmg 3d8+6); **AC** 20; **HD** 10d12; **MV** 60'; Act 2d20; **SP** disease, spells (+8 spell check): detect good, choking cloud, scare, demon traits; **SV** Fort +12, Ref +10, Will +12; **AL** C.

The avatar of the Ol' Hag appears as an ashen-faced and venerable cloaked woman with only but a few teeth and one cloudy eye, dressed in tattered rags. She speaks little and attends to her violence immediately with nary a break. The Ol' Hag avatar can cast: detect good, choking cloud, and scare with a +8 spell check. Any creature wounded by her claws must make a DC 20 Fort save or contract the Fever of the Fens. The disease manifests 1d7 days later as terrible shakes and shivers, inflicting a -4 penalty to Strength and Agility until cured by magical means.

### **Patron Taint: Anector**

Anector is an ambitious and fierce devil, and she requires success from her followers. Failing to stay in Anector's good graces, either by displaying ineptitude in one's actions or inadequately assisting her goal of ensnaring mortal souls, is likely to cause the devil to reveal her displeasure in the form of supernatural taint.

When a patron taint is indicated, roll 1d6 on the table below. When the caster has acquired all six levels of effect, there is no need to continue rolling any more. On the next patron taint result, Anector appears to claim her servant's soul, calling the caster's debt due regardless of time remaining in their infernal agreement.

Roll	Result
1	The caster's hair grows long, grey, and unruly. It is a matted oily mess no matter what care is taken afterwards. Shudfolk observing the filthy locks shun the PC fiercely, knowing his soul is no longer his own. Finding headwear to cover the change becomes a challenge.
2	The caster's flesh assumes a wrinkled, shallow hue replete with boils, liver spots, and moles. This new flesh texture trumps all other corruption taints altering the caster's natural skin tone. As above, this taint is recognized by the Shudfolk as a sign of infernal servitude and the caster is treated with abhorrence and occasionally outright violence.

3	The caster no longer casts a shadow, true proof he no longer possesses a soul of his own. The caster's shadow cannot be seen in any lit environment, natural or otherwise. As with the above taints, Shudfolk easily identify the caster as a servant of Anector. In other regions, he may be mistaken for a vampire or other supernatural creature, earning him a stake through the heart and decapitation by frightened locals.
4	The caster gains a supernatural intolerance of silver. Simply touching the metal inflicts 1d4 points of damage, and silver weapons striking the caster cause double damage. If a silver object is brandished at the caster by a Lawful individual, he must make a DC 10 Will save or flee the presence of the individual for 1 turn.
5	The caster's presence causes unease and sorrow to all who encounter him. Any attempt to produce meaningful conversation, persuasion, or spells which target a person's Personality/Will are done with a -4 penalty on any checks including spell checks. Animals will also avoid the caster and seek to leave his proximity.
6	The daunting banality of the caster's life in the Shudder Mountains draws what is left of their soul down into the depths. The caster must declare a common substance (coal, water, cotton, gold, silver, wood, leather, meat, etc.) and declare it accursed. Strong juju accompanies this substance and it cannot be abided!

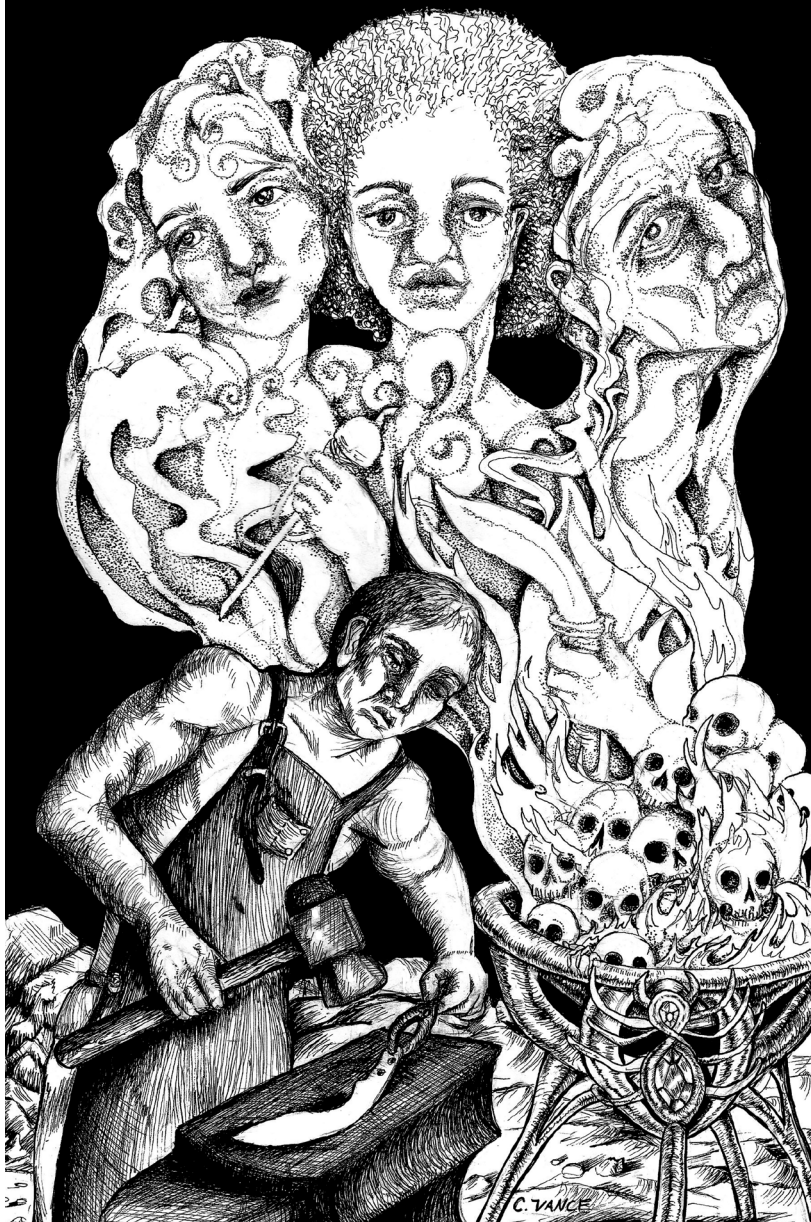
## WRAPPING UP

En route to returning to Devil's Hole, Gertie becomes more lucid and awakens from her fugue state. She grasps what has happened and is ever so grateful for being saved. As a token of her thanks, she teaches the PCs a little bit of Gramaree and sings them one of her ma's songs:

"Be still, O Tremblin' Heart" (DC 14; three minutes): This song helps protect the performer and up to 3+ Personality modifier others from the attacks of Chaotic creatures. All chaotic creatures suffer a -2 penalty to attack the protected individuals for 1 turn.

# Sun Smith's Forge

By Chris Jeffers



Artwork by Carmin Vance

## INTRO

Sun Smith's Forge is an adventure for either **Dungeon Crawl Classics RPG** or **Mutant Crawl Classics RPG**; designed for 4-7 characters of 3rd level. The adventure deals with difficult choices, based on alignment, moral obligations and the big picture, versus the plight of those known to the PCs. It places the PCs in a tavern within a great city; this can be known location within your world already, or potential city worth of investigation by the PCs. Residents are in the midst of celebrating the week-long death and rebirth festival, the apex of which marks the death and renewal of the Great Sky Orbs, coming only once every 186 years. However, the festivities are brought quickly to a halt by the ensuing carnage, caused by the operation of the Sun Smith's forge.

## BACKGROUND

**The Sun Smith** once was just like as any other person, crafting and honing his skill. Exotic and elegant wares were a common sight on his anvil. With time, his decorative swords, ornate daggers and fine jewelry became gifts fitted for monarchs and emperors of lands both known and foreign. Countless offers of lands and titles, and great riches too, were offered to him, yet he accepted none.

One day the Smith was approached by a woman of unearthly beauty. Although dressed in common clothing, she possessed a presence far greater than any he had known. She spun for him a tale of three sisters and of their great strife against the forces of chaos, a conflict older than time itself. She requested his aid in the creation of three weapons to help combat that threat. There would be no riches, no glory, and his name would be lost to time. Though his arms and implements would be used to hold back the enemies of which she spoke, for him, there would be the knowledge that he took part against forces beyond his wildest dreams. Seemly enchanted by the woman, he agreed and packed his meager belongings, setting forth in the direction she bade him.

He went with a clear vision in his mind of two large Old World towers. One with a chimney to expel the excess heat, the other topped with large lenses, beneath which there was a pool of liquid mirrored-like metal, over which was forge itself. That would be his destination. For countless days he worked his way across great plains, daunting mountains and merciless deserts. He never slept, never hungered nor thirsted. The weariness caused by rugged



terrain was eased by the thought of the otherworldly sisters and his quest.

As he crested the last dune he came upon an oasis at the edge of which stood the towers, just as he had envisioned. Knowing where to look, he dug into the soft silt ground for the hidden entrance, exactly where he knew it would be. Once inside, the sisters came to him once more, guiding him through the subterranean maze to the forge. They taught him how to use it and of its magics - technology they called it - of the Old World.

He practiced those strange crafts, committing them to memory. The sisters told him the forge would only ignite when the sun was at its brightest - this would be during the death and rebirth of the Great Sky Orbs. So he learned all he could - the functions of every illuminated dial and button within his new sanctuary. In time, one of the sisters began to show a familiar disposition toward the smith, similar to that of a betrothed.

Gradually, while waiting for the first alignment, he opened a path to the entrance of his sanctuary. He also carved a great marble statue to cover its top, erecting a simple temple to the Fates, with stain glass windows depicting how to open the building should the sisters send others in the future.

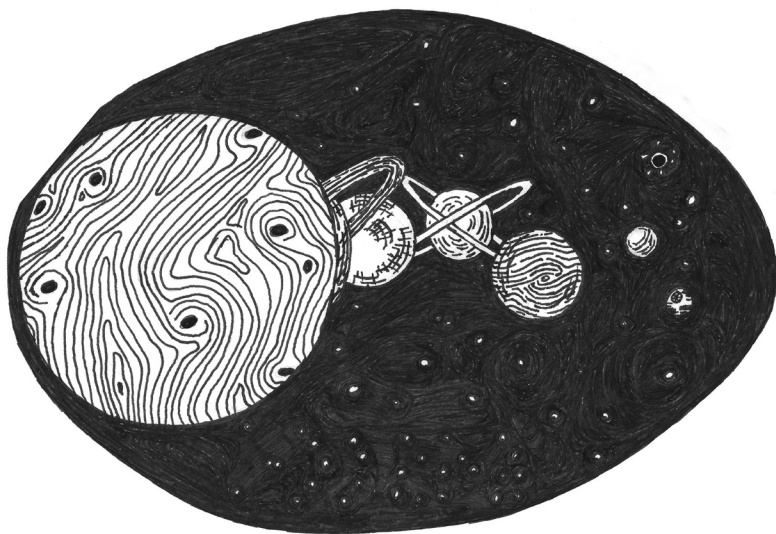


Illustration By Chris Jeffers

## **GREAT SKY ORBS, THEIR DEATH & REBIRTH**

The Great Sky Orbs are the other planets in the solar system. Their alignment is marked by their “death” and “rebirth”. This happens every 186 years, two of which have come to pass during the time the smith has been at the forge.

In the Great City it has been ruled by the overlord that the death and rebirth of the Orbs shall be a time for celebration and merriment, with many public events and spectacles. Few remember the last time the alignment occurred, and those who do are thought old and senile, even by the court wizards.

## **THE SUBTERRANEAN BUILDING**

The PCs may choose to enter the subterranean building by way of the grates around the temple leading them to area 7 or through one of the towers. There is also the hidden door within the Temple of Fates.

The tower topped with the focusing lenses is easy enough to enter once on the top of it. However, given that the lenses are used to focus the power of the sun throughout the stack, practical PCs may think of a way to block the sun from entering the tower.

The chimney is far more perilous to enter. It is a straight shot down into the furnace in area 4b and then into the liquid metals of the Sun Forge in area 6a. The temperatures inside of the forge are dangerously high, requiring a DC 12 Fort save each round or causing 1d3 temporary Stamina damage from the noxious gases.

The towers are sheer on both outside and inside. The lenses in the focusing tower are 20ft apart. The towers are 200ft tall, plus 300ft below the surface of the land. There are two cracked lenses within the tower causing all but halflings and elves to make an Agility or Luck check (up to the Judge) when landing on them. Breaking the lenses triggers a DC 15 Ref save to prevent taking 3d6 damage from the shattered glass landing on them on the next lens.



## THE SUN FORGE

The forge is of from Old World, made to be continuously lit by the sun through a series of amplifying lenses in a large 500ft stack. Though now the forge can only be fired when the sun is as bright as it once was, or during the Death and Rebirth of the Great Sky Orbs. When the thorium particles in the thermosphere are pulled away by the gravity of the aligned planets, it allows a great deal more of light through the atmosphere.

### **Different people, different settings**

*Your sun may not be about to burn out and bring about the Long Night, but that's OK. The thorium in the thermosphere may just be blocking certain wavelengths, naturally these are the ones reacting with the liquid metal.*

The great pool of liquid metal reacts with the amplified light greatly accelerating the speed of the metal particles, thus increasing its temperature. This allowed the smith to craft harder metals, imbued with the power of the old sun. Though with great power comes great destruction.

As the Old World forge is heated rapidly, rather than slowly as designed, it violently shakes the ground that has consumed its ancient structure over the eons. Anything around it of weaker design would be leveled.

## HOOKING THE PLAYERS

Whether your players have a city they frequent, or if they're murderhobos waiting on the road for their next victim, they'll come into contact with a group of people.

Here are 1d4 hooks for getting your players to the Great City for the Death and Rebirth celebration: (1) a caravan of six merchant carts is heading towards the Great City hoping the festival brings the masses and their coin (2) dark magic will be at its strongest when the Great Sky Orbs die before their rebirth; (3) legend has it the Old World magic returns in each death of the Great Sky Orbs in order to replace them in the sky; (4) a ropemaker's wife was kidnapped by thieves and he must bring the ransom to the Slumbering Drake Inn or they'll cook the poor woman and feed her to the masses at the festival.

For those parties already in the Great City here are 1d3 things they might hear before the celebration: (1) "It's said that the temples will be full. People are calling it the End of Times. The high wizard said it happens every so often but who are you to say he isn't mad?"; (2) "Staying up all night and day waiting for some circles in the sky to disappear and reappear, sounds like an excuse to stay out drinking and carousing."; (3) "It'd be a damn shame if it called for rain."

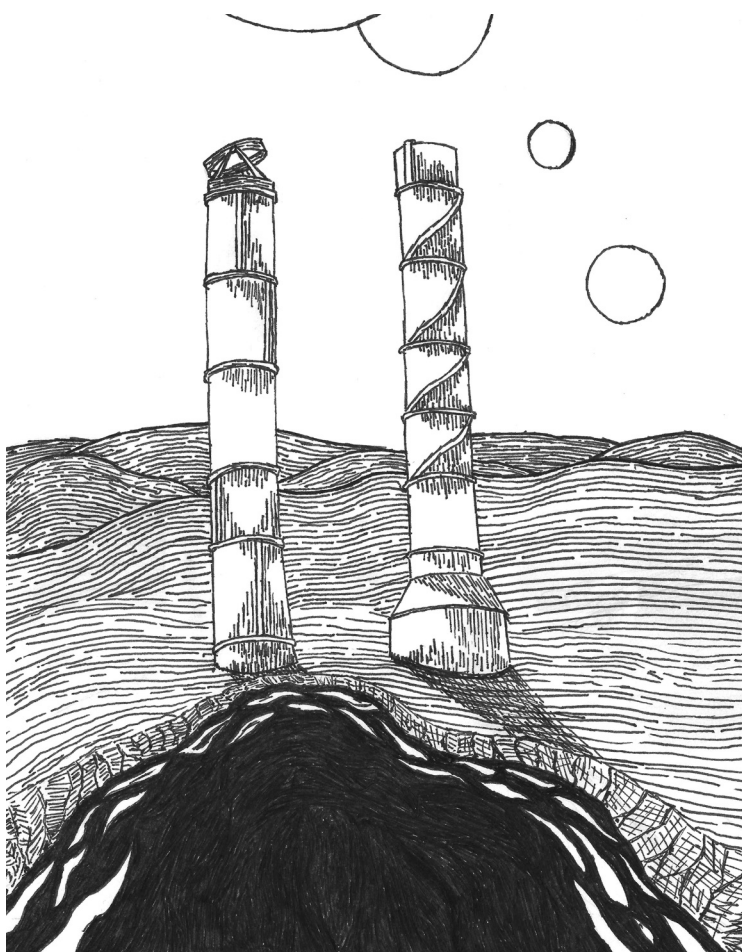


Illustration By Chris Jeffers

## BEGINNING THE ADVENTURE

The Smith has worked within the subterranean building for 550 years. Gradually he stopped leaving his sanctuary, finding all he needed with the underground halls. In time he forged an encrusted spindle for the first sister, to spin her threads upon the tapestry of the world. For the second, he made a great staff to take the measure of both friend and foe.

Little did the Smith know that during his second work a small village had formed within the oasis. Thus, as he superheated the forge for the second time the village was leveled. However, the residents were stouthearted and rebuilt it stronger; attempting to mimic the ancient ruins at the edge of their oasis.

It eventually became known as the Great City, and engulfed the tower ruins. Some even began to worship at the temple around a most peculiar statue, that a few claimed to be the Sisters of Fate waiting for a smith.

As the adventure starts, the third alignment is but hours away. The magic of the Old World forge begins to stir, bubbling and belching with renewed heat. The time has come to craft the final weapon, a kopis for the Smith's Lover. With the Final Weapon she will shift the outcome of the raging and unseen battle.

## PLAYER START

The PCs find themselves in a tavern within the Great City, mere hours away from the apex of the Death and Rebirth celebrations.

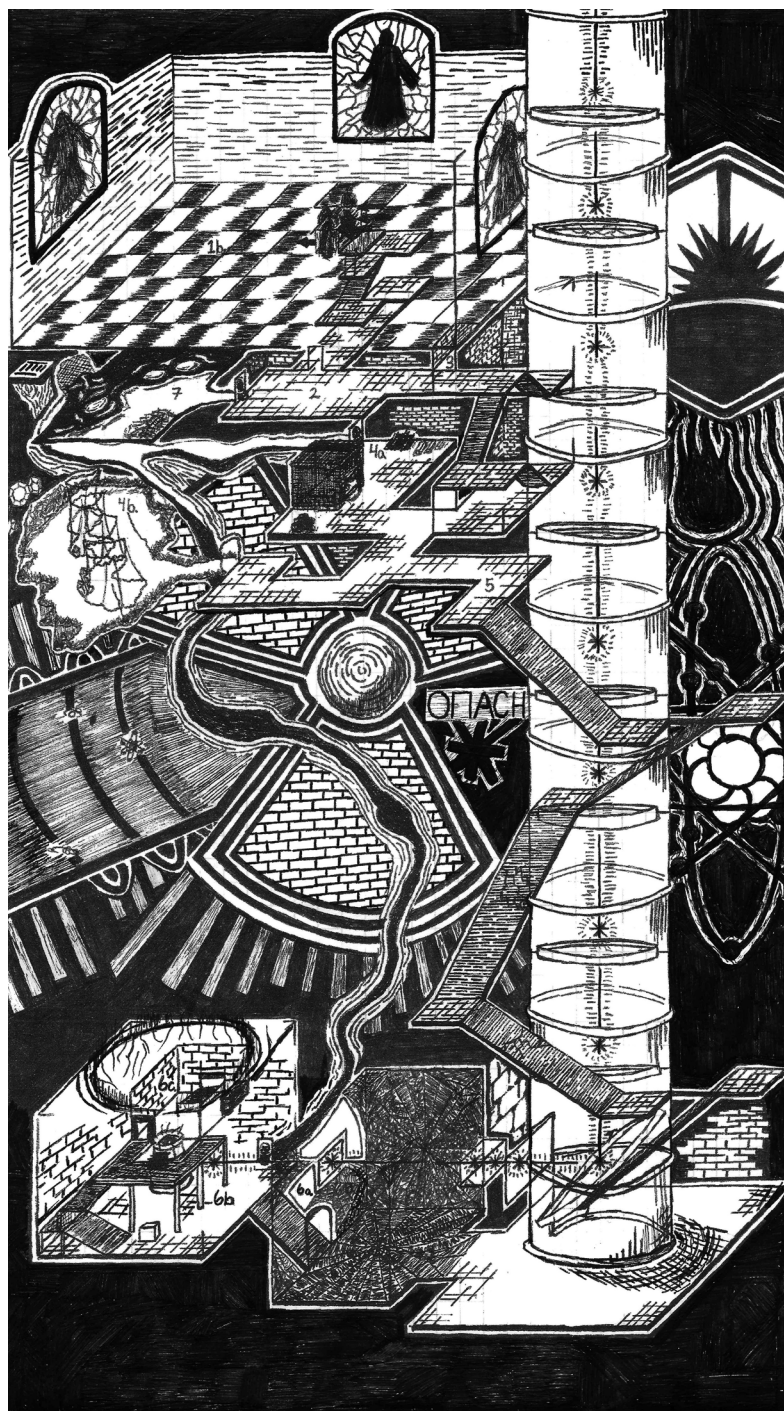
Read or paraphrase the following text to your players.

*A mass of patrons keep the staff busy. The well-used table and floor cling to you as you wait for a chance to order. Through a break in the roar of the crowd you overhear the withered sac of a man recall the last celebration of Death and Rebirth some decades ago.*

*“As the great coloured Sky Orbs died, falling behind the sun, it was as if the ground itself awoke from along dead slumber. The sun burned brighter than any could bear. The clear circlet atop one of the temple’s towers seems to drink the solar radiance, sending a beam of light into the tower. We heard a roar that seemed to come from the depths of the world, then the second tower started to belch a great pillar of the blacksted smoke no one had ever seen before.”*

If the PCs begin to talk to the old man, he will recount his tale of the last Celebration. He’ll tell of the great beauty and the similar festivities of the occasion. It was a time when the city was young, no more than a small hamlet at the foot of the great towers, a true oasis. However, the merriment quickly turned to horror once the brazen orbs had died falling behind the increasingly bright sun. Taking with them the peace that once had surrounded the town. The ground beneath shook, cloudless thunder began to roar, and by the time it was over not a single building over the height of two men stood.

As the old man finishes his tale, a blinding brightness floods through the dank, grimy windows of the tavern. The sight brings the feeble old man to his feet, as he bellows in prayers for mercy. Then, suddenly, he falls back into his chair like a dropped marionette, dead.





## **AREA 1A: TEMPLE OF FATES (OUTSIDE)**

If the PCs did not talk to the old man, read the following text to them.

*You stand outside. The booming hordes around you fall wholly silent as the last of the Great Sky Orbs begin to move toward their death, disappearing from sight.*

*Light brighter than most had or will ever see engulfs the sky, and the clear circlet atop the mighty tower streams a white hot beam of radiance deep into its belly.*

*The court wizards had made their predictions that the Sky Orbs would be gone but for a few meager moments, and then the brightness would fade as quickly as its onset. But the blinding and searing light persists. Then, a crack like thunder shook everyone to their bones, coming not from the cloudless sky, but rather from the belly of the world itself. Not a moment later the earth lurches under your feet.*

Any PC who chooses to look towards the sky notice smoke rising from the untopped tower. The Temple of Fates is nestled at the base of the two towers, connecting them.

## **AREA 1B: TEMPLE OF FATES (INSIDE)**

Read or paraphrase the following text to your players.

*After a reprieve from what must have felt as the end of all things, you find yourself in the Temple of Fates. Its structure protect you from the harsh blaze outside. Stain glass windows, dulled enough allows rays of light to shine brightly into the room, gathering on the statue at the center of the temple.*

*The statue beams with the warm glow of the stained light. It depicts a blacksmith at prayer against his anvil, surrounded by three beautiful women. They all touch the smith's back seemingly giving him strength. One holds a spindle with the ball of thread under her hand, another a staff ornately decorated where it meets the earth, and the last holds a kopsis pointed downwards.*

*The Friar and two Acolytes, kneel before the statue praying.*

There is a secret entrance underneath the statue that allows the party to continue forward. There are two ways to access it. The party can solve a puzzle which opens the entrance or they can smash the statue that covers it.

The three stained glass windows are clues to solving the puzzle to the secret entrance. One depicts a woman with a spindle thread end up, while another woman measures the thread with a staff, its jeweled end pointing skyward, and the last sister is cutting the measured thread with the kopis, the sharp end against her thumb, its point upwards. By moving the items in each of their hand into the same position as depicted in the windows the statue will rotate revealing a spiral staircase downwards. An DC 12 Intelligence/Find Secret Door check allows the PCs to find the door (if opened this way the Friar and Acolytes are amazed and, if asked, will join the party). A DC 12 Strength check allows the PCs to smash the statue and find the entrance.

The holy men do not know of the secret entrance nor of the existence of the subterranean building. On the first attempt to smash the statue the Friar and Acolytes will attack the party. Any PC that isn't trying to smash or damage the statue can make a DC 9 Intelligence or Luck check to notice the Friar and his Acolytes moving forward to attack them (otherwise they're surprised). If at least one party member is paying attention to the them, then the surprise attempts fails automatically.

After the entrance has been opened the statue would have to be pushed back over the entrance to seal it. The party may choose to take the stone weapons from the statue and use them. Their damage is +1d, though the fumble die is also increased by +1d (the stone weapon shatters along with the first rolled fumble).

**Acolyte of Fate (2):** Acolyte (DCC RPG Corebook p.443)

Init -1; Atk mace +1 melee (1d4) or charm (see below) or harmful spell (see below); AC 11; HD 1d8; hp 4 each; MV 30'; Act 1d20; SP charm 1/day, harmful spell 2/day; SV Fort +1, Ref +0, Will +2; AL varies.

**Friar of Fate (1):** Friar (DCC RPG Corebook p. 443)

Init +0; Atk cudgel +3 melee (1d4+1) or sling +3 missile fire (1d4) or harmful spell (see below); AC 13; HD 3d8; hp 12; MV 30'; Act 1d20; SP heal 2/day, harmful spell 3/day, turn 3/day; SV Fort +2, Ref +1, Will +4; AL varies.

## AREA 2: CLOTHO'S SANCTUARY

Read or paraphrase the following text to your players.

*As you descend the stairs, the deafening song of hissing hot metal rings though your being. The bones of the world shake around you. However, when your feet finally meet the perfectly square stone of the landing you find yourself beset by new feelings of calm and peace.*

*Before you stands a great mural carved into the grey brick walls. Looking upon it soothes you. It depicts a woman sitting on a fallen tree spinning a glowing thread, the open night sky above her. The stars in the sky, constellations strange to you, are made of set jewels of great variety and cuts.*

*You realize, after taking in the master work, that it is neither torch nor wick that illuminates the room, but a maze of glowing thread stitched into the ceiling.*

The room is lit by the thread of life. If a PC decides to start cutting down the thread they will kill someone for every thread cut. If the Friar and Acolytes joined the party then, on the third thread cut, one of the Acolytes will die. The thread continues to glow when cut and could be used for magical purposes, extending one's own life, a potion for curing whatever ails you, etc.

The jewels can be plucked from their setting given enough time. Anyone who steals them may find themselves the target of traps or spells. After all, they're messing with fate. Anyone in possession of a stolen jewel is considered to be corrupted if not of physical appearance then of the soul. There are 50 jewels, each taking a DC 6 Strength check to pry out. After ten attempts (or if the judge thinks they're delaying), the smith's strikes may start to be heard, getting louder with each minute. Maybe the ceilings starts to fall a bit or cracks show in the ground.

On the opposite wall from the stairs (Area 3) there is a dry fountain, ornately carved into wall. The PCs can break through the fountain's wall with DC 15 Strength check. The passage leads to the Cavern of Things Lost to Time (Area 7).



### AREA 3: STAIRWAY FROM AREA 2 TO AREA 5B

Read or paraphrase the following text to your players.

*Decorating the walls of the descending stair is a woman raising a naturally twisted staff crested with a large jewel. Before her, rising from the depths of the stairway, are foul creatures such as demons and monstrosities begotten by the dark magic of chaos itself, things that might have been men once. She blocks their path, her struggle everlasting, bright white light emanating from her staff. The stairs descend into the eerie darkness below.*

*From the depths another crash sounds, painting its own picture in your mind of the tarnished city falling above your head.*

The jewel cresting the staff of Lachesis is a trap (DC 12 Find Trap or Intelligence check to detect and a DC 12 Disarm Trap to disable) set off by a character taller than a dwarf or halfling walking by it. It blasts 1d3 bolts of pure white light at the most corrupted PCs (including those with corrupted souls from stealing the jewels in Area 2), and the PC who set it off, doing 1d5 damage (DC 12 Ref save, if successful take half damage rounding up).

### AREA 4A: MINE OF PLENTY

Read or paraphrase the following text to your players.

*The way is dark; some tools of a silvered mirror-like alloy sit at the threshold. The light pouring in reveals veins of metals, and crystalline jewels, all ripe for the taking. The shaft extends further into the fathomless darkness, showing obvious signs of recent work. Never before have you seen such a variety of minerals and tools in one place, the signs point to unnatural powers and the lost craft of Old World.*

This is where the metals and jewels used to make the weapons of the Fates were obtained. It is the area where the photomatic reactor once ran. The strange particles and radiation caused the rocks and silt buried herein to undergo fission at different rates. Following the mine the PCs can pick up any number of nuggets of various metals. They may even choose to mine the stone, though this causes unwanted attention from the three beasts that dwell deeper in the mine. The beasts are of stone, ore and gem, but move swiftly as liquid metal. The largest of the group has a great jade mane and glowing teeth. The two others are smaller, though not by much, with large ears and great powerful legs.

Their muscle fibers are visible, as if etched in the rock. If the PCs spend long enough in the mine have a doe made of the same cold liquid rock come bounding by them, followed closely by the aforementioned beasts.

**Creature of Stone (3):** Init +3; Atk bite +1 (1d6+1) or breath weapon 2/day (DC 12 Fort save or skin begins to turn to pure crystal); AC 15; HD 3d10; hp 15 each; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will +1; AL L.

*Crystallization:* a PC that fails the Fort save gains a transparent crystal-like skin. Bizarre appearances aside, the PC reflects ray attacks directed him, but becomes vulnerable to sonic and blunt strikes, suffering double damage. At each 1d5 hours, the crystallizations process advances, increasing the PC's AC by 1 and reducing his Agility by 1d8. When their Agility reaches 0, the become inert crystal statues.

*Its mineral fur shimmers and pulsates as grass against a breeze. The ore, rock and raw gemstones of which its skin is made, change their makeup as you watch. Proud fangs of hard metals protrude from its open maw, as the sound of a rockslide down a steep mountain fills the void around you.*

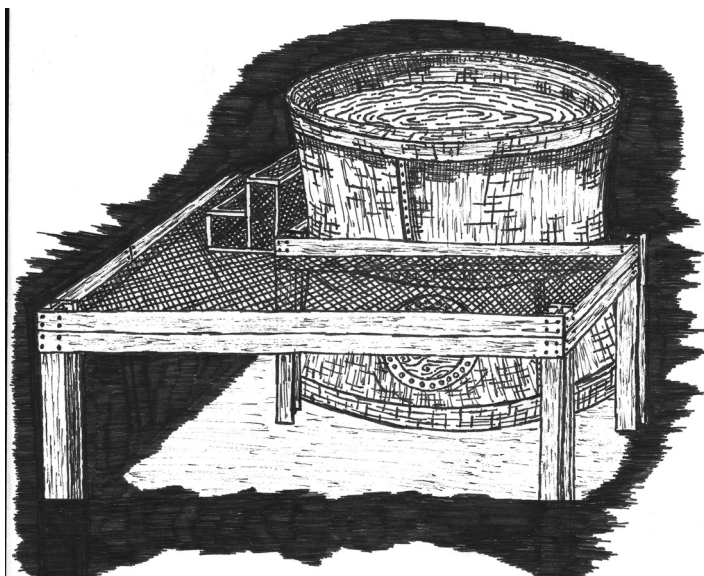


Illustration By Chris Jeffers

## AREA 4B: FURNACE ROOM

Read or paraphrase the following text to your players.

*Harsh smoke bites at your eyes as you enter this haze of a room. The stench of smelt hits you like a crashing wave on a cliff face, noxious gasses knotting your stomach. A metallic glint winks at you from across the room. Ores of metal both common and alien lay beside a massive blast furnace. Billets of gold, silver, iron and other queer minerals, far more reflective and lustrous in appearance, can be seen. Some even appear to glow as with the strands you noticed before. They are stacked cautiously beside a fountain similar to the one on the level above, though this one has a hearty flow unlike the other you've encountered.*

With this blast furnace and the knowledge bequipped to him the smith is able to craft stainless steel. Due to the fact it's current shape is of billets the PCs will have to find a crafty way to use it should they choose. The other metal billets are gold, copper, iron, silver, chrome, titanium, cobalt, and the glowing metal is plutonium.

If the PCs chooses to inspect the billets or wall fountain they become the prey of the spirits of the blast furnace. Large creatures with skin of fire and bones made of coal and smelt. If the PCs are distracted well enough the flaming bear-like creatures have a chance to surprise them.

**Spirit of the Blast Furnace (3):** Init -1; Atk claws +3 melee (1d8+2), bite +1 melee (1d10+2), harmful fire spell -3 (2d6); AC 12; HD 4d10+3; hp 25 each; MV 20'; Act 2d20; SV Fort +0, Ref +1, Will +1; AL L.

It's bone and teeth of obsidian like coal, with whites flames forming it's sinew and muscle fibers. Fur of licking and spitting orange flame dance around it's form. Pouring from its mouth is a gut-wrenching roar.

## AREA 5: THE SPIRAL STAIRWAY

Read or paraphrase the following text to your players.

*You are met with thin air as the heat rises from the deep open stairway below. The sound of hammer on metal still rings periodically in your ears, though the shaking of the world around you has subsided it to a mear swagger, as you descend deeper into the caverns. The spiral stairway appears old and worn by time.*

On the 77th step (which is actually a 10' long landing) there is a trap causing nine steps both in front and behind the party to fall way. This is not only a detriment to the party but it also alerts the smith in the halls below. A DC 12 Detect Trap check, followed by a similar Disable Trap can disable the device, though this must be done before the first person steps on the landing. Those one the nine steps ahead or behind must make a DC 9 Ref save or fall 30' to the landing below (falling damage as per DCC RPG Corebook). PCs may ask for a DC 12 Strength or Agility check to leap across the missing stairs, but if they fail this second check the judge is encourage to roll a fumble. The 154th stair is a platform similar to the 77th step, trapped similarly and directly under this platform (falling, alive or dead, onto it will trigger it). Fool me once.

## AREA 6A: HOUSE OF FATES

Read or paraphrase the following text to your players.

*You leave the stair shuttering at what could have been, entering a room on which intense light stems from what you could only called a pole of light. It seems to be reflected from a mirror at the bottom of one of the towers. Looking directly at it feels like you are glaring upon the sun of a bright summer's day, a younger sun, unseen for ages in the world. It carries through a hole in the wall, across from you, close to the ceiling.*

*Then you see it. . Glowing threads surround you on all sides and even the floor, like a spider's web, and you are caught. Above, from three bulbous sacks of the thread, there emerge giant flying creatures. Patterned wings as though you are staring into the eyes of Death itself, beating towards you.*

These creatures are the avatars of the Three Fates themselves. Giant silkworm moths, they head towards the party meaning to stop or at least slow them from harming their beloved servant, while he still works on the last Tool of Fate. Breaking free from the silk requires a DC 9 Strength check and takes an action. The PCs can still attack while their feet are trapped in the silk, and like any fabric it is flammable. There are clutches of giant silkworm eggs in one of the corners and they give birth to the Children of Fate.

**Guardians of the Smith (3):** Init +3 (+1d3 with the destruction of each guardian); Atk bite +3 melee (1d6 + an ill-fated destiny), 1/day, binding +3 melee; AC 18; HD 3d12; hp 21 each; MV 10', fly 60'; Act 2d24; SP triple damage from fire attacks, binding (when binding a PC with the thread of life cutting such thread will kill someone the PC knows and cost they 1d6 Luck points, getting out of the binding without cutting it is a DC 12 Strength check), spells (check +3, 1/day per spell: charm person, magic shield, shatter, blade of atropos, curse of moirae, warp & weft); SV Fort -2, Ref +4, Will +7; AL L.

*An ill-fated destiny:* PCs that lose hit points to a Guardian of the Smith are marked by Fate. Ask the PC to choose a number between 2 and 19. If that number comes on the natural dice roll, the PC triggers a fumble, as if they had rolled a natural 1. The effect wears off after 7 days (or after a proper sacrifice to the Three Fates) or maybe after the PC accomplish some deed for the Sisters.

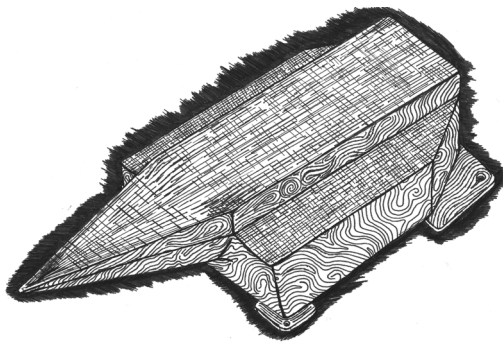
## **AREA 6B: FORAGING ROOM**

Read or paraphrase the following text to your players.

*A beam of focused lights leads to a bath of liquid rock throwing off heat and belching gasses.. Another fountain of the same craftsmanship is set in the wall on the far side, water rushing fiercely from it. A figure no shorter than two average men stands before you, smiting hammer in one hand, white hot kopis in the other. His eyes betray his age, though he could be no elder. He bellows, shaking the air around him, "You will not stop me from bringing about an end to this fated war."*

The smith will parley with the PCs should they choose to talk rather than stop him from crafting this final tool. He does not know that outside there are people dying in the streets, as he doesn't know that there was a town there during the crafting of the staff. Though he will consider this and feels great sorrow, he must finish the kopis in hopes that the good done through it will outweigh the cost. If the PCs attack him he will bring forth both the white hot kopis and his hammer to the fight. Due to the kopis being white hot when attacking with it, on the first round it deals an additional 1d5 damage, moving down the dice chain with each round (on the fourth round it is hot steel but does no additional damage). The smith is a Champion of the Fates and knows spells gifted to him.

After hearing him shout about the fated war the Friar and Acolytes (if they accompanied the PCs) will attempt to stall the party by attacking them, giving the smith time to work more of the weapon. He has yet to set the hilt of the kopis with fine cut jewels and which rest beside his anvil, along with gold and other metal wires. There are three large jewels: an emerald, a sapphire, and a ruby. The metal used to craft the kopis is depleted threads of life, melted in the heat of the forge to the shape of the kopis. The wires to decorate it are silver, gold and non-depleted thread of life.



**The Sun Smith:** Init +3; Atk kopis of Atropos +6 melee (1d12+3+1d5 heat damage), smithing hammer (as warhammer) +3 melee (1d8+3+1d4 heat damage), AC 15; HD 5d12+12; hp 44; MV 30'; Act 2d24; SP heat damage (heat damage from hot metal, heat damage drops a die each round), spells (check +6, 3/day: blade of atropos, curse of moirae, scorching ray, fire resistance); SV Fort +5, Ref +2, Will +4; AL L.

*The Kopis of Atropos:* +2 short sword, backstab (1d12) (+4 against chaotic humanoids when wielded by a lawful being)

Traits and Powers: Int 8, Causes obsession for destroying corruption. When wielding the blade the user must make a DC 10+level Will save to retreat from battle against a chaotic humanoid. Critical hits against corrupted humanoids are made as cleric of one level higher. Made of depleted uranium: no mortal can wield it for long without becoming corrupted (DC 10+level Fort save, or roll on the minor corruptions table; after 3 minor corruptions, roll on the major corruptions table and after 1 major corruption, roll on the greater corruption table). A wielder can purge themselves of one corruption after acting in favour of the Fates (as per the judge).

## AREA 6C: SMITH'S QUARTERS

Read or paraphrase the following text to your players.

*These seem like common quarters, there is a large bed, chair, desk, all of which are the size to suit a giant of a man. On the desk there are papers with strange symbols and formulae. In the drawers you find uncut gems of great size, some flawed, others perfect. There are also small designs, sketches and drawings of great weapons and beautiful jewelry. In the last drawer is a metal rose expertly crafted of hard metal, the jewel at its center ripples, as if with magic unknown, it feels warm in your hands and draws you in, as if it were gazing back.*

The papers are from old books written in a language long forgotten, the formulae are chemical equations of metal alloys for different purposes. The smith believed the jewels here were not adequate to be set into any of the orate tools of the Fates that he had crafted, though they are definitely worth something to treasure hungry PCs. The plans can be taken and sold to smiths, who will be in awe of the designer. The metal rose is something entirely onto itself, it is a lost treasure of some long forgotten world. It is up to the judge to decide what to do with this item of intrigue, whether it is a key to some Old World machinery, magic unknown on this world, a gesture of love from a god to a mortal, or the source of a deadly plague from the distant past or future.

## AREA 7: AQUEDUCT CAVERN

Read or paraphrase the following text to your players.

*As you cross the threshold a thin layer of water surrounds your feet. The sound of your own breath breaks through the periodic echoing of plummeting droplets of the stalactites above. Old harsh air fills your lungs as you move deeper into the cavern. The darkness is only interrupted by torch and a small hole through which water flows in.*

Searching the room reveals there is another passage where the water flows down to area 4b and area 6b. The tunnel is half submerged and there is a strong current descending through the tunnel. Have the PC leading the party roll an DC 12 Intelligence check they step on a massive moss encrusted hippo, being surprised by it and its companions.



When searching the cavern let one PC roll a Luck check. If successful roll a d4 and check below. Hidden in shallow water of the cavern and lost to time itself the lucky PC finds:

A Stoeager Luger .22 cal. automatic pistol, carved in the handle is a circle with a cross through it. Six out of eleven rounds are left in the clip. CM 2, Range 50', Damage 1d8, Ammo .22 LR rounds. A black briefcase with two turnstyle three number locks. The combination is 727 100. The briefcase is filled with scraps of greenish paper on them are strange symbols.

A sword, curved slightly, weighted perfectly and similar to the swords the warriors of the far east use. It seems to have a 'benevolent' nature to it.

A large diamond of yellow hue with slight green overtones. It is the largest precious gem you've ever seen. A jeweler will tell you it's maybe worth 300gp, but your dwarven friend says at least 600gp, he is also drooling.

Hippo (3): **Init** -2; **Atk** slam +3 melee (1d6+2), bite +3 melee (1d4+attempting to drown the victim DC 12 Agility check or 1d3 temporary damage to Stamina per round until out of water); **AC** 18; **HD** 3d8+3; hp 18 each; **MV** 40', swim 30'; Act 1d20; **SP** immune to critical hits; **SV** Fort +6, Ref -1, Will +0; **AL** L.

*Moss-encrusted boulders erupt from the reflective and still water's depths. Their petrified skin, home to phluorescent orange and blue fungi that clung so long to the leviathans that they have become but one and the same.*

If the players travel though the half-submerged tunnel they will come to a fork. The current is stronger here, leading to area 4b, and the PCs must fight the current to return to the cavern (a DC 12 Strength check). They may also choose to go the other way in the fork leading to area 6b (DC 15 Str check), a third of the way down it becomes completely submerged taking another two rounds to reach the fountain in area 6b. The fountain in area 6b is similar to the other two requiring a DC 15 Strength check to break through. For each round a PC is completely submerged they suffer 1 Stamina temporary damage (when they reach zero they drown; this ability damage recovers completely if the PC can get some air).



## ENDING THE ADVENTURE

The cavern and towers begin to crumble in on the party with the fury of the Fates once they have killed the smith. The wall fountains may be drained into a fissure below area 6b or the PCs may have broken them to put out the smith's forge (and thus prevent him from finishing the kopis). This could easily lead to a way out, moving to area 7 and up the grate into a totally different environment. If the PCs were thoughtful and left a way for themselves to escape back to the upper-temple, the threads in the ceiling of area 2 will lower, hanging like nudes waiting for the PCs, as they close in on their exit. Whatever their means of escape, it's up to the judge to discern what happens next, and how best to thrust them into action.

## **GFA 2019 Volume 3 Credits**

### **Authors**

Ian Burgess, Chris Jeffers, Joan Troyer

### **Illustrators & Cartographers**

Chris Jeffers, Karim Glue, Claytonian JP, Matt Sutton

---

## **GFA 2019 Credits**

### **Cover Art**

Doug Kovacs

### **Title Page Art**

Marc Radle

### **Editors & Proofreaders**

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley, Cory Gahsman, Michael Harrington, Tony Hogard, Claytonion JP, Elizabeth Levy, Shane Liebling, Collen McDonald, Russell Mirabelli, Jason Morgan, Keith Nelson, Marcie Riebe, Jeff Scifert, Ian Zebarah Shears, Tim Snider, Dan Steeby, Shyloh Wideman, Chris Zank

### **Printing Offset Contributors**

Jason Abdin, David Baity, Julian Bernick, Eric Betts, Daniel Bishop, CeCelia Bowden, Jen & Bob Brinkman, Marc Bruner, Todd Bunn, Ian Burgess, Michael Carlson, Justin Chophonis, Ariel Churi, Charles Couch, Jim Cox, Hector Cruz, Thierry De Gagne, Sean Duffy, Mirko Froehlich, Fuzzbang and Hootz, Keith Garrett, Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard, Anne Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen, Lucas Kuntz, Christopher Lauricella, The Long Con RPG Convention, David Maltbie, Jon Marr, Juergen Mayer, Cullen McDonald, Ken McLennan, Jason Menard, Ruxed LLC, Ryan Moore, Keith Nelson, Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle, James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton, Aaron Talley, Karen Theroux, Matt Towle, Joan K Troyer, Melissa & Shyloh Wideman, Laura & Clayton Williams, Jon Wilson, David York, Chris Zank, and the anonymous patrons of the GFA community

### **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh, Shyloh Wideman, Clayton Williams, Jon Wilson

# The 2019 Gongfarmer's Almanac:

## A Dungeon Crawl Classics RPG Zine

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



### MCC APOCALYPSE DROP! VOLUME 4 OF FOURTEEN BOOKLETS

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# **The Desert Gardens**

**A 1st Level Mutant Crawl Classics Adventure**

**By Tim Snider**

**Artwork by Ray Frenden**

## BACKGROUND

In the days of the Ancient Ones, the Cullen Botanical Gardens were a popular tourist destination for those who enjoyed viewing a wide variety of rare and unusual plantlife. The Gardens were built to be self-contained and self-sufficient with solar-emitting panels in each room and a water-recycler that kept the greenery thriving regardless of the actual atmospheric conditions outside. When The Great Disaster scrubbed the lands clean, the Gardens were instead buried under the radioactive and poisonous sands, where it continued to thrive and grow over the centuries as an oasis of plantlife.

## INTRODUCTION

Over time, The Desert Gardens has become a place of rumor and legend. Many have claimed to seen it or to have made a pilgrimage there, but no one seems able to describe where it's located. Plantients consider it a holy place and speak of it in reverent tones. Healers claim herbs and weeds with miraculous healing properties grow wild there. The Gardens are supposed to be overflowing with edible fruits and vegetables as well. All that is known for certain is that The Gardens' location is somewhere in the Sharpsand Desert, so named for the dangerously jagged shards that make up the arid wastelands.

Most of these rumors surrounding The Gardens are true. Because of the self-sufficiency of the facility, the plantlife in The Gardens has grown unchecked and unmolested for centuries. However, much of the plantlife have also been warped and mutated due to the seeping poisons and ambient radiations of Terra AD, so dangers now lurk within the structure.

## SMELLING LIKE A ROSE

*Yesterday, you were gathered before the tribal elders of your village and briefed on an amazing discovery made by the village's eldest plantient, Kaloolon. In a voice like rustling leaves, Kaloolon described how he "smelled" the pheromones of Ancient plantlife coming from The Sharpsand Desert. It can only mean that the location of the long-forgotten Desert Gardens have been located!*



*(The Judge should use the earlier Introduction to remind players of the rumors and legends of this mystical place.) Taking the strength of the detected pheromones, wind direction, and other factors into consideration, Kaloolon has been able to work out the approximate direction and distance of The Desert Gardens. The elders have tasked your team with investigating Kaloolon's conjecture and bringing back specimens that would prove valuable to the community.*

*Your group of Seekers now stands at the edge of the Sharpsand Desert – a gleaming morass of blue-white, razor-sharp grains as far as the eye can see. You check your leather-bound feet to ensure you're safe against the sands, which would slice any unprotected flesh into ribbons in moments. According to Kaloolon's notes, the Desert Gardens lie 2 miles away to the east, deep in the midst of the Sharpsand Desert.*

The journey to The Gardens is a fairly straightforward trek across the Sharpsand Desert. The 2-mile walk should take about an hour across the shifting, sliding sands. Any contact with the sands on unprotected flesh will result in 1d4 hp damage. As long as the players walk at constant rate, there is no danger of slipping and falling or tumbling. Near the end of their journey, the players will see a large dune in the distance with what appears to be a cavern opening in the side. These are the ruins of The Desert Gardens now long-since buried under the shifting sands of the desert. The "opening" is actually the exposed Cacti & Succulents room. One wall has fallen away over the years, but the sun-dwelling plantlife within has managed to thrive exposed to the desert elements.

When the players first see the "cave" opening in the distance, they will also hear a faint "tinkling" that sound like wind chimes or bells deep underground. This sound marks the approach of a Silane Serpent that is now fast approaching the Seeker party (MCC Rulebook, page 196). The Silane Serpent will explode out of the ground in 5 rounds to attack the party. It will break off its attack once the players are inside the "cave" due to the amount of water that still flows freely within the structure.

**Silane Serpent (1):** Init +5; Atk bite +3 melee (5d6); AC 18; HD 10d6; MV 40' burrowing; Act 1d20+5; SP swallow victims whole, takes 1d12 damage per pint of water splashed on it; SV Fort +4, Ref +2, Will -4.

If the players run, they can make it to the entrance in 4 rounds. However, for each round of running, a player will need to make a DC 5 Reflex save to keep from tripping and falling, taking 1d4 from the Sharpsand cuts. Any player not under cover will be attacked by the Silane Serpent. (During combat in the desert, Judges may want to also have players make a DC 5 Reflex save to stay on their feet each round, otherwise falling and taking the 1d4 cutting damage.)

## ROOM 1: CACTI AND SUCCULENTS

*The mouth in the dune actually opens into a large cavernous artificial cave – a room in an Ancient structure! Artificial sunlight glows down from panels on the ceiling above, supplanting the glare from the natural sunlight outside. This room's floor is covered with sand – some sand from the spillover from outside, but most of the sand seems to have already been here from the Ancient days. Manmade paths wind through the room where an assortment of cacti, nettles, and succulents are planted in a haphazard manner throughout. The room seems arid as though designed to nurture the desert-dwelling plantlife found here.*

This area of The Gardens housed the cacti exhibit. When the east wall crumbled away, the plants housed here continued to thrive without any obvious mutations or changes over time. However, found within the plantlife in this room is a nest of large mutant Sandflies. These blood-sucking mosquito-like insects have grown to 6 inches in size. Normally they live on the rare lizard or bird that chances through the area, but the Sandflies now have the Seeker team to feast upon. The Sandflies will swarm out once the Seeker team is well within the confines of the room. If a Sandfly successfully hits, it will drain 1d3 hp of blood from the victim, then remain attached, automatically draining 1d3 additional hp of blood each round until killed or the victim dies.



**Sandflies (5):** Init +3; Atk bite +3 melee (1d3); AC 11; HD 1d6; MV 30' flying; Act 1d20; SV Fort +0, Ref +2, Will +0.

## ROOM 2: CORPSE FLOWER DISPLAY

*This small room is filled by one large plant that nearly fills the center of the room. It stands nearly 5 feet tall, and looks like a giant thin tulip. A stomach-clenching stench of death and decay fills this room, bringing tears to your eyes.*

This room houses an Ancient corpse flower in bloom. There is nothing unusual about the plant, as it uses its carrion odor to attract flies, which it uses for pollination. However, after being sealed up in one small room for years, the fetid smell of rotting flesh it emits has become overwhelming. All players who pass through this room – unless holding their breath – must make a DC 15 Willpower save or they will lose 1 hp each round as they violently retch until they leave the room. The doorway to the south is unlocked and can be opened easily. The door leading to the north is sealed and will require either a combined DC 20 Strength check to force open or 20 hp of damage to break open.

### **ROOM 3: CARNIVOROUS PLANT EXHIBIT**

This large room feels very humid and hot, and everything in here seems to shimmer with moisture. The plants overrunning this room seem unusual even by Terra AD standards. One plant's stems seem to drip with a clear fluid. Another has large leaves that also glisten with an abundance of sap. Still another appears to have fluid-filled cups on the end of each branch. In the corner is another large shrub with numerous large red leaves that seem to have “teeth” around the edges.

The players have now entered the carnivorous plants exhibit. All of the plants within require a humid atmosphere which explains the constant dampness within. The descriptions above are for a sundew, butterwort, pitcher plant, and Venus fly trap, respectively. (The players will likely be overly cautious in this room, certain that everything within is out to eat them.) Although much larger than the typical Ancient versions of these plants, none of them are hazardous to the players, except one...the overgrown butterwort near the western exit. One of the plant's leaves – the size of a large rug – now lays on the ground across one of the paths. Any player who steps on it will find their foot “adhered” to the leaf's sap-like mucilage. Pulling loose requires a DC 15 Strength check. While they struggle, the leaf will slowly begin to curl and wrap around the stuck appendage, while other leaves begin to slowly move in toward the trapped PC. Each additional leaf that makes contact with the PC also requires a DC 15 Strength check to pull free. Once three leaves have wrapped around the victim, the leaves will constrict and begin

crushing its prey for 1d6 hp damage each round unless freed.

**NOTE:** Hidden throughout this room's plantlife are tendrils of The Sentinel plantient in Room 7. See Room 7 for more about The Sentinel.

## **ROOM 4: ORIGINAL ENTRANCE AND GIFT SHOP**

*This large domed chamber is the largest one you've entered. With the exception of a few potted palm trees, there doesn't appear to be any plantlife here. There is a large circular stonework counter in the center of the room, and a message on one wall bears an ominous message in the language of the Ancients. This room is much darker than the others you've been in, almost dim by comparison. A small antechamber can be seen in the north.*

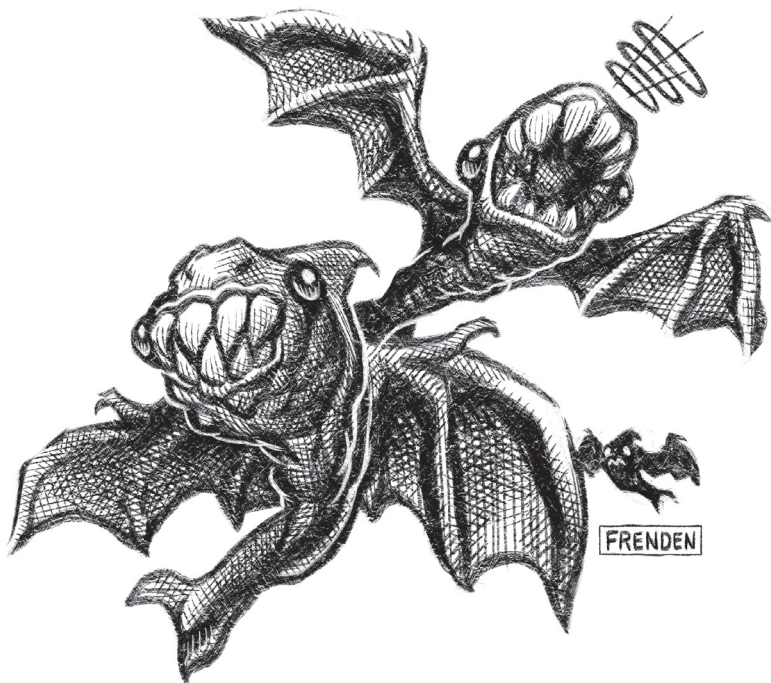
This geodesic dome was the main entrance for visitors to the botanical gardens. If any of the PCs can read Ancient script, the message reads "Welcome to the Cullen Botanical Gardens". The entry doors to the south are buried under tons of sand and are unopenable. The dome here isn't dark, but rather it has typical ambient lighting rather than the sunlamps found in the other rooms. It may take the PCs a few moments for their eyes to adjust. While they become accustomed to the light, a small swarm of Piranha Bats lurking in the ceiling's shadows swoop in to attack. Due to their chaotic flight patterns, they cannot be targeted by area of effect weapons or mutations and must be dealt with one-by-one.

**Piranha Bats (10):** Init +2; Atk bite +5 melee (1 hp); AC 10; HD 1d4; MV 35' flying; Act 1d20; SP mutation check +2 Enhanced Senses (echolocation); SV Fort +0, Ref +2, Will +0.

The circular granite countertop was the reception desk for The Gardens. Underneath the counter is an assortment of Ancient flyers and pamphlets that may be of interest to members of The Curators or others who collect Ancient writings. One of the flyers is a visitor's map to the Cullen Botanical Gardens. (The Judge should sketch out a simple map for the PCs of the facility marking each room's primary "exhibit" from the Ancient days.)



Also, in case of emergency first aid for any visitors, the Ancient receptionist kept a Medishot under the counter (TL 4; CM 3; immediately cures any poison, disease, radiation effects, or 2d8 hp physical damage).



The alcove to the north is The Garden's gift shop. Amongst the various half-rotten t-shirts and moldy books on gardening and flower identification are the following items of interest: 2 Photonic Torches (TL 2; CM 1; acts as a flashlight with 20' beam); 3 cans of Scarlet Oxen stimdrink (gain +1d4 Strength for 1 hour); and 13 packets of assorted vegetable seeds, which are still viable after all these years.

## ROOM 5: AQUATICS DISPLAY

*An elevated walkway is suspended over the room's floor which is covered in brackish, green water. Patches of algae hang along the walkway edges and room's walls, and floating on the surface are an assortment of lily pads, water lilies, cattails, and other aquatic plants. Small water striders and other insects skim the surface or zip*

*around your heads as you pass through the room. The water in this room has an odd acrid odor to it.*

There is a thin film of algae on the walkway making walking troublesome. Any PC who makes a sudden movement will need to make a DC12 Reflex save or slip and fall into the water below. (Anyone who swats at one of the troublesome insects will need to make the save.) The water recycler to this room has been malfunctioning for years, and the room's water has become mildly acidic in nature. (The plants in this room have evolved to the acidic nature of the water and are not affected by it.) Contact with the water will burn the skin for 1d3 hp damage for each round it isn't washed off. The water in the room is actually fairly shallow – only 4 feet at its deepest – but it will require another DC 12 Reflex save for a PC to pull themselves up due to the algae on the walkway. Anyone attempting to pull someone onto the walkway will also need to make the save or risk slipping and tumbling in themselves.

**NOTE:** Hidden throughout this room's plantlife are tendrils of The Sentinel plantient in Room 7. See Room 7 for more about The Sentinel.

## **ROOM 6: RAINFOREST/EVERGLADES ROOM**

*Walking into this chamber is like walking into a jungle crossed with swampland. Large rubber trees loom overhead, strewn with hanging mosses and ivy ropes. Monstrous leaved bushes line the path, and a steady drizzle of rain falls from above. A marshy bog runs along one half of the room, and you think you see something swimming below the surface of the water. You can also hear unusual birdcalls and small animals chattering in this area.*

This room combines elements of the Amazonian rainforest with the Floridian Everglades. The steady rain is an effect of The Garden's watering system, and the birdcalls and animal noises are prerecorded sound effects coming from hidden speakers throughout the area. The rippling water is another special effect – a soft light holographic alligator programmed to swim lazily back and forth in the bog water. The soft light hologram (MCC rulebook, page 156) is

now defective, and the “alligator” will attack the PCs if they get too close to the water’s edge.

**Soft Light Hologram (Alligator):** Init +4; Atk bite (holo-flail) +4 melee (1d6 subdual); AC 18; HD 1d6; MV 30’; Act 1d20; SP immaterial; SV Fort +4, Ref +4, Will +4; AI recog 5.

**NOTE:** Hidden throughout this room’s plantlife are tendrils of The Sentinel plantient in Room 7. See Room 7 for more about The Sentinel.

## ROOM 7: IVYS AND MEDICINAL PLANTS

*Unlike other rooms you’ve encountered in The Gardens, this room doesn’t appear to have a theme or setting. Rather the plants in this room are planted in elevated beds at chest level allowing visitors to wend their way amongst the various rows. Some of the plant labels are Aloe Vera, Basil, Ginseng, Meadowsweet, etc. Also in this room are various types of climbing ivies, which seem to have run rampant over the centuries and have overtaken the walls, ceiling, and floor of the room.*

The various plants in the elevated beds are a wide assortment of medicinals, which will be of great value to any Healer. There are at least 30 different species of medicinal plants here, all as pure as they were in the Ancient days. Any medication, poultice, tonic, or balm made from these plants will be twice as effective in the hands of a skilled Healer. Donations of these plants to The Holy Medicinal Order would also place the PCs in their highest regards, allowing them to call upon The Order at some time in the future.

Amongst the English, Irish, and Japanese ivies growing wild in this room lurks another ivy – an ivy plantient that has gained sentience over the centuries. This plantient, which calls itself The Sentinel, believes itself as the guardian and protector of the plantlife within this facility. It has extended its ivy tendrils throughout The Garden’s ventilation system and has been spying on the PCs in various rooms throughout the complex. (The Sentinel’s tendrils are in Rooms 3, 5, 6, 7, and 8.) It has been watching the PC’s actions to learn all it can about them (who is the strongest amongst them, what weapons they have, what is their intent, if there are any other plantients, etc.).



If the Sentinel has seen them wantonly destroying any plantlife within The Gardens without provocation, it will consider the PCs as enemies and will attack them upon entry into its inner-most sanctum here. The Sentinel attacks with numerous ivy ropes and tendrils, which it uses to grapple and strangle its victims to death. If the PCs manage to escape this room, The Sentinel will continue to press its attack in any other room it has overtaken (Rooms 3, 5, 6, 7, and 8) until it has been killed.

**The Sentinel (Ivy Plantient):** Init +4; Atk ivy tendrils +5 melee (1d8 constriction); AC 14; HD 6d6; MV 0' (see description); Act 1d20; SV Fort +2, Ref +2, Will +4.

Even if the PCs have been gentle with The Garden's plants to this point, The Sentinel will not allow the PCs to willingly take any of the medicinals in this room. If the PCs press the issue or attempt to deceive The Sentinel, it will attack.

## ROOM 8: GARAGE AND TOOLS

*Unlike the other rooms in this facility, this one smells of oil and Ancient machinery when you first enter. Although there are a few wildly growing vines along the walls, this doesn't appear to be one of The Garden's growing rooms. Instead various tools and implements hang upon the walls and some kind of Ancient conveyance sits in the middle of the room. A humanoid form in the shadows turns to look at your group, its eyes blazing red as it focuses on you.*

This is the garage/gardening toolshed of The Gardens. An assortment of gardening implements and tools line the walls, including a RotoWeeder (TL 4; CM 3; Damage 2d4; Power C-Cell 10 charges); Plasma Scythe (TL 4; CM 3; Damage 2d8; Power C-Cell 4 charges); and a Multitool (TL 5; CM 5; +5 artifact repairs/bypass security locks on a DC 12 Intelligence check). Any other type of gardening tool the Judge desires (hoes, shovels, pitchforks, etc.) is considered to be present.

The “humanoid” is actually a long-dormant Agro-bot (ID No. 7718 AKA “BILL”) who has been sitting here dormant since the times of The Great Disaster. He has no knowledge of what has transpired over the centuries, and only desires to get out of this room and return to its primary function – gardening and taking care of plantlife.

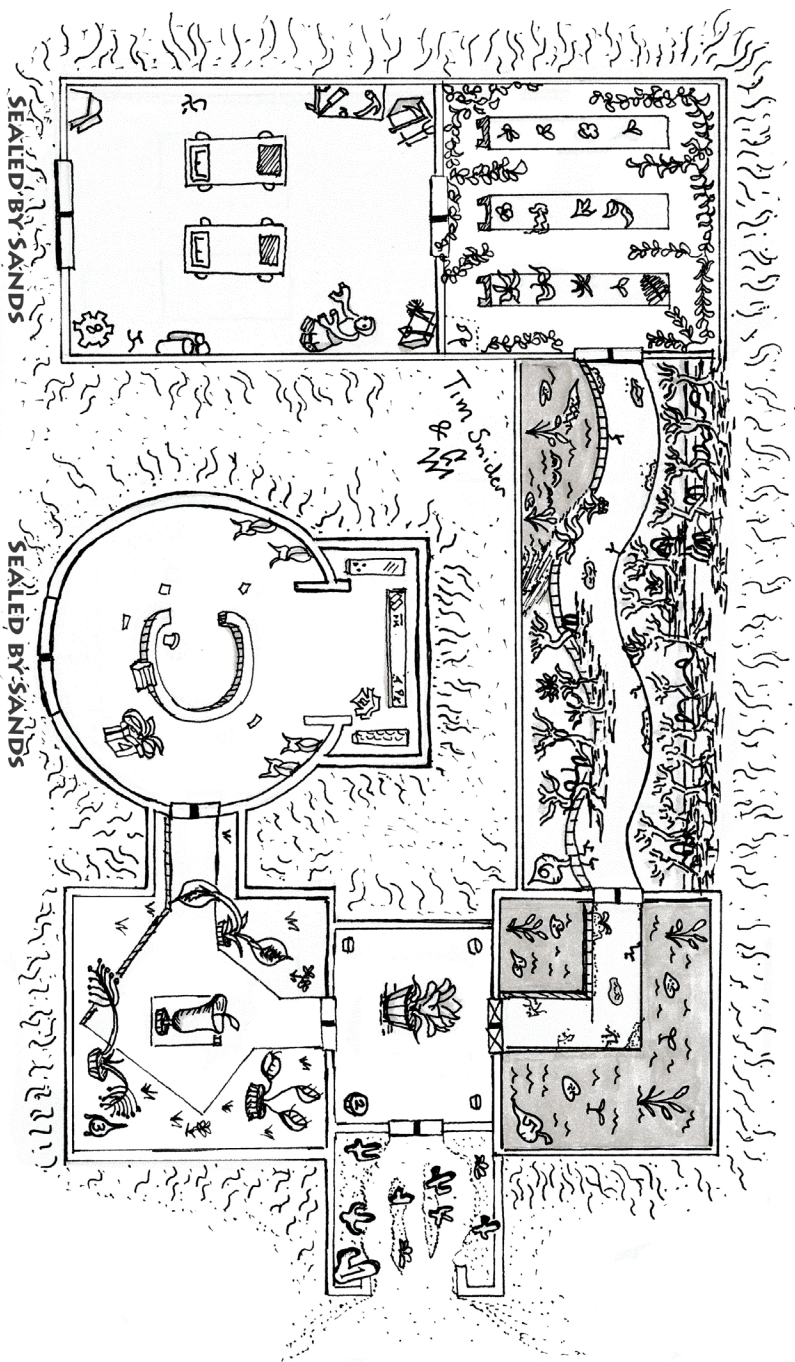


FRENDEN

**BILL (Agro-bot):** Init +2; Atk garden tool arm +5 melee (3d6) or manipulator arm +5 melee (3d6); AC 14; HD 8d6; MV 20'; Act 2d20; SP immune to mind control; SV Fort +4, Ref +2, Will +0; AI recog 10.

Also within the garage are 2 Grav Peds (TL 5; CM 4; Speed 100'; Max Weight 400 lbs.; Power S-Cell U) that BILL formerly used for transporting tools and plants around The Garden's grounds. The garage doors to the south are currently buried under tons of Sharpsand, but if BILL can be coerced, convinced, or reprogrammed to assist, the doors to the garage could be excavated allowing the Grav Peds to be taken back to the village along with anything else the players can load up.

**NOTE:** The vines in the garage are tendrils of The Sentinel plant in Room 7. See Room 7 for more about The Sentinel.



[illegible]

# Life finds a way

By Jason Morgan

Artwork by Nick Keller

Welcome to Mutant Crawl Classics! This adventure is an open-world 0-level adventure that can be also used as a Level 1 adventure. The adventure opens with the PCs adrift on the radiated sea. In order to be accepted back into their clan, they must make landfall on an island inhabited with Terrible Lizards, and successfully return with one of these formidable creatures.

## The Setup

**Read to the Player Characters (PCs):** *Your clan has sentenced you to death because of your crimes and cast out onto the radiated sea in a crude vessel. Though your lives have been forsaken, there is a sliver of hope. Clan law says that if you seek out the Land of the Forgotten Gods and return with one of the ancients beasts that roam those lands, then your transgressions will be absolved and you will be welcomed back into the clan.*

**Judge's Note:** To get the players talking ask them these questions (and use the answers at some point during the adventure):

1. What was your clan?
2. What was your crime?

*You have been paddling for many moon phases but now you finally see land--an island on the horizon. Perhaps it is your land of salvation.*

## Judge's Background--What's happening on the island?

The island is Jurassic Park's Isla Nublar. The dinosaurs have survived the cataclysm that ushered in Terra A.D., albeit with new



genetic mutations. A chaotician known as Wise Man Malcolm is the lone humanoid survivor on the island, and he has outfitted the dinosaurs with mind-controlling brainboxes. They do his bidding--from surveillance with the cameras cybernetically implanted within some dinosaurs to security and destruction for his entertainment.

Wise Man Malcolm wants to be King of the Terrible Lizards and has one final dinosaur to brainbox--the formidable T-Rex. He will stop at nothing until he has captured it. He views the PCs landing on the island as threats unless they convince him otherwise. Wise Man Malcolm is holed up in a secret laboratory under the Visitor Center.

**Wise Man Malcolm:** Int: +2; Atk Psychic Attack +2 (1d10 damage, Will Save for half damage); 10 HP; AC 10; HD 3d6; MV 20'; Act 1d24; SP Chaos Theory: The Judge and PC make opposed INT checks--PC failure takes 1d6 STA damage. If PC wins, Malcolm takes 1d6 HP Damage; SV Fort +0, Ref +0, Will +2

## If the PCs help Wise Man Malcolm

He will enlist their help to capture the T-Rex and brainbox it. He will outfit them with provisions from the Rare Artifact Table at the Judge's discretion or PC die roll. Successfully capture the T-Rex and Malcolm will command one of the dinosaurs under his control to accompany the PCs back to their homeland via a ship hidden in the docks.



## Foiling Wise Man Malcolm's scheme

The only thing that stands in his way is Mr. DNA--an A.I. that believes that the park is still operational and that Wise Man Malcolm is hellbent on destroying the park as he knows it. Mr. DNA can be found in the Visitors Center. The A.I. wants to take control of the park and un-brainbox the dinosaurs. He views the PCs as potential allies that will help him take Malcolm down. PCs can Bond with Mr. DNA. If a PC succeeds, reskin Achroma from the MCC Core Book page 206, or create your own A.I.

**Judge's Note:** Though Bonding is typically reserved for a higher-level Shaman, I recommend that you let the PCs run with it, perhaps at a penalty for their inexperience. Maybe that's a -5 check penalty or maybe the penalty is something narrative. Allow them to make the decision and then introduce consequences. Bonding with an A.I. like Mr. DNA would be more fun than saying, "No."

## If the PCs choose to help Mr. DNA

Mr. DNA needs the PCs to hack the isolated Unix System that Malcolm has built in his secret laboratory in order for Mr. DNA to take control of the park. It's not networked to Mr. DNA's system. Bonding with Mr. DNA is one way to gain his help. He can also aid the PCs by explaining artifacts or reducing the difficulty of artifact checks. If the PCs side with Mr. DNA, he will give them full access to the park's system and allow them to be the new rulers of the island.

## Making landfall

As the PCs begin paddling toward the island, they encounter a Mosasaurus. (Judge's Note: This is a dangerous and hungry dinosaur. TPK at Judge's discretion.)

**Mosasaurus:** Int +5; Atk Jaws +5 (1d20 dmg + Ref Save vs. DC 10 to avoid being swallowed.) or Fins +2 (1d6 dmg); 30 HP, AC 10; Act 2d20; MV 100' swimming; SP Lazer eyes mutation +5 (1d10 dmg), SV Fort +4, Ref +4, Will +2.



The PCs may make dock on anywhere on the island. Once they land on the island, use the following chart when they scavenge for resources. To keep the narrative flowing, Judges can entice PCs to head toward the Visitor Center to meet Mr. DNA or Wise Man Malcolm. You can use the lure of the strange mind-controlled dinosaurs that seem to gravitate toward the Visitor Center or fragmented messages from Mr. DNA promising them assistance, artifacts or other riches at the Visitor Center. Or you can simply have dinosaurs chase them toward it.

On the other hand, if the PCs concoct their own plans for capturing a dinosaur and returning it to their home, then run with it.

## Artifacts

### **d10 Result**

- 1 Flashlight CM 0
- 2 Night Vision Goggles. CM 0 (CM 2 if tried to use in light)
- 3 Cattle prod. CM 1. Melee. 1d6 shock damage
- 4 Shotgun. CM 3. Short range, 6 Rounds 1d10 DMG.
- 5 Tranquilizer rifle. CM4, long range, 4 Rounds. Paralyzes target for 1d4 rounds. (Will not work on the T-Rex.)
- 6 Walkie Talkie (1) CM 2. (CM -1 for every Walkie Talkie in possession).
- 7 Multitool (MCC Core p. 181)
- 8 Sensor Pad (MCC Core p. 181)
- 9-10 Rare Artifact (Roll on next table)

## Rare Artifact Table

These artifacts can only be found a single time. Once found, cross it off the list and re-roll if it's rolled again.

### **d6 Result**

- 1 Power Armor (Scout, MCC Core p. 176)
- 2 Enviro Belt (MCC Core p. 175)
- 3 Holo-Cloak (MCC Core p. 180)
- 4 Dazer Pistol (MCC Core p. 172)
- 5 Quantum Grenade (MCC Core p. 174)
- 6 Plasma Sword (MCC Core p. 175)

## Vehicles

Jurassic Park Jeeps can be found scattered around the island.

CM 1 to start.

CM 3 to drive.

A helicopter can be found on the helipad.

CM 5 to start.

CM 8 to fly.

## Brainboxes

CM 6 to hack.

CM 2 to operate once controlled.

## Radiation within the park

Once during the adventure, each player makes a Mutation Check with a 1d20 (DC 10) for her character with the lowest Luck. If the player fails, she rolls on Table 3-2: Mutations from the Core Book (page 44) and then rolls on the appropriate Mutation table with a 1d20 for the appropriate result.

## Dinosaur encounter table

### d8 Result

- 1 Compys: Init +2; Bite +2 (1d3 dmg); AC 5; HP 2, 5 AC; Act 1d20; SP. Brainboxed. Will not attack unless attacked. Will follow the PCs. Embedded video camera wirelessly broadcast surveillance back to Wise Man Malcolm. DC10 to notice the cameras--CM 4; SV Fort +0, Ref +2, Will +0
- 2 Iguanodon: Init +5; Bite +5 (1d10 dmg); AC 10; HP 26; MV 40'; Act 1d20 + 2; SP. Brainboxed. Mutation: Rudimentary communication -- grunting, gestures, etc.Embedded video camera wirelessly broadcast surveillance back to to Wise Man Malcolm. DC10 to notice the cameras--CM 4; SV Fort +4, Ref +6, Will +2.
- 3 Gallimimus: Init +8; Trample + 2 (1d8 dmg); AC 8; HP 18; MV 80'; Act 1d20; SP. Friendly unless provoked. Mutation: A 20-ft long tongue they use for catching and eating the giant insects. Can also entangle the PCs failing a DC10 Reflex Save for 1 round.; SV Fort +0, Ref +4, Will +0.
- 4 Dilophosaurus: Init +2; Bite +2 (1d8 dmg), Acid Spit (1d4 dmg, Fort Save DC12 vs. Blindness. Lasts 48 hours); AC 10; HP 12; MV 30'; Act 1d20; SP Radiated colors in its hood can hypnotize a PC--Will Save vs. DC10. Failure and the target is dazed for 1d4 rounds.; SV SV Fort +1, Ref +0, Will -1.
- 5 Velociraptor: Init +10; Bite +2 (1d8 dmg), Claws +4 (1d12 dmg); AC 12; HP 20, MV 50'; Act: 1d24; SP. Spring Attack: Reflect Save vs. DC 10. Failure and the PC is knocked prone. Raptor makes immediate claw damage roll. PC must make successful Fort Save vs. DC 10 on her turn to get free. Mutation: Thermal vision. Can see unimpeded in the jungle. SV Fort +1, Ref +4, Will +1.
- 6 Triceratops: Init +3; Horn Attack +4 (3d4 dmg); AC 12; HP 20; MV 45'; Act 1d20; SP Mutation: Boils on its body spray cloud of poisonous puss when hit, 20ft radius, 1d4 dmg for 1d4 rounds; Fort Save vs. DC 10 for no damage. A triceratops is fairly docile unless provoked. SV Fort +4, Ref +0, Will +2

## **d8 Result**

- 7 Stegosaurus: Init +3; Spiked Tail Attack +3 (3d6 dmg); AC 12; HP 3d10; MV 45'; Act 1d20; Mutation: Radiation Plates: If the Stegosaurus's losses half of its HP, the radiated plates upon its back are activated and everyone in a 30' radius makes an immediate Fort Save vs. DC 10. Failure and the PC makes a Mutation Check.
- 8 Tyrannosaurus Rex: Init +10; Bite +5 (2d10 dmg, if successful PC makes a Ref Save vs. DC 10 or is swallowed whole.), Stomp (1d10 dmg); AC 15 HP 5d30, MV 60'; Act 1d30; SP Mutation: Has giant wings with leathery feathers where arms should be. It cannot fly but can flap them for a Gust Attack. PC makes a Fort Save vs. DC10 or she is knocked prone one round. SV Fort +6, Ref +4, Will +3.

## **Location Guide**

Judge's note: These are just a few of the Island sites known to Wise Man Malcolm and Mr. DNA. The island holds many secrets and Judges are encouraged to expand on their own vision of the park.

### **Docks**

Dilapidated carcasses of once seaworthy vessels dwell within the marina with its rotting docks and palm-strewn walkways. Strange fish-dinosaur hybrids swim within the glistening silver waters of the bay.

### **Vista View**

A cliff overlooks a vast plain of monstrous vines that cover the ground shimmering in rainbow colors. Below the sheer white rock wall, a waterhole is home to a purple algae bloom that teems with strange winged insects whose wings beat a haunting rhythm.

## **Spitter Pen**

This fenced section of irradiated forest drips with mucus-like sap. At times, the pools of phlegm stretch out to the horizon and sink to depths, the extent of which is unknown.

## **Raptor Pit**

A strangle, castle-like fortification. The carcass of some pathetic beast hangs in a harness above the pen. The dense foliage within looks more like waves of green crystal as opposed to leathery leaves.

## **Tyrannosaurus Paddock**

The landscape in this pen shifts hourly to confuse the T-Rex. Peer through the electric fence (seemingly powerless, or is it?) and you may see a dense forest one minute and a sheer cliff leading to a vast plain 300' below. The patterns are random and unpredictable, governed by Wise Man Malcolm's infinite algorithms.

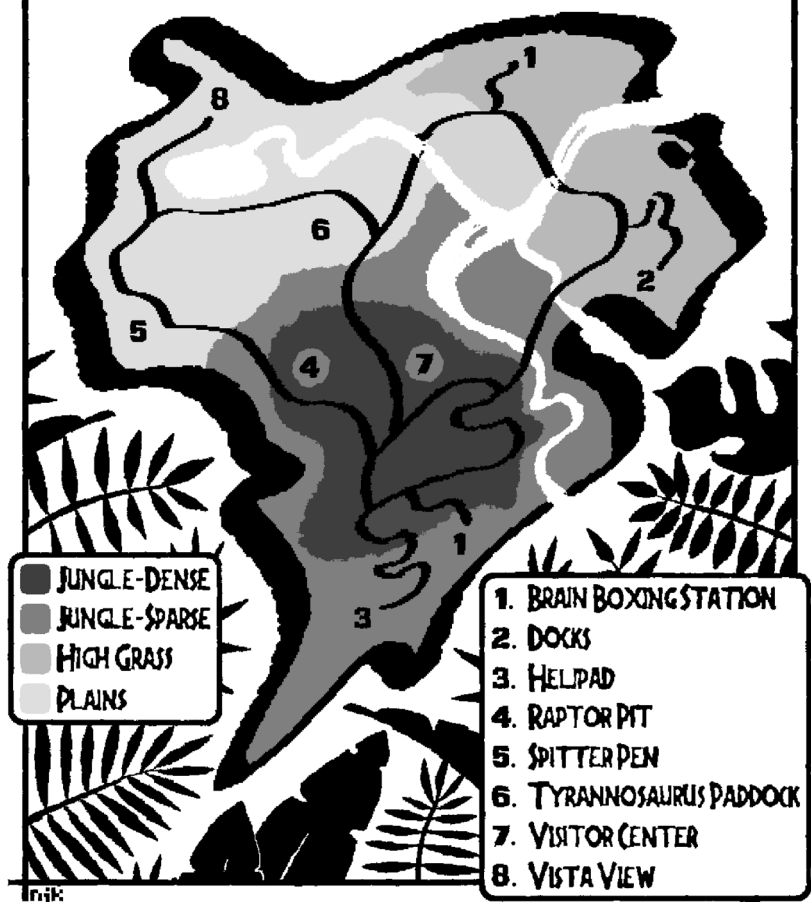
## **Visitor Center**

While the outside is mostly intact--its hut-like dome majestically reaching toward the pink, hazy sky, inside is a graveyard of beast corpses in various states of decay. Holograms of people and places within the park flicker to life. A grand staircase stretches up to a control room and gene-editing labs.

## **Brain Boxing Stations**

Constructs of electric fencing and oddly bent steel are scattered throughout the island. Harnesses connect to the steel structure to hold dinosaurs in place as a crane lowers the Brainboxes onto their heads.

# LIFE FINDS A WAY



# **The Haxors**

## **An Archaic Alignment for Shamans**

**By James A. Pozenel, Jr.**

The Haxors are a loose confederation of wetware hackers. Open to shamans only, this group values intelligence and the ability to create and utilize their own wetware programs.

As a whole the Haxors are extremely secretive and often use code-names or handles. Many members never meet one another face to face instead preferring to converse over highly secured terminal connections. Haxors tend to be solitary, but do focus on having continual access to one or more AI installations.

The Haxors crave respect from others of their archaic alignment, but tend to treat outsiders with varying levels of disdain. Shamans who are not members of their order are often derided as “script kiddies” or “skids”. Examples of grades of respect are Haxor, Phreak, Netrunner, (Console) Cowboy, Decker, Sysop. The title’s gradations are difficult to determine from the outside, but all agree that among their highest ranks are the deeply respected Leet Haxors.

Haxors are experts at decrypting, decompiling, and creating wetware programs. While the Ancient One’s abrogated their involvement and responsibilities in writing the code that operates AIs, the Haxors seek to understand how the miraculous quantum machine code brains of AIs operate.

Haxors hold the secrets to exploiting wetware security flaws. They may grant access to the sacred rootkit as a reward to loyal, capable shamans. They also speak, or more usefully type, in a private language called 1337sp34k, pronounced “leet speak”.

Several times a year Haxors announce Haxor-thons. Open to all shamans, it is an opportunity to learn, create, and socialize. Sometimes they are done in person, at other times virtually. Promising, unaligned shamans may even be approached by the group for membership.

**Qualifications:** Membership is limited to shaman characters.

**Benefits:** Wetware (*exploit*), Haxor-thon Invitationals, 1337sp34k.

**Secret Sign:** Middle finger raised in salute. “WASD are the ways,” spoken in reply.



# Computer Programs in DCC RPG and its Simulacra

By James A Pozenel, Jr.

MCC presented the DCC community with its first full genre clone in a post-apocalyptic setting. The oeuvre gave us many terrific extensions to DCC RPG like computers, patron AIs and programs. However, the chief manipulator of these concepts, the shaman class, was presented with few options. As noted in the *MCC core rulebook*, spells from DCC RPG can be leveraged into an MCC game.

Once a judge opts to use the spells in DCC as MCC programs, many issues of game mechanics arise. Omitting non-patron AI programs in MCC permitted the author to sidestep “regular spell” mechanics. Misfire, mercurial magic, and corruption ought to be addressed in a way that makes sense for a high tech genre. If your game is not post-apocalyptic MCC, how much sense does glowburn make? Even the condensing of the 24 result spellburn table into MCC’s “you swallow radioactive detritus” feels like a lost opportunity.

As a judge I am far more likely to impromptu convert content or mechanics at the table. This is because I am extremely lazy. However, I feel that ad libbing DCC spells as programs can rob the group from interesting role playing and gaming opportunities. The following articles encompass a range of material concerning computers and programs that a “techno-caster” (like the MCC shaman class) can utilize. As a whole they attempt to give a judge a leg up on some mechanics and concepts. Chief among them is *Technological Mishaps*, which covers misfire and corruption. *Malicious Code* is the DCC RPG Appendix C: Curses for your techno genre game. If you’re going to have computer viruses, you’re going to need a way to techno-caster way to create them and contain them. *Exploit* and *quarantine* are two new programs for injecting and removing malicious code.

# Technological Mishaps

## Mechanics and Tables for Critically Failing in a Computerized World

**By: James A. Pozenel, Jr.**

Utilizing DCC spells as programs or wetware is a viable path forward to make more options available to high tech casters. However, before the spells operate and feel like programs in milieus where high tech computers/artificial intelligences abound, there's a lot of work to be done.

Like modern-day computer programmers, high tech "casters" introduce human fallibility into the exacting world of computers and machine logic. High tech casters like the shaman class in MCC RPG, netrunners in Cyber Sprawl Classics, and perhaps even the technomancers of Crawljammer run programs or use hi tech devices. Regardless of the casting semantics of DCC RPG and its genre clones, a "spell" or "program" relies on a d20 check that determines success or failure. A naturally rolled '1' results in a fumble and especially bad things happening to the caster. Below are some tables and additional rules for fumbles when running programs/wetware checks for MCC RPG and other high tech genre clones.

### Faults, Bugs, and Critical Errors

Whenever a caster rolls a natural '1' while executing a program, a bug, a fault, or critical error occurs.

To determine the severity of the error, roll a d6 modified by the caster's Luck modifier: (0 or less) critical error + fault + patron AI taint, (1-2) critical error, (3) bug, (4+) fault. Once the failure type has been determined, roll 1d10 plus the caster's Luck modifier and consult the appropriate tables below.

## Faults

Faults cause the wetware program to stop running. They are typically small errors that cause the caster to lose their action(s). Faults must be fixed before any programs can be ran again. The time required to fix a fault is indicated in the “Time Lost” column of Table 1: Faults.

## Bugs

Wetware programs with bugs run to completion, but with altered or unexpected results. Wetware programs with bugs will continue to operate as “normal,” but the bug’s effects are also triggered on all subsequent program checks. Bugs are akin to a sort of corruption that is applied to each individual program the caster knows. The time required to remove a bug is indicated in the “Time Lost” column of Table 2: Bugs.

## Critical Errors

Critical errors can have truly devastating effects on the caster. Any program that falls into a critical error state stops running and causes the caster to miss the balance of their actions for the round. Any time a Critical Error is indicated, the fumble range for the program is increased by 2 (e.g - from ‘1’ to ‘3’) until the caster can rest for 8 hours and perform hardware or software maintenance routines. Critical errors are akin to corruption in DCC RPG and may be avoided by burning a point of Luck.

## Bug Fixing

Any instance of mishap while running a program needs to be fixed before the programs run properly again. Fixing faults and bugs requires the caster to use at least one action (move or action dice) and perhaps more (see their tables below). Critical errors have no other effect than those generated by the Critical Error table and increasing the fumble range of the program.

**Table 1: Faults**

<b>d10</b>	<b>Result</b>	<b>Time Lost</b>
1	<i>Decompilation Fault: The decompilation of the compilation has caused severe data corruption in 'main' function. Check the manual for de-compiled compilation faults BZ/ST/486/C, RB/CZ/907/X, and 27B/6. No further information can be f/43d7ff4d-a4e7-43d1-91ae-121601f5ebc9 19891671-472a-427b-845a-2e83b03e6aae 93b68aed-a566-4872-b090-b2b023be9758 fd3caf1a-b0f2-4f3f-9576-5dad1bd75c28 743486af-6a41-4306-aabd-0ed6d7da389f 65515b19-31e4-4587-99b2-5b59425b4fed d44bd178-5650-470c-85dd-ddacaeeecbf04 AUTO_ABORT();</i>	2 rounds
2	<i>Unknown error: please cross reference all known errors, known unknown errors with unknown unknown errors and reload XTC Error Matrix with THX 1138 Matrix Injector.</i>	1 round
3	<i>Genie Meditation 0x00000234.8675309</i>	1 round
4	<i>0xDEADBEEF sector not set. Please initialize deadbeef and eat steak.</i>	1 round
5	<i>Keyboard failure error - press F1 to continue.</i>	1 round
6	<i>TIME-SPACE QUANTUM NET ERROR. Message: "You don't exist. Go away."</i>	1 round
7	<i>FATAL CATASTROPHIC ERROR: Missing section name.</i>	1 action
8	<i>Cauldwell zero five dee tandem ... You have reached a Bell Solar pre-completion termination. If you require activation of this service please contact your Bell Solar provisioning interface for turn up.</i>	1 action
9	<i>Syntax Error: unexpected (T_PAAMAYIM_NEKUDOTAYIM) in Command line code on line 12819</i>	1 action
10	<i>An internal error has occurred: Cryptic error message H238 (Note: You have not done anything wrong)</i>	N/A

**Table 2: Bugs**

<b>d10</b>	<b>Result</b>	<b>Time Lost</b>
1 or less	<i>Endless loop.</i> A logic mistake causes the program to run endlessly. The wetware runs as intended each round, but each round after the first requires a DC 15 Will save to break the loop. While looping the caster may take no other actions and suffers 1 point of temporary Intelligence damage per round unless they make a DC 18 Will save.	Special
2	<i>Clear main.</i> Caster accidentally released the memory holding the wetware program. The caster must recompile the program which takes 2d3 rounds minus their Intelligence modifier (minimum 1).	Special
3	<i>Bad loop.</i> Program has unnecessary looping structure causing degraded performance. Wetware takes twice as long to run.	2 rounds
4	<i>Buggy.</i> Each subsequent use the program increases its fumble range by 2 (eg. - 1 to 3, 3 to 5, etc.) until fixed.	2 rounds
5	<i>Globally scoped variable.</i> The program being ran has been improperly scoped to the global context. All targets within range, including the caster and his allies, are also affected by the running wetware.	1 round
6	<i>Incorrect offset in targeting matrix.</i> The wetware selected a different target than the caster intended. Randomly select any available target including the caster and his allies.	1 action
7	<i>Computational mistake.</i> Wetware has incorrect computations altering the effect of the program. Each time the program is ran, the outcome is negatively altered 75% of the time. The alteration could be represented with movement along the dice chain or the numeric values being adjusted downward by 50%. The Judge decides the nature of the adjustment.	1 action

d10	Result	Time Lost
8	<i>Incorrect program.</i> Another piece of wetware the caster knows ran instead of the one intended. Randomly select the program from those known and ran and apply the program check to the program's result table.	1 action
9	<i>Incorrect value.</i> The caster always run the program at the lowest possible success result until fixed.	1 action
10 or more	<i>Undeclared variable.</i> The wetware program references an unknown variable. The program runs, but has no effect since the variable was undefined.	1 action

**Table 3: Critical Errors**

d10	Result
1 or less	<i>Incoming Command: SIGKILL SELF NOHUP.</i> A powerful adversarial entity (e.g. Patron AI, Space God, other AIs or casters) has brutally attacked the caster. Character experiences unearthly pain, suffering 4d6 damage, a permanent -2 penalty to all ability scores, and an additional -2 penalty to Luck.
2	<i>Hardware Fault Detected - Biological Unit: Initiating Core Dump &amp; Reboot Sequence.</i> Severity Code 1. Caster must make a DC 20 Will save, or be knocked unconscious for 1d6 turns and suffer 1d6 permanent Intelligence ability score damage. On save, the caster is dazed for 2d6 rounds and suffers 1 point of permanent Intelligence damage. While dazed the caster moves at half speed and is only able to defend himself.
3	<i>Nanobot overload.</i> Wetware execution faults cause a mass extinction event for the nanobots inhabiting the caster. The caster suffers 3d6 hit points of damage and temporary wetware check penalty equal to the level of the program ran. Unless someone has access to a nanobot foundry (a device about the size of a deck of playing cards), the loss cannot be restored, but instead “heals” over time like ability score damage.

d10	Result
4	<i>WARNING: Critical Fault Detected. Co-located Reactor Containment Breach.</i> The micro nuclear reactor transported into the caster for the purposes for powering their wetware has had a melt-down. Character loses 2d10 pounds in one month and suffers a permanent -1 penalty to Stamina.
5	<i>Genie Transformation Request Initiated. Your Wish Is Our Command™.</i> Character's limbs are replaced by robotic tentacles. One limb is replaced at random each month for four months. At the end of four months, it is impossible to hide the character's inhuman nature.
6	<i>Genetic instability.</i> Something has gone terribly wrong. The character's genetic hardiness has been compromised. They immediately roll for a passive defect on Table 3-2: Mutations of the <i>MCC Rulebook</i> and determine the defect's mutation check. As the character levels up, he cannot re-roll the mutation check for the defect. What this genetic change means for the caster (now and in the future) is up to the Judge to decide.
7	<i>Anti-virus Scan Reports Techno Virus Intrusion Event.</i> The character has created a vulnerability in their locally running source code and a snippet of malicious code is now running. Roll on the Malicious Code table in the following article.
8	<i>Biofeedback spike.</i> An eruption of corsucating, crackling energy covers the character's body. The feedback burns his skin leaving hideous scars all over their body, face, and hands. The burns cause 1d6 points of temporary Agility damage and 1 point of permanent Personality loss.
9	<i>Segmentation Fault Detected: Bioluminescence Fallback Loop Initiated.</i> The caster is bio-hacked and their skin now emits a continual light. Roll 1d4 for the color: (1) blue, (2) green, (3) red, (4) white.
10 or more	<i>Spinning pinwheel of please wait...working...working.</i> The caster's eyes glaze over and are quickly replaced with a swirling rainbow of colors. The caster is frozen in place for 2d6 rounds as the wetware has ground to a halt, unable to free his consciousness. Once the caster is free to move again, they discover they cannot run wetware programs for 2d6 turns as their systems must rebuild and reboot.

# **Malicious Code**

## **Guidelines and Tables for Computer Viruses**

**By James A. Pozenel, Jr.**

Hackers, technomancers, malevolent Artificial Intelligences (AIs), among others, may encode and deploy software harmful to both biological and computerized targets. The forms of malicious code are diverse: viruses, worms, backdoors, adware, ransomware, botnets, and rootkits; as a whole they are often referred to as exploits. Similarly, their severities, effects, and purposes are varied. Most exploits confer penalties to the victim's Luck score as well as other effects and penalties. When an exploit is running on equipment, the Luck penalties apply to anyone using an exploited piece of equipment for the duration of its use or longer (a per a Judge's ruling).

### **End Conditions**

Malicious code can be removed by finding the original source code and discovering ways to subvert or neutralize the virus or worm. In cases where the exploits are actively maintained by a host entity (ransomware, botnets, etc.), the entity must be found and destroyed. Many times specific terms of the exploit must be met before the malicious code stops running. Anti-virus programs can sometimes be used to quarantine troublesome programs. Consult the quarantine program for details on running anti-virus scans and containment operations.

### **Considerations for Artificial Intelligences**

Robots, AIs, computer consoles, etc. often come with always on, hardened anti-virus systems. However, this does not mean they are invulnerable to attack vectors from malicious software, just that they are better equipped to deal with exploits. Each severity level (major, moderate, minor) has a suggested range of time it takes their onboard anti-virus to remove. Major exploits take 2d3 weeks to contain. Moderate exploits take 2d6 days to quarantine. Minor



exploits are removed in 3d4 turns.

**Table 4: Malicious Code**

This table may be used to find an exploit as per the program. It can also be used in the context of a program check fumble. For the latter case, apply the caster’s Luck modifier to the roll.

d10	Result	Severity
1 or less	<i>Black ICE.</i> Black ICE (Intrusion Countermeasures Electronic) is an aggressive, and often deadly, defence program that attacks those that attempt access the computer resources it protects. The subject must be using a computer network or be caster. The subject has attracted the attention of a Black ICE program and now must fight for their lives. For the duration of the attack, the caster is paralyzed and apparently having an epileptic fit. Treat this struggle as a contest of wills using opposed rolls. The subject adds his Intelligence or Personality modifier to his roll. The Black ICE applies 3d3 to its rolls. Each round the subject loses the contest of wills he suffers 1 point of permanent Intelligence ability score loss (expressed as acrid smoke emanating from the subject and his equipment). A subject may only break off contact with the Black ICE by winning the opposed contest by 4 more. Any round the subject wins by less than 4, results in no ability score loss. Even after losing connection with the subject, the Black ICE will seek them out anytime they run a program or access the net. There is a 1% cumulative chance that the Black ICE finds them once more and renews its attack. The only way to be free of the stalking program is to destroy its data center.	Major

d10	Result	Severity
2	<p><i>Iron Worm.</i> The subject's body has been compromised by a powerful bio-metamorphic worm. The worm transforms a portion of subject body into living metal and then replicates itself to continue its attack. The exploit carries a -2 Luck penalty and each day until the worm is quarantined, the subject must make a DC 13 Fort save or one of his body parts is turned into a haphazard mass of metal, servos, wires, and conduit. On success the worm's progress is halted for the day. Once the worm has mutated a number of areas equal to the subject's Stamina, the victim is lost and they become an Iron Screamer.</p> <p><b>Iron Screamer:</b> Init 0; Atk slam +2 melee (1d8); AC 14; HD 5d6; MV 30'; Act 2d20; SP un-dead, iron worm infestation; SV Fort +6, Ref 0, Will +4.</p> <p>Any attack that succeeds forces the target to roll a DC 10 Fort save or be infected by the iron worm malicious code.</p>	Major
3	<p><i>Crypto Facto, Bitches.</i> All the programs from one of the subject's Patron AIs (including its invoke patron AI program) has been encrypted and made inaccessible. The exploit carries a -2 Luck penalty and a notice from an enemy Patron AI demands a ransom before the program(s) will be unlocked. The Judge determines the nature of the payment and whether the malicious code can be quarantined by other means.</p>	Moderate

d10	Result	Severity
4	<p><i>Wendigo.</i> Unknown to the subject, he has become part of a botnet ran by an entity only known as Wendigo. The exploit carries a -2 Luck penalty and each time the subject activates a program or uses the Net there is a cumulative 5% chance the botnet uses its access to the subject. The caster must make a DC 15 Will save, or succumb to the botnet's commands. Roll a d5 to determine the compulsion: (1) subject flies into an insane rage seeking to kill everyone in the room; (2) subject must destroy or kill target(s) of Wendigo's choosing; (3) subject must use all consumables he and his allies possess - starting with rations, followed by equipment and ammo, and finally money; (4) subject becomes obsessed with gaining and keeping wealth; (5) the subject must participate in a coordinated group attack on a target determined by Wendigo. The duration of the commands is left to the Judge to decide. Once a command has been given whether successful or not, the chance for another command to be given resets to 0%.</p>	Moderate
5	<p><i>Stuksdice.</i> This virus program affects all program and skill checks the caster makes as it purposefully seeks to disrupt and degrade program execution. The exploit carries a -2 Luck penalty and until the exploit is contained, all program checks made by the caster are -1 on the dice chain.</p>	Moderate

d10	Result	Severity
6	<p><i>RazzleDazzle.</i> The subject or their computer equipment has been the victim of a rootkit that has installed a new program. The exploit carries a -2 Luck penalty and removes linkages to one of the owner's known programs. RazzleDazzle creates a symlink to itself in place of the subjugated program. Once the infected program is activated, the subject becomes the target of a DCC RPG spell, roll d7: (1) <i>sleep</i>; (2) <i>forget</i>; (3) <i>ray of enfeeblement</i>; (4) <i>scare</i>; (5) <i>color spray</i>; (6) <i>slow</i>; (7) <i>paralysis</i>. The subject rolls a program check as normal but consults the DCC RPG spell instead. If the caster needs to supply further parameters (i.e. - supernatural sleep, multiple targets), the Judge determines the outcome. After RazzleDazzle finishes, it restores the link to the original program and randomly establishes a new symlink to another known program.</p>	Minor
7	<p><i>Trojan Rabbit.</i> A backdoor has been established by adversarial forces. The exploit carries a -1 Luck penalty and anyone who knows about the backdoor may utilize for, roll d4: (1) eavesdropping on the subject and his allies; (2) gain a +2 bonus to program checks where the caster is the target; (3) weaken any statistic (e.g - attack, damage, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5') of the subject by 2 for a week, useable once per week; (4) activating the subject's programs against his will.</p>	Minor
8	<p><i>TimeWarpAppend.</i> It's just a jump to the left. The subject contracts a quantum virus that bends and slows processing time. And a slide to the right. The exploit carries a -1 Luck penalty and activation times for all programs are doubled until the malicious code is quarantined. Let's do the Time Warp Append!</p>	Minor

d10	Result	Severity
9	<i>My Totally Safe Shopping Assistant</i> <sup>TM</sup> . An advertisement for products or services pop up occasionally when running any wetware program. The exploit carries a -1 Luck penalty and for each program ran by the subject there is a 25% change the adware is invoked. Before the program's effect can continue, they must dismiss the commercial intrusion with an action (movement or action die).	Minor
10 or more	A simple virus makes loud chirping noises for 1d6 turns after any program is ran. The exploit carries a -1 Luck penalty and the noise is loud enough to attract the attention of living and artificial entities within 500 ft.	Minor

# Exploit

By James A. Pozenel, Jr.

Artwork by KJ O'Brien

Level: 2

Range: Sight

Duration: Varies (see below)

Activation Time: 1 round

Save: Will vs. program check

The caster injects a piece of malicious code (e.g. a computer virus, worm, backdoor, rootkit, or ransomware) into another creature (biological or artificial), which always receives a Will save to resist. Malicious code must be used carefully, it can cripple man or machine. Longer encoding and/or deployment times may be appropriate for more sinister exploits. See Malicious Code below for examples of dangerous software beyond this program.



## Manifestation

The caster should articulate the manifestation as he encodes and deploys the malicious code. The manifestation can include minor physical changes on the part of the target. For example, “For as long as this virus afflicts you, your eyes will glow red” or “A mark of the Ancients is visible on your breast for as long as this virus runs.”

- 1           Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) bug; (4+) fault.
- 2-11       Lost. Failure.
- 12-13     Failure, but the program is not lost.
- 14-15     The caster deploys a small virus to one target that inflicts a -1 Luck penalty or a -1 penalty to one other statistic of the caster's choice for 24 hours. The statistic can be attack rolls, damage rolls, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on.
- 16-19     The caster deploys a virus to one target that inflicts a -2 Luck penalty or a -2 penalty to one other statistic of the caster's choice for up to a week. The statistic can be attack rolls, damage rolls, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on.
- 20-21     The caster deploys a virus on one target that inflicts a -2 Luck penalty and a -2 penalty to one other statistic of the caster's choice for up to a week. The statistic can be attack rolls, damage rolls, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. Alternatively, the caster may choose to invoke a specific physical or mental limitation for one week. For example, the target cannot speak, cannot move, cannot sleep, cannot see, etc.

- 22-25 The caster deploys a virus to one target that inflicts a -2 Luck penalty, a -2 penalty to one other statistic, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistic can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the caster or the target, and it must be within the target's power to achieve (even if very difficult). For example, "you cannot see until you access Hale-E's holo-grid network." or "you cannot move until you process 3 teraflops of data commands."
- 30-31 The caster deploys a virus to a large group of people or machines: a server farm, a community, a village, an adventuring group, robots of an installation, etc. The caster can affect up to 50 people at once as long as they are part of a single defined group. The virus inflicts a -2 Luck penalty, a -2 penalty to two other statistics, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistics can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the caster or the target, and it must be within the target's power to achieve (even if very difficult). For example, "you cannot see until you access Hale-E's holo-grid network." or "you cannot move until you process 3 teraflops of data commands."



- 32-33 The caster deploys a virus to a very large group of people or machines: a server farm, a community, a village, an adventuring group, robots of an installation, etc. The caster can affect up to 100 people at once as long as they are part of a single defined group. The virus inflicts a -4 Luck penalty, a -2 penalty to three other statistics, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistic can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where  $-1 = -5'$ ), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the caster or the target, and it must be within the target's power to achieve (even if very difficult). For example, "you cannot see until you access Hale-E's holo-grid network." or "you cannot move until you process 3 teraflops of data commands."
- 34+ The caster deploys a virus to an extremely large group of people or machines: a server farm, a community, a village, an adventuring group, robots of an installation, etc. The caster can affect up to 1,000 targets at once as long as they are part of a single defined group. In addition, the virus carries on to the heirs of those affected, and propagates through the generations until removed. The virus inflicts a -4 Luck penalty, a -2 penalty to three other statistics, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistic can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where  $-1 = -5'$ ), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the caster or the target, and it must be within the target's power to achieve (even if very difficult). For example, "you cannot see until you access Hale-E's holo-grid network." or "you cannot move until you process 3 teraflops of data commands."

# Quarantine

By James A. Pozenel, Jr.

Artwork by KJ O'Brien

Level: 3

Range: Touch

Duration: Instantaneous

Activation Time: 1 round

Save: See below



## General

The caster invokes powerful antivirus algorithms to contain the baleful effects of malicious code (exploits) running on a person or object. As referenced in the program descriptions below, a minor exploit is one that causes a loss of 2 or less ability score points;

a moderate exploit is one that impacts 3-4 ability score points or has a limiting effect of some kind (penalty to rolls, reduced speed, etc.); and an example of a major exploit is one that impacts an ability score by 5 or more points or has a debilitating effect (loss of vision, loss of hearing, immobility, etc.). When a save is called for in program results, the affected individual or object either makes a second saving throw against the virus (save and DC are the same as the original exploit), or, if no save was allowed against the original exploit, the person or object may make either a Fort or Will save (player's discretion) against a DC of 10 + the HD of the creature that programmed the malicious code. If the save is successful, the afflicted creature or object is no longer affected by the malicious code. If the save fails, the virus remains in effect and 24 hours must pass before the caster can again attempt to quarantine the exploit.

## Manifestation

Roll 1d4: (1) yellow pixelated dots with a pie shaped mouth stream from the caster's hands and begin eating the virus program; (2) a cage of energy forms around the subject then shrinks into subject until the exploit is contained; (3) a progress meter springs into being and reports time until finished and file actions until the exploit is contained; (4) lines of computer code swirl around the target and infected portions are highlighted and re-written.

- |       |                                                                                                                                                                                                                                                                            |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1     | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) bug; (4+) fault.                                                                                                                         |
| 2-11  | Lost. Failure.                                                                                                                                                                                                                                                             |
| 12-15 | Failure, but the program is not lost.                                                                                                                                                                                                                                      |
| 16-17 | A single afflicted individual or object is allowed to make a new saving throw to escape the effects of a minor exploit.                                                                                                                                                    |
| 18-21 | A number of afflicted individuals or objects equal to the caster's CL are allowed to make a saving throw to escape the effects of a minor exploit. If only a single creature or object is targeted, they gain a bonus to their saving throw equal to the CL of the caster. |

- 22-23 The caster automatically removes a minor exploit from a single individual or allows a saving throw to remove a moderate exploit from a single cursed individual or object.
- 24-26 The caster automatically removes a minor exploit from a number of individuals or objects equal to his CL or allows a saving throw to remove a moderate exploit from a number of afflicted individuals or objects equal to his CL. If only a single creature or object is targeted, it gains a bonus to the saving throw equal to the CL.
- 27-31 The caster automatically removes a minor or moderate exploit from a single individual or allows a saving throw to remove a major exploit for a single afflicted individual or object.
- 32-33 The caster automatically removes a minor or moderate exploit from a number of individuals or objects equal to his CL or allows a saving throw to remove a major exploit for a number of afflicted individuals or objects equal to his CL. If only a single creature or object is targeted, they gain a bonus to their saving throw equal to the CL.
- 34-35 The caster automatically removes any exploit affecting a single creature or object, regardless of the potency of the malicious code.
- 36+ The caster automatically removes any exploit affecting a number of creatures equal to his CL. In addition, if the being that created the exploit is currently alive or operational, he automatically becomes the victim of the exploit regardless of his location or distance from the caster.

## This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## **GFA 2019 Volume 4 Credits**

### **Authors**

Jason Morgan, James Pozenel, and Tim Snider

### **Illustrators & Cartographers**

Ray Frenden, Nick Keller, KJ O'Brien, and Clayton Williams

---

### **2019 GFA Credits**

#### **Cover Art**

Doug Kovacs

#### **Title Page Art**

Marc Radle

### **Editors & Proofreaders**

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley, Cory Gahsman, Michael Harrington, Tony Hogard, Claytonion JP, Elizabeth Levy, Shane Liebling, Collen McDonald, Russell Mirabelli, Jason Morgan, Keith Nelson, Marcie Riebe, Jeff Scifert, Ian Zebarah Shears, Tim Snider, Dan Steeby, Shyloh Wideman, Chris Zank

### **Printing Offset Contributors**

Jason Abdin, David Baity, Julian Bernick, Eric Betts, Daniel Bishop, CeCelia Bowden, Jen & Bob Brinkman, Marc Bruner, Todd Bunn, Ian Burgess, Michael Carlson, Justin Chophonis, Ariel Churi, Charles Couch, Jim Cox, Hector Cruz, Thierry De Gagne, Sean Duffy, Mirko Froehlich, Fuzzbang and Hootz, Keith Garrett, Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard, Anne Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen, Lucas Kuntz, Christopher Lauricella, The Long Con RPG Convention, David Maltbie, Jon Marr, Juergen Mayer, Cullen McDonald, Ken McLennan, Jason Menard, Ruxed LLC, Ryan Moore, Keith Nelson, Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle, James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton, Aaron Talley, Karen Theroux, Matt Towle, Joan K Troyer, Melissa & Shyloh Wideman, Laura & Clayton Williams, Jon Wilson, David York, Chris Zank, and the anonymous patrons of the GFA community

### **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh, Shyloh Wideman, Clayton Williams, Jon Wilson

# **The 2019 Gongfarmer's Almanac: A Dungeon Crawl Classics RPG Zine**

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



## **DARK TRAILS BONANZA! # ONE**

### **VOLUME FIVE OF FOURTEEN BOOKLETS**

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# A DARK TRAILS PRIMER: FUNNEL QUICKSTART

By Keith Nelson

*For further Dark Trails information and updates, please check the official Dark Trails RPG website at [www.darktrailssrpg.com](http://www.darktrailssrpg.com).*

---

**DARK TRAILS** is a weird western game from author David Baity, based on the DCC RPG system. The world changed dramatically in the 1860's. On top of the US Civil War, a cabal of cultists, influenced by Nyarlathotep, used an ancient grimoire, the Necronomicon, to open a rift to awaken and attempt to call forth the Elder Gods. This was thwarted by a band of Texas Rangers, but not before a great release of dark, eldritch energies (the taint) and lesser supernatural entities into the world during what became known as the Seven Days of Night. The elder gods were awoken and made aware of their imprisonment, even if not released. The Necronomicon was not captured or destroyed, but its pages scattered to the winds, awaiting rebuilding and use by another twisted force in the future. A direct result of this release of the taint was an uprising of the hundreds of thousands of dead throughout the battlefields of the Civil War. This resulted in the cessation of the Civil War as both sides fought the revenants that still infest the South, and also in the activation of the ancient ley lines in the earth. The combination of the ley line power and the taint has produced a number of people manifesting strange and mystical powers and abilities. It's a new western frontier, with strange beings, fragments of elder gods, sorcery, weird science, and evil and danger around every corner. Welcome to the world of Dark Trails!

---

This primer is meant to present the basic rules and outlines of the system prior to running a funnel. Additionally, we present some basic methods of introducing the Dark Trails character class abilities during the course of the funnel.

Dice are used for attacks, damage, and threat resolution, just as in DCC. Card decks are used for a couple of very specific purposes during the game - to introduce a different random factor in gunfighting and in some spell/power usage, as detailed below. Finally, poker chips are used to represent “boons” and “hexes”, which ebb and flow over the course of the game and can be used as a benefit or as a detriment to players afflicted with them.

## **RANDOMIZATION**

### **POKER DECK**

Used for spell-like effects for the mountebank and the gambler, as well as in all gunfights, where it's termed the “gun deck”. Guns of the time were black powder, often cap and ball handloaded, so prone to potential misfires or unexpected events. The gun deck simulates this. Specifically, each player has a shuffled gun deck for their character (or, if playing in a funnel, one for multiple 0-levels), including both jokers. Immediately before rolling the die to determine the attack with a gun, the top card is flipped over from the deck. When used for gamblers or mountebanks, the card(s) are flipped to show the effects of their power. Each PC, unless they never use a gun (such as Luchadores or Mystic Monks) will need a poker deck. This is covered in further detail in the Combat section, below.

### **POKER CHIPS**

These should be in two colors or markings - one to represent the “Hexes” and one to represent the “Boons”. These are used as follows:

### **HEXES**

Hexes are gained by any roll of a 1 on the d20 (or a 20 on a Luck check). A hex represents the disfavor of Lady Calamity.

- ◆ Fumble die type is increased by +1 die step for each hex currently in hand
- ◆ Interactions with non-party members are at a -1 die step for each hex in hand

- ◆ Those characters with high numbers of hexes will find a black cloud of ill-favor following them around. They will be attacked more often, random malign events will be focused on them, stray dogs will snarl at them, small children throw horse apples at them, etc.

## BOONS

Boons are gained by any roll of a 20 on the d20 (or a 1 on a Luck check). They may also be given for good roleplay or similar in-game actions. A boon represents the obvious favor of Lady Luck. They can be spent as follows (by handing them in to the judge):

- ◆ Remove hex chips on a 1:1 basis
- ◆ Add +1 die step to any roll (attack, save, damage, crit, etc.) per boon spent
- ◆ Reshuffle the gun deck (thus potentially avoiding a string of misfires)
- ◆ Spend two boons to allow a reroll of any die roll.

## CREATING THE 0-LEVEL CHARACTER

- ◆ Characters are all human.
- ◆ Roll 3d6 in order, for stats (Strength, Agility, Stamina, Intelligence, Personality, Luck).
- ◆ Roll a d30 on the Birth Augur table, using either the version from the DCC core book or a Dark Trails specific one.
- ◆ Roll 2d20 on the occupation table to determine starting occupation
- ◆ Roll Hit points = 1d4+Stamina modifier
- ◆ Starting money = 2d4 dollars
- ◆ An additional stat, **Grit**, is derived from Personality+Stamina/2 (round down to nearest whole number).
- ◆ Armor Class = 10+Reflex Save (including Agility modifier)
- ◆ Modifiers to saves: +0 to Will, Fortitude, Reflex saves
- ◆ Starting Crit die: d6
- ◆ Starting Fumble die: d12

Abbreviated occupation and weapons lists are given below, but I would encourage anyone running this to make their own list as well. Anything appropriate to the mid-1800's would be fine.

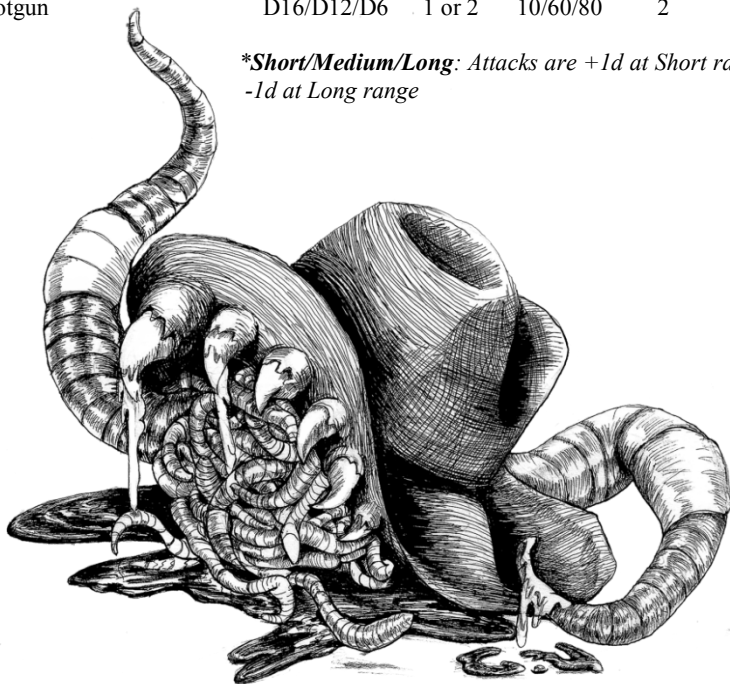
## TABLE: OCCUPATION

2d20	Occupation	Weapon	Other possession
2	Author	Cane (d4)	Copies of self-published book (d6)
3	Barber	Knife	Shaving kit
4	Saloon keeper	Club	Bottle of quality whiskey
5	Lawman	Pistol	Manacles and badge
6	Butcher	Cleaver (d6)	Package of sausages
7	Carpenter	Hammer	Ruler and pound of nails
8	Teamster	Whip (d3)	Buffalo coat
9	Cook	Knife	Mess kit
10	Cowhand	Pistol	Lasso
11	Doctor/Dentist/ Veterinarian	Knife	Medical kit
12	Drunkard	Club	Bottle of cheap whiskey
13	Farrier	Hammer	Horse shoes
14	Gambler	Derringer	Dice and deck of cards
15	Tailor/Seamstress	Scissors (d3)	Sewing kit
16	Hanging Judge	Pistol	Hanging rope and law book
17	Farmer/Homesteader	Pitchfork	Mule
18	Clerk	Knife	Key ring, pen, and ink
19	Launderer	Club	Wash tub
20	Librarian	Cane (d4)	Stack of books
21	Livery worker	Club	50' rope and sack of grain
22	Lumberjack	Axe (d8)	50' rope
23	Servant	Knife	Cleaning supplies
24	Prospector	Shovel (d6)	Gold pan
25	Mountain Man/ Trapper	Tomahawk (d6)	Beaver pelts (d3)
26	Outlaw	Pistol	\$50 Bounty on their head
27	Pioneer	Rifle	Beaver hat
28	Preacher	Club	Bible
29	Railroad Worker	Hammer (d4)	Railroad spikes (d4)
30	Rancher	Rifle	Cow
31	Remittance Man	Derringer	Carpet bag
32	Reporter	Knife	Journal and pen
33	Settler	Shotgun	Coil of barbed wire and wire cutters
34	Shop Keeper	Club	Feather duster
35	Entertainer	Knife	Fancy clothes and perfume
36	Salesman	Club	Carpet bag with samples
37	Ex-Soldier	Rifle	Rucksack
38	Teacher	Wooden ruler (d4)	Slate and chalk
39	Undertaker	Shovel (d6)	Embalming fluid
40	Wheelwright	Hammer (d4)	Wedges

## TABLE: WEAPONS

	Damage	No. of shots	Range in feet (S/M/L)*	Reload time (rounds)
Clasp Knife	D3	-	-	-
Hunting knife	D4	-	-	-
Bowie knife	D6	-	5/10/15	-
Hatchet	D6	-	5/10/15	-
Walking stick/club	D4	-	-	-
War club	D6	-	-	-
Saber	D8	-	-	-
Bow and arrow	D8	1	30/60/90	n/a
<b>Firearms – Pistols</b>				
Derringer	D10	1	6/12/30	2
Small pistol (.22-.32 cal)	D6	5	6/15/50	3
Colt Navy (.36 cal)	D8	6	12/30/90	3
Colt Army (.44 cal)	D12	6	12/30/90	3
<b>Firearms – Rifles/Shotguns</b>				
Sharps rifle (.52 cal)	D14	1	50/100/480	1
Springfield musket (.58 cal)	D16	1	25/75/150	4
Spencer carbine (.56 cal)	D14	8	25/100/200	2
Shotgun	D16/D12/D6	1 or 2	10/60/80	2

*\*Short/Medium/Long: Attacks are +1d at Short range, -1d at Long range*



**“Wormfood” by Carmin Vance**

# COMBAT

## INITIATIVE

Initiative may be rolled for the whole group at once, modified for individual initiative modifiers. Responsibility for this can rotate from player to player throughout the game. Alternatively, each player can roll a single initiative for their pool of zero-level PCs, modified by the highest initiative bonus.

## FIREARMS

The guns used during the Dark Trails time period were deadly and unreliable. These qualities are reflected in the rules for guns.

- ◆ Guns are deadly, as reflected in the positive aspects of the gun deck for PCs and the extended critical range of 19-20 for judges.
- ◆ Fumbles/Misfires occur when players draw Aces or Eights from the gun deck or when the judge rolls a 1 or a 2 when using firearms. A roll of 1 for a PC is just a miss (but garners a hex chip).
- ◆ The gun deck is used to reflect the unreliable nature of the often handloaded ammunition, powder, percussion caps, and the gun itself. It is generally only used for players and should be shuffled at the beginning of the game. Before each attack with a gun, the top card should be revealed.

## POKER DECK

Used in all gunfights and referred to as the “gun deck”. Guns of the time were black powder and often cap and ball hand-loaded, so prone to potential misfires or unexpected events. The gun deck simulates this. Specifically, each player has a shuffled gun deck for their character (or, if playing in a funnel, one deck for multiple 0-levels), including both jokers. Immediately before rolling the die to determine an attack with a gun, the top card is flipped over from the deck. One card is flipped for each shot taken. If the flipped card is:

- ◆ Ace or an eight (Dead Man’s Hand), = gun misfires (equivalent to a fumble) and there is no shot. Immediately roll the appropriate fumble die modified by Luck.
- ◆ Joker = an automatic critical hit.



- ♦ Red Face cards = Jack +1 to hit and damage; Queens +2; and Kings +3.
- ♦ Black Face cards = Jack -1 to hit and damage; Queens -2; and Kings -3.
- ♦ All others have no effect and the shot is taken as normal (if a 1 is rolled, then it is treated as a miss and garners a hex chip, but does not result in a fumble).

## **FANNING THE HAMMER**

Any single action pistol or lever action rifle can be used in this manner. This is an inaccurate way to fire multiple shots in one round. The first shot is made with a normal attack die, the second one step down the dice chain, the third another step down and so forth. A maximum of 6 shots can be taken using this method and the attacking character may stop at any time. A card is flipped from the gun deck for each shot.

## **COVER**

Cover is extremely important in Dark Trails, as most characters have no armor and firearms are the common way of settling disputes. Thus cover works as follows (with modifiers applied to defenders AC):

- ♦ Character has at least half their body behind cover = +2 AC
- ♦ Character has entire body except head and shoulders behind cover = +4 AC
- ♦ Character completely behind cover except for head = +6 AC

## **FIRING INTO MELEE**

Each missed ranged attack has a 50% chance of hitting an ally, in which case the player determines the ally at random (if multiple allies are present) and rolls to attack again. No additional draws from the gun deck are required. Matching or beating the new targets AC means they suffer the damage from the attack instead.

# HORROR & MADNESS

## GUT-CHECKS AND GRIT

Gut-checks represent an attempt to face the forces of sanity-bending darkness and master your rightful fears. Grit reflects a character's sanity over the course of an adventure. Failure of a gut-check leads to the loss of Grit, which can have long-lasting negative effects, often manifesting as psychoses and neuroses. A brief version of this mechanic is presented here, sufficient for a funnel game.

- ◆ Gut-checks = Will save at DC10 + the HD of the creature being faced.
- ◆ It is not necessary to continue to make Gut-checks each time you encounter similar creatures. The judge may simply rule that, having already mastered your fears, there is no need for subsequent Gut checks for the same situation. Alternatively, gut checks may be easier upon subsequent encounters.
- ◆ Making a Gut-check = Success, no effect on character.
- ◆ Critical success on a gut check = +1 to Grit (up to max) and +1d to attacks and spells versus this creature during this encounter
- ◆ Failing a Gut-check = loss of Grit equal to the HD of the creature. After losing Grit, the player rolls a 1d4 for each point of lost Grit on the Madness table, immediately applying those results.
- ◆ Critical failure (Roll a natural 1) on a Gut-check = loss of Grit equal to the HD of the creature, character suffers a -1d penalty to the next Gut-check, and rolls on the Madness table (1d4 per creature HD). Lastly, the creature senses the weakness in the character and gains a +1d bonus to all attack rolls for the duration of the encounter.
- ◆ If a character's Grit is reduced to zero over the course of an adventure, there is a permanent loss of one point of Grit and it resets to the new maximum value.

## **TABLE: MADNESS**

<b>Result</b>	<b>Effect</b>
01-03	Hair stands on end, but push through fear with no ill effects.
04-05	Chills run down spine and freeze you in place. You miss next action.
06-08	You emit a shrill, piercing scream of horror. All stealth attempts fail. -1 die step penalty if you attack in the same round.
09-10	The shock and terror causes you to drop anything you're currently holding.
11-13	You're jolted by fear and use your next move to run as far away from the source as possible.
14-15	You momentarily black out from intense fear and fall to the ground, awakening the next round prone and having dropped anything held.
16-18	Fear overwhelms you, causing a loss of sphincter control. You suffer a -1 die step penalty to all social interactions until you clean yourself.
19-20	You drop to your knees and pray to a higher power to save you. You can only pray for 1 round.
21-23	All hope is lost, you drop into a fetal position and sob for d3 rounds. DC12 Will save to recover wits after first round.
24-26	Madness washes over you and you fling yourself into battle with the nearest living target. You are left with a minor compulsion (DC12 Will save or take -1 to all social interaction rolls and all action rolls in combat).
27-30	You are overcome with the certainty that this evil you face now will be your end, on this day or another. You are stunned for 1 round and develop a minor phobia (DC12 Will save or take a -1 die step penalty while in presence of object of phobia)
30-35	Major phobia – DC14 Will save or flee for 1 round/point the save was failed by. If save, can remain, but take a -2 die step penalty while in presence of object of phobia.
36-40	Major compulsion – DC15 Will save or take -2 die step penalty to all social interaction rolls and all action rolls in combat. If make the save, then only take -1 die step penalty.

# EMERGENT CLASS ABILITIES FOR DARK TRAILS

By Keith Nelson  
Illustrations by Joshua Barton

*For further Dark Trails information and updates, please check the official Dark Trails RPG website at [www.darktrailsrpg.com](http://www.darktrailsrpg.com).*

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In the course of a typical 0-level funnel adventure, the basic aspects of Dark Trails and other DCC-based games are emphasized along with emergent character development, but rarely is there an opportunity to investigate or even showcase the features of the class system in the game. One way to introduce this into an adventure is to provide tangible items that trigger specific class abilities in 0-level characters. They don't need to continue on in these classes, but this gives players the chance to experience some basic parts of the class system. Optionally, the judge can either have the powers vanish upon the character taking on another class or allow them to retain the items/powers, adding to the individual flavor of each character. In the standard DCC game, this could be done through finding a magic weapon, holy relic, spell scroll, or similar item that would trigger some advantage or class-based abilities, as has been done in several funnels already in print. In Dark Trails, with a large number of classes to choose from, providing specific items that give small class-based powers to the 0-levels is an excellent way of showcasing aspects of the post-funnel game.

This article focuses on the Dark Trails RPG, but I would encourage Judges to use a similar system for any of the DCC-based systems, with the goal of exposing players to some of the potential in the post-funnel character system. Each item is matched to the Dark Trails class. Upon finding the item, the manifestation of its power may occur before claiming it or upon attempting to use it. A character that claims one of these items must then meet the criteria

given for success, including a d20 check to beat the listed DC, using the modifiers for the listed stat. If successful, they gain the effect noted for that item. I would suggest that only some of these items are introduced in any given funnel, and also that only one of any particular given type is introduced, to highlight the unique nature of these items.

## CLASSES AND ASSOCIATED ITEMS TO FIND

### BEDLAMITE

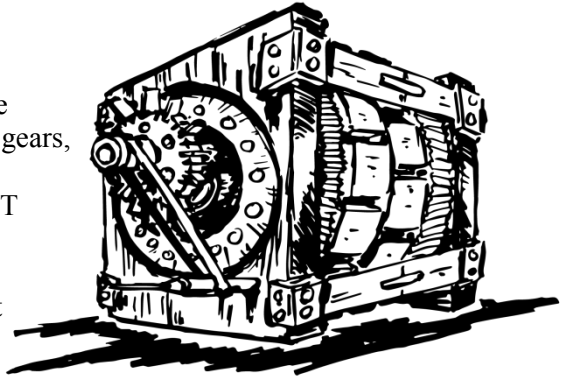
**Found Item:** Strange contraption of brass, gears, and leather

**Roll for Success:** INT DC12

**Manifestation:**

Attempt to figure out the use of the item results in a brain fever and frenzied repair of it.

**Effect:** Get ability to use one contraption at d16 (works as Enlarge spell).



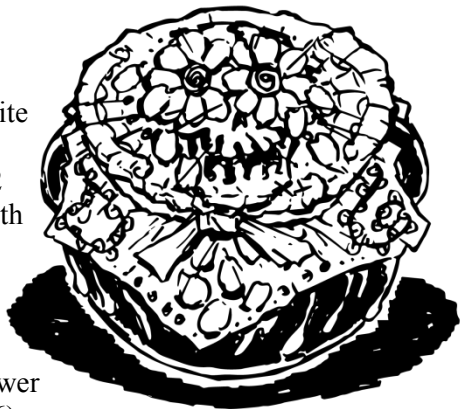
### CALAVERA

**Found Item:** Pot of bone white face paint

**Roll for Success:** PER DC12

**Manifestation:** Paint face with paint, then spirits begin whispering to you as the paint seeps into your skin.

**Effect:** Spellburn stamina (2 pts) to get Face of Fear power (as with Scare spell – roll d16).



## GAMBLER

**Found Item:** set of dice on table – pristine in middle of moldering ruin or in a cave or in an abandoned saloon

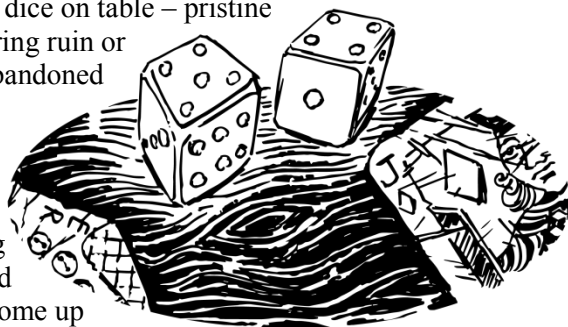
**Roll for Success:**

Luck check at -2

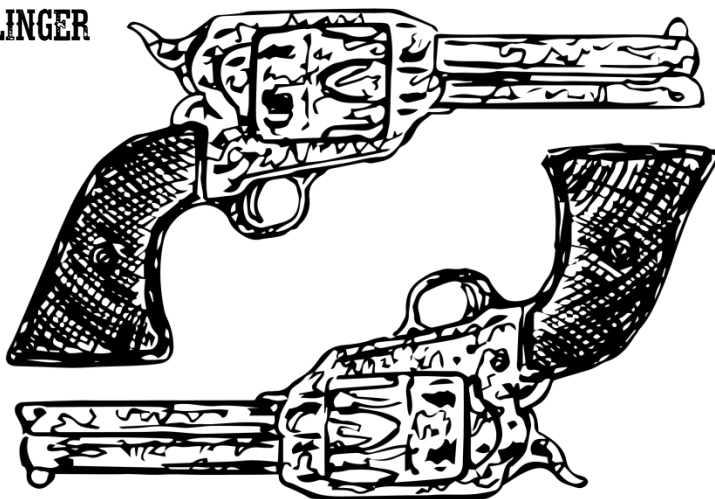
**Manifestation:**

The dice almost beg to be rolled. If rolled successfully, they come up snake-eyes, box cars, or sevens and disappear, leaving a set of cards behind in your hand and the knowledge of their use.

**Effect:** Gain limited Dead Man's Hand ability – Once per day can activate (spellburn 3pts) and draw 1d6 cards (black cards damaging and red cards healing for 2HP each or 4HP for face cards).



## GUNSLINGER



**Found Item:** rusted, matched six-guns

**Roll for Success:** Lawful PER DC12

**Manifestation:** Guns call to the person picking them up, telling them to commit to the gun...Rust flakes away upon bonding

**Effect:** Get spirit link with those guns (get +1d3 - w/ those guns only).

## LUCHADOR



**Found Item:** Luchador mask

**Roll for Success:** Lawful PER DC12

**Manifestation:** Mask speaks to the owner, tells them to put it on and it will grant them great power

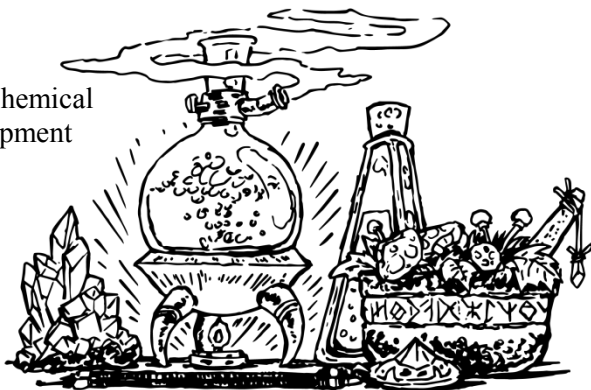
**Effect:** Burn personality temporarily (2 pts) to get devil mask (+2 att/dmg vs. chaotic or unnatural adversaries) or mask armor (+2 AC).

## MOUNTEBANK

**Found Item:** Alchemical reagents and equipment

**Roll for Success:**  
INT DC12

**Manifestation:**  
Attempt to understand it results in breakthrough knowledge.



**Effect:** Spellburn STA (1 pt) to make one potion of either healing (1d4) or exploding (1d6 – 5' rad).

## MYSTIC MONK

**Found Item:** strange scroll/cave paintings/tablets with figures of unarmed fighting men

**Roll for Success:** PER DC12

**Manifestation:** With a flash of mystical insight, you visualize how to call on your inner reserves

**Effect:** Spellburn Personality (1pt) - Gain iron coat ability – add 1d3 to AC for 3 rounds.



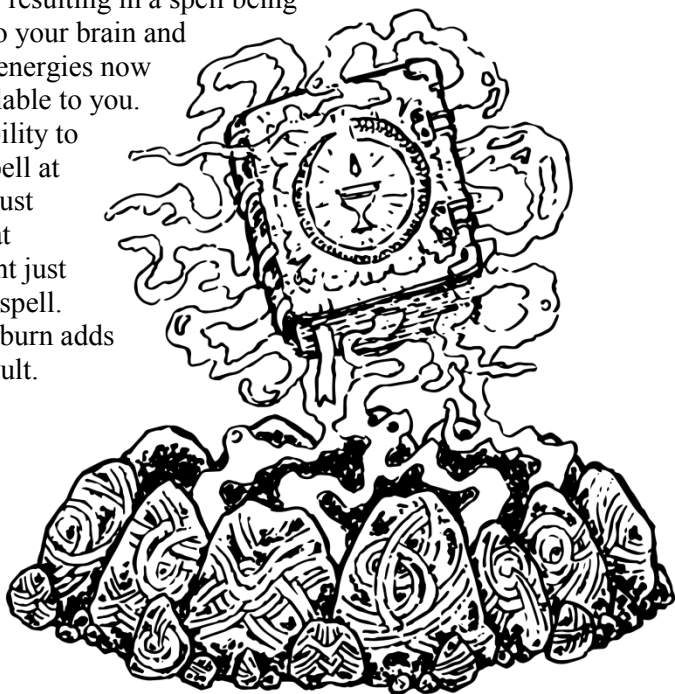
## OCCULTIST

**Found Item:** Carved runes. An occult book. Sorcerous materials.

**Roll for success:** INT DC12

**Manifestation:** Attempts to read and understand the writings are successful, resulting in a spell being burned into your brain and the occult energies now being available to you.

**Effect:** Ability to cast one spell at d16, but must spellburn at least 1 point just to cast the spell. Extra spellburn adds to spell result.





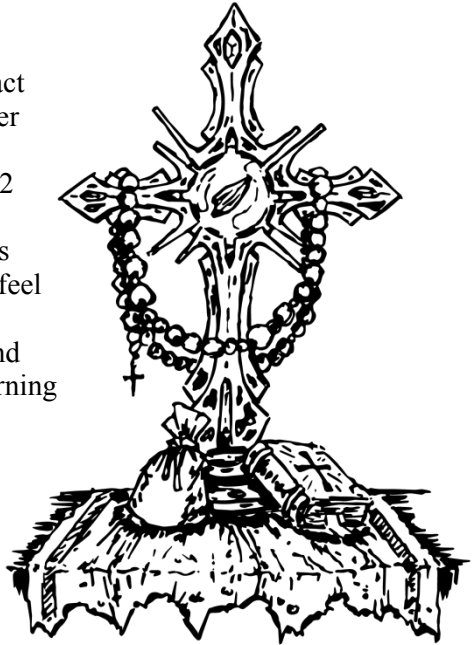
## REVELATOR

**Found Item:** religious artifact (gris-gris, prayer book, prayer beads, cross, etc.)

**Roll for Success:** PER DC12

**Manifestation:** The holy spirit enters you as you focus on the holy artifact and you feel a flush of power.

**Effect:** Gain healing (d16 and DC12 for 1d4 healing) or turning (d16) ability.



## SIN-EATER

**Found Item:** ancient coin (Charon's obol) and a raven feather

**Roll for Success:** PER DC12

**Manifestation:** attempt to read the inscription on the coin, reveals secrets to summoning Stygian Ravens

**Effect:** Spellburn stamina (1pt) to call Stygian Ravens for defensive bonus – Flock of half-visible ravens appear and cloak PC – give +2 to AC. Lasts 3 rounds.



## TOMMY-KNOCKER



**Found Item:** first player that has all 0-level PCs die

**Roll for Success:** None

**Manifestation:** You come back from the dead, but you're not exactly alive...

**Effect:** Get Dark Inheritance – filled with strength from undeath, you gain +1d3 to melee attacks & damage.

# PICNIC AMONG THE PINES ON THE ROCKY MOUNTAIN STAGE LINE

A Dark Trails Introductory Funnel  
By Keith Nelson  
Illustration by Joshua Barton

*For further Dark Trails information and updates, please check the official Dark Trails RPG website at [www.darktrailsrpg.com](http://www.darktrailsrpg.com).*

## PLAYER INTRODUCTION

*The stage doesn't travel in the winter through the mountains, so folks in the small town of Finley's Crossing don't get much news or commerce from the west until the spring thaw each year. However, it's been a few weeks since the thaw and the west-bound stage went through over a week ago with no returning coach. While some of you may be a bunch of shiftless layabouts, or "underemployed gentlemen and ladies of leisure", you're at least capable of riding out to check on the missing coach at the behest of the town's sheriff, who's dealing with a very pregnant wife and first baby jitters. The rest are anticipating the arrival of relatives, trade goods, mail order brides, etc. on the coach. So, on a fine spring day, with the snow well-melted and the sun shining, you set out to find the missing stage. It's a bit of a picnic atmosphere.*

**Judge's Note:** Players can turn back at any time. Those doing so will incur 3 random encounters for each day of travel, one of which will be the wendigo attempting to herd them towards the mesa or to ambush a straggler to carry off. If they arrive back in town, they will forever live with the shame of their cowardice.

This shame is heightened after the stage agents appear several weeks later with tales of a place of slaughter near a mesa about 2 days ride from here. They're hard-bitten men and women, carrying their weapons like they were a part of them, but they all look a bit shaken. The leader, a tall man with a face like leather, wearing a black eyepatch, says "Looks like the passengers from that stagecoach and a couple of homesteaders were all taken there up there to that mesa. They were skinned and gutted while still alive. There was some evil green stone altar there as well, that had their bodies draped over it and the blood soaked into it. Can't get it out of our heads. Worst was the little girl. Couldn't have been more than a week or two ago. There was something up there, left a 15 foot-wide trail of destruction through them pines, headed down towards the flats. We tracked it a bit, but it petered out on some hard-rock."

## DAY ONE

**1 – Random Day Encounters:** Ride out 1 day up into the mountains. Roll twice on random encounter table.

**2 – Stagecoach:** Find stagecoach tipped over on its side near end of first day of travel. Horses and passengers gone. Signs of blood on the trail where the horses were, and drag marks and footprints lead off into the pines to the north of the road. If the coach is searched, find a random selection of items in the baggage (roll Luck checks once per searching PC to find useful items, otherwise random toiletries and clothing are found). It will begin getting dark in about an hour.

**3 – Skeletal Bear and Horse Carcasses:** If the PCs elect to try and follow the tracks into the woods, they can do so (DC6 to succeed) but the tracks will scatter after about a mile, or half hour of tracking (DC8 to continue to follow). After another mile, a scatter of skinned

horse meat, innards, defleshed bones, and blood spoor may be found (being “fed on” by a skeletal bear - the bear will depart after 20 minutes if unmolested and the characters are quiet, but remember to roll Gut Checks) after which the tracks still can be followed, but are fainter, leading in the direction of a tall mesa in the distance.

**4 – Random Night Encounters:** If they elect to continue to press on at night, they run the risk of losing the trail and will have 2 random encounters. The second of these being with a wendigo that uses a Scare spell (DC15 Will save to resist, otherwise flee for 2d6 minutes in direction away from the source of the spell) to drive them towards the mesa, but does not directly attack at this time. If they camp, there will be one random encounter.

## DAY TWO

**5 – Faint Tracks:** Morning breaks after a miserable night. If they elect to press on towards the mesa in the distance, they can follow faint tracks and signs that there were people still in the group (a scrap of cloth from clothing, a dropped tobacco pouch, a clear ladies shoe print, etc.).

**6 – Derelict Cabin:** Mid-morning, the PCs come across a derelict cabin, with the door broken in. If investigating the interior, they find two rooms, with broken bunk beds and a mangled skeleton, still with some flesh on the bones, in the corner. A small animal, like a large rat with disturbingly human appearing features, scurries away as they approach, disappearing through a hole in the rough floor boards. Another defleshed skeleton lies outside the door, skull crushed. A child’s doll is flung to one side. The walls are defaced with scratches and painted abstract figures, featuring large spirals and ringed circles. The paint appears to have been done in blood. A DC12 Intelligence check will show that it’s only 3-4 days old.

- ◆ A cursory search of the interior will find a slightly rusted wood ax; gold mining equipment (including a shovel and pick); a jug of whiskey; an old, but working, rifle-musket (with 1-3 rounds worth of useable powder and ball); and one of the special items from the emergent class abilities table.

- ◆ A deeper search (Luck check at -2 or stating that they are searching the chimney or floorboards) will uncover a small pouch of gold nuggets with an obsidian and gold-chased statuette of an obese, squatting frog-like humanoid. Engraved script on the statue is in no language you recognize, though the curling yet angular letters are unsettling to all. Along with this is a map of the mesa, cryptic notations surrounding a series of apparent cave openings. “El Dorado?” is written in a scrawl on the bottom of the map.
- ◆ Faint older tracks of some large biped and drag marks may be found (DC13 tracking check) leading in the direction of the mesa.

## AT THE MESA

**7 – Mesa and Ground Level Cave:** If the group does continue towards the mesa, they can either follow the drag marks, which peter out in a shale slide at the foot of the mesa, or the map. Both lead to an overhang of the mesa where numerous carved cave entrances fill the cliff side. There are small foot and hand-holds carved in the rock face (DC5 Agility or Strength check to reach the first row of caves (~20’ up), DC10 for the second (~40’ up) and DC 15 for the third rank (~70’ up). Otherwise, a quick search of the area turns up a cut lodgepole pine with rough steps carved into it that can be used as a ladder to get from level to level with no climb check. Ledges go between the caves on each level. There is one cave entrance accessible from the ground.

**Ground level cave:** This entrance leads into a large round, domed cave with no exits. Carved into the floor is an immense spiral. 17 small niches are carved in the walls. Small bits of trash litter the floor, including pages torn from an old journal.

**Journal:** The gist is that the writer, Friar Herrera, was part of an expedition to find the lost city of gold.

- ◆ They were beset by savages, but found this complex.
- ◆ Many gold treasures were found, but they met with resistance from “the darkness”.
- ◆ Men went mad, turned on one another, were poisoned by “the gold itself”.

- ◆ A great treasure exists here, accompanied by great evil.
- ◆ The apparent final entry speaks of a great throbbing hum filling the air and foul images of blood, a winged darkness, and a soulless, but intelligent, void that scours the brain...

Niches: These hold the following:

- ◆ One item from the Emergent Class Abilities Item Table.
- ◆ Small cache of gold in rotting leather bag.
- ◆ Small obsidian blade and 3 circular jade ornaments (lip plugs/ear plugs) – A character using the blade to pierce their face and insert a plug loses 1HP but gains 30' vision in the dark and the notice of *Tepeyollotl*, the Aztec god of jaguars, darkened caves, and earthquakes.
- ◆ Rusted helmet of conquistador vintage.
- ◆ Crude oil lamp, with oil dried in it.
- ◆ A rusty, but serviceable, Spanish military rapier (d8).
- ◆ Simple silver cross, tarnished with age.
- ◆ The other 10 niches are empty.

**8 – First and Second Level of the Caves:** The caves here are rough habitations, devoid of much save simple paintings on the walls. There is a trend leading from representations of crude animals and people into abstract spirals, whorls, and banded circles, like crude bullseyes. DC15 Intelligence check to realize that some of these seem to depict constellations. Occasional pottery shards are found, but nothing else.

**9 – Third Level of the Caves:** These are similar to the first and second level, although with many caves having collections of bones within them, some human and some animal, as if the remains of those who once lived here. All are old and dry.

*Eventually you find one cave that leads back into the darkness. This one has signs of recent disturbance of the dust and smears of blood along the entrance. Trodden into the dust of this cave are small gold nuggets (2d6 x \$5 worth) and a torn leather bag rests in one corner. Some fresh pine branches, oozing sap, are piled to one side.*

# IN THE CAVE

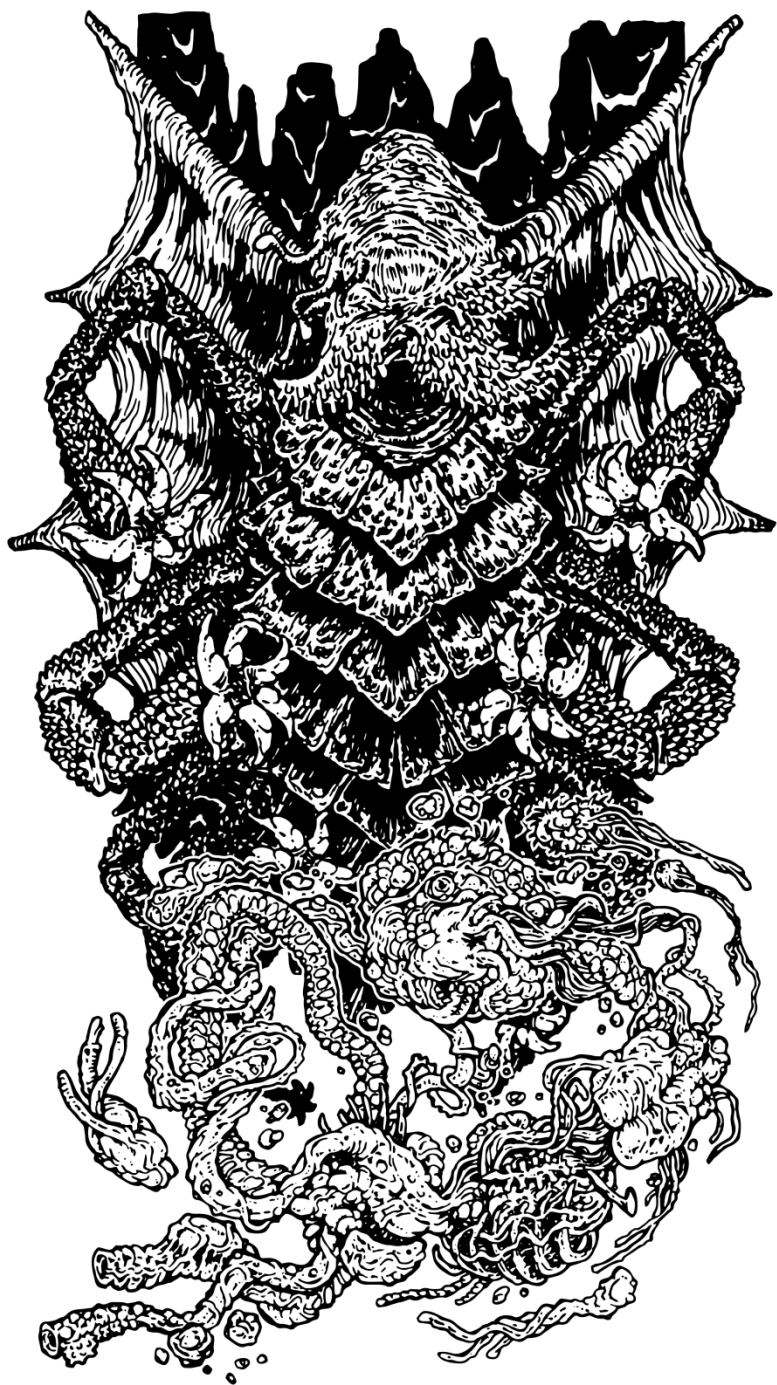
**10 – Mi-Go Cavern:** If they follow the cave back into the darkness, it twists and turns, narrowing and expanding, for several hundred yards, at least. It does seem to be carved out so that at most, PCs must move in a hunched over posture and go single-file, but never narrows further. The darkness is intense, seeming to drain your light source. The PCs smell a distinct odor of decay and greasy metal. As they round a final turn, the cavern opens out before them into a 50'x100' space with a 50' domed ceiling. A low humming sound becomes noticeable. There is also a faint greenish-blue witchlight glow to veins of quartz in the walls that dimly illuminates the cavern. The cavern contains:

- ◆ A group of 10-15 unclothed people staring as if in a trance at a pulsating, humming, spiral of the darkest black and inky blues and purples. It hangs in midair unsupported.
- ◆ Staked out skins of animals and people along the ground and walls.
- ◆ Discarded piles of clothing, offal, and belongings.
- ◆ A large greenish stone altar at the far end of the cavern, on which is a child's eviscerated body.
- ◆ A hole in the ceiling over the altar, through which shines a pallid light.
- ◆ A man-sized, leathery-winged lobster-like creature with a fleshy pink head covered with antennae and 5 pairs of legs (a Mi-Go) standing near the altar smoothing body parts together into a strange construct like a small wagon of bone and skin and organs. Make a Gut-check with a +4 modifier. It squeals in an almost ultrasonic wail as you draw its attention (1 round after entering the cavern). It will actively defend itself if directly threatened, and then only to get away.

**Mi-Go (1):** Init +3; Atk psychic blast +4 ranged (1HP + Stun); AC 13; HD 4d8; hp 16; MV 20' or 50' flying; Act 1d20; SP Psychic blast – stun for 1d6 rounds unless opposed Will save made at DC = Mi-Go roll; SV Fort -1, Ref +2, Will +7; AL N.

**11 – Mi-Go Construct:** There is one round after the Mi-Go wails for everyone to act. The Mi-Go will immediately begin to frantically





mold the construct. If it has three uninterrupted rounds to act, it will engage the construct and ride it through the hole in the ceiling, escaping to the stars. If it is attacked and damaged, it will fly away (although one wing is tattered and seemingly barely functional), leaving the construct behind and escaping through the hole.

**12 – Crippled Wendigo:** On the second round, the crippled wendigo emerges and attacks the party. This wendigo is small (8-9' tall), with one side scorched and blackened, as if by fire, with the leg and arm twisted and crippled. It wears a battered breastplate and has a collar of twisted glowing strands of pulsing, slick muscle tissue around its neck. It has been trapped underground and starved for a very long time, thus its powers are notably diminished. The Mi-Go has enslaved it and sends it forth to capture subjects for testing. It will flee 2 rounds after the Mi-Go, squeezing into a narrow crack in the rocks.

**Wendigo (1):** Init +2; Atk claw +3 melee (d6); AC 16; HD 4d8; hp 22; MV 40'; Act 1d20 claws or 1d20 spell; SP Spells – Terror (a wave of fear emanates from the wendigo, forcing an opposed Will save from all within 20' or they run away for 1 round), Stolen Breath (the wendigo inhales and all opponents within 10' lose 1d4 Stamina points while the Wendigo regains 2d4 hit points). Hide at +6. Damage resistant (-5 damage from weapons or non-fire spells). Fire damage is as normal. Regenerates 3 HP/round; SV Fort +3, Ref +1, Will +6; AL C.

**13 – Greenstone Altar:** If one of the PCs touches the altar, the humming mounts to a fever pitch, and the greenstone altar vibrates violently. The ground seems to liquefy under it and it is drawn back into the earth, with the cavern walls cracking and shaking down around you. Everyone must roll reflex checks at DC5 every 2 minutes to avoid being hit by debris for 1d3 damage. The DC goes up by 1 for every 2 minutes spent in the cavern after that time. It will take 10 minutes to escape the danger zone of cave-in.

**14 – Entranced Masses:** The group of people gazing at the spiral can be freed by removing their gaze from the spiral, which leaves them dazed for several minutes. They docilely move with you when you shift them. A DC5 Will save must be made to avoid looking at it unless explicitly stated that the PC(s) are avoiding doing so.

Those who state they look directly at it must make a DC15 Will save or be ensnared. In this group are several of the stagecoach passengers and a small girl of 8-10 years of age. She remains silent, mutely staring at the altar, clutching a small doll to her. When none of the PCs are looking, she moves over and touches the altar, triggering the events described above.

Those choosing to spend time searching the chamber may make a luck check to find one of the following at no risk prior to the altar being triggered. Further searching will result in reflex checks at DC10, DC15, and DC20 to avoid falling debris as the altar is triggered, either by one of the PCs or outside forces.

## **TABLE: WHAT TREASURES MIGHT THE MI-GO CAVERN CONTAIN?**

<b>2d20</b>	<b>Item</b>
2	Loaded double-barrel shotgun (1d16/1d10/1d6 damage)
3	Obsidian-bladed war club ( <i>macahuatl</i> ) (1d8+1 damage, drops 1 die step on a fumble)
4	Small clay pot full of gold nuggets (worth \$100)
5	Jade statue of an amorphous creature, covered in eyes and mouths, in the act of swallowing multiple smaller stylized humans (\$50-\$300)
6	Strange discarded construct of leather and weird lightweight dull grey metals. For bedlamite has 1 <sup>st</sup> level spell effect if pass a DC14 Int check.
7	Glass globe filled with gently glowing rocks. Take 2 points of Stamina damage/day if spend more than 15 minutes within 5' of it.
8	Halberd leaning against the wall (1d10) by the skeleton of a man in armor (breastplate, helmet, and tall leather boots).
9	Pile of old cloth and clothing. DC10 Fort save to avoid being contaminated by spores of yellowish mold within the deeper layers.
10	Heap of semi-stripped, reeking bones. Some human, some animal, some seemingly caught between those states.

- 11 Pot of sticky dark fluid. Burns fiercely if lit (1d6 damage per round for 2 rounds). Burns differently if swallowed (1d4 damage).
- 12 Pile of skulls formed into a crude altar. A pristine steel cross-hilted sword (1d8+1 damage) with a silver pommel rests on top of it, together with a stone carving of a jaguar-headed man. Blood paints the skulls.
- 13 Stretched and cured skin of a human. A strange map of numerous separate points has been drawn on it. (Star map – DC20 to determine it points to a place well past Neptune)
- 14 Flintlock rifle – loaded, but luck check to see if powder still good (1d12)
- 15 Leather bag of gold in chunks of quartz (\$150 worth, but weighs 50lb)
- 16 Colt Army pistol in holster (4 shots remain in gun)
- 17 Carpetbag containing 4 bottles of patent medicine, a fine checked suit, a gentleman's toilet kit, and a small pistol (1d6, 4 shots).
- 18 Seam of gold in the cavern walls. Chunks of quartz laden with gold can be pried out by hand. (\$2d10 per minute)
- 19 Tablets of beaten gold, carved with runes. Details a summoning or binding spell for occultists who can decipher them (DC20 Intelligence check, modified by access to library and time spent (up to +5)).
- 20 Strange pistol-shaped piece of worked bone and chitin. Firing stud on one surface. -2 to attack. d6 shots of 2d10 heat damage. Overheats on final shot, exploding for d6 damage (DC10 reflex save to avoid)

After you return to town, things are never quite the same for you. You've seen the elephant and fought the things that lurk in the shadows of this world. Those that you rescued are all affected as well, some disappearing in drink or laudanum; one walking out into the prairies, never to return; some losing themselves in violence or madness. Even the strange girl disappears one night, snatched out of her bed in the home of the people that took her in. Their bodies are crushed and torn, as if by a bear or other wild animal. Her doll is left in a corner of the room, seemingly thrown aside. Strange symbols, like those seen in the derelict cabin you saw among the pines, are painted on the walls in blood.

## TABLE: RANDOM ENCOUNTERS

### d10    Encounter

1        A rustling in the bushes and trees draws your attention and you spend 10 minutes hunting down the very active local chipmunk community.

2        **Hoop Snakes (2d3):** Init +4; Atk rolling +1 melee (1d4) followed by +6 sting (1d3+ poison); AC 16; HD 1d8; hp 6; MV 30' or 120' (rolling); Act 1d20; SP Poison DC15 Fort save or begin swelling up, taking 1d3 Stamina damage each round for 1d6 rounds. Once stamina reaches zero, then the affected individual will explode, scattering entrails and gobbets of flesh in a 5' radius, expiring in the process. If they survive that, then Stamina returns upon resting at 1 point/day; SV Fort +0, Ref +5, Will +0; AL N.

Appearing in groups of up to 6, this long (up to 12') slender snake can roll itself into a hoop to go faster and bear down on its prey, moving at speeds up to that of a speeding locomotive (60 mph). The hoop snake can't be outrun short of finding an obstacle that it can't roll over or through, making it unroll to go around the obstacle. The venomous sting of the hoop snake uncoils as it strikes its prey, injecting the stunned prey with a potent venom that causes intense swelling before death, usually due to rupture of the prey. This allows the snake, despite its size, to ingest prey of all sizes.

3        **Giant Rattlesnake (1):** Init +4; Atk +4 bite melee (1d3 + poison); AC 15; HD 4d8; hp 20; MV 30'; Act 1d20; SP Poison - DC15 Fort save or be paralyzed with pain and take 1d3/round for 1d6 rounds; SV Fort +3, Ref +4, Will +0; AL N.

This 25' long rattlesnake seems capable of swallowing a man whole. It hunts at night and will come to the campsite in search of food. The infrared-sensing pits on its head will allow it to target the most active PC. In the day, it will be found on the trail, either sunning itself or coiled up in a defensive posture, if the PCs are making a lot of noise.

- 4 **Rattle-wolves (1-3):** Init +3; Atk wolf bite +4 melee (1d6) and snake strike +2 melee (1 + poison); AC 14; HD 3d8; HP 18; MV 40'; Act 1d20 wolf bite and 2d14 rattlesnake strikes. SP Poison - DC15 Fort save or take additional 1d2/round for 1d4 rounds; SV Fort +3, Ref +3, Will +1; AL C.

These strange versions of wolves stand 4' tall at the shoulder, with two timber rattler bodies emerging from the shoulders. They work in concert to attack the group, trying to cut out one individual and focus their attacks on them.

- 5 Crazy old prospector – Has 1d4 rumors of 1) strange bands of men wandering through these parts, dressed in weird shiny clothes; 2) Indians shunning these parts, due to legends of spirits that catch you and remake you into monsters; 3) lost city of gold somewhere nearby, but he'll stick to panning for it; 4) the critters grow big around here.

- 6 **Zombie Conquistadors (2d4):** Init +0; Atk hands +2 melee (1d6) or weapon +1 melee (1d8); AC 10 (15 if armored); HD 2d8; hp 10; MV 30'; Act 1d20; SP Release fungal spores when hit (DC12 Fort save if within 5' or develop lung disease (DC16 Fort Save each week or lose 1 STA each week until cured)); SV Fort: +3, Ref: +0, Will: +3; AL C.

These appear to be normal men, albeit raggedly dressed, until they approach within 30', at which point their sunken, yellowed eyes, desiccated flesh covered in fine yellow-brown mold, and lurching walk tell a different tale. They have an impressive turn of speed once they near their prey, running in jagged fits and starts to either tear at it with hands and teeth or hack at it with rusted swords and halberds. Some (25%) wear rusted, but serviceable, cuirasses of ancient Spanish design. When shot or struck by weapons, a cloud of yellow dust rises up, filling a 5' space around them with choking fungus spores.

- 7 **Skeletal Bear (1):** Init +1; Atk bite +4 melee (1d6) and claw +4 melee (1d4) or vampiric intestines +1 melee (1 + 1d3/subsequent round. DC12 strength check to pull intestines off of self or other person); AC 14; HD 4d8; hp 30; MV 25'; Act 2d20 or 4d14 (intestine); SP Mushrooms

(2d4) growing on the bear can be ingested to heal d4 hit points or 1 ability score point; SV Fort +3, Ref +1, Will +4; AL C.

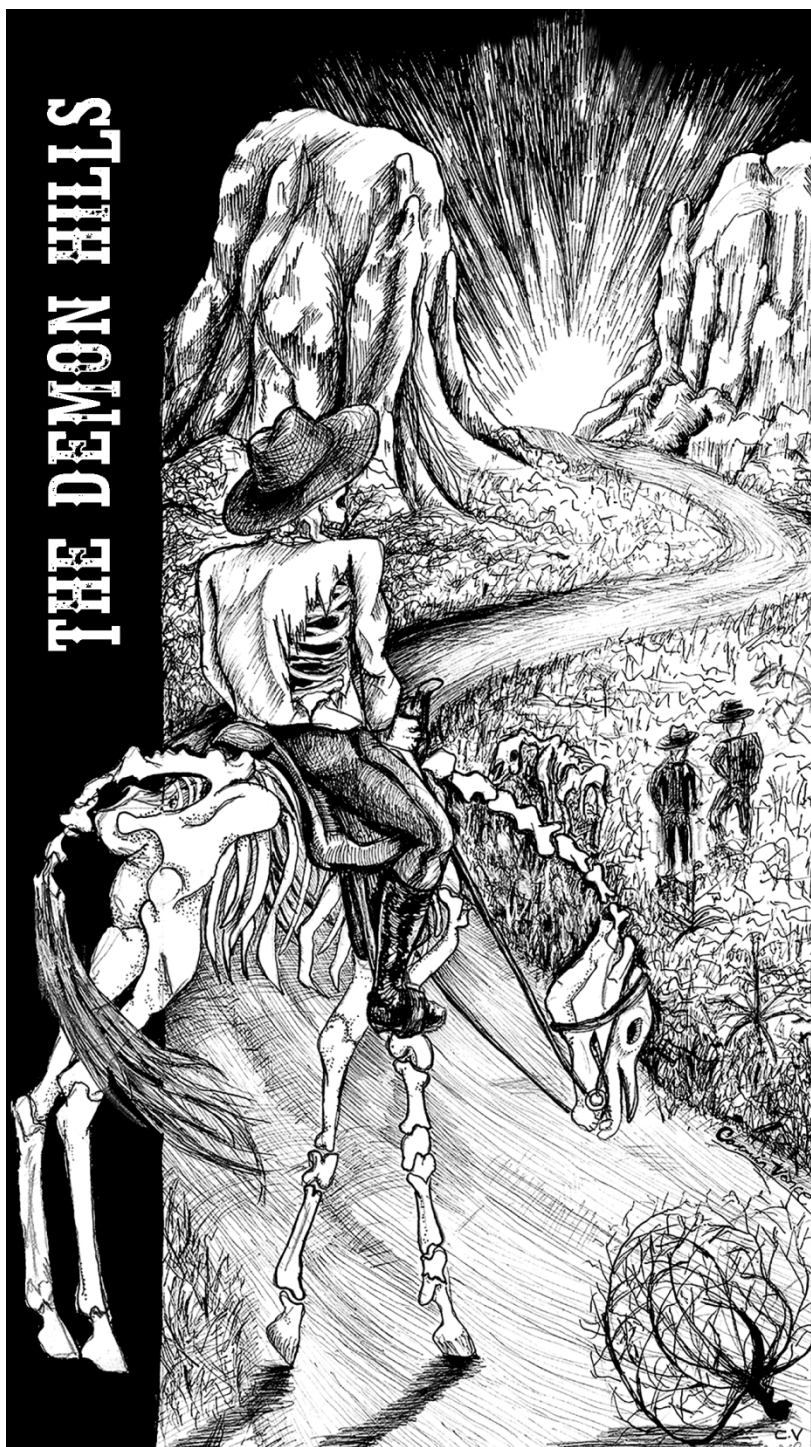
This ambulatory bear skeleton has tattered skin stretched tight over its frame and bloated intestines visible through rents in the skin. While it may attack with claws and bite, it can also extend 4 of the toothed sections of intestine as a lamprey like attack to targets within 10'. The skin has a moist look to it and is patchily covered with fungi and mold, with small red to yellowish mushrooms predominating.

- 8 **Young Santer (1):** Init +5; Atk tail bash +2 melee (1d4); AC 14; HD 3d8; hp 18; MV 70'; Act 1d20; SP DC12 Reflex check or take an additional 1d8 heat damage from the red hot penultimate tail ball; SV Fort +3, Ref +6, Will +1; AL N.

Long bodied and long-limbed, this varmint, while still a youngling, is at least 6' long, with a relatively slender body covered in long reddish fur. The head is large, rounded and bald, displaying a cunning intelligence in the domed forehead. The tail is at least as long as the body, with 8 iron-hard knots in it, the second-to-last of which radiates intense heat. It attacks using the tail as a flail to strike and knockout prey prior to devouring it. The long limbs move at an alarming rate, propelling the santer with great agility over the ground or through the trees at a tremendous pace.

- 9 Small group of elk. Yep, normal elk. Nope, not dark elk. They appear suddenly and the male bugling scares the crap out of some of you.
- 10 Deadfall – While making your way along the trail, a gust of wind comes up and a tree drops a large limb on your group. Everyone make a luck check to avoid being hit for 1d4 damage. A max of 3 PCs will be hit.

# THE DEMON HILLS





# THE DEMON HILLS

**A Dark Trails, Black Powder, Black Magic, or Other DCC-  
powered Western Adventure Mini-Campaign Setting  
for 4-6 Characters of Level 1-2**

**By Eric Betts**

**Cover Art and Illustrations by Carmin Vance  
Cartography by Shyloh Wideman**

*The Demon Hills is an ode to all of the crazy, low-budget, odd plotting, high energy “Spaghetti Westerns” of the 1960s that fire my imagination to this day.*

## ADVENTURE SUMMARY

The characters are wranglers, cowboys, weirdos and drifters who’ve been hired by a crooked saloon owner to rescue his daughter from kidnapping banditos. The party soon find themselves tangled in the intrigues of the town of Sour Creek and the mystery of the Verdan (Demon) Hills. The adventure takes place somewhere in the Southwestern United States in the 1870s.

**Design:** I’ve never been fond of linear adventures, as players are gifted with the ability to derail a Judge’s best laid plans. Also, the best westerns are ones driven as much by the hero’s choices as by the villainous plot. So, while the adventure begins with a rescue mission and a betrayal, the path after that is open. The adventure is organized into **Encounters** and, to provide some structure, an encounter flowchart is included for Judges to reference. While there is a ‘main’ plot (Otomis Crowe and the demon ore), the residents of Sour Creek have plenty of additional material to last several adventuring sessions.

## KEY NPCs

**Otomis Crowe:** A demon possessed New Orleans occultist/gambler, currently seeking control of the demon ore in the Verdan Hills area. He plans to have human slaves mine the ore and use it to further enhance his own supernatural powers in our world. Tall, dark-haired, with a thin mustache, he is always dressed in a fine dark frock coat.

**Otomis' Gunfighters:** Bret and Bart. Dark haired, sharp-featured, deadly gunslingers that exude a palpable sense of menace, they are loyal lieutenants to Otomis Crowe. They each wear tied down, paired, bone handled Army Colts and obviously know how to use them. If they know he is a demon, they don't care.

**"The Bushwhackers":** A Troop, 15th Missouri Cavalry Regiment (Confederate States of America) – time trapped confederate cavalymen enslaved to Otomis Crowe. The Otomis ran into these renegades in early 1865. The demon-possessed wizard promised to get them away from pursuing Union cavalry. Left unsaid was that the escape would turn the troopers into undead spirits beholden to Otomis. There are a total of sixteen undead soldiers and undead horses. A character with a background in the Union Army will know of the "Bushwhackers" as a particularly cruel and murderous band that just "disappeared" towards the end of the war.

The Bushwhackers 'could' be a great source of information on Crowe, they know his background (as a wizard, not as a demon) and if encountered in a non-combat way, will share both what they know about Crowe, and how they are Cursed to do his bidding (even telepathically). The Bushwhackers would love to split with Crowe, but unless someone can break their Curse (DC 25) and return their mortality, they are trapped as undead. If the Curse can be broken, surviving men and horses will return to mortal and be extremely grateful to those that broke the Curse (and willing to get revenge on Crowe).

**The Bandits:** Normal Mexican outlaws raiding over the border and looking for a wild time and quick buck at the gringos' expense.

**Taggart Reide:** Crooked owner and operator of the Deluxe Saloon in Sour Creek. He's a slippery weasel with thinning red hair and a paunch in a loud checked suit. He thinks he is Otomis Crowe's partner in taking over the town. He loves his daughter Tilly, but loves himself and money more. He has no clue that there is anything supernatural going on.

**Tilly Reide:** Taggart's beautiful fiery haired daughter. She's always ready to love, fight or get into trouble (basically...a player character). She is also likely to fall for the nearest heroic player character in the party. Also known for getting kidnapped by the villain of the moment.

**"Mrs. Colonel" Mae Tucker:** Hard as nails, white haired widow of a Union Colonel, she is the only land-owner around with the guts to stand up to Otomis Crowe. Has her own crew of cowboys.

**Mae's Crew:** Cowboys working "Mrs. Colonel" Mae Tucker's range. They are loyal and tough, but only human.

**Little Johnny Cotton:** Pugnacious 11 year old orphan boy, known for attaching himself to tough looking player characters and getting kidnapped by villains.

**Townfolk:** Sour Creek is home to approximately 70 people, other than those named. Businesses include Gordon's Hardware and Dry Goods Store (complete with firearms for sale), Parker's Livery (for horses), the Alma Feed Store, Smith's Blacksmithy, Otomis Crowe's Sour Creek Bank, the Deluxe Saloon (with 8 guest rooms for rent), Ho's Chinese Laundry, the Sour Creek (non-denominational) Church and Community Hall (no priest), Paul Smith's Saw-bones and Barber (he's not an actual doctor), Frank Hammer's Funeral Parlor (more like a fancy hearse), Casey's Stagecoach Stop (with four small guest rooms), the Sheriff Office/Jail (currently vacant) and any other small business the Judge may need.

# OPENING

Opening: The party has been hired by Taggart Reide, the owner of the Deluxe Saloon and self-proclaimed prominent businessman in Sour Creek. His daughter has been recently kidnapped by bandits from across the border. He wants the party to go to the bandit camp and bring his daughter Tilly back unharmed. Do this, and he'll pay the PCs \$100 in gold. {Hard negotiation will get him up to \$150, which is fine with Taggart, he has no intention to pay anyway} He will be able to direct the PC's to Encounter 1.

Taggart is a weasel and junior partner to Otomis Crowe, the town banker. He does love his rambunctious daughter, but he loves gold too. He's told the bandits that he'll pay for Tilly's return, just like he's told the characters, but has no intention of paying either. He has his own men, but if asked, he'll confide they're not as good at this work as the PCs. He's not above stroking the PC's ego with references to their adventures and obvious prowess.

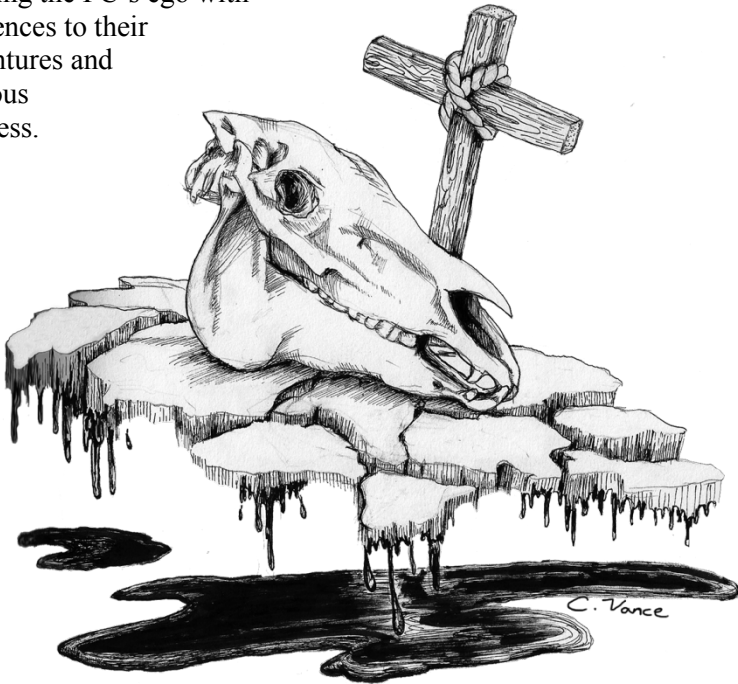
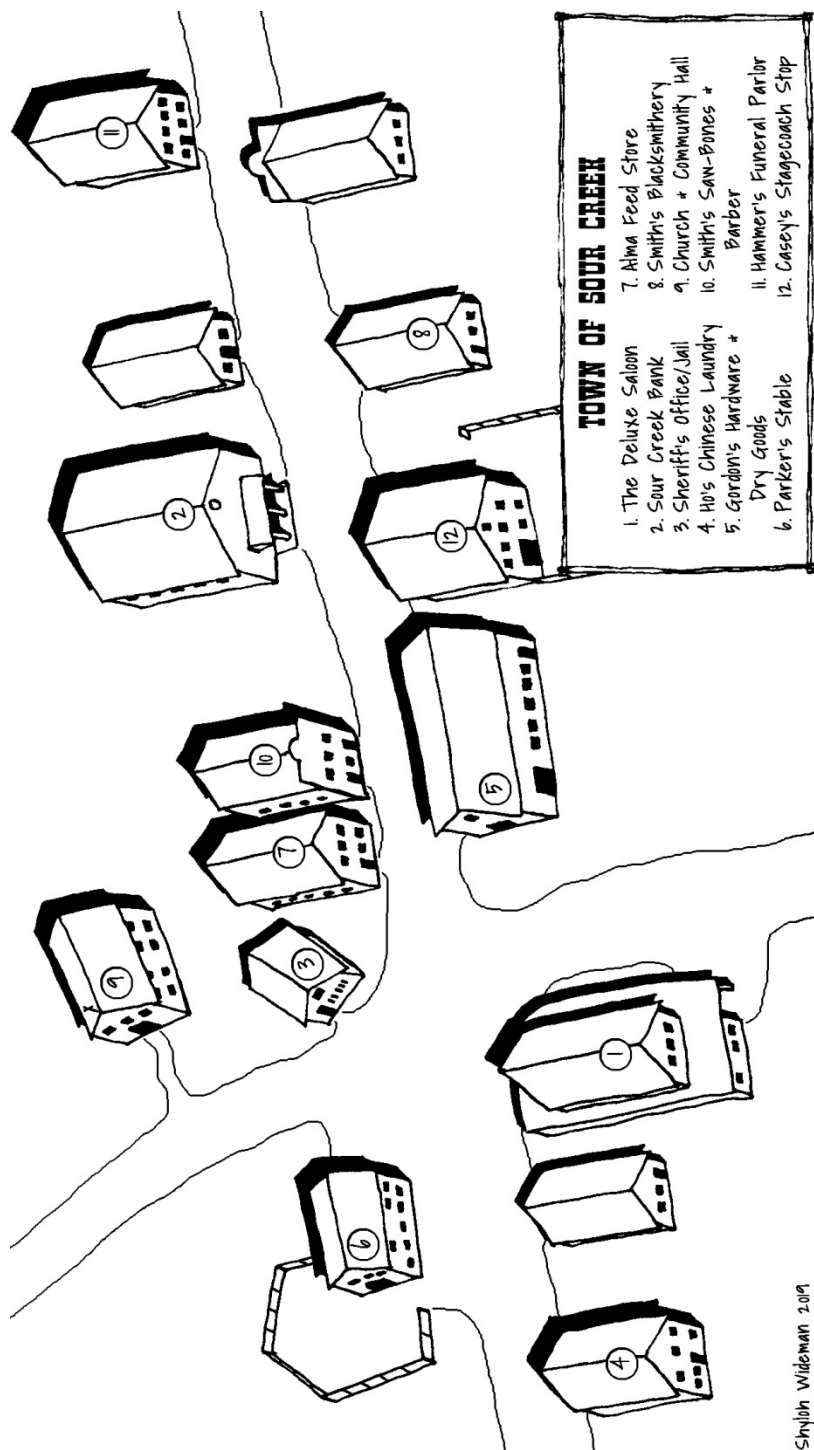


Illustration by Carmin Vance



# TO THE RESCUE

**Encounter 1 – Bandit Camp:** The bandits have set up a temporary camp in the Verdan Hills. They have a circle of six wagons, with one in the middle. Their horses are in a temporary sagebrush corral off to one side and they have guards posted (see **The Bandit Camp** map), but most are sitting around a campfire drinking tequila and getting excited about molesting poor Tilly (in the center wagon).

**Mexican Bandits w/pistol (7)** Init +0, light pistol +1 missile (1d8); AC 11; HD 1d8; hp 5; MV 30'; Act 1d20; SV Fort +0, Ref+1, Will +0; AL N.

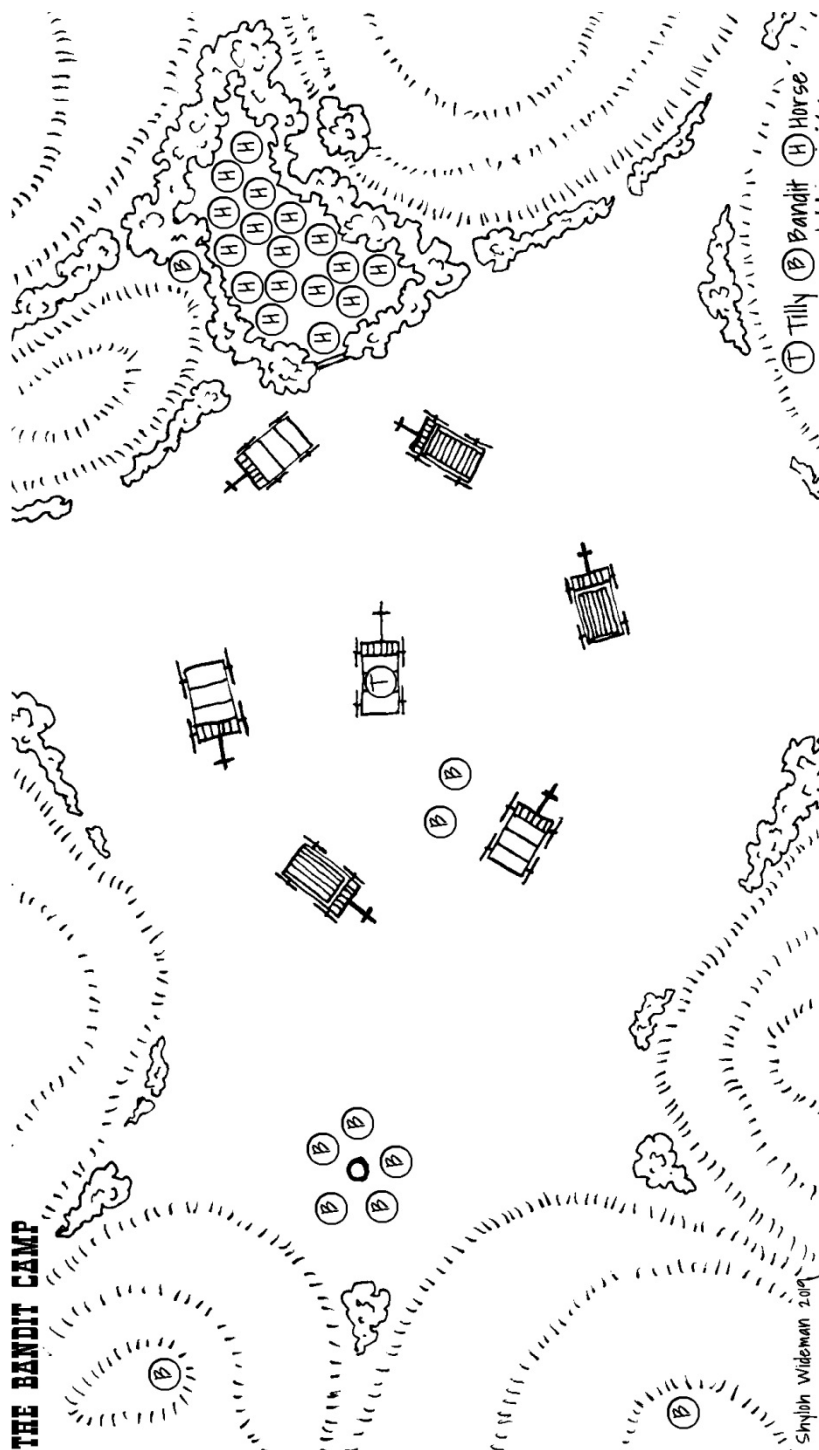
**Mexican Bandits w/rifle (on guard in hills and corral) (3)** Init +1 (roll 1d16 due to 2 handed weapon), rifle +2 missile (1d12); AC 11; HD 1d8; hp 5; MV 30'; Act 1d20; SV Fort +0, Ref+2, Will +0; AL N.

**Tilly Reide (1)** Init +2, +1 missile (will pick up a weapon); AC 11; HD 1d8; hp 8; MV 30'; Act 1d20; SV Fort +1, Ref+1, Will +1; AL L.

**IMPORTANT:** At some point before attacking the bandits (like sneaking around to get the drop on them), in the middle of the fight, or after rescuing Tilly and riding off, the characters will see a strange green glow off to the west. If asking Tilly or another townspeople about it, they will be told that it is caused by an odd ore only found in the Verdan Hills area. Touching it is supposed to bring bad luck, and everyone has a tale of misfortune occurring to folks who have done so (i.e. going broke, miscarriages, sudden death, etc).

Tilly is in the center wagon and may be able to get loose to “help” the PCs if the fight gets close to her. Tilly is a beautiful redhead that is all attitude. She will “fall” for the PC that helps her out in the fight, or that rescues her (or in pure DCC method – roll a dice for it). The PC will become Tilly’s love interest for better or worse (she’s hard to get rid of).

# THE BANDIT CAMP



# AMBUSH AT THE DELUXE SALOON

**Encounter 2 – The Deluxe Saloon:** After disposing of the bandits and getting (someone) stuck with Tilly, the characters will return for their payoff to Taggart's saloon in Sour Creek (see **The Town of Sour Creek** map), imaginatively named the Deluxe Saloon (see **The Deluxe Saloon** map). Taggart will be exuberant upon the PC's return, leaping up to congratulate them, shaking their hands and calling for beer.

As the beer arrives, Taggart will step to the side and embrace his daughter. Suspicious players may make a DC 12 Intelligence check to realize that they are being surrounded by Taggart's men. If the PCs confront Taggart on what is happening, he'll call them suckers and rubes, and try to grab his daughter and run. EXCEPT, Tilly will fight with her father about being pulled away and the two will be stuck in place.

If the PC's do not fight back: Taggart's men will pull iron, order them to drop their weapons, then beat and rob the PCs, throwing them out of town and telling them never to return.

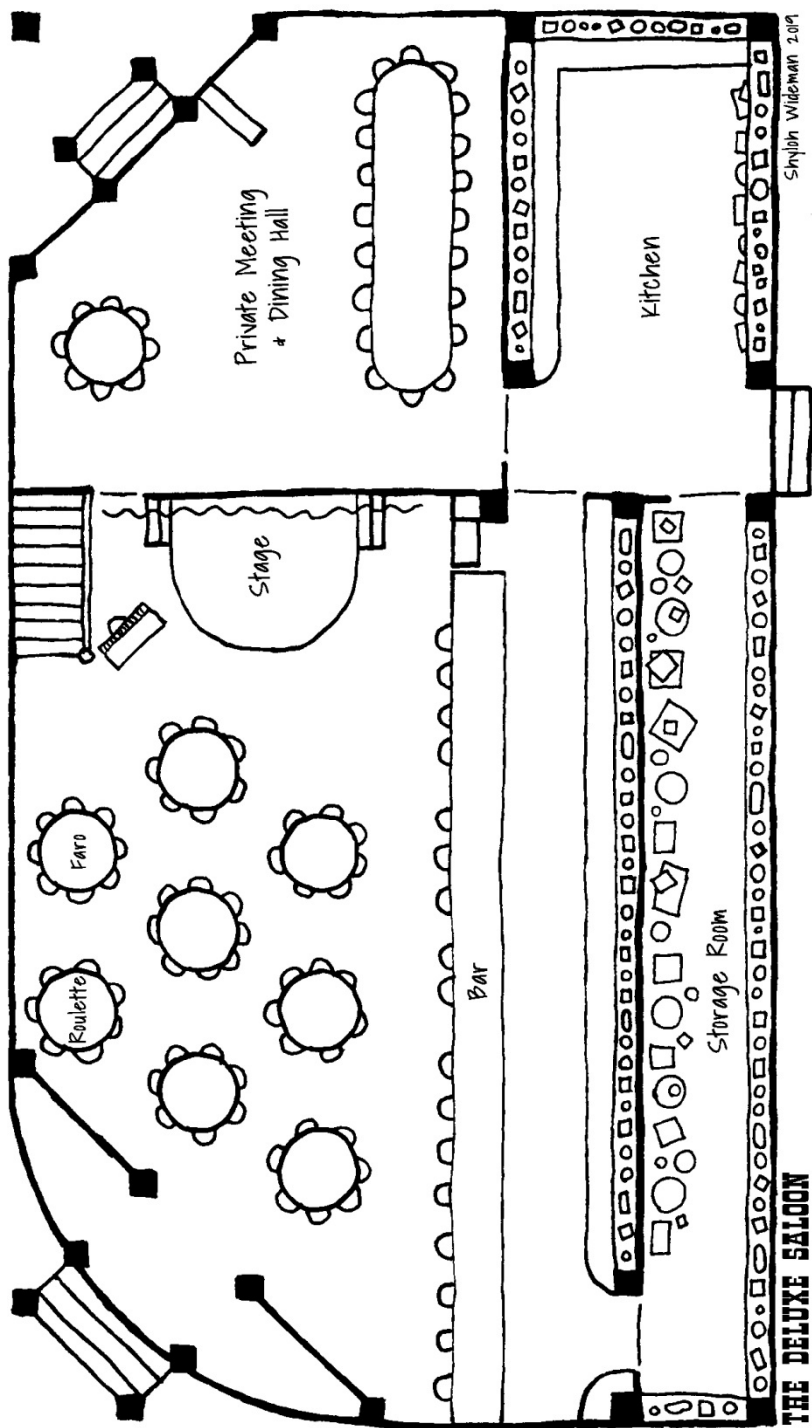
If the PC's do fight back: Taggart's Men (6-8 depending on the strength of the party) will start shooting. Tilly's shouting at her father distracts his goons, so there is no surprise (normal Initiative).

**Taggart's Goons (6-8 depending on size of the party, at least 1 per PC):** Init +0, light pistol +1 missile (1d8); AC 11; HD 1d8; hp: 5; MV 30'; Act 1d20; SV Fort +0, Ref+1, Will -1; AL N.

**Taggart Reide (1)** Init +2, light pistol +1 missile (1d8); AC 11; HD 1d8; hp 8; MV 30'; Act 1d20; SV Fort +1, Ref+1, Will +1; AL N.

When the PC's get the upper hand, Taggart will beg them not to kill him, whimpering uncontrollably, even hiding behind his daughter's skirts! If the PCs look serious about hurting him, he will offer up to double the agreed reward, paid now. Pressed, he'll even offer up Tilly (she'll NOT be happy about that). If the PC's still want him dead, a tall, well-dressed, dark haired man appears from the back of





the saloon, flanked by two fancy dressed gunfighters. He introduces himself as Otomis Crowe, the town mayor and owner of the bank.

Otomis will try to defuse the situation. He will suggest that Taggart, unarmed, is not worth murder charges. He will also insist that Taggart pay double the reward and chastise Taggart for trying to cheat “these fine people” If a PC is interested, and have certainly shown themselves as capable (of killing) Otomis will suggest the most gunslinger/fighter type character would make a handy Town Sheriff, and perhaps his/her friends would be willing to serve as deputies?

**Judge’s Note:** The encounter can go one of two obvious ways. Either the PC’s refuse to listen and persist in attacking Taggart, in which case Encounter 3 (and possibly 4) will be triggered. Or, they will allow themselves to be talked down by Otomis, at which time they will be recruited into his sphere of influence as Sheriff and deputies. This avoids Encounters 3 and 4 for the moment, but allows Otomis to continue with his plans and even recruits the PCs (knowingly or unknowingly) into his schemes.

**Encounters 3 and 4 are optional, or dependent on player character actions.**

**Encounter 3 – No Deals With The Devil!** If the PCs do not allow Otomis to defuse the situation and risk a shoot-out with Otomis and his gunfighters, the banker will slip away (almost as if by magic) and leave his two gunfighters to deal with the PCs. Brett and Bart are better than the other gunmen in Sour Creek and the Judge is encouraged to describe the fine gear both have, as well as their quiet menace.

**Crowe’s Gunslingers (Brett and Bart)** Init +3, heavy pistols (2) +2 missile (1d10); AC 13; HD 2d8; hp 11; MV 30’; Act 2d20; SV Fort +2, Ref+2, Will +1; AL N.

Losing his gunfighters will anger Otomis and may lead the Judge to implement Encounter 4 – Otomis Loses His Patience.

**Encounter 4 – Otomis Loses His Patience:** Depending upon the character’s success and their threat to Otomis Crowe and his plans, the demon may lose his patience and summon the **Bushwhackers** to help him eliminate the characters (and the townspeople). It is not the optimal result in Otomis’ mind as it will likely cause the destruction of the Bushwhackers, or the townsfolk. Without the Bushwhackers he’ll need to get his own hands dirty. Without the townsfolk, he’ll need to find some other humans to mine the Demon Rock for him. BUT...these things happen, and it is far better than letting his “host body” be destroyed.

In this event, Otomis will summon the Bushwhackers, who will appear on zombie horses at the edge of town the next round. Otomis will make for his bank office, where he will teleport to the caverns under the Verdan Hills, leaving things to “play out” in town.

The Bushwhackers will then ride through town, killing everyone they can find and lighting the buildings on fire. Five will have pistols in one hand and use the torches in their off-hand to light up the wooden buildings, while the other ten just shoot anyone they can see.

**Bushwhackers (15)** The Bushwhackers are trapped in a special kind of unlife, having agreed to Otomis Crowe’s curse. As a result, they are neither dead or undead but something in between, and symbiotically linked to their mounts. Most of the time, they exist in an incorporeal limbo, but when summoned by their master (Crowe) they take on the physical form of rotting zombies in tattered confederate uniforms, atop rotting horses with eyes of fire.

The Bushwhackers have no special protection from attacks and if killed, the Bushwhacker and mount will fade away in an echoing scream. They do not come back.

Init +2; heavy pistols (2) +2 missile (1d10); AC 13; HD 2d8; hp 10; Dismounted MV 30’/Mounted 60’; Act 2d20; SV Fort +2, Ref+2, Will +1; AL N.

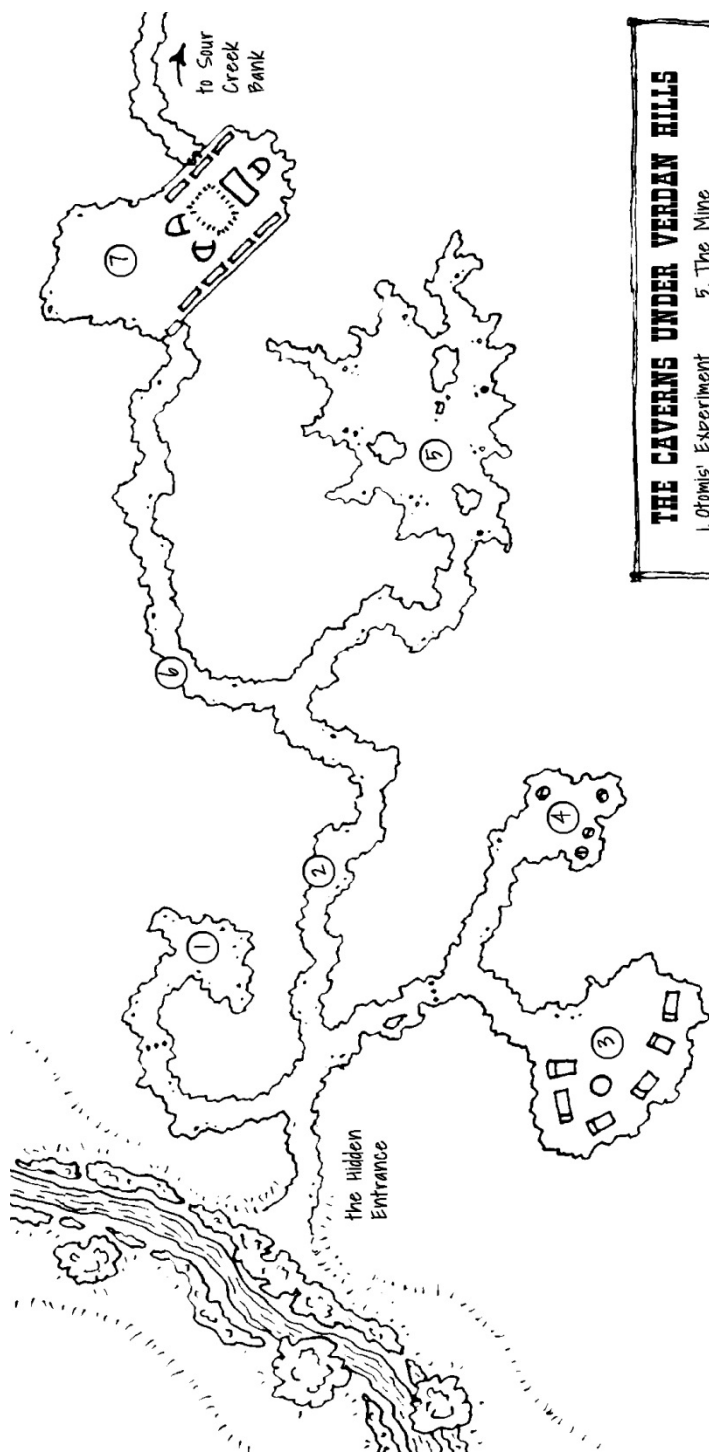
# THERE'S (GREEN) GOLD IN THEM HILLS!

**Encounter 5 – The Caverns Under Verdan Hills:** Sooner or later the characters will investigate the greenish glow that can sometimes be seen from the Verdan Hills. The area is a sweet grass covered region of low hills that are fed from the same Sour Creek that gives the town its name. In the right light, the hills give off a sickly green glow that can be seen for miles around. Up close the glow distorts vision and can make characters feel ill {Fort Save vs DC14 or -1 to all Agility skills, to include shooting until leaving the area}. If characters search the area for an hour or more, there is a 1 in 6 chance of finding the entrance to the caverns, a 2 in 6 chance for a character with a tracking background (examples: Army Scout, Indian Brave, Frontiersman). The cave entrance is hidden at a bend in the Sour Creek, behind a clump of wild bushes and sawgrass. There are no tracks around it, as the Bushwhackers wipe away those made by captives, and they do not make any themselves (they go incorporeal before approaching the cave for just this reason.

**Judges's Note:** Judges will need to adjust based on the sequence of encounters. For example, if a showdown occurs with the Bushwhackers in town and all of the zombies are slain, then there will not be any Bushwhackers in **Area 5-5** but the poor wretches will still be chained there. Likewise, if the party comes to the caverns first and kills the Bushwhackers in **Area 5-5**, there will only be 12 Bushwhackers left to attack the town.

**Area 5-1 – Otomis' Experiment:** *Passage down this cavern is blocked by iron bars set into the stone and a padlocked door.*

The padlock can be picked on a DC12, or forced with a DC18 strength check. Beyond is an experiment that Otomis conducted on some captured townspeople that died, a raise dead spell, and demon ore. The result is an **Insane Mass** of mouths, arms, legs and distorted faces that slimes its way toward any meat in a futile effort to satisfy an insatiable hunger. While the Insane Mass only moves at 10', every character seeing it must pass a DC14 Will check or freeze in terror.



### THE CAVERNS UNDER VERDAN HILLS

- |                       |                   |
|-----------------------|-------------------|
| 1. Otomis' Experiment | 5. The Mine       |
| 2. Pit Trap           | 6. Trip Wire Trap |
| 3. Slave Quarters     | 7. Otomis' Office |
| 4. Slave Privy        |                   |

**Insane Mass (1):** Init +1 bite +3 (1d4); claw +2 (1d4) AC 11; HD 4d8; hp 20; MV 10'; Act 2d20; SV Fort +3, Ref -2, Will n/a; AL C.

**Area 5-2 – Pit Trap:** At this position is a 15' deep pit hidden by a thin carpet of reeds covered in dirt. At the bottom of the pit are wooden stakes. When using light in the caverns, detecting the pit is a DC14 Intelligence check. If the party is specifically looking for traps, being careful, etc. there is an extra +2 bonus to detect the pit. If the party is travelling in the dark, the DC is 16.

If not detected, the lead character will fall into the pit. A DC16 Reflex save means the character has grabbed the edge of the pit. Without the save, the character takes 3d8 damage from the fall and stakes.

**Areas 5-3 & 5-4 – Slave Quarters and Privy:** *Passage down this cavern is blocked by iron bars set into the stone and a padlocked door.*

Moving down this cavern passage, the characters encounter a barred door as in **Area 5-1** above. The padlock can be picked on a DC12, or forced with a DC18 strength check. Beyond the door the cavern forks; to the right is an area with ragged bedrolls and a fire pit (**Area 5-3**). To the left is a crude privy (**Area 5-4**). A DC12 Intelligence check allows the characters to determine that between that between 4 and 6 people have been living here in wretched conditions.

**Area 5-5 – The Mine:** Turning down this passage, the character will hear the sound of digging, and the crack of a whip. As they get closer to the open area, they will see the glow of lantern light. In this area, they see five bedraggled humans digging at the green glowing walls of the cavern with crude tools (broken shovels, wooden sticks and trowels) while guarded by what looks like three Confederate soldiers! This despite the War Between the States ending almost a decade ago!

The three Confederate soldiers are Bushwhackers. If this is the first encounter with the Bushwhackers, the characters will each need to pass a DC8 Willpower check or be unable to act in the first round due to the horror of seeing rotting zombies!



**“Demon Ore” by Carmin Vance**

The **Bushwackers (3)** have no special protection from attacks and if killed, the Bushwacker will fade away in an echoing scream. They do not come back.

Init +2; Atk melee +1 whip (1d4), heavy pistols (2) +2 missile (1d10); AC 13; HD 2d8; hp 10; MV 30'; Act 2d20; SV Fort +2, Ref+2, Will +1; AL N.

The five ‘miners’ have been abducted and forced to mine by the zombie confederates. They are shackled together around the ankles (broken with a DC14 Strength check, or picked with a DC14 Agility

check). The miners are either ne'er-do-wells from town or travelers. They each have only a 1 in 6 chance of knowing a **Rumor** (from the table below). They do not know of anything beyond this mine area and their wretched quarters (**Area 5-3 and 5-4**).

**Area 5-6 – Trip Wire Trap:** Located here is a very thin trip wire. Detecting it requires a successful DC16 Detect Traps or Intelligence check. If successful, the wire is easily avoided. If not, it is tripped and all characters must make a DC15 Reflex save or take 2d4 damage. Characters must then roll a d2. On a **1** the character is trapped on the Office (**Area 5-7**) side of the cave in, a **2** indicates the other side (with the known exit). The passage is completely blocked and will take 1d4 hours to clear. (The characters on the **Area 5-7** side could still escape through the bank tunnel...if they could find it.)

**Area 5-7 – Otomis Crowe's Office:** At the end of this passage, the characters come to a fine oaken door set into the raw stone! The finely made door is at complete odds with the rough-cut caverns...very out of place. Trying the door, the characters will find it unlocked.

The door opens to a finely appointed office complete with Asian rug, large oak captain's desk, bookshelves and padded leather chairs.

Unless Otomis has fled here due to actions of the PCs, this office is unoccupied. The desk and bookshelves contain some interesting ledgers and occult books, but unless it suites the Judge's game, there are no grimoires or significant loot, although a skilled PC may decipher the ledgers to uncover some of Crowe's less savory hidden financial transactions.

If PCs search the bookcase, a DC12 Intelligence check will discover a concealed door. The secret door opens to a corridor some 5 miles long that empties into a hidden basement under the Sour Creek Bank. A ladder leads up to Otomis Crowe's office in the second floor. {This could be used by unscrupulous PCs to get into and out of the bank after business hours, for robbery or to set up an ambush for Crowe}



## ADDITIONAL ENCOUNTERS / SIDEQUESTS

**Encounter 6 – Support Your Local Sheriff:** Otomis is completely serious about the characters becoming the law in Sour Creek. He will invite the party's "leaders" to his office on the upper floor of the bank. Meanwhile, the rest of the party can explore town, perhaps meeting with other townspeople. Obviously, any outlaw characters will be excluded as Sheriff or deputies, but Otomis explains he is willing to help them seek "an honest way of life" so long as no further crimes (like robbing his bank!) occur in the town. The Sheriff's pay is a dollar a day and deputies make 50 cents. There is a small Sheriff's office – a one room brick building split 50/50 with two desks, chairs and a two bunk jail.

Otomis will attempt to endear himself to the characters, playing up how civilization is coming to the West and that many of the surrounding ranchers are rustlers or worse...thieves! In fact, most have been foreclosed on by Otomis and are unwilling to peacefully vacate the premises. Each eviction also pays up to a \$100 bounty for the officers of the law doing the eviction.

**Encounter 7 – Leave Me Alone Kid!** Little Johnny Cotton, a pugnacious 11 year old orphan boy will attach himself to the toughest looking member of the party. A classic of the western genre was the annoying (but loveable!) brat that would bother the gunfighter and almost certainly get captured by villains while trying to "help". If the "tough guy" player plays along, he/she gets an additional 1d3 Luck and 1d4 Rumors from the little scamp. But should they dump or allow harm to come to Little Johnny, the penalty is loss of 2d6 permanent points of Luck and a permanent loss of 2 points in Personality. {Whether these come back from 'avenging' Little Johnny is up to the Judge}

**Little Johnny Cotton (1):** Init +1; slingshot +3 missile (1d4); AC 11; HD 1d8; hp 8; MV 30'; Act 1d20; SV Fort +1, Ref+1, Will +1; AL C.

**Encounter 8 – Over My Dead Body!** The law enforcement PCs are charged with evicting sweet old "Mrs. Colonel" Mae Tucker, a white haired, hard as nails widow of a Union Colonel that is the

only land-owner around with the guts to stand up to Otomis Crowe. She will invite the PCs in to chat, and will be happy to fill them in on her suspicions of “Mr. Crowe” – that he is likely a wanted man, that he has falsified most of the deeds and mortgages he’s been using to support his land claims, as well as a likely murderer of anyone who stands in his way or whom he does not like. If the PCs are willing to talk, she will show her deeds and other paperwork that proves that she owns the ranch and that Crowe has claim to only minor debts – which she could and has tried to pay. She also knows 1d6 Rumors.

If the PCs do not wish to talk, and are fully supportive of Crowe (it happens), Mae has her own crew of cowboys. They will come to her aid as needed.

If the PCs murder the old woman outright, it definitely calls for a 1d6 permanent loss of Luck.

**“Mrs. Colonel” Mae Tucker (1):** Init +0 (initiative dice is 1d16 for using a 2 handed weapon (double barrel shotgun), double barrel shotgun +2 missile (2d14 damage – both barrels) 2 rounds to reload; AC 10; HD 1d8; hp 7; MV 20’; Act 1d20; SV Fort -1, Ref+0, Will +4; AL L.

**Tucker’s Cowboys (6-8 depending on Judge’s discretion):** Init +0, light pistol +1 missile (1d8); AC 11; HD 1d8; hp 5; MV 30’; Act 1d20; SV Fort +0, Ref+1, Will +0; AL L.

**Encounter 9 - Them Dern Noble Boys!** An optional encounter for the “law enforcement” characters if the Judge wants a longer game. The good old Noble boys are a pack of four inbred moonshiners who have lately been experimenting with adding some of the weird green glowing stuff they found in Demon Hills to their moonshine. As a result, all four are now demon-powered and quite insane. They will ride into town on their stallions and kill, drink blood, eat flesh or any other kind of homicidally insane depravity that the Judge dreams up.

**The Noble Boys (Roscoe, Bo, Cletus, and Luke):** Init +2, heavy pistol +2 missile (1d10); AC 12; HD 2d8; hp 11; MV 30’; Act 1d20; SV Fort +2, Ref+2, Will +0; AL C.

# RUMORS

Rumors are acquired at Judge's discretion through interaction with townsfolk.

1. *It's odd, but I hasn't seen ole Bill around lately. He's always be a layabout bum, but when he runs out of cash, he's a decent laborman...when sober. I can't believe he left town. Thar's a few others that's gone missing in the last few months. Mostly the kind that won't be missed, ya know?* (True – the Bushwhackers have been kidnapping people that Otomis believes will not be missed as forced labor mining demon ore.)

2. *The mayor is sure busy buyin' up or drivin' out the ranchers around here. Don't make no sense either...you can tell with a look he ain't no herdsman hisself, an' there ain't no other use for that land. Prospectors never found nothin' of value in those hills.* (True - Otomis Crowe is busy buying up land or running the rightful owners off of land surrounding the Verdan Hills. Once the region is cleared out, he will start a full fledged secret mining operation to extract the demon ore.)

3. *I swear I seen 'em! Ghosts of the Confed'racy, rising again in the sunset! 'n I wasn't drinkin' that much either!* (True – this references the Bushwhackers)

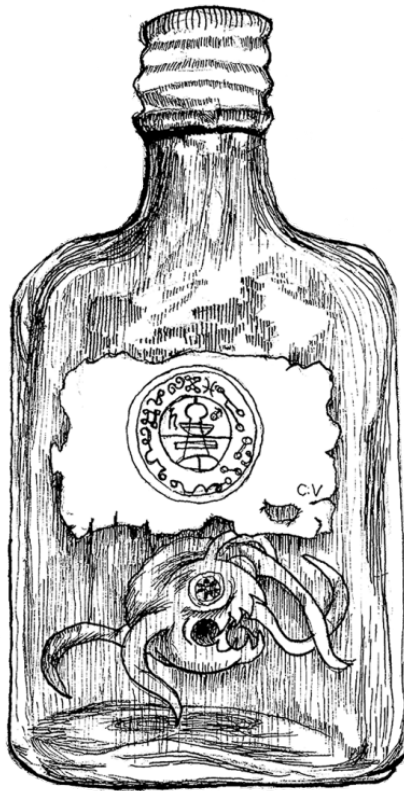
4. *Old Wen Ho Chan the laundryman is one ah them chy-nee boxers...don't mess with him! He looks old but can do backflips!* (False, but...Wen Ho is a refugee from the Ever Victorious Army and the Taiping Rebellion, but the only martial art he knows is with a rifle, which he is VERY good with)

5. *Best watch yer back. Them Indians are sneakin' outta ther' village an' into town. Ther' kidnapping good townsfolk fer eatin'!* (False)

6. *Taggart's the one pullin' the Mayor Crowe's strings! Reide is the real power in this town! That's why everyone's always kidnappin' his daughter!* (False)

7. *I've seen dancing glowing lights out on the prairie on nights of the full moon! Angels or spirits, ah don't know which! (False...he was... probably drunk? Or aliens?)*

8. *Them dern Noble boys are the REAL danger ta this town! They live out in the Western Woods mixing up white lightning...and drinkin' it! Ther' gonna tear through this place and kill everyone some day! (True)*



**“Solomon’s Seal Whiskey” by Carmin Vance**

# DARK TRAILS CHARACTER SHEET

NAME	CLASS	XP	LEVEL
LUCKY SIGN	OCCUPATION	ALIGNMENT	SPEED

HP		ABILITY	MODIFIER	REFLEX
	STR			
	AGI			
AC	STA			FORTITUDE
	PER			
	LUCK			
GRIT	INT			WILL

SIGNATURE WEAPONS

WEAPON	DMG	SHOTS	RANGE	COMBAT
				INITIATIVE:
				MELEE BONUS:
				RANGED BONUS:
				CRIT DIE:
				FUMBLE DIE:
■■■■■ AMMO ■■■■■				SPECIAL ■■■

SPECIAL ABILITIES & SPELLS	GOODS & SUNDRIES
	ARCANE VAULT
	VALUABLES & DINERO
	STABLE

# **GFA TWENTY-NINETEEN**

## **VOLUME FIVE CREDITS**

### **Authors**

Eric Betts, Keith Nelson, Shyloh Wideman

### **Illustrators & Cartographers**

Joshua Barton, Carmin Vance, Shyloh Wideman

---

## **GFA TWENTY-NINETEEN CREDITS**

### **Cover Art**

Doug Kovacs

### **Title Page Art**

Marc Radle

### **Editors & Proofreaders**

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley, Cory Gahsman, Michael Harrington, Tony Hogard, Claytonion JP, Elizabeth Levy, Shane Liebling, Collen McDonald, Russell Mirabelli, Jason Morgan, Keith Nelson, Marcie Riebe, Jeff Scifert, Ian Zebarah Shears, Tim Snider, Dan Steeby, Shyloh Wideman, Chris Zank

### **Printing Offset Contributors**

Jason Abdin, David Baity, Julian Bernick, Eric Betts, Daniel Bishop, CeCelia Bowden, Jen & Bob Brinkman, Marc Bruner, Todd Bunn, Ian Burgess, Michael Carlson, Justin Chophonis, Ariel Churi, Charles Couch, Jim Cox, Hector Cruz, Thierry De Gagne, Sean Duffy, Mirko Froehlich, Fuzzbang and Hootz, Keith Garrett, Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard, Anne Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen, Lucas Kuntz, Christopher Lauricella, The Long Con RPG Convention, David Maltbie, Jon Marr, Juergen Mayer, Cullen McDonald, Ken McLennan, Jason Menard, Ruxed LLC, Ryan Moore, Keith Nelson, Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle, James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton, Aaron Talley, Karen Theroux, Matt Towle, Joan K Troyer, Melissa & Shyloh Wideman, Laura & Clayton Williams, Jon Wilson, David York, Chris Zank, and the anonymous patrons of the GFA community

### **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh, Shyloh Wideman, Clayton Williams, Jon Wilson

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



## **DARK TRAILS BONANZA! # TWO**

### **VOLUME SIX OF FOURTEEN BOOKLETS**

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# DARK TRAILS CAROUSING

By Keith Nelson

Cover Art by Clayton Williams

*For further Dark Trails information and updates, please check the official Dark Trails RPG website at [www.darktrailsrpg.com](http://www.darktrailsrpg.com).*

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A key component of any western is the premise that, coming into town with pockets full of money from a cattle drive, gold panning, bank heist, or bounty hunting, you need to let off a bit of steam. In Dark Trails, the need to unburden your mind and souls from the rigors and sanity-destroying horrors of the world is, if anything, even greater. If your posse or gang comes into a bit of money, they should be relieved of that burden. Thus, the Carousing table, particularly if you 1) don't want to role-play every bit of their debauchery; 2) want to relieve them of some of their hard-won gold and silver; and 3) want to provide a period appropriate way to blow off steam, deal with sanity and stressors, and get a bit of XP for cash. Carousing allows for different adventure hooks, some potential for gain or loss, and can provide characters with a way to gain XP in between adventures, if the judge so desires.

The basic premise of this has been presented in multiple blogs and publications over the past decade (and even earlier, in the first years of D&D), but not for a specific Weird Western-themed feel. Thus, these tables are a sample of potential Dark Trails-specific carousing mishaps; some good, some bad, some merely interesting, for you to inflict on your players. I have drawn strongly on Jeff Rients' excellent nearly setting-neutral Carousing rules, found at [jrients.blogspot.com](http://jrients.blogspot.com), for the less specific events.

When the PCs come to town, they may elect to carouse and get additional XP once per visit/adventure. This works as follows: They spend d4x10 dollars in carousing. They get the d4 result as XP. They then roll a Luck check. If they get over their current luck score or if they can't afford the amount they spent in carousing, then they roll on the following table. If they don't have the money to afford the amount given in the following table, then they take on a debt

equal to that amount, owed to a local businessman, criminal, or landowner.

## TABLE: CAROUSING

<b>d30</b>	<b>Result</b>
1	Went to church, was overcome by remorse and the holy spirit. End up donating to the widows and orphans fund. Spend 5d6 dollars. Gain 1 Luck.
2	Followed the school teacher back from the general store, but your charms failed to woo them. You were set upon and beaten senseless by some of their larger students. Wake up in an alley with bruises. Lose 1d3 hit points.
3	Got suckered at a medicine show and bought 5d4 dollars worth of patent medicine (2d4 bottles). Supposedly worthless, or is it? (Roll percentile dice (1d100): 1-10% = poison, take 1d3 damage if ingested; 11-75% = nothing but high-proof, low-quality alcohol; 76-100% = healing elixir, gives 1d4 HP of healing if drunk).
4	Got caught in a gunfight. Make a luck check to avoid taking 1d8 damage from a bullet. Gain additional 2XP either way.
5	Tried to buck the tiger in a card game of faro and lost. Lose 2d20 dollars. Gain 1XP.
6	Got played for a sucker and bought a map to buried gold from an old prospector. Spent \$20 (or traded possessions of equal value). There's a 25% chance the map does lead to some sort of treasure and 100% chance it leads to danger.
7	Got stinking drunk, blew 4d10 dollars on drinks for the house. Gain 2d4 rumors and a bad reputation as an boozehound who can't hold his alcohol.
8	Attempt to woo an eligible, but chaste, lady or man. End up chaperoning a Sunday school picnic. Roundly

mocked when return to gang/posse. Gain a positive reputation among the churchgoers and get picked on by all the town bullies.

- 9 Take a wrong turn, end up in a backstreet opium den. Spend 5d4 dollars. 25% chance you get addicted and start chasing the dragon...
- 10 Follow a strumpet that beckoned you into the alley. Get sapped and rolled. Wake up in a puddle of urine, having lost d3 hit points and 50% of belongings. Gain +2 XP.
- 11 Try something new at the druggist/Chinese apothecary/conjure woman. Wake up fuzzy and weak, having spent 2d4 dollars. Make a DC 12 Fortitude check or lose 1d3 STR (get back as if spellburned).
- 12 Try something new at the druggist/Chinese apothecary/conjure woman. Wake up poorer, but refreshed. Spend 5d4 dollars. Get 1d3 hit points of healing.
- 13 Try something new at the druggist/Chinese apothecary/conjure woman. Wake up after a refreshing sleep with a head full of vague dream visions. Spend 1d6 dollars. There is a 10% chance of true visions in the dreams.
- 14 Try something new at the druggist/Chinese apothecary/conjure woman. Have strange premonitory dreams. Wake up with tattoo of exotic symbol on random body part. The dreams are unclear, but a sense of déjà vu permeates your most dangerous moments. Get +1 Luck.
- 15 Rogue wagon coming down the street. Make a Reflex check at DC8 to save self and DC 13 to save random small child. If unsuccessful, take 1d6 damage and have child's life on your conscience, respectively. If successful, gain home-cooked meal and gratitude of the child's parents.

- 16 Wake up with strange tattoos that writhe and squirm under your skin when no one is looking.
- 17 Pass out drunk on railroad tracks. Make luck check to avoid injury. If you fail the luck check, take 1d8 damage and roll 1d20, on a result of 1-4, lose a limb.
- 18 Slipped a mickey. Wake up in a boat, chain gang, or cattle drive chow wagon 2d10 miles out of town.
- 19 Mistaken for bank robber/rustler/outlaw and turned into sheriff. Need to convince sheriff of innocence or bust out of jail.
- 20 Save shopkeeper/banker from robbery. Grateful citizen rewards you. Gain 1d6 x 20 dollars.
- 21 Prospector shows you a strange artifact (pot, carved head, stone blade, beads) they found in an old Indian cave. Upon seeing it, you feel a great desire to possess it. Spend 2d20 dollars on it. If don't have that much money, make DC13 Will save or wake up with strange artifact, bloody hands, and a need to be on a fast horse out of town. You have an unknown artifact with a sense of deep power to it and an ever-increasing collection of disturbing dreams.
- 22 Buy a necklace of weird animal bones from peddler. The peddler swears that it will bring you luck. Spend 1d10 dollars on it. The next six times luck affects a roll, get +1d3 on the roll and a bone visibly darkens. The seventh time, the roll is at -6 and the necklace falls off and scuttles into a crack, moving independently.
- 23 Wake up with a splitting headache, an empty bottle of whiskey, and a small pouch of strangely shaped and colored red gold nuggets (worth 5d20 dollars) with a cryptic note that reads:

*"Get word to Chen that the doom is upon us all.  
- Clarence"*

You hear of a man's body violated in strange ways and thrown on the steps of the local church. He is identified as Clarence Pagett. The sheriff is asking for information on who was recently seen with him.

- 24 Wake up with strange shiny green, partially dried fluid all over your body and a pounding headache. You remember nothing of the night before, but flashes of strange rituals with monstrous beings haunt your dreams. What little innocence you had is gone forever. Your skin takes on a faintly opalescent sheen in moonlight.
- 25-26 Get in brawl at saloon. Make a DC 12 Fortitude save or lose 1d3 hit points.
- 27-28 Minor infraction of local laws. Wake up in the pokey. Fined 2d10 dollars. Set to hard labor for 2d4 days if unable to pay.
- 29 Insult the mayor/preacher/mine owner/big rancher or their wives. Make a DC 14 Personality check. If successful, they are amenable to an apology and general groveling. If the Personality check is a failure, repercussions vary from being arrested on trumped up charges, refused service, or even ambushed and horsewhipped out of town up to hiring a gunfighter to challenge you.
- 30 Invest all your spare cash (100% of your portable wealth in gold, silver, jewels, dollars, or other currency) in a get-rich-quick scheme selling shares of a mine. Gain 3XP. Roll 1d8, modified by the PC's Luck modifier. On a 1-5, you lose it all and the con man is last seen riding out of town counting their cash. On a 6-7, you get back your money + 20%, but everyone else loses and the law is looking for you. On an 8+, it was a great deal after all and you make a return of 20 x d10% and get +1 Luck.



# **DARK TRAILS PATRON:**

## **THE TRICKSTER**

### **(COYOTE, FOX)**

By Keith Nelson  
Illustration by Clayton Williams



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The trickster archetype runs deep in the folklore and beliefs of Dark Trails. One manifestation of this is the patron known as Coyote or Fox, a nature spirit or minor godling that delights in mischief, cleverness, and tweaking the nose of authority. Adherents of this patron are often well-meaning, but leave chaos in their wakes.

***Invoke Patron check results:***

- |       |                                                                                                                                                                                                                                                                                                                                                  |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1     | Failure and patron taint.                                                                                                                                                                                                                                                                                                                        |
| 2-11  | Failure.                                                                                                                                                                                                                                                                                                                                         |
| 12-13 | It's always best if they can't catch you. Gain an extra +4 to initiative and +20 movement for the next d6 rounds.                                                                                                                                                                                                                                |
| 14-17 | You need to be smart, not strong. Gain an additional +d6 Intelligence for 24 hours and the ability to foresee the general immediate results (positive, negative, danger, etc.) of d3 actions over the next 24 hours                                                                                                                              |
| 18-19 | When you can't run away and you can't out-think them, it's time to hide. Gain +10 to hide attempts and +5 to move silently. This manifests as a puff of smoke and then the caster is gone.                                                                                                                                                       |
| 20-23 | The ability to disguise yourself is important for so many good pranks. You gain the ability to shapeshift into any beast of the same size/mass or smaller for the next d4 hours. The judge should randomly roll the time and keep it secret from the player. This adds +10 to disguise checks to mimic a specific individual.                    |
| 24-27 | Sometimes a prank gets a bit over the top. It's important to roll with it, because it's still funny as long as it's not you getting hurt. In the next 1-2 rounds, you maneuver up to 6 opponents into a position where the tree WILL fall on them or they WILL step into that prairie dog hole or rusted trap. They must make a Reflex save at a |

DC equal to the Invoke Patron result or take 3d12 damage and be trapped for d4 rounds. Those making the save take half damage and are not trapped. This result can be downgraded to one of the lesser results.

- 28-29 There's nothing better than a good joke. This one is so good it's bad. You tell a joke or produce a bit of physical comedy so perfect that all who see or hear it are overcome with laughter for d6 rounds, unable to do anything else, unless they make a Will save at a DC equal to the Invoke Patron result. Those saving are still at -4 to all actions and half movement speed. This crosses language and cultural barriers. This result can be downgraded to one of the lesser results
- 30-31 The trickster knows that everything in life just comes down to a little luck. The follower gains +10 luck for the next hour, which can be given to allies if desired. Additionally, all allies and the trickster also gain 2 boons + 2 more for each hex they currently have. Enemies are at -2 to all actions against the trickster to reflect the siphoning of their luck.
- 32+ The trickster is also the creator. The follower can call into being any physical item(s) they may need for a single project or, alternatively, call upon an avatar of Coyote to aid the caster. It will appear as a 10'tall, coyote-headed man.

**Coyote avatar:** Init +5; AC:18; Att bite +8 (d16+3) or spell; HD 10d8; HP 60; Actions: 2d20; SP transformation – the avatar points a small stick at a creature and transforms it into a small clay simulacrum in a funny or lewd pose. DC 16 Will save to resist. Damage resistance – all damage to avatar reduced by 10; SV Fort +10, Ref +12, Will +8.

# PATRON TAIN: THE TRICKSTER

When patron taint is indicated 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 trickster puts their mark on you. On the first occasion, your ears elongate slightly, developing small points. On the second roll, they grow hair. On the third roll, they fully develop into the pointed ears of a coyote or fox, with the follower gaining the sensitive hearing of those animals (+2 initiative and enhanced hearing).                                                                                                                                                                                                                                                                                                                                                                                                |
| 2 | Not all marks are obvious. On the first roll, you gain a short tail (6"). On the second, the tail enlarges, fitting only barely within a dress or baggy trousers. On the third roll, the tail comes into it's full, bushy glory, being almost impossible to restrain with normal clothes. The follower takes a -1 on any Personality check when attempting to conceal it, due to their fidgeting and the strange bulge in their trousers (women wearing hoop skirts do not take this modifier). There is a -3 modifier to Personality checks when it is on display, unless the interactions are with someone from a culture and background that accepts the trickster as a canid, in which case the modifier is reversed, to +3 Personality. |
| 3 | The mind of a trickster is a strange one. You sink deeper and deeper into it, gaining insight, but also becoming more closely linked to their essential nature. On the first roll, you become more distant from other humans, taking a -1 to Personality checks. On the second roll, you feel your affinity to canids growing, resulting in strange behaviors and a -3 modifier to personality checks while interacting with humans that don't appreciate a bit of casual growling, yipping, and butt-sniffing (among other behaviors). On the third such roll, you've managed to integrate your dual natures, at least to some degree, with                                                                                                 |

the former penalties removed and replaced with a +2 to initiative due to your deeper understanding of disparate behaviors and a permanent loss of -1 Personality.

- 4 The trickster didn't get anywhere by sticking around for a fight. It's not quite cowardice, but you're ready to bolt when danger looms. On the first roll, you must make a DC10 Will save to avoid running and hiding at any sign of danger. On the second roll, the DC goes up to 12. On the third roll, you have a preternatural sense for danger and cannot be ambushed, but will use your first action in any combat to hide (at a +10) and avoid the combat unless you can make a DC16 Will save, at which time you will only reluctantly engage and will preferentially perform supportive "safe" actions.
- 5 The trickster is many things at once, remaining fluid and ever-changing. On the first roll, your gender identity changes, though your physical gender remains. On the second roll, your physical gender also switches (male to female or vice versa). On the third, you become truly hermaphroditic, with a fluid sense of gender identity.
- 6 Coyote/Fox takes over your personality and body. Make a DC12 Will save every 7 nights to avoid turning into a canid and running free in the wild. You will return by morning, spent and suffering a -2 to all actions for the next day.

# DARK TRAILS PATRON:

## MIKE FINK

By Keith Nelson  
Illustration by Clayton Williams



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Mike Fink was a notorious keel boatman, running keelboats up and down the Ohio and Missouri Rivers. He was widely known as a braggart and a bully, but also as a dangerous brawler and deadly shot. His legend grew over time and spawned a host of imitators, all vying to be the “half-man, half-gator, half-horse” and all-around best fighter of their patch of land. With this many minds focused on his legend, it was only natural for the Seven Days of Night to

release a bit of his particular energy back into the world to imbue his minions with some of his power.

Thus the legend of Mike Fink is perpetuated and grows in the blood, mud, and broken bones of a thousand back-alley or saloon brawls throughout the American West. A little hint of that legendary power can be gathered by those who pledge themselves to his credo.

Mike Fink values those followers who use their strength to inflate themselves and his legend, even at the expense of others. The fool-hardy but strong and callous are his preferred champions, rushing into battle headlong. His champions tend to be bullies, attacking those who show weakness or fear. In his words:

*“I can out-run, out-jump, out-shoot, out-brag, out-drink, an' out fight, rough-an'-tumble, no holts barred, ary man on both sides the river from Pittsburg to New Orleans an' back again to St. Louiee.”*

Any of his adherents may receive a +1 damage bonus for melee attacks in a single combat made after a roleplayed round of in-character bragging and taunts. Opponents are at -1 to hit the character in melee after this display.

***Invoke Patron check results:***

- |       |                                                                                                                                                                                                                                                                       |
|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1     | Failure and patron taint.                                                                                                                                                                                                                                             |
| 2-11  | Failure.                                                                                                                                                                                                                                                              |
| 12-13 | Mike Fink says you ain't puny, but you might need a little bit more to lick your enemies. Get +1d6 Strength for 1d4 rounds.                                                                                                                                           |
| 14-17 | You got the fire of Mike Fink in your veins. Spend a round taunting your opponents and bragging about your abilities (in character) and get an additional +1d6 to Strength and Agility for 1d6 rounds (on top of the benefits noted above for the round of bragging). |
| 18-19 | Sometimes, a fella needs a little bit extry to git in the fightin' mood. Get +1d3 to hit and damage on melee attacks as a jug of white lightning appears and you drink it                                                                                             |

down. Lasts for 2d6 rounds, then make a DC12 Fort Save at -1 per plus received or pass out for 10 minutes per plus received.

- 20-23 Now, you ain't a chicken, but sometimes it don't make sense to go rushing in to tangle with some varmint up close and personal like. Gain a +1d4 deed die for all firearms for 1 hour.
- 24-27 You really are half-horse, half-man, and half-alligator. Gain an extra d20 kicking attack for 1d6+strength modifier damage. Also, your skin hardens and you gain +2 AC. This lasts for 1d6 hours.
- 28-29 You've got the power of the great Mike Fink coursing through your veins. Your muscles swell, your fists itch to punch someone, and you take on the countenance of the man himself, overlaying your own features. For the next 1d6 hours, you get his fighting ability and make attacks as a luchador of equal level (or, if a luchador, gunslinger, or mystic monk, as if you were 2 levels higher in that class).
- 30-31 You're the original wildcat, the cock of the walk, the mountain lion crossed with a grizzly. Everyone opponent facing you must make a DC20 Will save or quake in fear. Those making the save are at -4 to all rolls against you. You are at +4 to all rolls against them or saves against their actions. If they fail, they fall to the ground or flee in fear (50% chance), losing all actions for 1d4 rounds.
- 32+ Mike Fink takes notice. You get lightning in your fists and a voice like thunder. You are at +1d4 to hit in melee, and gain an extra attack each round with a d20 action die. When you land a strike, you do 1d3+4 damage + 2d6 electric damage. You gain +20 HP as you grow to the size of the legend. When you first speak, men quake and all in range of your voice must make a DC20 Will save. Those making the save will either run or rush into melee against you (at a -4 on all attacks), also taking 1d8 damage and being deafened temporarily. Those failing drop to the ground, unconscious for 2d8 rounds, and taking 2d8 damage.



# PATRON TAINT: MIKE FINK

When patron taint is indicated for Mike Fink 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 | You're a half-man, half-alligator and the roughest fellow around. On the first roll, your skin becomes hardened and scaled like an alligator (-1 Agility, +2 AC). The second, your teeth elongate and become conical (-1 Personality, 1d6 bite attack). The third, your head slowly morphs into the shape of an alligator's head (-1 Personality).                                                                                                                                                                                                         |
| 2 | You're half-man, half-alligator, and half-horse. The horse part seems to be winning. On the first roll, your legs grow a full coat of hair. On the second roll, you sprout a horse's tail. On the third, you develop hooves instead of feet (-2 personality, 1d6 kick attack).                                                                                                                                                                                                                                                                             |
| 3 | You truly begin to embody the berserk brawler impulses of Mike Fink. On the first roll, you must make a DC12 Will save to not charge directly into battle, swinging your fists, gouging eyes and biting off noses (+2 damage for melee attacks, will refuse to use ranged weapons). On the second roll, make a DC12 Will save to not keep fighting for 1d3 rounds after a battle is over, even if only allies are left to attack. On the third, there is no save, and you will continue to fight anyone within 10' for 1d4 rounds after a fight is "over". |
| 4 | You lose just a bit of your empathy for your fellow man and everyone can sense it. On the first roll, you grow cold and distant, taking a -1 modifier on all social interactions. On the second, your mood swings grow wilder and you alternate between sullen alienation and forced bonhomie with a barbed, vicious undertone, gaining a -2 on all social interactions. On the third roll,                                                                                                                                                                |

your dead, flat black eyes announce your dissociation from the rest of humanity and you lose 1 point of personality and are at a -3 for all social interactions. The modifiers are reversed to positive in situations involving overt intimidation.

- 5 The river is in your veins, and in your very pores. In fact, you reek of it. On the first roll, you are perpetually a bit moist. On the second, a dark, river-bottom stench rises around you, causing a loss of 1 Personality. On the third, you carry the very core of the effluvium of a great river within you. All within 10' of you notice your pungent miasma and take -2 to all actions (including attacking you). You have a -2 to all social interactions. You can suppress these for up to an hour with a DC15 Fort check.
- 6 Mike Fink was a man with a powerful thirst and some of that imbues you now as well. On the first roll, you need to drink at least a pint a day (or be at -1 to all actions). On the second, your consumption increases to a quart a day (or be at -2 to all actions). On the third day, your consumption remains the same (or be at -3 to all actions), but it doesn't still the tremors completely (at -1 to all actions unless make a DC15 Fort save), and you are at -1 Fortitude and Intelligence. When liquor is available, you must make a DC10 Will save to avoid drinking until you pass out.

# DARK TRAILS CREATURES

By Keith Nelson  
Illustrations by David Hoskins

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The following is a short bestiary of the weird west, with stats given for the upcoming Dark Trails RPG, by David Baity. These creatures are drawn from legends and tall tales of the American frontier. I refer those interested in expanding on this list of monstrous adversaries to the Purple Duck Games publication Fearsome Critters of the Woodlands by Daniel J. Bishop, Perry Fehr, and Mark Gedak. Sources of inspiration for this bestiary include Fearsome Critters, by H.H. Tryon (1939), Fearsome Creatures of the Lumberwoods, by William T. Cox (1910), and The Hodag and Other Tales of the Logging Camps, by L.S. "Lake Shore" Kearney (1928).

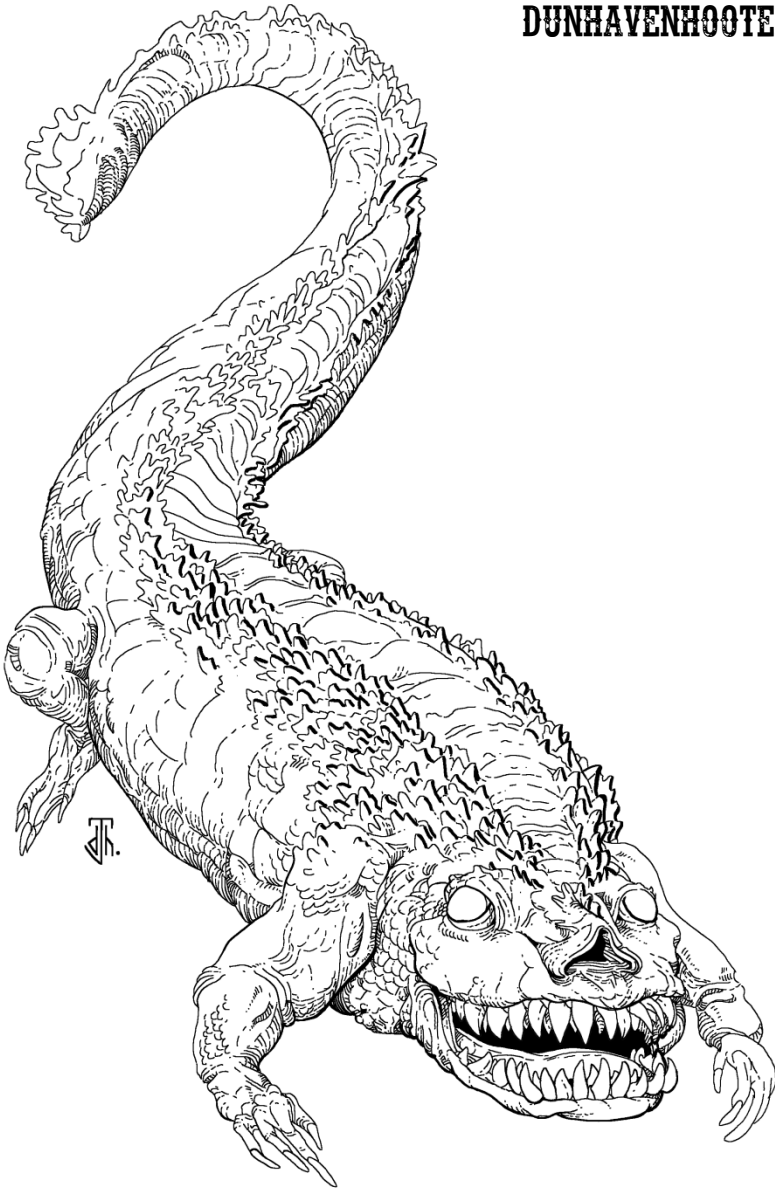
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## COACHWHIP SNAKE

**Coachwhip snake:** Init +3; Atk whip +4 melee (1d8) or tail grapple +4 melee (DC 13 Reflex save or knocked prone); AC 13; HD 2d8; hp 12; MV 50'; Act 1d20; SV Fort +1, Ref +5, Will +0; AL N.

This up to 20' long black snake can move as fast as a running horse, raising its upper body up to the height of a man and raising its long, thin tail off the ground as it moves. It runs alongside prey and whips at them with its tail, lashing around them to tangle them or cutting through their hide with a tremendous crack, like a bull whip. These may occasionally be seen working almost in concert with larger predators to control a small group of prey, herding prey towards ambush predators such as rattle wolves, sabertooth cats, or the like, then picking off smaller stragglers. Once the prey is brought down, the coachwhip uses its thin tail to whip prey to death or, in the case of larger prey, slice off strips of flesh that it will then eat.

## DUNHAVENHOOTER



**Dunhavenhooter:** Init +2; Atk tail bash +4 melee (1d6 + knockout); AC 13; HD 3d8; hp 16; MV 25'; Act 1d20; SP +8 to hide. DC 14 Fort check to avoid being knocked out for 2d4x10 minutes by initial surprise attack; SV Fort +1, Ref +1, Will +2; AL N.

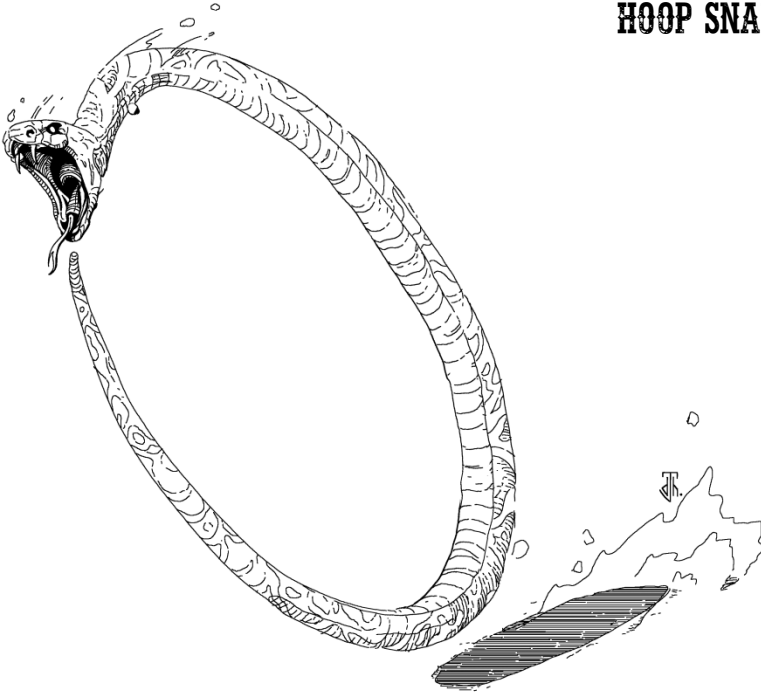
This low slung crocodile-like creature has a long, muscular tail and almost no head to speak of, featuring a single, wide nostril/mouth and small vestigial eyes. Its hide blends into the background as it lurks in ambush along trails and water edges near marshes and swamps, waiting for unsuspecting prey to wander within reach. It has a low cunning and acute senses that let it pick out with some accuracy the last in a line of passing prey, upon which it will unleash its large and muscular tail to batter into unconsciousness with a single heavy blow. Prey is then dragged back to its semi-aquatic lair before being battered into a fine molecular gas, which it inhales through the wide nostril. The lair features a fine cemented floor formed of the crushed bones of prey, along with various separated items of metal, which it turns into strange mosaics across the flooring.

## **GUMBEROO**

**Gumberoo:** Init +0; Atk claw +2 melee (1d4) or bite +1 melee (1d10); AC 13; HD 4d8; hp 25; MV 30'; Act 2d20 claw or 1d20 bite; SP resistant to all weapons (-20 damage); 50% chance of missile or melee attacks rebounding into attacker(s); Vulnerable to fire (3x damage). Explodes for 4d8 damage in 30' radius when killed; SV Fort +10, Ref +3, Will +1; AL N.

This black creature the size of a bear is rarely seen, appearing generally in burned areas, where it emerges from a lair under large burned stumps when hungry. It swings through the burned tree limbs, hanging from its long arms, dropping down to bounce along the ground using the ring of 8 short legs around its midline. The rubbery, hairless hide of the gumberoo is impenetrable, bouncing back attacks made on it, with bullets and other missiles rebounding back to the attacker. However, it is vulnerable to fire, exploding in a large violent burst of flaming fragments when set alight, a danger to all around it at the time. A smell of burning rubber remains lingering for days to weeks after a gumberoo explosion.

## HOOP SNAKE



**Hoop snake:** Init +4; Atk rolling +1 melee (1d4) followed by sting +6 melee (1d3+ poison); AC 16; HD 1d8; hp 6; MV 30' or 120' (rolling); Act 1d20; SP poison DC 15 Fort save or begin swelling up, taking 1d3 Stamina damage each round for 1d6 rounds. If stamina reaches zero, then the affected individual will explode, scattering entrails and gobbets of flesh in a 5' radius, expiring in the process. If they survive that, then Stamina returns upon resting, at 1 point/day; SV Fort +0, Ref +5, Will +0; AL N.

Appearing singly or in groups of up to 6, this long (up to 12') slender snake can roll itself into a hoop to go faster and bear down on its prey, moving at speeds up to that of a speeding locomotive (60 mph). The hoop snake can't be outrun short of finding an obstacle that it can't roll over or through, making it unroll to go over or under the obstacle. The hoop snake uncoils as it strikes its prey. The venomous sting on the end of its tail injects the prey with a potent venom that causes intense swelling before death, which is usually due to rupture of the swollen internal organs through the skin. This allows the snake, despite its size, to ingest prey of all sizes.

## SANTER

**Santer:** Init +5; Atk tail bash +4 melee (3d4); AC 14; HD 5d8; hp 32; MV 50'; Act 1d20; SP DC 12 Reflex check or take an additional 1d8 heat damage from the scorching hot second to last tail ball; SV Fort +3, Ref +6, Will +1; AL N.

Long bodied and long-limbed, this varmint is at least 10' long, with a relatively slender body covered in long reddish fur. The head is large, rounded and bald, displaying a cunning intelligence in the domed forehead. The tail is at least as long as the body, with 8 iron-hard knots in it. It attacks using the tail as a flail to strike and knockout prey prior to devouring it. The long limbs move at an alarming rate, propelling the santer with great agility over the ground or through the trees at a tremendous pace. As a result, most reports are from observing the carcasses of its prey or as a reddish blur of battering. Some reports state that the santer cooks its prey, using some strange internal generation of heat through the balls in its tail, and scorch marks have been reported on the bruised skin of santer victims.

## SKIN STEALER



**Skin stealer:** Init +2; Atk claw +1 melee (1 + venom) or obsidian dagger +3 melee (1d6); AC 12; HD 3d8; hp 15; MV 30'; Act 1d20; SP venom (DC 15 Fort save or paralyzed for 2d4 minutes). Able to easily mimic other creatures for 3d12 hours by donning the skin of a victim (DC 18 Intelligence check to notice); SV Fort +2, Ref +2, Will +4; AL C.



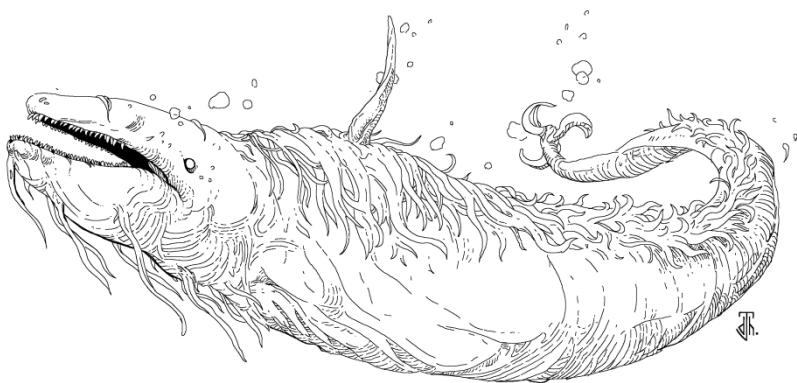
These strange creatures seem as humans, although flayed of every inch of skin. They lurk at darkened crossroads and on the edges of human habitation, existing in the shadows. They seemingly exist only to attempt to replace their skin, catching and skinning a wide array of animals in an attempt to cover their raw, bloody bodies. Those caught and skinned are discarded, with the skin draped around the skin stealer. For a brief time, the stealer may change into and present themselves as the individual (or even animal) whose skin they wear, but it rapidly decays and turns loose and tattered on them, forcing them to hunt for another skin to cover themselves with.

Skin stealers may attack either with the sharpened bones of their fingers, which can paralyze prey with a potent venom or with the obsidian dagger they all seem to be able to call forth at will. Upon paralyzing a victim, they can skin them within a matter of minutes.

It is said that these are but the wretched remains of those who tried and failed in arcane rituals to become skin stealers, capable of transforming themselves into another beast altogether, or that these are some strange manifestation of lycanthropy. Some even say they were formed by the ancient Aztec priests to fight against the conquistadores, but then hidden away in dark caverns until the recent transformations of the world. It is indisputable that they are a menace, preferring to prey on civilized men and women and causing chaos wherever they hunt.

## **SNOLIGOSTER**

**Snoligoster:** Init +1; Atk bite +4 melee (1d8 + Special); AC 13; HD 6d8; hp 45; MV 50'; Act 1d20; SP DC 14 Reflex save on successful attack to avoid being flung onto the dorsal spike (4d6); Resistant to cold damage (1/2 damage); SV Fort +6, Ref +2, Will +1; AL N.



This marsh-dwelling variant on a giant whale has neither legs nor fins, save a strange tri-bladed arrangement of bony plates on the end of its tail, capable of revolving at high speed to drive it through the water and mud of the swamps. The upper portion of the body is covered with long dark, glossy fur that sheds mud and water, while the lower mimics that of the whale. A single tall spike extends from the back. When prey is captured, it is first taken in the mouth, with myriad minute teeth holding it firm before flinging the prey up and backwards to land unerringly on the dorsal spike. Prey can be kept there for hours, with others added, until the snoligoster chooses to feed. Feeding is done by digging a hole with the tail blades, scraping the victim's bodies into the hole, and then macerating them with the whirring blades until they form a thick soup to be drunk by the creature. The fat of the snoligoster is said to render into a fine unguent capable of allowing the wearer to resist all manner of cold, albeit with an accompanying pungent odor of marsh gas.

## SNOW WASSET

**Snow wasset:** Init +4; Atk bite +4 melee (1d8 + Special); AC 13; HD 4d8; hp 24; MV 40'; Act 1d20; SP +8 to hide in winter. DC 12 Reflex check on successful attack to avoid being grasped and dragged under the snow; SV Fort +3, Ref +4, Will +2; AL N.

This thick-bodied 15' long animal is densely furred white in the winter, shedding that coat in great clumps, revealing a green undercoat prior to its hibernation in a marsh throughout July and August. In the summer, they sport short legs, but these are shed in

the fall, allowing the animal to move freely and easily through the snows. These hunt in pairs, lurking beneath the snow in mountains and the great forests of the north, bursting forth to ambush passing prey, pulling them below the surface of the snow as a shark might drag down a swimmer, never to be seen again. The paired hunters are fiercely loyal, and if one is killed the other will stalk and repeatedly attack those that killed its mate until it gains revenge.

## SPLINTER CAT



**Splinter cat:** Init +6; Atk headbutt +8 melee (1d12 on charge) or bite +2 melee (1d6); AC 16; HD 5d8; hp 28; MV 80'; Act 1d20; SP knock opponent prone on successful attack. DC 12 Reflex save to any within 15' radius if it hits a tree (50% chance) or take 1d8 damage. Resistant to bullets and blades (-5 damage); SV Fort +8, Ref +5, Will +0; AL N.

This thick, muscular cousin to the mountain lion has a flattened head with a hard, bony forehead ridge. Found in wooded and mountainous areas, it is an ambush predator, but one that operates at a distance, preferring to attack prey on lower slopes. It moves in straight lines at extremely high speed, crashing into prey or into

nearby trees, exploding them in clouds of flying deadly splinters. It takes no damage from this due to the immense hardness of its head and the durability and resistance of its iron-like pelt. The pelt is a shimmering greyish red in color, with short, thick hairs covering it. The hairs are rock hard and the underlying pelt remarkably impervious to penetration, rapidly dulling or even turning aside even the sharpest blade. A coat made from splinter cat pelt, while not as effective as when on the cat itself, will serve the wearer as a form of armor (AC+2, -2 damage from sharp weapons). Making the coat, however, is the greater challenge...

## TEACUP WOLVERINE

**Teacup wolverine:** Init +4; Atk bite +2 melee (1); AC 13; HD 1d4; hp 3; MV 40'; Act 1d20; SP use the stats for the "teacup wolverine fury" if 20 or more are encountered; SV Fort +1, Ref +1, Will +2; AL C.

**Teacup wolverine fury:** Init +3; Atk swarm +6 melee (4d4); AC 12; HD 8d8; hp 60; MV 40'; Act 2d20; SV Fort +1, Ref +0, Will +2; AL C.

These small, 1-2 pound creatures travel in a roiling pack of anger, fur and hunger termed a "fury". Generally, no less than 20 will be found at any one time, but never more than 40, for at that point the pack will tear itself apart, severing into two packs that treat each other as mortal enemies. Unfortunately, this is how they treat all other creatures, creating a swath of destruction across their large ranges. There are but two states for these creatures, awake and vicious or resting, where their peaceful and demure demeanor conceals their savage nature. Fair warning to the cowpoke or miner who disturbs a fury of these, for they mimic the savage piranha of Amazonia, stripping creatures to naught but bone in mere seconds.

## WENDIGO



**Wendigo:** Init +4;

Atk claw +5 melee (1d12); AC 16;

HD 8d8 (or more); hp 36+; MV 40'; Act 2d20

claws or 1d20 spell; SP spells – Cold Spear (a lance of freezing negative energy is flung at an opponent, piercing their very soul for 1d16 damage), Stolen Breath (the wendigo inhales and all opponents within 10' lose 1d4 Stamina points while the Wendigo regains 4d4 hit points), Hide at +6, Damage resistant (-10 damage from all weapons or non-fire spells), Fire damage is as normal, Regenerate 3 HP per round; SV Fort +6, Ref +4, Will +6; AL C.

A tall, skeletally thin, attenuated being shaped like an 8-9' tall man with abnormally long arms and fingers tipped with sharpened bone spurs. The head is elongated as well, coming to a flattened point, with a long underslung jaw and burning red eyes. The teeth are jagged and the mouth can be distended to an abnormal degree. Constantly hungry, this is the physical remnant of a human who once, while starving, killed and ate others. Then, either liking the taste or, as some would have it, possessed by a demon, they continue their cannibalistic practices, never quite able to sate their unnatural hunger. They may live for centuries, preying on animals and humans in their hunting territory, occasionally becoming dormant only to emerge years later with an even greater need for human flesh and blood. They grow more powerful with age, developing greater speed and power, as well as certain magical abilities, although this is thought by certain scholars to be less a factor of age than due to the power gained from ingested souls. They are resistant to physical damage, though fire can wound them.

Wendigo may stalk a group travelling through their territory for days, lurking at the fringes and even herding them towards its lair. They come out at night, when they can fully use their abilities to fade into the darkness and come looming out of it, feeding on the fear of those it stalks.

The lair of a wendigo may be in a cave, a cliff dwelling, an old mine, or even an abandoned fort or monastery from the time of the Spanish conquistadores. They often wear tattered trappings of their former lives and live amidst the bones and flayed skins of their victims. Occasional items of value may be found there amidst the macabre decorations. There have even been reports of wendigo lairs with crude shrines to dark forgotten gods in them. Wendigo may have 1st, 2nd, or even 3rd level spells at their disposal as the judge sees fit.

## WHITE BUFFALO



**White buffalo:** Init +3; Atk +5 charge (3d8) or horn hook (3d4); AC:14; HD:5d8; hp 36; MV: 40'; Act: 1d20; SP initiative is +8 for first attack. DC 14 Reflex save to avoid being knocked prone and trampled (+1d6 damage) if hit by charge; SV Fort +5, Ref +3, Will +5.

This apparition of an albino buffalo is known to haunt men, appearing in their dreams as well as in life. It is called into being as a curse, although tales exist of it appearing to haunt hunters who insulted the spirit of the buffalo, or to those who anger the gods. In the dreams of the afflicted it is a constant presence, keeping them from ever resting. As time goes on, it begins to appear in life, charging at them without warning, making them turn aside or dodge, only to move further into danger. Only at the final phases of the curse can it affect or be affected by the afflicted, when it is both most dangerous and most vulnerable. Upon killing the cursed individual, the buffalo will fade into the surroundings, disappearing forever. If it is slain in this state, it will also fade, leaving behind only a faintly shining white pelt. If the pelt is worn, the wearer will slowly transform into a buffalo, retaining only a vestige of their humanity and becoming a strange, minotaur-like being possessed of enormous strength and berserk rages.

**Phase 1 of haunting:** Appears every 1d7 days in daylight, but more often in dreams. This phase of the haunting lasts for one phase of the moon (28 days). The appearance of the white buffalo in daylight is only visible to the victim.

Gut check as if 2HD on first appearance.

Causes victim to lose sleep due to dark dreams after first appearance. Healing rate cut in half. Make DC 12 Fort save to avoid taking 1 point of temporary stamina damage each night due to sleeplessness.

**Phase 2 of haunting:** Appears every 1d3 days. This phase of the haunting lasts until the next new moon (roll d4 to see how many weeks, if you want to randomize it). The white buffalo appears only as a brief heat shimmer, swirl of wind, or other natural phenomenon to all except the victim, who sees a massive white buffalo appear in mid-charge out of nowhere.

Gut check as if 3HD.

DC 12 Reflex save to avoid charge and DC 14 Reflex save to avoid taking d3 HP damage from dodging into danger. Make a crit check with 1d8 if the victim's Reflex check roll is a 1.

**Phase 3 of haunting:** Appears physically and ambushes the victim. Attacks are focused on the victim. At this point, other individuals can see and interact with the White Buffalo.



# DARK TRAILS CHARACTER SHEET

NAME	CLASS	XP	LEVEL
LUCKY SIGN	OCCUPATION	ALIGNMENT	SPEED

HP		ABILITY	MODIFIER	REFLEX
	STR			
	AGI			
AC	STA			FORTITUDE
	PER			
	LUCK			
GRIT	INT			WILL

SIGNATURE WEAPONS

WEAPON	DMG	SHOTS	RANGE	COMBAT
				INITIATIVE:
				MELEE BONUS:
				RANGED BONUS:
				CRIT DIE:
				FUMBLE DIE:
■■■■■ AMMO ■■■■■				SPECIAL ■■■

SPECIAL ABILITIES & SPELLS	GOODS & SUNDRIES
	ARCANE VAULT
	VALUABLES & DINERO
	STABLE

# **GFA TWENTY-NINETEEN**

## **VOLUME SIX CREDITS**

### **Authors**

Keith Nelson, Shyloh Wideman

### **Illustrators & Cartographers**

David Hoskins, Clayton Williams

---

## **GFA TWENTY-NINETEEN CREDITS**

### **Cover Art**

Doug Kovacs

### **Title Page Art**

Marc Radle

### **Editors & Proofreaders**

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley, Cory Gahsman, Michael Harrington, Tony Hogard, Claytonion JP, Elizabeth Levy, Shane Liebling, Collen McDonald, Russell Mirabelli, Jason Morgan, Keith Nelson, Marcie Riebe, Jeff Scifert, Ian Zebarah Shears, Tim Snider, Dan Steeby, Shyloh Wideman, Chris Zank

### **Printing Offset Contributors**

Jason Abdin, David Baity, Julian Bernick, Eric Betts, Daniel Bishop, CeCelia Bowden, Jen & Bob Brinkman, Marc Bruner, Todd Bunn, Ian Burgess, Michael Carlson, Justin Chophonis, Ariel Churi, Charles Couch, Jim Cox, Hector Cruz, Thierry De Gagne, Sean Duffy, Mirko Froehlich, Fuzzbang and Hootz, Keith Garrett, Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard, Anne Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen, Lucas Kuntz, Christopher Lauricella, The Long Con RPG Convention, David Maltbie, Jon Marr, Juergen Mayer, Cullen McDonald, Ken McLennan, Jason Menard, Ruxed LLC, Ryan Moore, Keith Nelson, Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle, James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton, Aaron Talley, Karen Theroux, Matt Towle, Joan K Troyer, Melissa & Shyloh Wideman, Laura & Clayton Williams, Jon Wilson, David York, Chris Zank, and the anonymous patrons of the GFA community

### **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh, Shyloh Wideman, Clayton Williams, Jon Wilson

# **The 2019 Gongfarmer's Almanac:**

## **A Dungeon Crawl Classics RPG Zine**

**Written, Illustrated, Edited and Produced by  
the DCC RPG Communities**



### **THIRD PARTY SPECIAL (BRONX BEASTS AND TRENCH CRAWL CLASSICS) VOLUME 7 OF FOURTEEN BOOKLETS**

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# THE HANDOFF

ZERO-LEVEL FUNNEL FOR **Bronx Beasts**

Written by Dan Steeby

Editing by Tim Snider

Cover artwork by David Bernardy

Artwork by David Bernardy and Ivy Fowler

Learn more at [dansteeby.com/bronx-beasts/](http://dansteeby.com/bronx-beasts/)

“The Handoff” is intended as an introduction to the Bronx Beasts rules and campaign setting. Each player should make enough characters to have a group of 12 or so PCs (hereafter referred to as “Beasts”) using the character generation rules found in Bronx Beasts Volume 1, the Manimal rules found in Mutant Crawl Classics, or appropriate bestial homebrew rules of your choice. Bronx Beasts uses Fleeting Luck rules, and free quickstart rules can be found at <http://dansteeby.com/bronx-beasts/>. Vehicle chases are likely in this adventure and can be resolved using rules from Jason Snodgrass’ Vehicular Mayhem, Reid San Fillipo’s Umerican Survival Guide, or homebrewed rules as you see fit. A New York City street map is very useful for this and other Bronx Beasts adventures.

## SIZE RULES

One aspect of Bronx Beasts is the vastly different sizes a Beast can be, from a mere pound or two up to a few tons! Bronx Beasts uses five basic sizes, which is best determined by the Beast’s weight in gameplay mechanics. This adventure doesn’t require a full knowledge of these rules, but it does make basic use of these sizes in some of the situations in the adventure, so they are included in brief here:

Size	Tiny	Small	Medium	Large	Huge
Typical weight in lbs.	< 12	13-80	80-350	350-1000	> 1000

This adventure is designed to be a “chase” adventure in which the Beasts escape from a botched handoff between two shadowy entities and flee across the city, pursued by both their creators and their would-be new masters. The adventure works well with about 12 Beasts in play, and players can double or triple up on Beasts they are playing to attain this number.

Read the following introductory text to the players: “Each of your Beasts have memories of what seems like about a month of horrifying medical tests and experiments with no other prior memories to work from. You all know each other from the communal horrors you have each endured, and desperate bonds



have been made between miserable lab experiments. An oath has been made to escape this torture together.”

“A cruel and bizarre biotech engineer referred to as ‘Nurse Pang’ by her victims and assistants, has overseen your agony with detached precision, and is the focus of terror within your shallow lives. Her cruel knife and reptilian gaze has haunted your brief memories and nightmares, and she is quick to employ her narcotic and hallucinogenic poisons. Her orderlies revel in their rough treatment of their experimental charges, and particularly clever monitor lizards act as guards in her facilities, and seem able to understand verbal commands given by Pang.”

“Today, you have all been saved from the monotony and horrors of medical testing for some new and unknown doom: you were each tranquilized, crated, and secured in the back of a windowless van. You regained consciousness to hear muffled sounds of traffic and a city, but have not had an opportunity to see outside until now. Jangling chords occasionally echo from far away, with halting stops and starts of the current hits by Fleetwood Mac. The van has come to a stop, and the back door has opened to reveal Nurse Pang, some of her orderlies, and a full two dozen of her monitor lizard minions.”

Not long after, two matte black 4x4 Toyota Vans arrive, and a group of about 20 ninjas pours out to form an orderly line of menace, facing Nurse Pang and her reptiles. A massive ninja who is clearly in command of the others steps forward and formally introduces herself as Himeda Kanako to Nurse Pang, then peers into the van at the Beasts, surveying them like so much cannon fodder. The two groups begin discussing the exchange of the Beasts within earshot.

Next to arrive is a yellow Honda CRX filled with other Beasts that the PCs have never seen before, followed by a grizzly bear on a red Suzuki Katana. Both ninja and reptile parties are clearly surprised by these newcomers, and they scramble for cover as they are pelted with molotov cocktails and bullets from the windows of the car, scattering both ninja and reptiles alike. In the chaos, the bear guns the motorcycle up to the back of the van, screeches to a halt in a well-executed power slide, and clambers into the back of the van with a loud grunt.

The grizzly hastily introduces herself as the captain of the “Bronx Chapter of the Unique Animals Club” as she rips the doors from their hinges of all the cages except for ones housing Large- or Huge-sized beasts. She then announces them liberated, flings sheets of “Unique Animal Club” stickers into the back of the van, and instructs them to follow the stickers to safety before leaping back out of the van and tearing off on her motorcycle. The CRX likewise speeds away after tossing a smoke bomb near the back of the van, covering the PC’s actions for 1 round.

The Beasts are still groggy, disoriented, and suffering from mild hallucinations as a side effect of the drugs used to transport them. Also, they now face immediate overwhelming odds between the small army of ninjas, the swarming monitor lizards, and these groups’ leaders. Hopefully this will be enough to convince them to flee rather than directly assault both factions. The Beasts have one round of cover from the smoke grenade, then one round of surprise to act before the two factions recover from the assault and move to secure them. The Beasts are valuable to both parties, so orders are given not to kill, but it is not clear whether the monitor lizards are capable of understanding such instructions.

Any Beasts still caged can attempt to break free or pick the locks on the cages, or other Beasts may assist to free them. Cages holding Huge or Large Beasts can be struck without an attack roll needed (they won’t dodge) and have the following stats:

**Large Cage:** HP 5, Damage Resistance 3

**Huge Cage:** HP 10, Damage Resistance 5

The relatively simple locks can be picked with a DC 10 Intelligence check, rolling on a d10 if attempting to do this with no tools, or a d14 if using crude tools to pick the lock (paperclips, twigs, etc.) Beasts can make a Luck check to find something laying in the back of the van for this purpose as long as they think to look for it. Finally, Tiny Beasts may pick the locks with a d16 by sticking their entire forepaws/forearms into the lock mechanism, but must make a DC 12 Ref save to avoid getting their appendage painfully pinched in the lock mechanism for 1 point of damage.

As the larger beasts escape from their cages over the next couple of rounds, the rest of the party can act to assist the larger Beasts in their attempts to escape, scavenge the back of the van for useful items, or make their way out of the van and into the smoke and chaos. There is a small window between the back and the front of the van that can be used by Small or Tiny beasts to enter the cab of the truck from the back; otherwise the only way out is through the currently open back doors. Beasts attempting to use the small window can make a Luck check to find the window unlocked. If it is locked, it can be broken with 2 points of damage. A driver is in the parked vehicle's cab, and is surprised by any entry into the cab unless the window is broken first. He will attempt to escape as soon as he is overwhelmed (leaving the keys in the ignition), but will stand his ground against a single Small or Tiny Beast that enters the cab.

If the Beasts get a clear view of their immediate surroundings, they find themselves in the parking lot of a park in the dead of night. Water lies to the north and east, and a large stadium can be seen about a half mile to the south, which also seems to be the source of the halting music echoing across the park. A large raised highway runs north to south nearby, with an interchange going across the water to the east. The single road out of the parking lot runs toward a ramp onto this highway. City lights can be seen in virtually every direction except for east, which leads further into the park, with skyscrapers rising into the distance to the southwest.

The Beasts are in a park on the northwest side of Randall's Island, near the Harlem River. They can flee in virtually any direction of the compass, and it is your job as the Judge to give them a wild chase while the bio-tech firm and the ninja clan give pursuit. Some players will choose to stand their ground in the park and fight, but be sure to make it clear that they are unarmed and outnumbered 4 to 1. As the casualties mount, give the Beasts a chance to change their minds and escape with a few of their number intact to complete the adventure. If a player loses all their Beasts, it's suggested that any other players at the table who have not lost any of their Beasts give one over to the player to continue on in the game. If the Beasts do manage to overcome all their antagonists in a fiery blaze of carnage right there in the park, the rest of the adventure can proceed as planned, just at a more leisurely pace as the Beasts will not be chased as they make their way across the city. Make use of those

random encounters to fill out the remainder of your session!

At this point, the adventure becomes a free-for-all, and it may behoove the Judge to remind the players of their Beasts' desperate oaths to escape together and the provided sheet of stickers to keep the party together.

The sheets of stickers have cute animals cut out of a background image showing a stylized city map with a dotted line drawn from Randall Island to a subway station near the Bronx Zoo, further instructions to go to the right down the subway tube and look for the marker, and a sketch of what looks to be an angry rabbit circled next to the instructions.

From this point, players will probably choose to get into a vehicle and follow the map toward the Bronx Zoo, but if they do not do this, let the players run loose through the city in whatever direction they choose to go. See if they eventually decide to follow the map after a couple of random encounters and further pursuit by the antagonists, but if they don't, think of a probable "safe house" for the Beasts in their current location as you get toward the end of the session and want to wind the adventure to an end. Or TPK them.

If the Beasts head south, Icahn Stadium is the nearest large structure. There are no events at the stadium tonight, but roadies and security are on scene as Fleetwood Mac is setting up for a concert at the stadium the following night. Should the Beasts make their way to the stadium, they will encounter rabid fans, surly roadies and stadium security, and may even meet the members of Fleetwood Mac during a moment of crisis. The band is currently in turmoil as guitarist Lindsey Buckingham has just left the band and they are struggling to bring their new guitarists up to speed while also dealing with intra-band relationship and substance abuse issues. Tracks from the album "Tango in the Night" are heavily encouraged. The highway continues south past the stadium and across the East River into Astoria.

If the Beasts head west, either by simply swimming across the Harlem River or by getting on the highway and taking the interchange, they will find themselves in Harlem.

If the Beasts head east, they will make their way across the park to several baseball fields before coming to the edge of the island. Minor league and little league practice is going on at several of these fields, and the area is well lit and well manicured.

If the Beasts head north, they will make their way across the Bronx Kill (river) and into the Bronx, and they can continue to navigate along the highway toward the Bronx Zoo, but heavy pressure should be put on them to encourage taking some side streets to keep the adventure from being a straight shot. Both groups of antagonists will easily pursue the Beasts if they stick to the highways, however they can shake one or the other on the side streets, allowing the Beasts to avoid getting swarmed quite so badly.

Don't expect the Beasts to drive! Some players may choose to make this adventure a street crawl, which encourages all sorts of random encounters as they plod through town, block by block. Spectacular vehicular crashes can also turn what was a cruise down the highway into street crawl as well, changing the pace of the adventure.

If the Beasts succeed at following the map to the "Safe House," they will arrive at a subway station at the south end of the Bronx Zoo, where they can enter a subway station and head to the right down the tunnel. About ¼ mile in, they find the image of the angry rabbit spray painted near a storm drain in the tunnel, which when explored opens into a sealed and unused subway station that appears to have



been built in the 1920s. This is now the lair of the “Bronx Chapter of the Unique Animals Club,” and the Beasts have reached the end of the adventure. Be sure to harry them with ninjas and reptiles, and throw a few random encounters at them before they get here!

## THE ANTAGONISTS



### TAKAHATA NINJA CLAN

Takahata is a quintessential ninja clan, complete with hundreds of years of history in Japan, and a now global criminal syndicate with its hands deep into the criminal underworld and assassination-for-hire circuit. The clan has recently come to an arrangement with

CelGen Biolabs to obtain mutant animals for a number of tasks, including suicide missions, housekeeping, and target practice.

The Clan's ranks are filled with fanatically loyal men and women who do their best to assume the role of faceless, mysterious ninjas in their service to the Clan. Every ninja other than their leader should be treated as generic, unless the Beasts wind up in some sort of social interaction with one of them rather than bloody combat. Once the Beasts have escaped, they will try to use non-lethal means to recover the Beasts, employing ropes, sasumatas, and clubs toward those ends, and relying on their katanas as a last resort if their lives are threatened.

**Ninja**: Init +1; Atk rope +1 melee (entangles, can choke on next action), sasumatas +1 melee (1d3 damage OR knock prone and entangle), or katana +1 melee (1d6 damage); AC 12; HD 1d8; hp 4 each; MV 30'; Act 1d20; Equipment: smoke bombs, climbing claws, rope and grappling hook; SV Fort +1, Ref +1, Will +0.

Climbing claws assist with climbing (+1d to any climbing rolls) and do 1d4 damage if used in combat. Smoke bombs cover a 10' space with thick smoke for 1d3 rounds, obscuring those within it.

Himeda Kanako leads the ninjas present tonight, and has achieved her status by tooth and nail in spite of the political pressures, family affiliations, and gender issues at play within the Clan. She is large for a Japanese woman and powerfully built, having used powerlifting and bodybuilding as outlets for her anger management issues, which has further bolstered her impressive physique. Her black hair is cropped short, and she has a rectangular black tattoo across her eyes, allowing her to hide even her skin color when garbed in her ninja gear. She has a short temper and can be easily goaded into a lethal rage, at which point she will ignore orders to capture the escaped Beasts unharmed and will instead go on a frenzied killing spree. The Judge should keep track of any slights a Beast has made against her, including any insults or successful attacks made against her, foiling her ninja henchmen in her presence, or other incidents as the Judge warrants. Be sure to play up Himeda's anger response to these, and reward players who pick up on it and intentionally provoke her with Fleeting Luck-- a rewarding but potentially deadly strategy.



**Himeda Kanako**: Init +3; Atk +3 melee manriki-kusari (chain) (1d4+2 damage or entangle, 10' reach) or Otsuchi (warhammer) (1d8+2 damage) or shuriken +2 ranged (1d4 damage); AC 14; HD 5d8; hp 20; MV 30'; Act 1d20+1d14; SP Utsusemi no Jutsu (vanishing), Hijutsu (leaping), Kakuremi no Jutsu (hiding); Equipment: smoke bombs, rope, climbing claws; SV Fort +3, Ref +4, Will +2.

Utsusemi no Jutsu (vanishing) - Himeda can hold her action and then “vanish” when attacked in a puff of smoke, replacing herself with some other nearby thing (a medium-sized animal, person, or person-sized object) in the process, and the attack is made against that target instead. Nearby Beasts are fair game. This can be done once per encounter.

Kakuremi no Jutsu (hiding) - Himeda hides and spots hidden with a d30 rather than d20.

Hijutsu (leaping) - Himeda can leap 10' up and 20' across with a running jump.

## ***CeLGen Biolabs***

CeLGen Biolabs is an amoral corporate conglomerate possessing the trade secrets of creating mutant animals. This scientific leap has been funded by shadowy interests including the Takahata Ninja Clan, who are in partnership with CeLGen and receives mutant animals as payment for their protection. The CeLGen faction in this adventure includes a few orderlies, which are human assistants, around 20 semi-intelligent 6' long monitor lizards, and Nurse Pang herself.

Nurse Pang, as she insists her patients call her, is a Chinese-American in the employ of CeLGen Biotech as a genetics expert within an off-the-books biotech project working in tandem with the Takahata Ninja Clan. She has undergone extensive genetic mutations, some accidental and some of her own design, enhancing herself after the fashion of the reptiles that she studies.

To this end, Pang's hair hangs limply around her palid, green-tinted features. Her left eye is an unsettling orange and reptilian



in appearance, including the eyelid and skin immediately around it. Her left arm is covered in fine green scales up to the elbow, and her digits on that hand are padded with setae, allowing it to stick to shear surfaces, and small but sharp claws.

Pang hides her unusual appearance with long black gloves and sunglasses when in public, and is otherwise usually in medical

davidbernardy.com



attire typical to her position within CelGen. She relies on a custom-developed nebulizer gun as her primary weapon, and relies on trained monitor lizards rather than human lackies for protection.

**Nurse Pang:** Init +2; Atk claw +2 melee (1d4) or Nebulizer Gun +2 ranged; AC 13; HD 5d8; hp 20; MV 30'; Act 1d20 + 1d14; SP chameleon skin, frog tongue, limb dropping, nebulizer gun, beast stims; SV Fort +4, Ref +2, Will +2.

Chameleon skin - Nurse Pang can change her skin color. This takes one round to accomplish and adds 2 die shifts to any hiding/sneaking attempts while the camouflage continues to be useful. Alternately, attempts to spot Pang when she is camouflaged are done at -2 die shifts while she is camouflaged and not moving.

Frog tongue - Nurse Pang has a sticky, prehensile tongue that she can use to strike and grab small items within a 10' radius.

Limb dropping - Nurse Pang can drop a limb if she chooses to. This costs her 1 hp, and the dropped limb will regrow in 1d3 weeks. The dropped limb writhes unnaturally on the floor for 1d3 turns after it has dropped, then dissolves into a foul pile of black muck within minutes of cessation.

Nebulizer gun - This custom weapon delivers mentally and physically devastating toxins to targets, either by filling a nearby area with a mist of toxins directed in a cone with a 20' range, or by firing toxins in pellets that burst upon contact at range of 20'/40'/60' into a cloud roughly 10' in diameter. The following toxins and their effects are available:

1. Phobia - Will save vs. 13 or develop a phobia toward a current stimulus for 1 turn.
2. Hallucination - Will save vs. 13 or see and/or hearing things that are not there, disturbing the victim's perception of the current situation for 1 turn.
3. Rage - Will save vs. 13 or fly into a sudden rage and attack anything nearby for 1d3 rounds.
4. Catatonia - Will save vs. 13 or do nothing but rock gently and mumble to yourself for 1 turn.
5. Stat reduction - (No save available) Temporarily reduce one randomly determined physical attribute by 1d6. This loss recovers at a normal rate.
6. Blindness - Fort save vs. 13 or victim is completely blinded for 1 turn.
7. Pepper spray - Fort save or be repelled from affected area.

Actions are at -4 die shifts while affected by pepper spray, and actions are at -2 die shifts on the next round after leaving an affected area. If egress is not possible, the victim is reduced to a snotty, grovelling, mewling mess and is effectively helpless until removed from the affected area and given 1d3 turns to recover.

8. Mustard gas - The kid gloves are off now! 1d6 damage, ignoring armor unless it is airtight.

Finally, the nebulizer gun has a biometric recognition feature attuned to Nurse Pang. It will not fire if operated by someone else, and will enter a self-destruct sequence on a failed Luck check. This may be bypassed with a DC 17 science/disable traps check, or by cleverly using one of Nurse Pang's dropped limbs.

The orderlies will try their best to stay out of the way of combat and will only willingly engage the Beasts if they look like they have overwhelming odds or if Nurse Pang is directly pressuring them to do so. The lizards don't seem to listen to anyone other than Nurse Pang, but when she commands them they respond with an uncanny appearance of comprehension. They do not speak or otherwise show signs of intelligence beyond listening to Pang and working together to carry out orders, and it should be left as a mystery as to how smart these lizards really are.

**Orderly**: Init +0; Atk punch (1d3) or butterfly net (entangle); AC 10; HD 1d8; hp 4 each; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +0.

**Monitor Lizard**: Init +1; Atk claw or bite +2 melee (1d5); AC 13; HD 1d8; hp 4 each; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +0.

Should the adventure quickly turn toward a car chase, the lizards are not out of the running yet! Transportation is available nearby and can be summoned by Pang to the location if the Beasts take flight in the form of Rpto-cycles, which are essentially monitor lizards that have been altered into living motorcycles, large enough for other monitor lizards to ride on them. Each Rpto-cycle can comfortably fit one lizard rider and can steer itself without a driver. Their front and rear legs are encased in metal fittings that act as the vehicle's frame, and a pad on their back provides a grip for their rider lizards to hold onto.

**Rapto-cycle**: Init +1; Atk bite +2 melee (1d5); AC 14; HD 2d8; hp 8 each; MV 60'; Act 1d20; SV Fort +2, Ref +3, Will +0.

Random Tables

## **RANDOM PEOPLE ENCOUNTERS**

1. Breakin' crew poppin' and lockin', complete with cardboard
2. Old lady on the stoop, sees everything on her block, knows everyone in the hood
3. Homeless old man full of wine and conspiracy theories
4. Tagging crew working the alleys
5. Local gang policing their turf
6. Socially conscious rappers working on their flow and their know
7. Homeless kids, next-gens of the local turf's gang
8. Punk Rockers / New Wavers fresh out of a show, sweaty and screaming, and apparently not done slam dancing for the night
9. Glam Metal Rockers straight out of the night's Ratt and Bon Jovi concert
10. Late night joggers / Dog Walkers, because 2 AM is the only time of day that Puddles can handle the social pressures
11. Animal Control with poor vision, will automatically assume any Beast he sees is a feral animal to be caught
12. Dope dealer pushing crack and low-grade ditch weed smuggled in from Mexico
13. Car thief / Cat burglar, come upon in the middle of their act
14. Vietnam vets panhandling and garrulously railing against society and "The Man" to any willing to listen
15. Soviet terrorists, trying desperately to pass as a sleeper cell
16. Roll twice and the two results are currently engaged in conflict with each other as the Beasts come upon them

## **RANDOM NYC STOREFRONTS**

- |                       |                               |
|-----------------------|-------------------------------|
| 1. Army Navy Surplus  | 11. Bookstore                 |
| 2. Gun Shop           | 12. Radio Shack / Tandy Corp. |
| 3. Pawn Shop          | 13. 7-11                      |
| 4. Liquor Store       | 14. Pet Shop                  |
| 5. Clothing Boutique  | 15. Bar                       |
| 6. Porn Shop          | 16. Laundromat                |
| 7. Video Rental Store | 17. Bowling Alley             |
| 8. Restaurant         | 18. Video Arcade              |
| 9. Bank               | 19. Toy Store                 |
| 10. Record Store      | 20. Walk-in Clinic            |

# Wrath of a Dead God

## A 0-level Funnel for World War One using the DCC Rules (and Trench Crawl Classics from 2018 GFA)

by Eric Betts

Artwork by Danny P

On the night of 19–20 January 1915, two German zeppelins (the L3 and L4) targeted Humberside, UK but were diverted by strong winds, and dropped their bombs on Great Yarmouth, Sheringham, King's Lynn and the surrounding villages. Four people were killed and 16 injured. The raid represented the first of many strategic bombing raids that England would suffer over the next 30 years. The two zeppelins were lost within a month to violent storms while patrolling the North Sea.

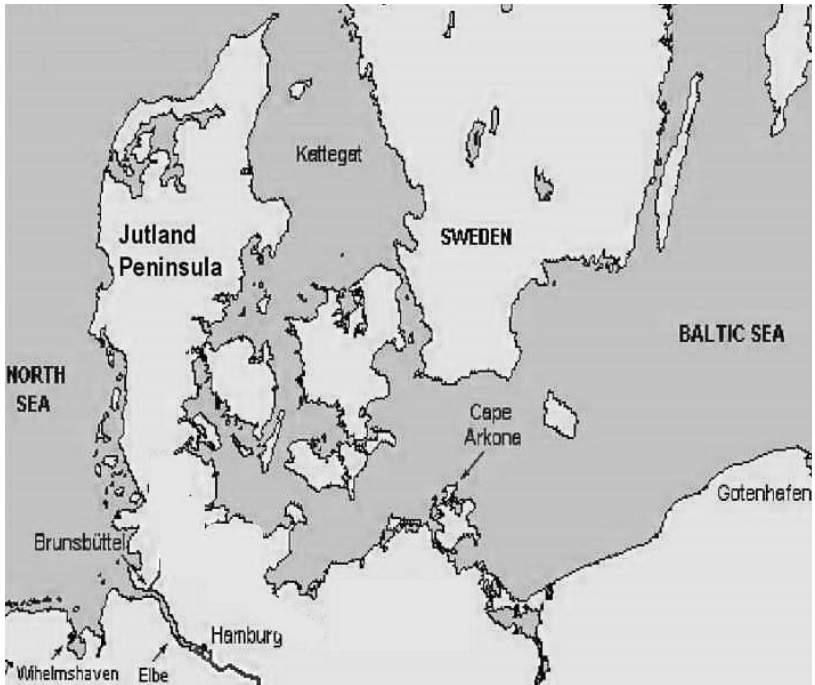
### **That was the official story.**

**GM Summary/The Real Story:** During the bombing raid, one of the bombs struck an undiscovered burial mound of the last High Priest of Taranis, the Cyclopean Celtic God of Storms. Resurrected by both the sacrificed dead (bombing victims) and enraged at the desecration of his last holy site, the newly resurrected Taranis follows the zeppelins, still too feeble to accomplish much, but slowly gathering power and making unholy pacts.

Taranis's chance comes when the next patrol of the both the L3 and L4 takes them over the North Sea looking for British ships to bomb. The North Sea is known for its terrible storms, and all Taranis needs is to give a little nudge...and to send some elemental minions and he will have his revenge.

The adventure begins with a black lightning storm separating the two zeppelins. In poor weather the zeppelins are to make for the nearest land (in this case Jutland, see Map 1: L4 Operations Area). With the two zeppelins separated, this adventure concentrates on L4 and its crews struggle to survive; the storm (get to land), the storm elementals (harpies) that Taranis sends, and the resurrected dead

## Map 1: L4 Operations Area



crewmembers now serving Taranis. Taranis' goal is to kill the crew and destroy the L4.

There are 16 crewmembers on the L4 (See Zeppelin Crewmen section). I recommend that each player have at least one of the “officer” characters (Commander, Wireless Operator, Engineer, Pilot, Navigator and Engineer) and a mix of Machinists and Rudder Operators, with a player's characters distributed in the ship locations (Crow's Nest, Pilot and Engineer Gondolas). This will keep the player engaged as the action moves between locations.

**Atmosphere:** Survival Horror. Emphasize the storm; lashing rain, lightening, gusting wind pushing the aluminum covered airship around. Keep reminding the players that their characters are in the open (cupolas or the Nest on top of the zeppelin) or in the incredibly closed space of the crawlway, or in the vast openness of the frame. Feel free that if the players begin to feel complacent to call for a Reflex save to avoid being knocked over in the rain and wind, and a Luck save to keep a character from falling to the angry black sea

below (unless they have an attached Monkey Tail.

Oh, and NO PARACHUTES were issued to Zeppelin crews.

Background/Character Creation: Zeppelin crews were a military elite. All had to be highly skilled, exceptionally fit and resilient, and possessed of great courage and steady nerves. Half were machinists who worked and maintained the engines. They would be on duty for up to 24 hours in a confined space filled with ear-splitting noise and noxious fumes. Many routinely developed splitting headaches.

The commander, the navigator, and the operators of rudders, elevators, and wireless were stationed in the forward control gondola. Here, as well as noise, there was bitter cold, with temperatures sometimes sinking as low as -25°. Clothing included wool underwear, naval uniform, leather overalls, fur overcoats, leather helmets, gloves of leather and wool, boots covered by large felt overshoes, and scarves and goggles (aka Z-uniform). Bread, sausage, stew, chocolate, and strong coffee provided sustenance. When moving around on and in the L4 the men have a Monkey Tail Harness – a harness and an attachment strap that can hook to available wires and rings in case they slip.

One or two men would also be stationed on top of the airship, occupying a combined observation and machine-gun post call The Crow's Nest, standing fully exposed to the bitter draft as their vessel cruised the upper skies.

## Special 0-Level Characters: Zeppelin Crewmen

Abilities: Roll 4d6 take the high three

Hit Points: 1d4, reroll 1s

Occupation (number allowed) – equipment, weapon; extra ability modifiers (Rank) {Special}

**Note:** Rank indicates who is “in charge” and generally, age.

**Commander (1)** – binoculars, Mauser “Broomhandle”: pistol (1d10), 3 magazines/clips of 20 bullets each (one action dice to reload), Z-Uniform (AC+3); +2 Personality, +1 Intelligence (Naval Rank: Commander) {Special: In charge of the Zeppelin, all crew should follow orders or face Courts Martial, or in extreme



circumstances, summary execution}

**Chief Engineer (1)** – Tool set, hand ax (1d6), Lugar pistol (1d8), 3 magazines of 8 bullets each, Z-Uniform (AC+3), Monkey Tail; +3 Intelligence, +1 Strength, -1 Personality (Naval Rank: Lieutenant Commander) {Special: “technically” Second in Command, should the Commander be killed or incapacitated, but if that happens in flight he’ll be too busy keeping L4 aloft to bother...so he defers to the Navigator, see below}

**Navigator (1)** – compass and sextant, Lugar pistol (1d8), 3 magazines of 8 bullets each, Z-Uniform (AC+3); +1 Intelligence, +1 Strength (Naval Rank: Lieutenant) {Special: Second in Command, should the Commander be killed or incapacitated}

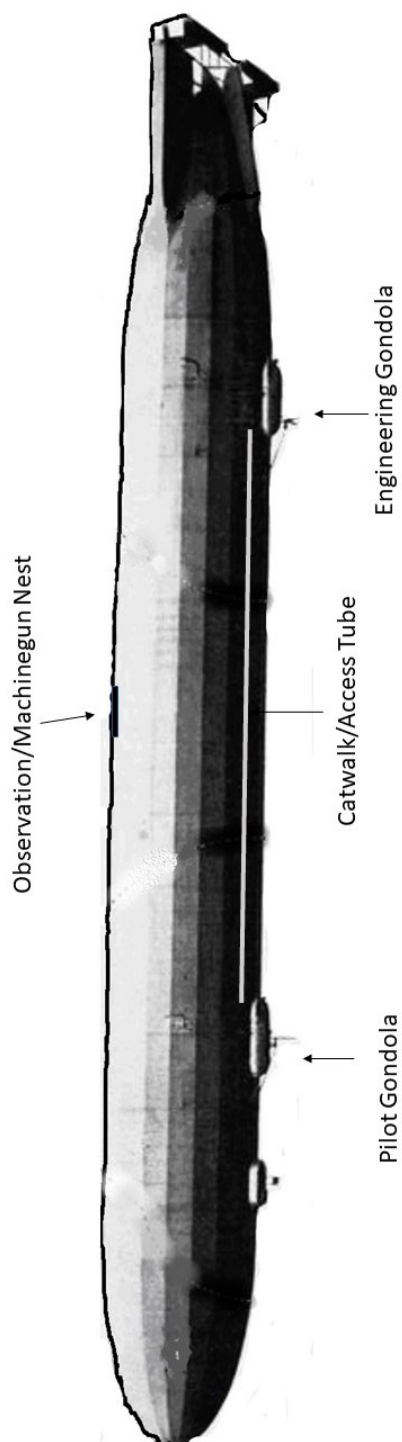
**Bombardier/Assistant Navigator (1)** – binoculars, Lugar pistol (1d8), 3 magazines of 8 bullets each (lose movement one turn to reload), Z-Uniform (AC+3); +1 Intelligence, +1 Strength (Naval Rank: Lieutenant, Junior Grade)

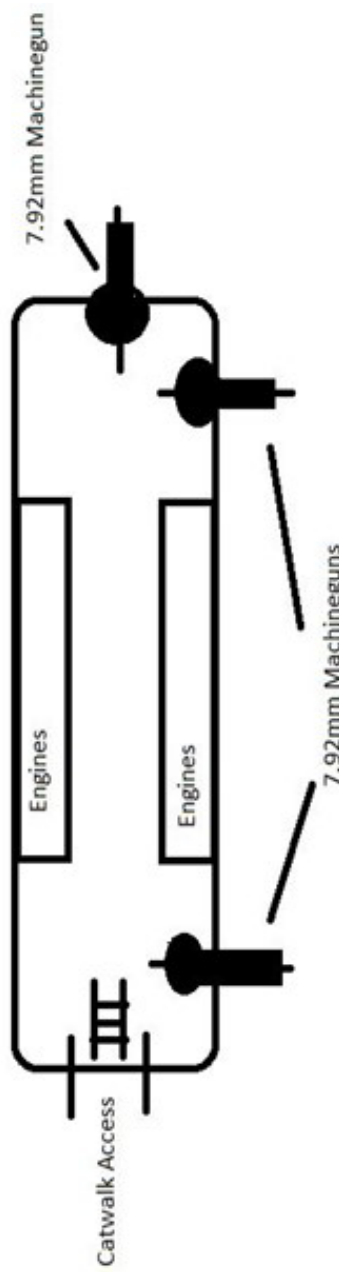
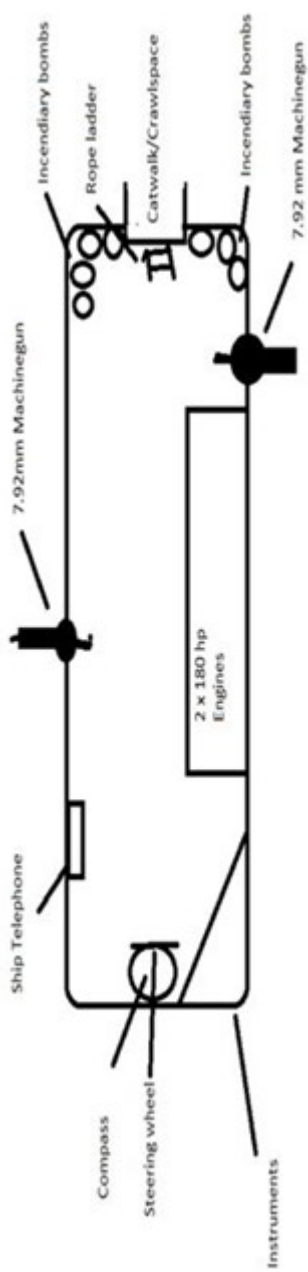
**Wireless Operator (1)** – headset, Morris code set and code book, Lugar pistol (1d8), 3 magazines of 8 bullets each (lose movement one turn to reload), Z-Uniform (AC+3); +2 Intelligence (Naval Rank: Ensign)

**Rudder and Elevator Operators (4)** - Z-Uniform (AC+3); +2 Agility +1 Strength (Naval Rank: Sailor) {two operators will man the two machineguns in the forward copula if under attack by enemy biplanes. One is detailed in the Upper Observation Nest at the start of the adventure – this man has a Monkey Tail on}

**Machinists (7)** – cast iron tool (1d6 + 2 to elves and elementals), Monkey Tail Harness, Z-Uniform (AC+3); +2 Agility +1 Strength (Naval Rank: Sailor) {3 will man the three machineguns in the rear copula if under attack by enemy biplanes. One of the four is detailed in the Upper Observation Nest at the start of the adventure}

**Adventure Summary:** This adventure is a reverse dungeon in that the player characters know their airship (the L4) intimately and begin play at their duty stations. The challenge is surviving the attacks of the minions of Taranis, keeping the L4 aloft, and guiding





the L4 to the nearest land (the Jutland coast).

## Starting Positions

**Pilot (Forward) Gondola:** Commander, Navigator, Bombardier, Wireless Operator and (3) Rudder and Elevator Operators (Total: 7 crew)

**Engineering (rear) Gondola:** Chief Engineer and (4) Machinists (Total: 5 crew)

**In the Hull:** (2) Machinists (Total: 2 crew)

**Crow's Nest:** Rudder and Elevator Operator and Machinist (Total: 2 crew)

## Character Introduction

You are the elite crew of the German Imperial Navy Airship (Zeppelin) L4. A month ago, the L4 (and sister ship L3) were diverted from your patrol duties over the North Sea for a special mission – the first bombing of Great Britain! Afterwards, with congratulations from the Imperial High Command, you returned to the cold air over the North Sea to continue looking for British naval ships (to bomb).

It is mid-February and the North Sea is exceeding its reputation for bad weather...you have never seen it this bad! It came on so suddenly, like nothing you have seen before. The sun blotted out by black clouds, high winds pushing the mighty zeppelin like a toy, driving rain lashes the crew, exposed in open gondolas and the high observation nest, like whips, and lightning has struck the aluminum hull. After losing contact with your sister ship, the L3, the Captain decided to abandon the patrol and head for the nearest land - in this case the tip of the Jutland Peninsula. Once over land, you are confident that your elite crew and mighty ship will safely navigate south and back home to Germany. However, even as the massive lighter than air ship changes course, you see “things” flying through the black sky and you feel in your gut that this race for land may be the worse, and possibly last, moments of your life.

**I recommend copying and sharing the below ‘zeppelin guide’ and a zeppelin map with the players.**

## **L4 Zeppelin (See Map 2: L4 Schematic)**

The L4 is 318’ long from nose to tail, externally shaped like a tapered cigar.

**Hull:** The ‘hull’ is an aluminum covered frame with five massive barrel-shaped hydrogen bladders within (providing the lift). Rope ladders and guide ropes are used to help the crew move around the interior, but due to the heights, it is very dangerous in the best of conditions...during a storm it is deadly (frequent Reflex saves of recommended DC 12-14). The crewmen’s one safety feature is the Monkey Tail harness which they attach to a rope with a “D-ring” clip as a precaution. While the Monkey harness will prevent a deadly fall, the frequent clipping and unclipping limits movement to 10’ per turn.

**Crow’s Nest:** On top of the hull, at the center of the ship, is an open sandbagged Crow’s Nest. The Crow’s Nest usually has two crewmen on observation detail, looking for bad weather and enemy planes. The Crow’s Nest has a telephone (see below) for calling reports down to the gondolas. The two crewmen also have two mounted machineguns on either side of the Nest for fending off attacking aircraft. There is a hatch in the bottom of the Crow’s Nest that opens to a rope ladder leading down into the Hull.

(2) 7.92mm Hotchkiss Machinegun, 3d12 damage, range 120/240/360, fixed in swivel mounts on the airship (cannot be removed and fired by hand)

**Gondolas:** Two Gondolas extend below the hull, one in the front (the Pilot Gondola which has the steering, navigation and incendiary bombs) and one in the rear (the Engineering Gondola). The Pilot Gondola has two machineguns mounted in swivel mounts on either side. The Engineering Gondola has two machineguns on either side and another facing the rear of the airship.

**Pilot Gondola (2):** 7.92mm Hotchkiss Machinegun, 3d12 damage, range 120/240/360, fixed in swivel mounts on the airship (cannot be removed and fired by hand)

**Incendiary bombs (12):** very heavy, high explosive bombs meant for dropping on warships. Fixed in a rack and released directly below the Pilot Gondola by pulling a lever. {explosive damage is up to the Judge)

**Engineering Gondola (3):** 7.92mm Hotchkiss Machinegun, 3d12 damage, range 120/240/360, fixed in swivel mounts on the airship (cannot be removed and fired by hand)

**Crawlspace:** Inside of the hull, above and between the two gondolas, is an internal crawlspace tunnel about a yard wide and a yard high that has openings to access the interior of the hull. This is mainly used for inflight access to the engines and the lift bladders for repairs.

**Engines:** Each gondola has a powerful Propeller engine. There are four engines extending from the hull; two (one on each side) forward of the Pilot Gondola and two (one to each side) in the rear of the Engineering Gondola). The hull engines are part of the internal frame and can be accessed by exiting the hull on the attaching pylon by a machinist (hopefully using a Monkey Tail) for repairs.

**Zeppelin Telephone:** The L4 has a telephone system rigged with tactical telephones in the Pilot Gondola, the Engineer Gondola, and the Crow's Nest. A small handle must be cranked, which causes both other phones to ring.

**GM Note: If one of the locations is evacuated (most likely the Crow's Nest) and the players use the phone, insert the following in a creepy, inhuman voice (or make up your own ... ).**

You are all going to die...horribly...for your sacrilege...and serve me in the abyss...

## **Encounters**

### **1. Face in the Storm**

The storm clouds surrounding the zeppelin have turned a deep purple, and before your eyes you see what appears to be the head of a long haired and bearded man forming within the clouds. In the center of the face is a single eye, burning with inhuman hatred! The enraged face's mouth opens wide and a gust of gale wind and accompanying lightning and thunder strikes your airship.

All crewmen must make a Willpower Save (DC14) and a Reflex Save (DC12). A pass to both carries on as normal. Characters who:  
Fail Willpower: Are stunned and unable to act in the first round of Attack of the Harpies

Fail Reflex: Are knocked down, either prone on the floor of a gondola, or fallen from a perch elsewhere on the zeppelin. If wearing a 'monkey tail' the character could be dangling in space. Either way, the character will need to use an action die to return to their feet.

### **2. Attack of the Storm Harpies**

Unable to explain the face that you have seen in the storm, you turn back to work, only to hear a warning from one of the lookouts, "Incoming aircraft!" Although that last may have been yelled as a question. You turn to look and see blue tinged winged women out of myth and legend diving at your airship!

The Storm Harpies will attack in three groups, four attacking the Forward (pilot) gondola, four attacking the Rear (engineering) gondola, and three attacking the Crow's Nest. The harpies are



new to this enemy and will not fight to the end, rather they seek to; slay a few crewman (so that Taranis can animate the corpses later – see Raise the Dead, below) and determine the weaknesses of this strange vessel. As a result, the Harpies will only use their law attack, either to maul a crewmember or to grab a crewman and pull them off the zeppelin (dropping the victim in the ocean below). In the Crow's Nest, they will try to kill both sailors to be reanimated as zombies. The harpies will retreat once one of their group (one of the four attacking the gondolas, or one of the three attacking the Crow's Nest) is killed. The remaining harpies in that group will turn and fly away into the black clouds. The crew members with ranged weapons will get a free attack against the retreating harpies.

**Storm Harpies of Taranis (11):** Init +0; Atk claws +3 (1d4) or grab, ranged lightning strike +1 (1d8); AC 13; HD5d8; hp 25; MV 20' Fly 70' (unaffected by weather conditions); Act 2d20; SP Killed mortals become undead Servants of Taranis; SV Fort +2, Ref +3, Will +6; AL N.



### **3. Escape from the Crow's Nest**

In the aftermath of the strange attack, and the increasing winds, the Captain calls on the telephone for the men in the Crow's Nest to get below (to the gondolas) and on the way down to inform the two men on the interior what is happening.

As the lighting and wind has increased, the crewmen in the Crow's Nest (if still alive) will enter the hull through a hatch in the floor of the Crow's Nest and descending an internal rope ladder finding the two crewmen in the hull. Judges should have a few Reflex saves required (DC 12 to DC 14) to prevent falling. If the characters are using the Monkey Tails a failure on one of these saves will only leave the PC dangling by their harness...if not using the harness, the several hundred foot fall will kill the character (for later use as a Taranis zombie).

### **4. Lightning Strikes on Hull and Engines**

From the cloud you see the winged 'creatures' that attacked you earlier return! But it becomes obvious that they are less interested in the gondolas now, but are attacking your forward and lead hull engines! Needing the power of those to fight the storm and push the L4 to safety is essential! These creatures must be killed or driven off again! Quick, to the machineguns!

The surviving harpies from the first attack will attack with half going after the two forward hull mounted engines, half going after the rear hull mounted engines.

At this distance from the gondolas and with the extreme movement of the airship caused by the storm and wind, the harpies can only be hit by the mounted machine guns.

The harpies tactics will be to use their lightning ranges attack to hit the engines.

Engines AC 16, 40 hp. Below 20 hp the engine will cease to work, but be repairable. At 0 hp the engine is destroyed in a fiery explosion.

The harpies will again flee, this time if they lose half of their total number. The PC's will again get a free parting shot at the fleeing creatures.

{Optional scene: A particularly cruel Judge may have the Harpies begin to shoot lightning at the incendiary bombs in the Pilot Gondola. The players should realize just how dangerous a hit would be ("Pilot Gondola vaporized" is a good way of putting it) and allow some brave soul to drop the bombs before that happens.}

## **5. Repair Engines and Check the (Hydrogen) Bladders**

This damned weather and those damned demons! They've damaged the L4 – who knows how badly! We need to keep those engines going or the storm will kill us all before we reach the mainland! Some of the crew will need to complete repairs while the rest of us keep watch. What are you waiting for? Get going!

The engines can be accessed from the hull, and only a madman would attempt the repairs without a Monkey Tail harness. Regular DC12 reflex saves to prevent falling down in the hull (not so bad, I recommend 1hp damage per slip) and especially when standing on the narrow pylon and repairing the engine (DC14 for moving on the pylon and DC 10 while repairing). Without a Monkey Tail harness, a missed save on the pylon means the character falls to his death in the North Sea.

## **6. Raise the Dead – Kill the Dead**

The repairs will have to do! Everyone, get back into the gondolas! We are heading for land!!!

This encounter assumes that the harpies have been able to kill at least a few crewmen in the course of the adventure. Unless the surviving PCs have decided to get rid of the "ballast" of their friends' corpses, they now come back to life as zombies in the service to Taranis!

The characters killed in the hull (now zombies) will be waiting for repair crews in the Crawlspace, while characters killed in the gondolas will raise as zombies and unless at least one of the

characters in the gondola pass an Intelligence check of DC12 (and spot the rising dead), the zombies will get a surprise a round!

**Undead Servants of Taranis (number of dead crew still on the L4):** Init -2; Atk bite +3 (1d4); AC 9; HD 2d6; hp 8; MV 20'; Act 1d20; SP Undead; SV Fort +4, Ref -2, Will +2; AL N.



## 7. A Last Chance at Wrath

There! Look! The rocky coast at last! With the L4 so damaged, we need to set down wherever that land is! We will deal with the local government afterwards! This is it lads, one final push! Damn it! Here they come again!

The surviving minions of Taranis (surviving harpies and zombies) will make a final attack on the crew.

{Judge Optional Last Encounter} If the players have had their way with the harpies and zombies and too few villains remain to make this encounter interesting, Taranis will summon his last servant; a ragged wyvern with a single, malevolent red eye!

With the last of the flying creatures slain or run off, you look ahead to see a jagged coastline! With shouts of joy, you prepare of land... but then something as large as a bomber wings besides the L4... ...is THAT a DRAGON???

**Taranis' pet Wyvern (1):** Init +6; Atk claw (x2) +5 melee (1d8); bite +5 melee (1d12); AC 16; HD 4d12 ( 28 hp); MV 40; Act attacks d20, lightning breath weapon +5 ranged (4d12); SV Fort +4, Ref +4, Will +4; AI N.

## 8. A Final Revenge

You leap from the gondola, grateful to have your feet on solid Earth again! Some of your comrades are actually kissing the ground!

Behind you, you hear a horrific cracking as a powerful gust tears loose the mooring of the L4! You watch, helpless as your airship is pulled out to sea. Fortunately the few remaining crewmen have leapt free. You race to help your surviving friends to the shore.

Gathering your wits, you realize you are unsure of exactly where you have landed. You'd assumed Denmark, but those mountains in the distance do not look familiar. Moments later, you hear horses approaching. Your first thought is mounted police, but since when did police wear chainmail and robes? And one of these riders seems to have pointed ears. Worse, a short fat one is riding a pig and another a dog!

WHERE are you?!

[illegible]

## **GFA 2019 Volume 7 Credits**

### **Authors**

Eric Betts and Dan Steeby

### **Illustrators & Cartographers**

David Bernardy, Ivy Fowler, and Danny P

---

## **2019 GFA Credits**

### **Cover Art**

Doug Kovacs

### **Title Page Art**

Marc Radle

### **Editors & Proofreaders**

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley, Cory Gahsman, Michael Harrington, Tony Hogard, Clayton JP, Elizabeth Levy, Shane Liebling, Collen McDonald, Russell Mirabelli, Jason Morgan, Keith Nelson, Marcie Riebe, Jeff Scifert, Ian Zebarah Shears, Tim Snider, Dan Steeby, Shyloh Wideman, Chris Zank

### **Printing Offset Contributors**

Jason Abdin, David Baity, Julian Bernick, Eric Betts, Daniel Bishop, CeCelia Bowden, Jen & Bob Brinkman, Marc Bruner, Todd Bunn, Ian Burgess, Michael Carlson, Justin Chophonis, Ariel Churi, Charles Couch, Jim Cox, Hector Cruz, Thierry De Gagne, Sean Duffy, Mirko Froehlich, Fuzzbang and Hootz, Keith Garrett, Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard, Anne Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen, Lucas Kuntz, Christopher Lauricella, The Long Con RPG Convention, David Maltbie, Jon Marr, Juergen Mayer, Cullen McDonald, Ken McLennan, Jason Menard, Ruxed LLC, Ryan Moore, Keith Nelson, Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle, James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton, Aaron Talley, Karen Theroux, Matt Towle, Joan K Troyer, Melissa & Shyloh Wideman, Laura & Clayton Williams, Jon Wilson, David York, Chris Zank, and the anonymous patrons of the GFA community

### **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh, Shyloh Wideman, Clayton Williams, Jon Wilson

# The 2019 Gongfarmer's Almanac:

## A Dungeon Crawl Classics RPG Zine

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



### DCC PATRONS & DEITIES

### VOLUME 8 OF FOURTEEN BOOKLETS

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# The Great Ak

Written and Illustrated by SGT Dave

Also known as the *Master Woodsman of the World*, the immortal Great Ak oversees every wood, orchard, and grove from his home in the Forest of Burzee. Ak stands at the head of the Great Council of the Immortals with his brothers, Kern the Master Husbandman and Bo the Master Mariner. The three master tradesmen employ their collective omniscience and wisdom to protect their respective realms from evil, as well as the encroaching blight of man.

With his silver ax in hand and his faithful servant Nelko at his side, the lawful Ak tends to the forests of the world. He considers himself father to the wood nymphs, advising and protecting them with loving care. Magic users with a patron bond with Ak commit to a druid's life, protecting the forests from blight and industry.

Ak is omniscient, sensing every leaf of every tree. He can render himself invisible to mortals, travel freely through time and space, and wield natural magic as proficiently as he wields his magic ax.

*Note: As a patron of the druidic order, Ak taps into the intrinsic phlogiston stream flowing between Yldgrrl, the World Root and the faerie domain of the King of Elfland. Keeping the watch over the balance between these two great magical conduits, Ak teaches his servants spells from both sources.*



### *Invoke Patron Check Results:*

- 12-13 Ak protects the caster from forest enemies. The user skin turns to malleable oak. For 1d6+CL rounds, the caster half damage from physical attacks but takes double damage from fire attacks.
- 14-17 The caster may invisibly travel to witness one specific passage of time in the past or future. The duration of his clandestine travel lasts for 1d4+CL rounds.
- 18-19 The Wood Nymphs grant the caster an enchanted holly branch. This branch can reflect any single physical or magical missile attack, including magic missile back upon its user. The original attacker must make a DC15 Reflex save to avoid being hit by their own attack. There is no Reflex save for magic missile.
- 20-23 Ak invokes tree roots to aid his follower. Tree root bursts forth from the ground binding the legs of up to 1d6 enemy targets. The roots prevent the targets from moving their legs and reduces their attacks by -3. The targets stay entangled until they break free with a DC18 Strength check, or until they inflict 10 HP chopping damage.
- 24-27 The Nooks grant the caster a one-time-use, magic wisteria wand. A successful melee strike with the wand, shrinks the target to one quarter its normal size. The target's Strength and Stamina, AC and HP, and attack and damage rolls are all reduced by 75% for 1d4+CL rounds.
- 28-29 Ak convinces Yddggrl to send a large tree-man to your defense. He moves on the caster's initiative and the caster can perform other actions while directing him. The tree-man remains for 1d6+CL rounds.
- Tree-man:** Atk slam +8 melee (dmg 2d6+6); AC 16; HD 4d8; MV 20'; Act 2d20; SP takes 2x damage from fire; SV Fort +7, Ref -1, Will +8; AL N.
- 30-31 The Ryls bestow a blessed branch of mistletoe upon the caster. Upon contact with the branch, a target with less than or equal Hit Dice than the caster polymorphs into a



sentient flower. The target can no longer move or speak (except to other flowers). The transformation lasts 1 hour per caster level. If uprooted, the change is permanent. The branch turns to dust after one use.

- 32+ The Great Ak temporarily bestows his magic girdle to the caster. Anyone touching the girdle is transported to any time and place imagined by the caster. Planar travel is also possible as long as the caster can specifically picture the plane in his mind. The girdle returns to Ak after one use.

## Patron Taint: The Great Ak

When patron taint is indicated for **Ak**, 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's skin takes on the roughness of tree bark. If this result is rolled a second time, the caster's skin takes on the hardness and appearance of oaken tree bark; -2 to Agility, +2 to AC. If this result is rolled a third time, the caster's skin fully transmutes into the bark; -4 Agility, -10' MV, +4 AC, double damage from fire.
- 2 The caster begins to long for the comfort and peace of the forest. If the result is rolled a second time, the caster shuns the urban places of the world and cannot stay in a city, town or village for more than 1d3 days in a row without equal time spent convalescing in a natural setting. If the result is rolled a third time, entering any city, town or village incapacitates the caster with violent illness.
- 3 The caster takes upon the elfin vulnerability to iron. If the result is rolled a second time, the caster takes on the pointed ears and forehead antenna of a wood nymph. This antenna transmits the thoughts of surrounding trees into the caster's mind; unless the caster speaks the language of trees, the thoughts sound like distracting babble. If the result is rolled a third time, the caster shrinks to the full, diminutive form of a wood nymph, increasing Agility by +3, but reducing Strength and Stamina by -3 each.
- 4 The caster grows acutely aware of the emotional state of trees. On the second result, the caster is overcome with arborescent empathy, feeling the intense elation and pains of any tree in a 100' radius. If the result is rolled a third time, the caster no longer relates to beings of flesh, refusing to speak any language but *tree*.
- 5 The caster's appearance vaguely takes on the appearance of one of the following tree-dwelling beasts (roll 1d4): (1) a silky anteater, (2) a tarsier, (3) a green tree python, (4) a genet. On a

second result, the caster can no longer pass as human as he is covered in the fur or scales of the applicable beast, as well as taking on its eyes, ears, mouth, and nose. On a third result, the caster has completely transmuted into the beast, taking on all its physical characteristics while maintaining his mental faculties and speech.

- 6 The caster keeps a journal, obsessively catalogs the various trees and plants he encounters throughout the day. If this result is rolled a second time, the caster can communicate with trees, carrying on long conversations with the many trees he meets along the way. If this result is rolled a third time, the caster suffers from flora dysphoria. Convinced he is a tree, the caster disappears into the forest to live among his newfound kin.

## **Spellburn: Ak**

The Great Ak requires his followers to respect the forest by adopting a full druidic lifestyle. When a caster utilizes spellburn, roll 1d4 on the table below when a request is made. These ideas should hopefully give you room to expand in your own campaign.

### **Roll Result**

- 1 The caster must adopt a full druidic lifestyle. He violently retches and sweats until all unclean toxins are free of his system. For the next 1d3 days, the caster may only use water, dirt, and sunlight for sustenance.
- 2 The caster must complete a minor quest before regaining stat points. Quests always center around protecting the forest and its denizens, i.e. cure a blight, vanquish a malevolent force, rescue a wood nymph.
- 3 The caster is attacked by an evil, invisible beast called an Awgwa. The caster's blood poisons the monster, but not before receiving the reflected stat loss.
- 4 The caster collects, blesses, and ingests acorns, pine cones, and tree bark until he is painfully overfull to the point of retching. The caster then vomits a powerful, pine-scented bile. Drinking this bile grants the caster the desired casting bonus.

## Patron Spells: Ak

Those willing to dedicate themselves to the protection of forest life may choose from among these spells during level advancement, instead of rolling for spells randomly, as follows:

**Level 1:** Forest Walk (see page 345 of the DCC Core Rulebook)

**Level 2:** Invisibility (see page 172 of the DCC Core Rulebook)

**Level 3:** The Silver Ax

### The Silver Ax

Level: 3 (*The Great Ak*)

Range: See below    Duration: Varies    Casting time: 1 round    Save: NA

*General:* The Great Ak bestows his powerful Silver Ax upon the caster. The roll determines how many attributes of this weapon the caster can unlock. Every attribute below is *in addition to* all the attributes above it. Only the caster may wield this weapon. Anyone who attempts must Fort save vs. shock (DC 20).

*Manifestation:* See below.

- 1            Lost, failure, and patron taint.
- 2-11        Lost. Failure.
- 12-15      +5 melee attack, 3d6 chopping damage. The ax remains for 2d3+CL rounds.
- 16-18      Caster is immune to the effects of cold and heat. This is in addition to all the above attributes. The ax remains for 1d6+CL rounds.
- 19-21      The caster can spin the ax to create a blinding shield of light, providing a +4 AC bonus for himself and up to two companions for as long as he spins it. This is in addition to all the above attributes. The ax remains for 2d6+CL rounds.
- 22-24      +3 missile attack when thrown, up to 30' for 2d8 chopping damage. The ax always returns to the caster's hand in the same round. This is in addition to all the above attributes. The ax remains for 2d8+CL rounds.



- 25-27 The caster can fire a scorching ray of light at the target for 1d12+caster level-up to 100' away. This is in addition to all the above attributes. Lasts 1d20+CL rounds.
- 28-29 Critical hit range is 17+. This is in addition to all the above attributes. The ax remains for 2d12+CL rounds.
- 30-31 Each successful critical hit shatters the target's non-magical weapon or shield. This is in addition to all the above attributes. The ax remains for 1 hour.
- 32-33 The caster temporarily dons the Mantle of Immortality and only receives half damage. This is in addition to all the above attributes. The ax remains for 1d4+CL hours.
- 34+ The ax can be thrown to unfailingly to strike any target up to two miles away, at the rate of one mile per round, for 10d6 explosive damage, up to a 20' radius. Using this feature immediately returns the ax back to the Master Woodsman. Otherwise, the ax may remain with the caster until the next sunset. This is in addition to all the above attributes.

# ASLAN

Written and Illustrated by SGT Dave

The Knights of the Noblest Order of the Lion comprise of lawful clerics noble to Aslan. Aslan appears as a magnificent lion of shimmering gold, without blemish, terrifying but kind, savage but wise. He never changes, but the appearance of his size appears larger in proportion to the wisdom and character of the beholder. Thus to the worldly and foolish, Aslan seems to be no larger than any other healthy lion, but to the pure in heart, he towers over any natural beast. To the faithful, he epitomizes good. To followers of evil, he personifies ferocity.

As a divine deity, Aslan is nigh-omnipotent and second in power to only his father, the Emperor Beyond the Sea. In spite of this, Aslan is subject by covenant to the Deep Magic from the Dawn of Time. His powers include omniscience, omnipresence, matter-manipulation, inspiration, causing deep sleep, curing curses and petrification, seemingly limitless healing, and even resurrection. However, Aslan often limits the extent of boons and blessings upon his followers that they may learn wisdom and faith.

Aslan may charge his loyal knights on quests of universal, or sometimes personal, peace. These knights swear an oath to defend the world against evil, uphold the righteous, and protect the innocent.

Knights of Aslan must commit to a life of charity and benevolence. They seek to perfect the virtues of honor, gallantry, courtesy, generosity, valor, and love.

Their mantra is:

*Wrong will be right when Aslan comes in sight,  
At the sound of his roar, sorrows will be no more,  
When he bares his teeth, winter meets its death,  
And when he shakes his mane, we shall have spring again.*

Aslan aligns himself with righteous lawful deities, like Justicia, and well as neutral deities of nature and old magic, such as the King of Elfland.



Aslan opposes all evil and chaotic beings.

Aslan's knights are proficient in the longsword, longbow, and shield. Their holy symbol is, of course, the lion.

As clerics, the knight may turn unholy demons, evil spirits, and the undead.

Followers of Aslan may never take an innocent life.

## Disapproval Table

*Roll Result    Effect*

0 or less	Do not give up hope, little one. Try again immediately.
1	You lack gratitude. You must say aloud seven things for which you are grateful before casting again.
2	You lack humility. Perform one act of menial service for another before casting again.
3	You lack selflessness. Perform one act of major service (taking at least seven hours) for another before casting again.
4	Bless the poor. Your spells (aside from healing) are lost until you donate 10% of your treasure to someone in need.
5	Bless those who mourn. Your spells (aside from healing) are lost until you perform ceremonial funeral rites for a fallen comrade (PC or NPC).
6	Bless the meek. Your spells (aside from healing) are lost until you adopt a young lamb. As long as the lamb stays by your side, healthy and uninjured, you can cast spells without penalty. This charge lasts for seven days.
7	Bless the hungry. Your spells (aside from healing) are lost until you fast for six days, losing one point of stamina for each day. After feasting on the seventh day, your stamina and your powers return.
8	Bless the merciful. All spells are lost until you successfully defend the life of an enemy.
9	Bless the pure in heart. All spells are lost until you commit no acts of violence or unkindness for 1d7 days.

- 10 Bless the peacemakers. All spells are lost until you successfully negotiate a peaceful resolution to an enemy encounter.
- 11 Bless the persecuted. All spells are lost until you suffer at least half your HP without defending yourself.
- 12 Like King Peter, you must slay a dire wolf of at least 2d6 HD before casting another spell.
- 13 Like King Caspian X while on the Lone Islands, you must free at least one captive slave before casting another spell.
- 14 Like Prince Rilian you must slay a great serpent of at least 3d8 HD before casting another spell.
- 15 Roll 1d3. You take the form of a (1) lamb, an (2) albatross, or a (3) horse for 1d7 days. You retain the ability to talk.
- 16 To learn humility and reconsider the error of your ways, you now permanently possess the head of a donkey resulting in -5 Personality.
- 17 You feel the icy breath of the adversary and are turned to stone for 1d7 days.
- 18 You have lost the ability to heal until you retrieve juice from the fire-flowers that grow in the mountains of the sun.
- 19 You are unworthy to fight in the Last Battle and will wander the battlefield of Armageddon for eternity unless you complete 7 holy quests.
- 20 or more Your faith has left you; your powers are lost. However, if you die protecting an innocent soul, Aslan may resurrect you as a humble, level one knight.

# Erhyta

Goddess of Harvest, Death and the Moon  
(Chaotic)

Written By James A. Pozenel, Jr.     Art by Stefan Poag

*Author's note: Erhyta was generated using The Lesser Key to the Celestial Legion during its successful Kickstarter and was used extensively to add extra details to this article. The Lesser Key to the Celestial Legion is available from Psychoda Press.*

Erhyta, the Harvesting Lady, Gatherer of the Sown, Moon Reaper, The Luminous One. She keeps watch on the faithful's crops at night. She guides the harvest of men. She takes from the earth those whose time is ripe.

Erhyta is a deity of few words. Her worshipers understand the cycle of life not only as it applies to crops and animal husbandry but also as it applies to themselves. Everyone has a finite number of seasons on the earth. It is best to reap with a clear eye what you have sown -- not just in the fields, but also in life.

Clerics of Erhyta are largely members of the community in which they serve. They tend their own lands as well as those of the church. All churches of Erhyta have their own holy fields, animals, and agricultural implements. Each year an augury determines which field will be the holy, chosen field. In the autumn, The Reapening will begin at the chosen field. The harvest festival always concludes at the church's fields, or Erhyta's Croft. The ceremonial Last Sheaf is cut from the church's fields under the full moon as determined by the ranking cleric's divination.

The lunar calendar is the most important time keeping instrument for communities that worship the Luminous One. Records about lunar cycles and yearly harvests are extensively documented and usually kept in the church's library. Ceremonies practiced during lunar eclipses are especially important. Lunar eclipses are seen as dread omens and special ceremonies must be performed to banish unholy forces. Priests consult the records and heavens attempting to predict when the next event might occur.



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## Known Heralds

### **Ofo, Executioner of Erhyta**

A strong gale blows picking up dead leaves, twigs and larger branches. The wind born detritus begins collecting in one spot until the Herald's shape is complete. Ofo looks like a column of dead thorny branches, twigs and leaves roughly 6 feet tall. Its eyes look like orange planetoids or moons pockmarked with craters. Its eight arms end in scythe like blades. Dead animals/raw meat temporarily return to life when near Herald, and as it speaks, the crackling of a low fire can be heard. Blood oozes and drops from Ofo, and it turns into a column of blood when it is done conversing. Ofo guides clerics of Erhyta and assists the Harvesting Lady with her solemn chore.





## Example Religious Groups

The following section outlines two holy communities of Erhyta. Given the history of human religious practice, clerics of various orders or sects ought to have different religious practices in our games. Recalling the section of the *DCC Core Rulebook* regarding “Journeys in a Small World,” a Judge can safely create many versions of worship for the same god. It should not be assumed that a cleric of a specific god is the only sect in existence nor that everyone worships that entity in the exact same way. Style of religious practice reflects a community’s culture, views, and values. Do not shy away from creating specific titles, vestments, and other details for each group of clerics the players meet. Afterall, what’s better than a sectarian holy war to get a cleric’s blood pumping?

### Harvesters of Erhyta

The Harvesters of Erhyta is a traditional sect. Harvesters are largely dedicated to the agrarian communities they serve. They lead their faithful through the seasons of harvest and life.

#### *Holy Symbol*

A painted black shield emblazoned with Erhyta’s white scythe reaping the holy orange moon.

#### *Religious Practice*

Observance of faith requires quiet prayer accompanied by droning bowed-stringed instruments. Each priest must scar themselves with their scythes in penance and scream “Ai Unt Erhyta!”

#### *Sacred Text*

The Baiykarilion. It is written in cynabarr inks on bleached white linen.

#### *High Holy Days*

- *The first full moon of the first month of Spring, The Sowing*

Erhyta’s pious ones sacrifice a tenth of last year’s grain stores sowing the chosen field of Erhyta. Priests wear costumes and masks while leading the congregation in prayers for a bountiful harvest. During the festival one member of the community’s fields are chosen to be the holy field.

- *Third day of the second month of Fall, The Reapening: Dusk Rites*

Erhyta’s chosen sacrifice of their evening meal and abstain from evening meals until Dawn Blessing.

- *Eighth day of the second month of Fall, The Reapening: Midnight Harvest*  
Erhyta's pious ones shear their heads of hair with ceremonial sickles.

- *Tenth day of the 2nd month of Fall, The Reapening: Dawn Blessing*  
Erhyta's blessed take the sacred mind fungus, the chosen bull is sacrificed in the chosen field, the year's blessed harvest begins. Blessed be Erhyta!

- *The last full moon of the Fall, The Last Sheaf*  
The harvest concludes in the Croft of Erhyta. The Last Sheaf of the harvest is taken under the light of the full moon. Drinking and orgiastic debauchery follows.

- *Twenty-third day of the First month of Winter, Ascension of Erhyta*  
Erhyta's faithful celebrate the Elevation to the Orange Moon, at the Altar to the Orange Moon Mysteries. Gathered thus for six hours, singing while drums beat until the moon doth rise. At the moon's blessed appearance, we drink and feast as we watch the ascension of our god.

### *Clerical Titles*

High Priest of the Last Sheaf

Apostle of the Scythe

Cultist of the Orange Moon Mysteries

Blessed Convert of Erhyta

Zealot of the Night Shield

### *Vestments*

The sect dresses in diaphanous white robes festooned with red ribbons, whilst carrying the white scythe and orange moon topped rod, the high symbols of their office.

### *Relics*

St. Beeka's Hand. Though still fleshy the hand of the martyr is greatly discolored and weeping puss, the faithful are emboldened against the unholy (+3 to attack).

### *Benefits*

All members of the Harvesters gain the occupation of farmer if they did not have it before. Harvesters are also granted access to the 1st level wizard spell *chill touch* as a first level cleric spell.

## The Sacred Order of the Black Sickle

The Sacred Order of the Black Sickle is dedicated to answering the faithful's pleas of death. Whether the pleas are of a homicidal or suicidal nature matter not. If the signs from Erhyta support the request, then the task will be done. They are often viewed as assassins from the outside, but the Order of the Black Sickle do not kill for coin. A request for death is always considered through the lens of what is the Will of Erhyta. Augury and/or consultation with her heralds decides the fate of the supplicant's request.

### *Holy Symbol*

Octagon of dark clay showing a sickle piercing a skull.

### *Religious Practice*

The Sacred Order of the Black Sickle conducts their services at night in complete silence. They recite selections from the Baiykarilion with sign language.

### *Sacred Text*

The Sacred Order of the Black Sickle records the Baiykarilion as a huge collection of knotted black strings all connected to a central ring of gold. When not being used, it looks like a misshapen pyramid. Augury often involves reaching into the pile and pulling one string free. The verse or allegory told by the different shaped knots are then interpreted by the reader.



### *High Holy Days*

#### *The last full moon of the Fall, The Reapening*

Each member of the order must answer the pleas of death for the faithful. As dusk approaches, members of the order gather, shave their heads, don ebony masks carved into the shape of skulls, and ritualistically kill their chosen prey.

### *Clerical Titles*

High Priest of the Black Sickle

Apostle of the Black Skull

Cultist of the Righteous Harvest

Convert of Lady Death

Zealot of the Orange Moon

### *Vestments*

Black leather garments sewn with citrine and onyx gemstones. A sash of white embroidered with a scythe blade in black.

### *Benefits*

Members of the Black Sickle are always given access to the first level cleric spell *darkness*. High Priests of the Order of the Black Sickle may be able to cast the second level wizard spell *invisibility* as a third level cleric spell. All clerics may backstab as per the thief skill with their sickles (treat as a dagger) gaining a bonus to attack equal to half their level rounded up.

# Lady of Shadows

Written by Michael Harrington and Delaney Harrington  
Art by bygrinstow

Desfirate, the Lady of Shadows, is the demon princess of the Mürbe - a realm of darkness and shadow. It is a perpetually rotting reflection of our world, where the air is stale and toxic and quivering things that hunger lurk in the dark, waiting for their chance to feed.

It is widely believed that Azragoth the Profane is the first mage to have discovered the Mürbe and made the first pact with Desfirate.

Known also as the Mistress of Despair and the Black Hearted Mother of Rot, Desfirate lusts after the life force of those who live in the brighter mirror of her realm - finding the young and innocent especially delicious.

Desfirate is blind with gaping weeping holes where her eyes should be. Her head is crested with two ebony curling horns. Around her neck is a high spiked collar that bites into the pale dead flesh of her neck. Her ebony black hair is an ever-swirling nimbus and her high pale forehead is marred with a jagged seeping wound in the shape of an X.

About her neck, she wears a necklace of eyes that roll, blink, and stare. She is clothed in a black and scarlet gown that conceals a glowing, oozing, rotten black heart visible in the middle of her desiccated chest.

She is often accompanied by a large three-headed creature called Loko, that resembles a cross between a dire wolf and a crocodile, whose fangs drip with poison and whose forked tongue coils ceaselessly about her legs; or by silent shadowy attendants that flow around and through her.

Her mouth, twisted in a perpetual grin that stretches from ear to ear, is sewn shut with spider silk and her voice, while never more than a whisper, cuts like a razor through willing flesh.

The sign of the Lady of Shadows is a jagged X.

The Lady of Shadows is a petty demi-patron as described on pgs 174-175 of "Angels, Daemons And Beings Between". As such she has limited invoke patron results. The Lady of Shadows and the Mürbe are new however. As such, those who seek the Lady's patronage can gain great knowledge and power in exchange for a surge in her influence and foothold in this world. Of course, this is left to the individual judge to decide for their campaign needs.



### *Patron Bond*

Those who lust for power, knowledge, and revenge through subterfuge and deceit seek Desfirate. She is often a patron to thieves and assassins and scurrilous rulers.

To bond with Desfirate, the ceremony must be performed in a dark or shadowy area - a swamp or dank forest for example. The caster must also have a rotted carcass for the ritual and smear offal across their eyes and in an X shape on the forehead.

### ***Invoke Patron check results***

- 12-13 The Lady of Shadows sends 1d3 of her attendants to assist the caster. They obey the caster unerringly for 1d4 rounds until they are destroyed or disappear.
- 14-17 Desfirate makes the caster shadowy and insubstantial. The caster can pass through the cracks of doors or through tight spaces as if made of smoke and can hide in shadows like a thief of equivalent level. The effect lasts for 1d4 rounds during which time the character cannot make melee attacks and gets +2 to AC.
- 18-19 The Lady of Shadows's negative energy flows through the caster, granting them the rotting power of the Mürbe. The next foe the caster touches (unarmed attack) must make a DC 14 Fortitude save or take 1d4 points of necrotic damage. For 1d3 rounds after a successful initial attack, the victim must again make a Fortitude save at a DC of two less of the initial DC for each round of the effect as the rot spreads. This rot can only be healed by magical means. The caster must make a DC 14 fortitude save or receive a patron taint.
- 20-21 Desfirate whispers her corrupting despair in the caster's ear. For 1d3 rounds anyone the caster makes a touch attack against will be drained 1d3 Stamina points (half of that rounded up if the victim makes a DC 14 Fortitude save). The caster will gain that drained Stamina for 1d3 days and can use it to spellburn. This Stamina damage can only be healed by magical means. The caster automatically receives a patron taint.

## **Patron Taint: The Lady of Shadows**

When patron taint is indicated for The Lady of Shadows, roll 1d4 on the table below. When a caster has acquired all four taints at all levels of effect, there is no need to continue rolling any more.

- 1 Two large bumps appear on the caster's forehead, the skin around them looking red and painful to the touch. The caster loses a Personality point. If this result is rolled a second time, the bumps erupt, and two tiny black horns sprout from the caster's forehead. This causes a loss of another two Personality points and a temporary loss of 1d3 hp. If this result is rolled a third time, the horns grow to their full 12-inch curved length. The caster loses another point of Personality and 1d3 temporary hp. The caster can now head butt with an attack of +1 melee and doing 1d4 damage.
- 2 The caster develops a pathological need to collect eyeballs. The first time this result is rolled, the caster must collect the eyes of each creature they kill or lose 1 temporary point of Intelligence for each 2 HD of creature(s) they don't collect eyeballs from. If the caster is reduced to one Intelligence point, they will be totally consumed by the need to get eyeballs and will do nothing until this need is satisfied - including committing atrocities to get them. The eyeballs must be preserved. If this result is rolled a second time, the caster now creates jewelry from the eyeballs and must wear it or lose 1 temporary point of Intelligence for each day they do not wear the jewelry. If the caster is reduced to one Intelligence point, they will be totally consumed by the need to wear their eyeball jewelry and will do nothing until this need is satisfied - including committing atrocities to get to their jewelry. In addition, the caster loses a permanent Personality point. If this result is rolled a third time, the caster removes both of their eyes and adds them to their necklace taking 1d4 hp of damage when doing so. The caster can now see out of their eyeball necklace though they are blind without it. The necklace also allows the caster to see in complete darkness up to 60'. The caster loses 2 points of Personality from the maiming and wearing the necklace.



- 3 The caster begins to fade and become insubstantial like a shadow. The first time this result is rolled, while in full sunlight the caster suffers a -1 to initiative as bright light hurts their eyes. If this result is rolled a second time, the caster cannot bear light of any kind, preferring the darkness or shadowy areas. If the caster is in bright light they suffer -2 to initiative and -1 to attacks and spell checks. If the caster is in torchlight or dim light they suffer -1 to initiative rolls. If this result is rolled a third time, the caster must make a DC 13 Fortitude save for each round they are exposed to direct or indirect sunlight or suffer 1d4 points of damage. The caster suffers a -1 to initiative rolls if exposed to dim light or torchlight.
- 4 The caster begins to continually rot as the essence of the Mürbe begins to infuse their body. The first time this result is rolled the caster's skin begins to blacken and curdle in random places. The caster loses one permanent point of Personality. The second time this result is rolled, the caster now begins to exude the smell of decay and damp rot. The caster loses another point of personality and suffers a -1 to initiative and cannot surprise others. The third time this result is rolled, anything touching the caster begins to rot, eventually completely dissolving in 1d4 days. When the caster touches another living creature, the creature must make a DC 12 Fortitude save or suffer 1d4 points of necrotic rot.

### **Spellburn: The Lady of Shadows**

Desfirate hates our brighter world and grants her servants extra power to corrupt and destroy it. 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.

<i>Roll</i>	<i>Spellburn Result</i>
-------------	-------------------------

- |   |                                                                                                                                                                                   |
|---|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | The caster feels an excruciating burning sensation in her eyes and weeps blood. She loses her sight for 1d4 rounds (the pain expressed as Strength, Stamina or Personality loss). |
| 2 | The caster feels the cold draining touch of the servants of the Lady of Shadows. The caster's very essence drains away (expressed as Strength, Stamina or Personality loss).      |

- 3      The Lady Of Shadows craves eyeballs for her necklace. Within three days the caster must deliver as many eyeballs to the Lady as points of spellburn used. These must be freshly obtained from humanoid creatures within the time frame or the caster will suffer double the spellburn damage.
- 4      The Lady grants 2 points of spellburn for each used. However, she wants fresh flesh to feed Loko. The caster must sacrifice humanoid flesh of equivalent HD for every point of spellburn used by the next moonlit night or permanently lose 1d3 Stamina.

### **Bestiary: The Lady of Shadows**

The attendants of the Lady of Shadows appear as shadowy humanoid shapes that billow and swirl like smoke. They have baleful pale burning eyes and exude a foul smell akin to that of rotting vegetation and decaying flesh.

**Shadow Servants:** Init: +1, Shadow touch +3 (1d4 + rot ), AC 15, HD 2d8, MV 30, Act 1d20, SP Shadow touch, SV Fort +4, Ref +0, Will +2, AL C

*Shadow Touch:* The touch of a shadow servant, in addition to the damage, causes necrotic rot. The victim must make a Fortitude save (DC 8+damage dealt) or suffer 1d3 Stamina damage as necrosis and rot spreads over the touched area. The Stamina damage can only be healed by magical means. The servant can target a weapon, shield or armor. In this case, the save is the same, but no modifiers can be applied. If the save fails, the item is reduced by -1 in effectiveness for armor or shields or -1d in damage for weapons. A subsequent hit will destroy the item.

# BABA JEDZA

Written by Michael Harrington     Art by Matt Sutton

Baba Jedza is the death that leads to rebirth. She usually appears as an enormously fat crone with rolls of warty blubber encircling her chin, her long pocked and hooked nose reaching past a twisted mouth full of iron teeth. Her gnarled, sausage-like fingers end in curved iron fingernails.

Occasionally the Baba Jedza appears as a beautiful, full-figured young woman dressed in a green and yellow gown, her golden flowing hair cascading down past large almond shaped eyes framed by long fluttering eyelashes. She will reward only the most wily and clever seekers of her counsel.

She is also known as White Lady of Death and Rebirth Who Guards The Waters” of Life and “The Ancient Goddess of Old Bones.”

Baba Jedza’s once mighty power has has waned with the rising influence of Jawecz the god of light, love, justice, and mercy whose worship demands no other gods before him. Though her power has waned with the coming of new gods, Baba Jedza is omniscient and can grant those who seek her patronage great knowledge and power in exchange for her resurgence.

The Baba Jedza is a petty demi-patron as described on pgs 174-175 of *Angels, Daemons, and Beings Between*. As such she has but one patron spell and limited invoke patron results. Of course, this is left to the individual judge to decide for their campaign needs.

## **The Hut of Baba Jedza**

Baba Jedza lives deep in the middle of a dark forest in a wooden hut propped on two chicken legs. The hut is turned with its back towards a traveler, and only magical words can make it turn around on its chicken legs to face the interloper. When the hut moves it does so with loud grinding noises and horrible screams. The hut is said to be alive with its own evil intent; and indeed, its windows and door resemble eyes and a mouth.



Surrounding her hut is a picket fence with the posts made of human bones and topped with 11 skulls that glow with light in the evening. One fence post is empty - presumably for her next victim as the Baba Jedza is known to eat those who she surprises in the forest.

The gate leading past the fence uses human legs instead of posts; human hands for bolts and instead of a keyhole, there is a mouth with sharp teeth. Her hut is protected by dozens of ravenous, slaving dogs.

When encountered at her hut the Baba Jedza can often be found with animated doll, which sometimes speaks to and aids those who enter the hut to entreat her. She also has an eight-legged horse that she occasionally lends to heroes to aid them in their quests. The horse can travel great distances with incredible speed without tiring.

Baba Jedza travels by rowing in the air in a mortar, using a pestle for her oar. She sweeps all traces of her flight from the air with a broom. She is quick to fly into an inchoate rage and is a adept shape changer.

### *Patron Bond*

Baba Jedza acts as patron for both male and female wizards but is suspicious of men and prefers women. Elves or wizards who cast patron bond to secure a compact with Baba Jedza gain a +2 bonus if the subject of the spell (herself or another) is female and a –4 penalty if the subject is male. This modifier also applies to the casting of her patron spell.

To bond with Baba Jedza, the ceremony must be performed in a deep, uninhabited forest.

### ***Invoke Patron check results***

- 12-13 The caster is allowed to ask Baba Jedza one question about the future. Baba Jedza always answers in a cryptic way, ensuring that only the clever benefit from her wisdom. Casters must make a DC 12 Intelligence save or be turned into a small woodland animal for 1d4 rounds.
- 14-17 Baba Jedza grants the caster the ability to create “healing” water. The transmuted water will heal 1d4+CL hp or ability damage.
- 18-19 Baba Jedza gifts the caster with the ability to shape change for 1d3+CL rounds. When the spell ends the caster must make a DC 12 Fort save or gain a Patron Taint.
- 20-21 Through the beneficence of the Baba Jedza, the caster can transmute one target of her choice into a woodland animal. The target must make a DC 13 Fortitude save or be changed for 1d4 rounds. Roll 1d4: 1) Crow, 2) Toad, 3) Hamster, 4) Hedgehog

## **Patron Taint: Baba Jedza**

When patron taint is indicated for Baba Jedza, roll 1d4 on the table below. When a caster has acquired all four taints at all levels of effect, there is no need to continue rolling any longer.

1. The caster's teeth become sharpened iron points. The caster can now bite with an attack of -1 melee (1d3-1). The caster also loses 1 permanent point of Personality. If this result is rolled a second time, the casters nails become sharpened iron points. The caster now gains a claw attack at -1 melee (1d3). If this result is rolled a third time the caster's nose grows six inches and hooks and their jaw juts out unnaturally, resulting in a loss of 2 permanent Personality points.
2. The caster develops an unnatural and insatiable need to consume only meat. The caster must consume fresh meat at least once per day or lose 1 temporary point of Stamina for each day without eating meat. If this result is rolled a second time, the caster now needs to consume only raw meat (as above) and continually smells of freshly slaughtered flesh and blood, losing 1 permanent point of Personality. If this result is rolled a third time, the caster now needs to consume human flesh (as above) and also loses another permanent point of Personality.
3. The caster immediately gains 40 pounds of weight and cannot lose it. The caster has -5' to movement and loses a point a Stamina. If this result is rolled a second time, the caster gains another 60 pounds with an additional 5' of movement loss and the loss of an additional point of Stamina. If the result is rolled a third time, the caster gains 60 pounds losing five more feet of movement and this time losing 1d3 Stamina (not to be reduced below 1).
4. The caster becomes prone to flying into an incoherent rage. They must make a DC 10 Will save each time confronted with a difficult social interaction, task, or situation. If they fail they become maddened by rage with the following effects: -1 to attacks or spell checks (due to blind fury) and -1 to Personality and Will saves lasting 1d4 rounds. In addition, the caster

cannot be reasoned with and will do things contrary to companions' wishes and even attack friends if provoked. If this result is rolled again the DC of the Will save is increased to DC 15 and the rage is even stronger with -2 to attacks or spell checks and -2 to Personality and Will saves for 1d6 rounds. If this result is rolled a third time the DC is increased to 20 and the effects are again increased -3 to attacks or spell checks and -3 to Personality and Will saves for 1d8 rounds.

### **Spellburn: Baba Jedza**

Baba Jedza grants power to those who would seek her aid. However, she is quick to anger and does not tolerate those who aren't clever and pure of motive.

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.

<i>Roll</i>	<i>Spellburn Result</i>
-------------	-------------------------

- |   |                                                                                                                                                                                                                                                      |
|---|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | The caster's legs shrivel and become chicken-like. The caster suffers -5' to their movement score because of awkwardness. This effect disappears when spellburn damage is healed.                                                                    |
| 2 | The caster becomes bent like an old crone feeling the aches and pains of incredible age. The caster suffers -5' to movement and -1 to attacks until the spellburn damage heals.                                                                      |
| 3 | The caster feels irresistibly compelled to cut off their fingers and consume them (one finger per 5 points of spellburn used and causing 1 additional point of HP of damage per finger). The fingers grow back after the spellburn damage is healed. |
| 4 | Baba Jedza feasts on the flesh of the caster who appears to waste away. In addition to the ability damage the caster loses 1d3 temporary HP for 1d3 rounds (not to go below 1 HP).                                                                   |

### **Patron Spell: Baba Jedza**

The fearsome magical matron of the forest grants the following unique spell:

*Level 1: Hidden Movement*

## Hidden Movement

Level: 1 (*Baba Jedza*)

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

*General:* Baba Jedza can fly through the forest and erase all traces of her passage. This spell allows her servants to do the same for themselves or their companions.

*Manifestation:* See below

- 1        Lost, failure and patron taint.
- 2-11    Lost, failure
- 12-15   Failure but the spell is not lost
- 16-17   A magical straw and birch broom appears and begins to wipe away all traces of the caster's passage including muffling sounds. The effect lasts for 1d4 minutes.
- 18-19   As above, except the effect now lasts for 1d8 minutes and the caster automatically gets surprise and a +2 to initiative.
- 20-21   As above but the caster cannot be tracked by magical means as per Thief Sneak ability pg. 37 of the *DCC RPG rulebook*.
- 22-23   As above with the effect lasting 1d10 minutes and extending in a 10' radius of the caster to include the caster's companions.
- 24-25   As above with the effect at a 20' radius around the caster
- 26-27   As above plus the caster now gains the ability to Hide in Shadows per the Thief ability in the *DCC RPG rulebook* and a +3 to rolls.
- 28-29   As above, but the hide in shadows ability now extends to all within a 20' radius of the caster. The caster must make a Fort save of DC 13 or receive a patron taint.
- 30+     The range of the spell extends to 30' and lasts 1d4 hours. Hide in shadows and move silently automatically succeed. The caster receives a patron taint.





# MIDWINTER MAKER

Written by Matthew Carr     Art by Matt Sutton

*The author would like to thank Isaac, Mario, Tim and Hannah  
for their input and encouragement!*

Midwinter Maker (directly inspired by Father Frost from *DCC 2015 Holiday Module: Advent of the Avalanche Lords*) is a popular figure in the cooler climates of the world. Legend has it he was a warrior and smith. He would carry a maul into battle and was renowned for using it to bash shields and break their bearers arms. When he got too old to go into combat, he focused his time on smithing, and began fashioning weapons and armor for younger warriors. The stories say that each midwinter he would sneak into their homes and leave the weapons and armor as gifts. When the gifts kept showing up for years after the famed warrior died, his legend grew in mystical power and became the patron, Midwinter Maker.

## Midwinter Maker's Magnificent Marvels

Level: 1 (Midwinter Maker)

Range: Varies Duration: Permanent Casting time: 1 round Save: None

*General:* Midwinter Maker demonstrates his generosity to his followers through gifts. A gift from Midwinter Maker may aid his followers or be used to harm his enemies. Anyone receiving aid from Midwinter Maker must follow up by giving a gift to someone in Midwinter Maker's name or risk his ire.

Whoever receives a new weapon or armor must give their old set (if any) to the first worthy soul they meet. Similarly, receiving gifts of food or harming enemies of the party while using this spell requires each beneficiary to provide some impoverished soul with a warm nutritious meal or gift of an old set of clothing. Any recipient (not just the caster) who refuses suffers a corruption from the Solstice or Holiday corruption table <https://goodman-games.com/blog/2018/12/25/happy-holidays-from-goodman-games/>

*Manifestation:* See below. On a successful casting, the caster may choose to invoke any effect of equal to or less than their spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.

- 1            Lost, failure and patron taint.
- 2-11        Lost. Failure.
- 12-13      A wrapped gift box appears at the feet of the caster. It contains random presents. Roll four times on Table 3-4 or Judge's Discretion
- 14-17      A shower of cold lumps of coal falls from the sky and begins pelting the caster's enemies. Three creatures the caster designates within 30 feet take 1d8+CL damage from the coal.
- 18-19      A treasure chest of common goods appears at the feet of the caster. Roll 1d6: (1-2) the chest contains 10 items from table 3-4 deemed most helpful by the Judge (3-5) the chest contains one weapon (with 12 ammunition each if ranged) or one piece of armor up to scale mail usable by the caster's party (6) the chest contains one weapon (with 12

ammunition each if ranged) AND one piece of armor up to scale mail, usable by the caster's party. The chest disappears after its contents are removed or 1 hour passes.

- 20-23 Sharp Icicles fall from the sky hitting 1d4+2 of the caster's enemies within a 15 foot radius circle, centered on the caster. Each creature hit takes 2d6+CL damage. The entire area becomes slippery for 3 rounds, or until the ice melts if in a cold climate. Everyone except the caster in the 15 foot radius area must make a DC 10 Ref save each round to avoid falling on the ice.
- 24-27 A large treasure chest filled to the brim appears at the feet of the caster. It contains 2 pieces of armor usable by the caster's party up to chainmail, two weapons the party can use (with 12 ammunition each if ranged), and a winter holiday feast including 6 bottles of wine, and enough warm delicious food to feed 6 creatures. At the bottom of the chest are 6 candy canes; each one will restore 1 hp, but a creature can only receive this benefit once per 24 hours. The chest disappears after its contents are removed or 1 hour passes.
- 30-31 1d4+1 of Midwinter Maker's warrior felves appear for 1 turn, to smite the enemies of the caster and provide whatever other aid they can. Each felf carries a warhammer and wears hide armor (use orc statistics). In addition to combat, they are skilled in the repair of most adventuring gear and other common items.
- 32+ At first nothing appears to happen. After 1d10 rounds, a cart appears trundling out of nowhere. A team of 3 felf crafters jump out of the cart and begin measuring and inspecting the caster's party. Each person receives 2 items from table 3-4, a brand new weapon, a brand new and possibly upgraded piece of armor (Judge's Discretion), a brand new set of traveling clothes, and a 10 day supply of rations for them and any mounts they have. After the gifts are handed out, the walls of the cart drop down, revealing a lavish winter holiday feast with a setting for each member of the caster's party and up to two guests. Each person who consumes the feast regains 1d6 hp and heals 1 point of temporary ability damage the next morning. After the feast, the cart folds back up and trundles off to nowhere.

## Midwinter Maker's Phlogiston Phighter

Level: 2 (Midwinter Maker)

Range: Self    Duration: Varies    Casting time: 1 action    Save: None

*General:* For the duration of the spell, the caster transforms into a warrior with a horned helm and an icy blue maul.

*Manifestation:*    Varies, see below.

1            Lost, failure, and patron taint.

2-11        Lost. Failure.

12-13      Failure, but spell is not lost.

14-15      The caster gains 1d6 temporary hit points. The caster also gains +1d3 to their attack and damage rolls. An icy blue helmet appears on the caster's head granting a +1 bonus to AC, and an icy blue maul (1d10 dmg) appears in their hands; for the duration of the spell they are proficient in it. These effects last 2 rounds, during which the caster loses all spellcasting abilities.

16-19      The caster gains 1d10 temporary hit points. The caster also gains +1d3+1 to their attack and damage rolls. An icy blue helmet with antlers appears on the caster's head giving them a +2 bonus to AC, and an icy blue maul (1d10 dmg) appears in their hands; for the duration of the spell they are proficient in it. These effects last 4 rounds, during which the caster loses all spellcasting abilities.

20-21      The caster gains 1d6 per caster level-1 (CL-1) temporary hit points. The caster gains a deed die from Table 1-10 equivalent to CL-1, they can perform Mighty Deeds using the same rules as a Warrior of CL-1. The Crit Die, Table and Threat Range become those of a warrior of the same level as their CL-1. An icy blue helmet with antlers appears on the caster's head giving them a +2 bonus to AC, and an icy blue maul (1d10 dmg) appears in their hands; for the duration of the spell they are proficient in it. The maul counts as a +1 magical weapon with regard to immunities. These effects last 5 rounds, during which the caster loses all spellcasting abilities.

22-25 The caster gains 1d6 per caster level (CL) temporary hit points. The caster gains a deed die from Table 1-10 equivalent to their CL, they can perform Mighty Deeds using the same rules as a Warrior of their CL. The Crit Die, Table and Threat Range become those of a warrior of the same level as their CL. An icy blue helmet with antlers appears on the caster's head giving them a +2 bonus to AC, and an icy blue maul (1d10 dmg) appears in their hands; for the duration of the spell they are proficient in it. The maul counts as a +1 magical weapon with regard to immunities. These effects last 5 rounds, during which the caster loses all spellcasting abilities.

26-29 The caster gains 1d8 per caster level+1 (CL) temporary hit points. The caster gains a deed die from Table 1-10 equivalent to their CL+1, the caster can perform Mighty Deeds using the same rules as a Warrior of their CL+1. The Crit Die, Table and Threat Range become those of a warrior of the same level as their CL+1. An icy blue helmet with antlers appears on the caster's head giving them a +2 bonus to AC, and an icy blue maul (1d10 dmg) appears in their hands; for the duration of the spell they are proficient in it. The maul counts as a +1 magical weapon with regard to immunities. These effects last 8 rounds, during which the caster loses all spellcasting abilities, except for one randomly determined 1<sup>st</sup> level spell.

30-31 The caster gains 1d8 per caster level+2 (CL) temporary hit points. The caster gains a deed die from Table 1-10 equivalent to their CL+2; they can perform Mighty Deeds using the same rules as a Warrior of their CL+2. The Crit Die, Table and Threat Range become those of a warrior of the same level as their CL+2. An icy blue helmet with antlers appears on the caster's head and icy blue scale mail appears around their body; these grant an AC of 17. An icy blue great maul (1d14 dmg) appears in their hands; for the duration of the spell they are proficient in it. The maul counts as a +1 magical weapon with regard to immunities. These effects last 1 turn, during which the caster loses all spellcasting abilities, except for three randomly determined 1<sup>st</sup> level spells.

32-33 The caster gains 1d10 per caster level+3 (CL) temporary hit points. The caster gains a deed die from Table 1-10 equivalent to their CL+3; they can perform Mighty Deeds using the same rules as

a Warrior of their CL+3. The Crit Die, Table and Threat Range become those of a warrior of the same level as their CL+3. An icy blue helmet with antlers appears on the caster's head and icy blue scale mail appears around their body; these grant an AC of 20. An icy blue great maul (1d14+4 dmg) appears in their hands; for the duration of the spell they are proficient in it. The maul counts as a +3 magical weapon with regard to immunities. These effects last 1 turn, during which the caster retains normal spellcasting ability.

34+ The caster become Midwinter Maker's Maul. The caster can float 30 feet per round in any direction, attack with a +5 bonus and do 3d12 damage. The caster also retains their normal abilities and statistics, sprouting arms and hands as necessary to perform chosen functions (such as firing an arrow from a bow or opening a door). The caster can shrink themselves to the size of a carpenter's mallet. The caster may speak and cast spells as normal. The caster counts as a +3 magical weapon with regard to immunities. In maul form the caster has an AC of 20 and 100 hit points. If the caster drop to 0 hit points, the caster transforms back into their normal form with whatever hit point total they had before casting Midwinter Maker's Phlogiston Phighter. These effects last 3 turns.



## Midwinter Maker's Felf Finder

Level: 3 (Midwinter Maker)

Range: 10'    Duration: Varies    Casting time: 1 action    Save: None

*General:* The caster finds that a number of felves happen to be just behind the nearby objects or allies ready to do the caster's bidding, and they may choose to find either felf warriors or felf crafters.

*Manifestation:* Midwinter Maker sends a number of felves to temporarily aid his follower. The caster may request either felf warriors or felf crafters.

**Felf Warrior:** Init +1; Atk miniature warhammer +2 melee (1d4+1) or antler gore, +0 melee (1d6+1); AC 12 (leather armor); HD 1d6+1; MV 25'; Act 1d20; SV Fort +1, Ref +2, Will -1; AL N.

A felf is a diminutive warrior creature. It has white fur and antlers and usually carries a hammer. It has dark clear eyes that resemble a swirling snow storm.

**Felf Crafter:** Init 0; Atk tool -1 melee (1d3-1); AC 10; HD 1d4; MV 25'; Act 1d20; SP +10 to any carpentry or smithing related repairs or construction; SV Fort +1, Ref +1, Will -1; AL N.

A felf crafter is much like a felf warrior, except that it emulates Midwinter Maker's abilities in carpentry and metal work. Felf crafters have a magic tool belt; whenever they need a specific tool they simply have to reach for it. This magic belt disappears if the felf dies.

- 1        Lost, failure and patron taint.
- 2-11    Lost. Failure.
- 12-15   Failure, but spell is not lost.
- 16-17   1d3 felves appear. Felf warriors battle on behalf of the caster for 1d4 rounds. Felf crafters set to work immediately and have just enough time for minor repairs to a single item, weapon or suit of armor. Felves who are killed turn into snow and quickly swirl away, along with all their equipment.
- 18-21   1d6+1 felves appear. Felf warriors battle on behalf of the caster for 1d4 rounds. Felf crafters set to work immediately and have just enough time for minor repairs to one non-magical item, weapon or suit of armor for every 2 felves summoned. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.
- 22-23   1d3 felves appear. Felf warriors battle on behalf of the caster for 1d4 turns. Felf crafters set to work immediately and have plenty of time to repair all the non-magical armor and weapons of an adventuring party, fix a broken row boat or wagon, or perform other similar repairs to non-magical structures. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.

24-26 1d6+1 felves appear. Felf warriors battle on behalf of the caster for 1d4 turns and have +2 to attacks with their antlers. Felf crafters set to work immediately and have plenty of time to repair all non-magical armor and weapons of an adventuring party, fix a broken row boat or wagon, or perform other similar repairs to non-magical structures for every 2 felves summoned. If five or more felf crafters are summoned, they have enough time to make a single small item, such as a shield, a dagger, or a backpack, but not larger or more complicated weapons and armor. They must be given raw materials or similar items to recycle. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.

27-31 2d6+1 felves appear. Felf warriors battle on behalf of the caster for 1d4+2 turns. Felf crafters set to work immediately and have plenty of time to repair all non-magical armor and weapons of an adventuring party, fix a broken row boat or wagon, or perform other similar repairs to non-magical structures for every 2 felves summoned. If five or more felf crafters are summoned, they have enough time to make a single small item, such as a shield, a dagger, or a backpack, but not larger or more complicated weapons and armor. They must be given raw materials or similar items to recycle. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.

32-33 2d6+3 felves appear. Felf warriors battle on behalf of the caster for 3d6+2 hours. Each warrior is equipped with scale mail (AC 14) and a regular sized battle axe; +4 melee (1d10+1). Felf crafters set to work immediately and have plenty of time to repair all armor and weapons of an adventuring party, fix a broken row boat or wagon, or perform other similar repairs to structures. If five or more felf crafters are summoned, they have enough time to make a single large item, such as a suit of leather armor, a battle axe, or a wagon, but not larger or more complicated weapons and armor. They must be given raw materials or similar items to recycle. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.



- 34-35 2d6+3 felves appear for 1d4 days. Felf warriors battle on behalf of the caster for the duration. Each warrior is equipped with banded mail (AC 16) and a regular sized battle axe; +6 melee (1d10+3) and has 2d6+2 hp. Felf crafters set to work immediately and have plenty of time to repair whatever the caster requests. Felf crafters collectively have enough time to make one suit of armor per day, four weapons a day, or build a small house. They have a magic sack which contains all the raw materials they need for their creations. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.
- 36+ The caster and friends find that they are transported to the land of the Felves where they are repaired by specialized felf crafters, using pliers, hammers, saws, nails and rivets (people repaired this way regain max hp, the nails and rivets are permanent). All of their equipment is also cleaned and repaired. They are healed of all temporary ability damage, except that caused by spellburn. Each individual can decide whether to become a felf and live forever in the land of the felves, or return to the moment they left with a host of either 25 felf warriors, or 25 felf crafters. The felves will serve the caster for 1 week - enough time to equip a band of 40 warriors with a suit of armor and a weapon, or to construct a well defended keep, complete with a wizard's tower and stone wall. Felf warriors will be equipped with plate armor (AC 18) and a magical battle axe; +8 melee (3d6+5) and have 4d6+8 hp. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.

### **Spellburn: Midwinter Maker**

Midwinter Maker is a generous patron, and he expects his supplicants to demonstrate generosity in his name. Midwinter Maker swiftly punishes his miserly or greedy followers.

#### *Roll Spellburn Result*

- 1 The caster is rimed with frost. At least half of the total spellburn, rounded up, must come from Agility, as the caster is chilled to the bone and the caster's movements are slowed long after.

- 2 Spellburn works as normal, but Midwinter Maker demands a service from the caster. Within one week, the caster must spend 20% of the caster's wealth (100 gp minimum) to build something for the poor or throw a feast for at least ten of the downtrodden. Failure to do so results in permanently losing 2 points of luck.
- 3 Midwinter Maker is not happy with the lack of generosity shown by the caster. Midwinter Maker sends the cold north winds to punish his follower. A icy whirlwind forms around the caster, sapping away the caster's strength. This manifests immediately as 5 points of temporary physical stat damage. The caster may burn further ability points to receive a spellburn bonus; the 5 points of damage do not count toward this.
- 4 Midwinter Maker sees the casting as a show of charity. For 1 week after spellburn, the caster receives a +2 to subsequent castings of the same spell.

### **Patron Taint: Midwinter Maker**

#### *Roll Result*

- 1 The caster grows antlers that are almost a foot long and have 2 or 3 points per side. If this result is rolled a second time, the antlers grow in size and become impossible to hide without a huge and wide headdress of some sort. If this result is rolled a third time, the antlers grow outward to a combined width of 5 feet, making walking in urban areas and through human-sized doors very difficult.
- 2 The caster immediately sprouts a full white beard and impressive bushy eyebrows. If this is rolled a second time the caster grows a thin coating of soft white fur over their entire body. The third time this result is rolled, the caster grows a thick set of white coarse fur over their entire body. This thick fur grants a +1 against non-magical cold, but gives the caster a -2 penalty on attack rolls and spell checks in hot climates and against fire or heat based magic.

- 3 The caster feels an overwhelming compulsion to go buy a maul. The second time this result is rolled, the caster demands to upgrade the maul with either enchantments or expensive (at least 1000 gp) decorations and jewels. In melee the caster feels compelled to use this as the caster's main weapon, even with the proficiency penalty. The caster can avoid this with a DC 15 Will save. If this result is rolled a third time the caster will use no other weapon and can no longer avoid the compulsion to use the maul as the caster's main melee weapon. In addition, every third action the caster takes must be an attack with this maul.
- 4 The caster must seek out a village in a cool climate and offer to become its wintertime protector. Failure to do so invokes the ire of Midwinter Maker. The second time this result is rolled, the caster must extend the period of protection to either spring or fall. The third time this result is rolled the caster must spend fall, winter and spring near the village providing protection to the it and nearby farms.
- 5 The caster finds hot humid territories to be unbearable and suffers a -1 penalty on attack rolls in hot climates. The second time this results is rolled, the caster feels a strong pull to head toward colder climates. Each week that the caster remains in a warm climate, the caster must make a DC 15 Will save or set off for a cooler region. The third time the caster rolls this result, the compulsion becomes overwhelming. The caster must establish a home in a cool climate, and can only make short trips into hot climates.
- 6 The caster feels a strong compulsion to learn smithing and build a weapon for a poor warrior. Until he has constructed such a weapon, the caster has -1 penalty on all spell checks. The second time this result is rolled, the caster feels compelled to build a smithy and make weapons and armor for the warriors of a whole village, suffering a -2 penalty to all spell checks until the task is complete. The third time this result is rolled, the caster feels compelled to make weapons and armor for every adult (including non-warriors) in one village and its surrounding farms, and deliver them each midwinter. The caster will suffer a -3 penalty from pangs of guilt to all attack rolls, checks and saves until the next midwinter if he fails to do so.

# On the Altar of Neutrality

## ***Three New Neutral Deities to Plague your Games***

By Michael Jacobson

### neu·tral

*adjective*

1. not helping or supporting either side in a conflict, disagreement, etc.; impartial.
2. having no strongly marked or positive characteristics or features.

The concept of alignment is one that has existed since long before our roleplaying hobby has. In layman terms, it's one of the easiest ways to assign moral value on a person, group, or idea. For example, think back to a movie villain who stuck with you long after you heveleft the theater. Their evil actions and goals, likewise, stuck with you and kept you looking behind you. Additionally, imagine a hero whom you aspired to be. You assign their journeys great value due to the hardships they endured and the accomplishments they achieved. Good and evil, easy right? Let's make this more complex.

When you hear the term *neutral*, what do you think about? Switzerland? Fair, but overblown. Fence sitters? Good! We are making progress. To own a neutral alignment of any kind can explain the goals and motivations of the creature. The obvious observation is that all neutrally aligned creatures share a caution or balance to most of their actions. A lawfully neutral Elfen General will do their best to uphold rules and laws of war even when it come to the enemy, whereas the chaotically neutral Orc War Chief opposing him will utilize any advantage presented to them that could win the day, on the battlefield or elsewhere.

Pretty black and white, no? However, the idea that neutral characters are boring is one that has frequently haunted many gaming tables including my own. Once given time and depth, many players will conclude that neutrality is a very complex and rich alignment when their choices are more thought out and carry weight. Where does that leave us with the strongest motivators for

many classes, the gods that many get their powers from? With their wills and goals usually so plain, how would a truly neutral deity act?

Mythology and popular culture are chock-full of examples of gods and goddesses and their oftentimes rash and selfish behavior, usually leaving no room to argue over their alignment. In many gaming universes, these gods grant boons and powers to their most devout followers, strike bargains with mortals, and inspire heroes or villains to legend and infamy. By action and inspiration, neutral deities are more ambiguous with their wants and desires and that room for interpretation is rich with roleplaying material.

What follows are three new neutral deities ready for worship and conflict in your adventures.

## ***Sud-Tabu***

*Our Lady of Scales, the Last to Stand, The Wandering Axe*

*Lawful Neutral*

Domains of Death, Life and Knowledge

Symbols of rust covered copper scales and a mono-eyed ivory mask

The last surviving member of her pantheon, Sud-Tabu is a wandering goddess who inspires many lawfully aligned adventurers to self-sacrifice and make hard but fair decisions. She exists to judge all according to divine law and is often sought out by other pantheons to act as their impartial adjudicator in matters of law and infighting. She is an emotionless deity and expects the same emotional range among her followers. Although honored by many diverse gods, she is rightly feared as her judgments are met with swift and oftentimes extreme punishments.

Likewise, many seek out her mortal worshippers to act as arbiters in a wide array of examples. One of the more unique traits of her followers is they travel and judge in groups of three, usually consisting of one cleric, one warlock, and one paladin acting as her wisdom, her voice, and her aura, respectively. These tribunals are greatly valued and feared as their rulings are given the gravity of divine magnitude and endorsement. Many found guilty will find that their own godly patrons have abandoned them, fearing the gaze of Sud-Tabu.

She is very protective of the common folk and peasants, and will usually inspire her children to protect them from unjust laws and rulers. There are tales of her origins as the patron goddess of street

urchins long before her current position, however until now these rumors are nothing more than wind. Those looking to seek her patronage are usually folk seeking justice, despite working within an unjust system or the desperate who still have hope in the law. Once a year on the first week of fall, her followers gather and present their judgments to a tribunal made of her most trusted children. It is a time for self-reflection and fasting after which they will again spread to the winds to bring justice to an unjust world.

## ***Tanvir Bonecaller***

*God of Dice and Chance, Writer on the Wall, The Blank Canvas*

*Chaotic Neutral*

Domains of Light and Trickery

Symbols of crystal dice and a paintbrush dipped in blood

Tanvir Bonecaller exists as a deity caught in eternal flux. Although inspiring many artists, gamblers, and bards with a lust for life at its fullest, Tanvir Bonecaller also showcases the cost of living such a life, scars and all. Tanvir Bonecaller appears as a handsome roguish man, eyes burning with passion, and yet he will never know what or how to direct that passion. Never satisfied with any of his creations, Tanvir has wandered for millennia as a troubled creature bound to not only the cycle of nature but also the cycle of his own wants and desires.

His followers are much like he is, passionate and creative, yet the same unfulfilled energy burns through them, driving them onto their next creation or heist only to be left empty at its conclusion. On the surface, it may seem that no one would ask for his blessings or patronage, however many of his children are among the greatest artists, gamblers, and thieves in all of creation. Although happy with his children's success, he is very critical with their work and will end almost every conversation with examples of flaws and errors in what they've created.

He is also a very amorous god, taking lovers frequently and loving them passionately, then quickly growing bored and ready to warm another person's bed. Many of his clerics and warlocks have at one time or another left his bedchamber only to seek out his next conquest much to their disappointment. His manic presence is frequently intoxicating at first taste, yet his violent outbursts and ever-changing wants can be hard to navigate.

Once one of his followers have achieved a semblance of steady and lasting happiness in their personal life or art, Tanvir often capriciously revokes his blessings in jealousy. He will often pit his followers against each other in games of chance and dice with high stakes. His festivals are held often and usually end with a sacrifice of a great piece of art painstakingly crafted by his children. This loss of beauty fills him with regret and hope, sorrow for a loss of such art but excitement of where the pain of loss will drive his children to create next.

## ***Lea'La'lunne***

*Goddess of Full Nets and Empty Bowls, Wearer of Eight Masks, Woman of Tides*

*Neutral*

Domain of Tempest

Symbols of a growing wave and a moon dripping water

The storm doesn't discriminate who it drowns, it just drowns all within its ability. When the island birthed Lea'La'lunne on its shores, the young goddess watched the tides ebb and flow, and lost herself in its cycle. When she grew hungry, she ate what she could catch. When she grew lonely, she captivated mortals and took them to her bed. She is a being of needs and wants, seemingly of simple nature and yet this all belies a powerful and savage capability of violence and retribution.

A goddess of the moon and of water, Lea'La'lunne is protective of the islands and shores that she claims, viewing another god or their followers with distrust and thinly veiled contempt, and as such exists outside of any other pantheon. She is also very selective with her blessings and patronage, and will only exemplify those who serve her and her waters. As such she is fond of martial followers and bless crews of sailors who keep her waters clear of those who would pollute or unravel the natural order. She has a deeply felt hatred of Sahuagin and Sea Goblins, and often withholds her blessings if any of these vile creatures exist in her waters.

She demands a strong tithe in food and wealth to be offered and sunken with every full moon. When she is content with the offerings, it is said that she will visit the strongest among her followers and take them as a lover only to leave them with a child at the end of the lunar cycle. These children are often looked to for great things by

their villages and frequently have deep blue hair and eyes showcasing their parentage.

Lea'La'lunne exemplifies the uncaring cycle of the sea and nature among her islands. She shows no regret whenever a storm destroys a village belonging to her followers. Her followers know her well enough to expect this behavior, it is in her power to quell the waves, and yet she lets nature and random chance direct the waves until she is motivated enough to intervene.



*NOTES FOR PLANNING YOUR ARTICLES  
FOR NEXT YEAR'S*  
**GONGFARMER'S ALMANAC:**

## **GFA 2019 Volume 8 Credits**

### **Authors**

Matthew Carr, Delaney Harrington, Michael Harrington,  
Michael Jacobson, James A. Pozenel, Jr., SGT Dave

### **Illustrators & Cartographers**

bygrinstow, Stefan Poag, SGT Dave, Per Singer, Matt Sutton

---

## **GFA 2019 Credits**

### **Cover Art**

Doug Kovacs

### **Title Page Art**

Marc Radle

### **Editors & Proofreaders**

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley,  
Cory Gahsman, Michael Harrington, Tony Hogard, Claytonion JP,  
Elizabeth Levy, Shane Liebling, Collen McDonald, Russell Mirabelli,  
Jason Morgan, Keith Nelson, Marcie Riebe, Jeff Scifert, Ian Zebarah Shears,  
Tim Snider, Dan Steeby, Shyloh Wideman, Chris Zank

### **Printing Offset Contributors**

Jason Abdin, David Baity, Julian Bernick, Eric Betts, Daniel Bishop, CeCelia  
Bowden, Jen & Bob Brinkman, Marc Bruner, Todd Bunn, Ian Burgess, Michael  
Carlson, Justin Chophonis, Ariel Churi, Charles Couch, Jim Cox, Hector Cruz,  
Thierry De Gagne, Sean Duffy, Mirko Froehlich, Fuzzbang and Hootz, Keith  
Garrett, Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard, Anne  
Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen, Lucas Kuntz, Christopher  
Lauricella, The Long Con RPG Convention, David Maltbie, Jon Marr, Juergen  
Mayer, Cullen McDonald, Ken McLennan, Jason Menard, Ruxed LLC, Ryan  
Moore, Keith Nelson, Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle,  
James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton, Aaron  
Talley, Karen Theroux, Matt Towle, Joan K Troyer, Melissa & Shyloh Wideman,  
Laura & Clayton Williams, Jon Wilson, David York, Chris Zank,  
and the anonymous patrons of the GFA community

### **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh,  
Shyloh Wideman, Clayton Williams, Jon Wilson

# The 2019 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## MONSTER MASH #1

VOLUME 9 OF FOURTEEN BOOKLETS

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# Beastomatic

Written & Illustrated by Ariel Churi | [@zarielkuri](https://twitter.com/zarielkuri) | [zarielkuri.com](https://zarielkuri.com)

This work was created for use at the table to create Appendix-N wildlife as needed. These creatures may not be the final monsters of your story, but rather serve to separate the various areas of your world.

Roll one or two items from the following two lists to create creatures like; **Burrowing Slime Women** or **Spitting Rat Monkeys**. There are alternate names as well. Some items could provide only flavor while others may be used, but not be part of the creature's proper name. Additional names can be found in DCC RPG Appendix S. These tables may also be useful when you know the type of creature you want. Just choose some of the appropriate words and go from there.

The beast powers from the first table are applied to the beast type on the second table. *Acid Dogs* are easier to stat than *Pig Wolves*. You may interpret the names so that *Magic*, *King*, *Zombie* and *Flower* could become *Lich Orchid*. *Flying* or *Bird* and *Un-dead* could be *Flying Skulls*. Some alternative names can be found after each listing.

# Beast Power

**1. Acid,** Damaging this creature sprays 1d4 damage for 1d3 rounds unless washed off, plate armor may protect against this damage while non-metal armors may be damaged; +3 Fort.

**Caustic, Burning.**

**2. Ambush,** Surprise round, +3 AC, +5 stealth/hide.  
**Shock, Sneak, Camouflage, Chameleon**

**3. Beast,** Muscular and hairy or deformed, such as faces on torso and no head, +1 HD, +1 DMG, +1 Init, +2 Fort, +1 Ref, -2 Will.

**Monster, Monstrous, Fiend, Ferrel, Wild, Misshapen, Demented**

**4. Blinding,** Spit or glowing eyes attack can cause temporary blindness, +2 ranged 30', 1d3 rounds of blindness, extra 1d16 for blinding attack, blinding attack ignores armor.

**Shining, Blazing, Spit**

**5. Blood,** If an attack causes damages all beasts target wounded character with +2 and new beasts may appear.

**6. Brain,** Intelligent, possibly psionic. +3 Init, Psionic attack DC 15 Will save or 1d4 damage and lose a turn, +5 Will.

**7. Burrowing,** Can come up anywhere with surprise, +2 Init, may come up in waves. If paired with other words like Brain Burrowing, Use something like grapple on hit and -1 Intelligence damage.

**Mole**



**8. Claw**, Giant claws. +3 DMG or +d16 Act claw attack, grapple on hit

**9. Corrupting**, Successful attack causes a mutation in 2d4+Stamina days unless magically healed. Based on damage; 1-12: minor corruption, 12-20: major corruption, 21+: greater corruption (or DCC Annual mutation table).

**Radioactive, Mutator, Mutated**

**10. Crusher**, Massive mandibles. Grapple causes 1d6 DMG next turn.

**Grapple, Smasher, Hammer**

**11. Jumping**, Jump 40', +1 Init, +4 Ref. Can leap over opponents.

**Leaping, Hopping**

**12. Death**, Only one assailant but death attack causes 2d10 Stamina drain at 2 Stamina/round. Creature fades away after a successful attack.

**Dark**

**13. Demon**, Red with full black eyes. Attack causes Fort save (DC based on attack roll) or paralysis (-d3 , crawl 5', -5 AC, Halflings are immune), +2 Init, +2 Fort, +1 Ref, +3 Will.

**Imp, Demonic, Unholy, Cursed, Debased**

**14. Doom**, Black spikes or flails or blade armor, +2 Damage, Deed die +d1/HD so a 1HD creature has d3 added to action and damage.

**Black, Spike, Flail, Impalor**

**15. Dream,** DC 10 Will save or lose a round, every round. +8 DC if you missed your save last round. Nod out. Elves are immune.

**Euphoria, Soma, Ambrosia, Poppy, Peyote**

**16. Electro,** Attacks cause additional 1d4 electrical damage to target and all within 5' of anyone who receives electrical damage or all in water. Any melee attack with metal that hits must DC 10 Fort save to hold on to weapon.

**Shock, Shocking, Electric, Zap**

**17. Evil,** Fights to death. +3 Init; Act +1d16; +3 Ref; Alignment Chaotic.

**Vicious, Berserker**

## **18. Extra Bits**

1d8	Extra bit	
1-2	Roll twice more	These can stack so that you can get all results if you keep hitting 1 or 2
3	Head	+1d20 bite if it bites, Init +2, +3 Will, -50% chance to be surprised, +5 Will
4	Arms	+1d20
5	Legs	+20' move
6	Tail	+1d20 tail attack (1d5 damage)
7	Quills/spikes	+d1 damage to attack and/or grapple
8	Scales/shell	+4 AC

**19. Fade,** Fade to invisible; Melee +2, DC 15 INT check to see it or attack at -d2. You see only a disturbance in the light and footprints created.

**Invisible, Inviso, Ghostly**

**20. Fire,** Napalm spray. +3 ranged 20', catch fire. 1d4 each round until you put it out.

**Burning, Napalm, Fire Breathing, Fiery**

**21. Fear,** Morale check for hirelings and 0-levels. DC 15 Will Save or -d1 on all rolls.

**22. Flying,** Fly 50'. May have wings, +2 AC and fewer HD or hp.

**23. Fog,** A shroud of fog precedes and surrounds them but does not affect them. Can only be melee attacked and at -1d.Mist, Shroud

**24. Freeze,** Breath weapon, DC 15 Ref or touch. Lose 10' speed, -2 to attack, 1d4 cold damage. Modifiers last 3 rounds and stack on successive hits. Alternate: Aura 10'. Lose 5' speed, -1 to attack, 1d3-1 cold damage. Modifiers stack each round for 3 rounds.

**25. Gas,** Poison cloud. May require recharge. 30' area, centered 15' from attacker and lasts 3 rounds.1. Poison 1d4/turn; 2. Sleep (DC 10 WILL save each round of exposure); 3. Dizzy -d1 actions

**26. Giant,** +50% HD, +3 AC, +d2 DMG, Crit on 19-2  
**Gargantuan, Humongous, Gigantic, Huge, Towering**

**27. Glam,** Illusory appearance. Roll an NPC or make them beautiful or cute.

**Glamorous, Beautiful, Lovely, Cute, Helpless**

**28. Glow,** Enveloped in green fire. Infravision is blinded in darkness, -1 Stamina per round to all within melee range. Losing 3 points causes vomiting. Reduced to 3 Stamina causes mutation. Radioactive, Corrupting

**29. Gore,** Additional 1d20, Piercing tentacles, +3 melee, 1d4 DAM + grapple & 1d6 DAM/turn until DC 15 STR or tentacles are cut.

**Tentacle**

**30. Healer**, -1 AC, +1 HD, +3 Fort.

This applies to only one of a group. Laser Slugs would have one Healer Slug with them. d3: 1. Auto area: 10' radius, 2hp/round. 2. Area: 5' radius, 4hp/round as an action. 3. Targeted: heal 1 creature for 2 HD as an action.

**Cleric, Voodoo, Witch Doctor, Shaman**

**31. Horror**, +2 AC, +3 Init, Surprise and disappear in darkness (DC 20 to see or DC 15 with infravision). Humans must DC 15 Will save each round until success or stupor.

**32. King**, +2 Init, +1 AC, +1 HD, MV +20. Only one but has minions which receive +d1 , +5 Will save, pass morale checks while present and fail morale when not. Minions can be normal versions of the same creature or other creatures rolled only from beast types

**Chief, Chieftan Boss, Leader**

**33. Lascivious**, You feel something stir inside you. DC 15 Will save or attempt to give it a hug and must pass DC 10 Will for every attempted attack. Elves are immune.

**Lovely, Lonely**

**34. Laser**, Burning rays. 60' ranged (1d4+1).  
**Ray, Beam**

**35. Mad**, -1 AC, -1 Init, If a melee attack hits it attacks another target in melee range. Continues until miss.  
**Insane, Berserker**

**36. Magic,** These creatures may have innate magical abilities or they have abilities similar to magical abilities. Spells other than anti-magic have a 50% chance of success and are lost on failure.

**Wizard, Sorcerer, arcane additional names per spell's name or manifestation.**

1d10	Extra bit	Spell Check
1	Roll twice more	
2	Chill touch pg. 133	SC 17
3	Chocking cloud pg. 134	SC 13
4	Color spray pg. 135	SC 13
5	Flaming hands pg. 142	SC 17
6	Magic missile pg. 144	SC 13
7	Magic shield pg. 146	SC 13
8	Sleep pg. 156	SC 13
9	Phantasm pg. 187	Illusion of larger creature or NPC
10	Anti-magic	Blocks all magic and negates bonus from magical items

**37. Magic Drain,** Magical weapons that hit this creature heal instead of damage and lose their magic until the next day. Many spells have no effect and spells that cause damage heal. May even add HD and increase in size.

**38. Mind,** What are these whispers in my head?  
DC 15 Will save or attack a friend at -2 melee until passing Will save.

**Mind Control, Psychic, Psionic**

**39. Pain,** Attack causes -1d and -5 Reflex until any healing.

**40. Phase,** You see them and they fade away only to reappear closer. Phases in and out of reality. +4 AC, Melee attacks DC 15 FORT save or stun for 1 round and ignore armor/shield except magical. +6 Reflex

**Spectral, Warp, Displacer**

**41. Plague,** Bleeding sores and foaming mouth, weeping fleas engulf you.

Everyone in melee range must make a DC 15 FORT or become ill. d3: 1. Dwarves, 2. Elves, 3. Halflings, are immune. Lose 1 Stamina/day for 1d20 days (judge may roll in secret). Act -1d/day after 3 days. Bedridden and require care below 6 Stamina (-3 Stamina/day without care). Death at 0 Stamina. Anyone caring for you must pass DC 10 Fort save or become ill as well. These crazed creatures always pass morale checks.

**Infectious, Sickening, Pestilent, Calamity, Rabid**

**42. Poison,** Method (if needed) d3: 1. claw or bite or weapon, melee; 2. spray or gas, 10'x10' centered 5' away, DC 15 Ref save; 3. spit, ranged 30'; Resistance d6: 1. None 2. Dwarves 3. Elves 4. Halflings 5. Human females 6. Thieves

When hit, roll to save against the following table:

1d8	Fort	Pass	Fail	Atk. Names
1	10	1 STA	-1d6 Stamina & -1d3 HP	Draining, Wasting
2	10	1 AGI	-1d6 AGI	Tremor
3	10	1 INT	-1d8 INT	Stupefying, Stunning
4	10	-1 STR	-2d3 STR	Weakness
5	5	Blind 1d3 rds	Blind Prmt	Blinding
6	15	No Effect	Paralyzed 1d3 rds	Paralyzing
7	12	1d4 DMG	1d3 DMG/RD for 1d6 rds	Wasting
8	6	No Effect	take 2d8 DMG (if not reduced to less than 0hp, permanent +1 stamina after fully healing)	

**Black Widow, Death, Viper, for more names see individual poison type.**

**43. Puss,** Skin taught over bloated body.

Explodes when killed causing 1d4 in a 5' radius. Can cause a chain reaction.

**Exploding, Bursting, Burst**

**44. Ram,** Charge attack: +2 to hit and damage, AC -2 until next round, must move at least 5', targets who take more than 3 hp damage must DC 10 Ref save or prone.

**Rush, Push, Slam, Bash, Charging**

**45. Rune,** Glowing runes. Regenerates 2 hp every round, as an action it can regenerate 1 HD.

**46. Sleep,** Song or smell causes sleep (DC10 WILL). Elves are immune.

**47. Slime,** Slime beasts are creatures that have been assimilated by primeval slime monsters and retain some of the creatures behaviors. They appear as a zombie or skeleton enveloped in a slime body. Roll for 1d4-1 ooze special properties on *DCC RPG Core Rulebook* Pg. 424. Init (always last); HD +d1; MV -5', Climb; SP Un-dead traits and ooze; Fort +4, Ref -4, Will -2; AL N.

### **Goop, Glue, Gelatinous, Gel, Blob, Jelly**

**48. Slow,** Attack or area effect causes -10' Speed, -3 Init, -4 Reflex for 1d10 turns

**49. Snipe,** Shoots darts or quills from up to 90'. May have limited ammo or require recharge.

### **Sniper, Missile**

**50. Speed,** +20' move, +3 Init, +4 Reflex  
**Hyper**

**51. Spider,** +20' move climb, 30' jump, +3 Init, may shoot sticky web (see below).

**52. Spitting,** 30', DC 15 Ref save, 1. Poison (see above) 2. Acid (see above) 3. sticky (-d1 ) 4. Attractant (summon more) 5. Stink (lose a round and stink for d16 days) 6. Drug

**53. Spore,** releases cloud of spores from holes in body. -1 on all rolls from choking or obscured by cloud. Humans are allergic, DC 15 Fort save or lose a turn.

**54. Swarm,** Smaller or normal size version as a single swarm. Multiply quantity by hp to get total hp. All in 40' wide circle are attacked each round for half damage. DC 12 Strength check or non-flying creatures drag you down for -2 AC and -d1 . DC 12 Will save against flying



creatures or become disoriented for -2d next turn (halflings are immune). Attacks that are not area effect do half damage.

**55. Vampire**, +3 Init, +3 Bite (1d4) auto grapples (1d3hp/round)

**Blood Sucking, Blood Sucker, Leech**

**56. Vile**, DC 15 Fort save all within melee range or writh 1 turn. Roll each turn until you make the save (Dwarves are immune).

**Disgusting, Gross**

**57. Wasting**, Exudes black aura. You feel weaker. -1d to all actions and -1 Stamina/round for each round in melee range. Does not stack.

**Draining, Doom**

**58. Web**, Shoots a sticky web at a 10' square, DC 15 Reflex save to avoid. Move reduced 15', -1d to attack, +1d to be attacked. DC 15 Strength to break free.

**59. Wraith**, Attracted to lucky PCs. Attack does luck damage. Unconscious at 0 Luck. Any one left unconscious with the Wraiths becomes a Luck Zombie.

**60. Un-dead**, Appearance and traits *DCC RPG Core Rulebook* Page 381. +3 Attack, +1 HD, -2 AC, -3 Reflex. Does not eat, drink, breath, or sleep. immune to sleep, charm, hold, mental effects, and cold damage. May have other effects for *Skeleton*, *Mummy*, or *Ghoul*.

**Zombie, Skeleton, Grave, Soulless, Undying, Eternal, Ghoul, Mummy, Ghoulish**

# Beast Type

**1. Ant** (1d8+10), Init +0; Atk bite +2 melee (1d3 plus latch); AC 14; HD 1d4; MV 20' or climb 40' (difficult terrain that may slow players allows ants to use their climb speed); Act 1d20; SP Latch (Successful attack latches on. -AC and -d1 per ant until dc10 Str to shake one off or dc 20 to shake all off); SV Fort +5, Ref +1, Will -3; AL L.

**2. Ape** (3d3), Init +1; Atk bite +2 melee (1d4+1) or slam +3 melee (1d6); AC 10; HD 1d8+2; MV 20' or climb 30'; Act 1d20; SP +5 to hide checks in jungle terrain; SV Fort +4, Ref +2; AL N.



**3. Bats, Giant** (3d3), Init +4; Atk bite +3 melee (1d5 + disease); AC 13; HD 1d6+1; MV fly 40'; Act 1d20; disease, no natural healing for 1d14 days; SV Fort +3, Ref +10, Will -2; AL L.

**4. Bear** (1), Init +2; Atk bite +2 melee (1d6 plus grapple) and claw +4 melee (1d4+1)+ shove; AC 13; HD 3d8; MV 40'; Act 1d24 (crit on 23-24), 1d16; SP maul, shove; SV Fort +1, Reflex +1, Will -2; AL N. Maul for additional an 1d8 damage if bite victim remains grappled next turn, claw auto hits and crits on 16. Shove: If not grappled and claw causes 4 or more damage, victim is prone.

**Monster, Beast, Giant**

## Glowing Slime Beast

*Rolls: Glowing, Slime, Bear*

Init (always last); Atk bite +2 melee (1d6 + grapple) and claw +4 melee (1d4+1)+ shove; AC 13; HD 3d10; HP 17; MV 40'; Act 1d25(crit 23-24), 1d16 claw; SP maul, grapple, shove; SV Fort +5, Reflex -3, Will -4; AL N. Maul for additional an 1d8 damage if bite victim remains grappled next turn, claw auto hits and crits on 16. Shove: If not grappled and claw causes 4 or more damage, victim is prone.

Enveloped in green fire. Infravision is blinded in darkness, -1 Stamina per round to all within melee range. Losing 3 points causes vomiting. Reduced to 3 Stamina causes mutation. Acidic Touch: additional 1d6 damage.

**5. Beetles** (2d5+5), Init -2; Atk mandibles (1d3+1); AC 15; HD 1d6; MV 20' or climb 20' or Fly 30'; Act 1d20; SV Fort +1, Ref +0, Will -3; AL N.

**6. Birds, Large** (3d3+3), Init +3; Atk claw +6 melee (1d4); AC 16; HD 1d5; MV fly 40'; Act 1d20; SV Fort +0, Ref +6, Will -2; AL N.

Birds appear in small numbers and slowly grow as more join, only attacking in sufficient numbers.

### **Flock, Murder, Host, Crows**

**7. Cats** (2d3), Init +1; Atk claw +2 melee (1d3) or bite +3 melee (1d5); AC 12; HD 1d8; MV 40' or climb 20'; Act 1d20; SP pounce; SV Fort +2, Ref +3; AL N; Crit M/d8

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.

Pride, Tigers, Lions, Panthers, Cougars, Jaguars, Kittens

**8. Crabs** (2d3+2), Init +1, Atk 2x +3 Claw (1d4+1); AC 15 (7 on underside); HD 1d8; MV 30'; Act 2d20; SV Fort +4, Ref -1, Will -2.

**9. Centipedes, Large** (4d3), Init +1; Atk bite +6 melee (1d6); AC 14; HD 1d4; MV 40' Climb 40'; Act 1d20; SV Fort -1, Ref +2, Will -1; AL C.

**10. Dogs** (1d6+6), Init +2; Atk bite +4 melee (1d3+1); AC 11; HD 1d5; MV 35'; Act 1d20; SV Fort +2, Ref +3; AL N.

### **Hounds, Puppies, Mongrels, Mutts, Foxes, Vixens**

**11. Elves** (2d4+1), Init +2; Atk weapon +1 melee or +2 ranged; AC 11; HD 1d8; MV 30'; Act 1d20; SP hide; SV Fort -2, Ref +1, Will +4; AL C.

Twisted versions of Elves. Immune to magical charm, sleep, ect. Can see through most glamours and illusions. As an action they can hide in their home landscape, DC 20 Int check to spot one. May have crude weapons and crude armor.

### **Faeries, Sprites, Spirit Folk**

**12. Flowers, Giant** (1d3+3), Init -1; Atk leaf slash +3 melee 10' reach (1d4+1); AC 9; HD 1d30; MV 0'; Act 2d24; SP scent attractant, flora; SV Fort +0 but immune to many effects, Ref -5, Will +10; AL C.

Giant flowers seem harmless enough until you find yourself in the middle of them. They open their scent sacks beckoning unsuspecting creatures for a taste. Those who succumb walk slowly towards the flower (half speed), pushing away in who would stop them. They dunk their head into the flower and hang their limply until dead (1d3 Stamina/round). DC 15 Will save, victims may get another save if someone tries to help them or there was a distraction as they walk towards the flower.

Flora are mindless and enjoy similar powers to un-dead but are susceptible to critical hits. Flora takes double damage from fire and half damage from piercing or bludgeoning attacks.

**Flowers, Normal,** You feel sleepy crossing a 200' field of flowers. 100' feet in requires a DC 7 Will save every 10' or lose 1d3 Int. The DC increases by 2 at each failure. If Int falls below 3, fall asleep. Either be rescued or wake up 12 hours later losing 1 Int permanently. Elves may be immune.

**Poppies, Orchids, Roses, Lilies, Lotus, Geraniums**

**13. Ghost,** Use stat block or powers or both. (1d4) Init +2; Atk special (see below); AC 10; HD 2d12; MV fly 40'; Act 1d20; SP un-dead traits, immune to non-magical weapons; SV Fort +2, Ref +4, Will +6; AL C.

1d4	Power	Result
1	Psychic Scream	DC 15 Will save or 1d4 Damage.
2	Telekinetic Attack	Objects from random locations, missile +5 Ranged (1d4 damage).
3	Madness	DC 15 Will save of 1d3 to Intelligence and lose a round.
4	invisibility	Turn invisible as an action and reappears to +5 attack.

**Phantasms, Spectres, Spirits, Apparitions, Ghostly**

**14. Gnomes** (3d4), Init +1; Attack 2 daggers (1d4 damage) or fists (1 damage); AC 12; HD 1d4; MV 20'; Act 2d16; SP crit, parry, fairy glow; SV Fort +2, Ref +3, Will; AL C.

These creatures often rely on magical powers or trickery and traps rather than physical abilities. They usually have more than one of the magical Beast Powers. When fighting they crit an any sixteen and fumble only on double 1. Gnomes can disengage from melee as an action. Anyone touched by a gnome gains Fairy Glow and suffers -2 AC for the day or knight. **Kobolds, Leprechauns, Dwarves, Hobbits, Lilliputians, Munchkins, Pixies**

**15. Goblins** (1d4+4), Init -1; Atk bite -1 melee (1d3) or as weapon -1 melee; AC 10 + armor; HD 1d6-1; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL L. (*DCC RPG* Pg. 417)

**16. Lizards** (1d3+1), Init +1; Atk bite +1 melee (1d8 + grapple) or tail +3 melee (1d6); AC 16; HD 3d8; MV 20', swim 40'; Act 1d24; SP tear; SV Fort +3, Ref +1, Will -4; AL N.

Grappled opponents are dragged away next turn and torn apart for 1d10 damage. If used as a Beast Power rather than Beast Type (i.e. Lizard Men), +2 Damage and +2 AC and camouflage (DC 15 Int check to see in natural environment).

### **Gila Monsters, Alligators, Crocodiles, Gators, Crocs, Dragons, Worms**

**17. Men** (4d4), Init -2; Atk club -1 melee (1d4-1) + grapple; AC 10; HD 1d8; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL C. May have other simple or stolen weapons and armor.

### **Thugs, Cannibals**

**18. Monkeys** (3d3x2), Init +1, Atk claw/bite (1d4-1), missile 30' ranged (1d3); AC 13; HD 1d6; MV 30' Climb 30'; Act 1d20; SV Fort +3, Ref +4, Will -3; AL N.

Devious and mean, monkeys leap from trees to attack. Leaping attacks are +d1. Successful attacks grapple. Grappled opponents -1AC/monkey. Each monkey takes a DC 8 Strength action to remove. DC 18 to remove 4. Attached monkeys attack with +d1. Grappled opponents are targeted by other monkeys but not with missile attacks. A monkey has a 1/4 chance to have a rock if it has not melee attacked. All monkeys have an unlimited supply of scat but it does no damage. Fire damage causes a morale check.

**19. Plants** (1d6+3), Init -1; Atk slash +0 melee (1d5), vine +1 grapple 15' reach (drag in 5'); AC 14; HD 2d8; MV 0'; Act 1d24 slash, 2d16 vine SV Fort +6; Ref -6, Will -3; AL C.

This evil flora does not present a threat until the party is in the center of a group. Vines reach out to pull victims in to suffer slash attacks. Vines ignore armor.

Flora are mindless and enjoy similar powers to un-dead but are susceptible to critical hits. Flora takes double damage from fire and half damage from piercing or bludgeoning attacks.

**Any plant name Cacti, Verbena, Brush, Thistles**

**20. Pigs** (Special), Init +2; Atk bite +4 melee (1d3); AC 11; HD 1d5; MV 35'; Act 1d20; SP Charge; SV Fort +2, Ref +3; AL N.

Charge attack: +2 to hit and damage, AC -2 until next round, must move at least 5', targets who take more than 3 hp damage must DC 10 Ref save or prone.

Roll d6. Your roll is the amount, the remainder is HD. So a roll of 2 would mean two 4HD pigs. 1HD minimum.

When used as a **Beast Power** (*Zombie Pig Men*) rather than a **Beast Type**, use the **Beast Power: Beast**.  
Boars, Hogs

**21. Rats, Unusual Size** (1d6+6), Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; MV 30' or climb 20'; Act 1d20; SP disease (DC 7 Fort save or additional 1d6 damage); SV Fort +4, Ref +2, Will -1; AL C.

**Vermin, Rodents, Nutria, Moles, Possum, Trash Pandas**



**22. Serpents, Constrictor** (1), Init +4; Atk bite +6 melee (1d4 + constrict); AC 14; HD 2d8; MV 30'; Act 1d20; SP constriction 1d5; SV Fort +6, Ref +3, Will +2; AL N.

**Serpents, Poisonous** (1), Init +8; Atk bite +4 melee (1d3 + poison); AC 12; HD 1d8; MV 40'; Act 1d20; SP see *Poison* above; SV Fort +1, Ref +6, Will +2; AL N.

**Snakes, Cobras, Vipers**

**23. Slugs** (2d3), Init -6; Atk acidic touch +3 melee (1d4); AC 18; HD 2d6; MV 10'; Act 1d20; SV Fort +5, Ref -6, Will -2; AL C.

Slow but covered in slime and leaves a trail which may enhance their **Beast Power**.

**Nudibranch, Leech, Worm, Amoeba**

**24. Spiders, large** (2d4), Init +3; Atk bite +2 (1d3 + poison see above); AC 14; HD 3d5; MV 40', climb 40', jump 30'; Act 1d20; SV +4, Ref +8, Will -4; AL C.

**25. Trees** (2d10), Init -3; Atk branch -2 melee (1d4-1); AC 16; HD 3d8+10; MV 0'; Act 4d20; SV Fort +10; Ref -10; Will +10; AL N.

Trees attack with their branches and, usually one must make a fighting escape as you run through them.

Flora are mindless(?) and enjoy similar powers to undead but are susceptible to critical hits. Flora takes double damage from fire and half damage from piercing or bludgeoning attacks.

**26. Wolves** (1d6+3), Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL L. (*DCC RPG* Pg. 431)

**Pack, Coyotes, Hyenas, Dingoes**

**27. Women** (3d3), Init +2; See below; AC 12; HD 1d7; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +2; AL C. Straight out of the male subconscious. Magic may only affect males.

*Skin*: 1. scales +4 AC, 2. fish scales, 3. Feathers, 4. ink, 5. black, 6. violet, 7. green, 8. orange, 9. white, 10.normal.

*Hair*: 1. Snakes (grapple = bite +2 melee, 1d3 + poison DC 15 Fort or 1d5 damage), 2. Tentacles (+4 grapple = free bite, attempting to breaking free inflicts 1d3 damage), 3. Long dreads, 5. Blue, 6. Green 7. Bright red, 8. Black

*Eyes*: Choose color, insect, goat, frog, cat, solid color, not two, and/or glowing

*Other features*: Horns, antlers, antennae (insect), antennae (alien)

1d7	Weapon
1	Roll twice on Magic table & fangs/claws
2	Fangs/claws, bite +3 melee (1d6 damage) and claw +5 melee (1d4 damage); 2d20
3	Roll once on Magic & Dagger +5 melee (1d4)
4	Poison dagger +5 melee (DC 15 Fort or sleep)
5	Poison dagger (DC 15 Fort save or 1d6 damage)
6	Whip +5 melee, 10' reach (1d6 or DC 15 disarm or DC 15 grapple)
7	Short sword +5 melee (1d6)

**Coven, Hags, Witches, Bells, Maidens, Betties, Eves, Lilliths, Mollys, Amazons, Maids, Girls, Dolls, Sallies, Trollops, Hussies, Vixens, Gasts, Harridans**

**28. Worms** (1d3x5), Init -1; touch +3 melee (magical or physiological effect or 1d4 damage); AC 12; HD 2d8; MV 30'; SP morphogenesis; SV Fort -2, Ref +1, Will -1; AL N.

Morphogenesis: Any worm cut with a slashing instrument takes the following round to become two worms.

### **Tape, Flat, Planaria**

**29. Mushrooms** (2d4), Init -5; slam +5 melee (1d5 damage); AC 12; HD 4d6; MV 20; SV Fort -2, Reflex -6, Will -4; AL N.

These creatures are found in a field of puffballs. Attacking them requires a DC 10 Ref save or set one off.

Effects of eating fresh mushroom: Roll 1d20+15+Luck on *DCC RPG* Pg. 223 and then random.

Puffballs Spore explosion DC 15 Reflex or 1d3 damage and another DC 10 Reflex or you set off another one (continues indefinitely on failure).

Halfway through a 200' field of these strange orbs one explodes hitting the unluckiest party member. Point person must weave their way through the orbs for the next 100'. DC 10/round for normal movement, DC 15 for double, and DC 5 for half. All who follow need only a single DC 10 to cross the entire field. d10 to determine the location of any failure. Last person to leave the field must make a luck check or set off a puffball.

### **Shrooms, Funghi, Fungus, Deathcaps**

**30. Vines,** Strange vegetation fills this area. Vines attack suddenly but only once. Each character is attacked by 1d8 vines. DC 15 Ref save for each vine. The vines that attack successfully pull taugth, opposed Strength with an additional +2 per vine. If a blade is available, a luck check may allow its use. Anyone helping someone caught by vines is attacked by the vines. Torches or any fire source scares vines away.

**Creepers.**

## Treasure

Most chaos wildlife does not have treasure but some may have some at their lair and a few may carry some on them. Choose a die on the dice chain to limit the treasure value.

1d16	Treasure
1	Potion (d16 on <i>DCC RPG</i> Pg. 446)
2	Shiny bits, d20: 1. Ring -5 Luck, cannot be removed; 20. Emerald (100 gp).
3	1d3 Rations
4	2d4 Rations
5	1d30 sp
6	1d10 gp
7	Dagger (cool)
8	Holy symbol (20 gp)
9	Useful herbs
10	1d100 gp
11	The journal of a fallen adventurer
12	Vial of 4 Rubies (50 gp each)
13	Map of (roll for Doom Hex name)
14	Strange writing (spell)
15	Scroll (d100 on <i>DCC RPG</i> Pg. 373)
16	Potion (d20+15+Luck mod on <i>DCC RPG</i> pg. 223)

# Weakness/Phobia

1d30	Weakness/Phobia
1	Water
2	Fire
3	Cold
4	Wood
5	Elves
6	Halflings
7	Dwarves
8	Women
9	Gold
10	Aggressive behavior
11	Magic power
12	Light
13	Dark
14	Paper
15	Affection
16	These violet glowing crystals
17	Those green mushrooms over there
18	Oil
19	Pony, Horse, Mule
20	Honey
21	Stinky Cheese
22	Fruit
23	Mithril
24	Falcons
25	Hens
26	Night Soil
27	Dolls
28	Dogs
29	Gems
30	Pushcart or other mechanisms

# Encounter Type

Beast will typically have a signature introduction.

The judge is invited to create a scene appropriate to the creature. Gloom Worms attack at night. Randomly determine who is on watch and go from there. Glam Elves appear as cute woodland faeries that eat you. The First time you meet a beast should be special. You can also use the table below to live up further encounters.

Roll d20 or d14+3 (less extreme) or 3d6 (favors center) +/- Luck Modifier.

You could also d14 for trouble or d14+6 for an easy time or d10+5 for an ok time.

1d20	Trouble/Situation
1	Doom
2	Surrounded
3	Hunted
4	In their territory
5	Surprised
6	A trap
7	Cornered
8	Attacked from behind
9	Difficult terrain
10	Attack
11	Attack
12	You are tested
13	A beast is surprised
14	You see them first
15	An NPC is under attack (choose from NPC table)
16	A beast is curious

17	Beasts fighting
18	A beast does not see you
19	A beast needs help
20	A beast in the distance

## Beast Levels

These beasts are formulated for lower level characters. The beasts that inhabit a hex do not change as the characters gain experience. These lower level beasts simply avoid the PCs as they pass through. Further hexes may contain higher level beasts.

Starting at level 3-4, Add +1 per additional PC level to the AC, to hit bonus, and saving throws. Add +d1 to damage. Add .5 per PC level to HD.

# Displacer Hags

*Rolls: Phase, Glam, Gore, Healer, Women*

(3d3): Init +2; Whip +5 melee, 10' reach (1d6 damage or DC 15 Ref disarm or DC 15 Str grapple); AC 12 (+4 if threatened); HD 1d7; MV 30'; Act 1d20 + 1d20 for tentacles; SV Fort +1, Ref +6, Will +2; AL C. Straight out of the male subconscious.

Green skin, long blue hair, and goat's eyes. They appear as lost and lonely women. Elves will know it is a glamour, but must make a DC 10 spell check to see through (considered rude). Each carries an ox blood whip. When threatened they appear to blink in and out of existence (+4 AC) and unarmed attacks are out of phase. DC 15 Fort save or stun 1 round and ignore non-magical armor. When threatened piercing tentacles unsheath. Additional Act 1d20, +3 melee (1d4 damage + grapple). Grapple does 1d6 damage/turn and reduces AC until DC 15 Str check or tentacles are cut or withdrawn.

One member of the group is a Healer. She is the same but does not carry a weapon and AC 11, HD 2d7, and Fort +4. Any hag within 10' of the healer gains 2hp/round.



# Evil Plague Monkeys

*Rolls: Evil, Plague, Monkey*

(3d3x2): Init +4, Atk claw/bite (1d4-1), missile 30' ranged (1d3); AC 13; HD 1d6; MV 30' Climb 30'; Act 1d20; SV Fort +3, Ref +7, Will -3; AL C. Devious and mean, monkeys leap from trees to attack. Leaping attacks are +d1. Successful attacks grapple. Grappled opponents -1AC/monkey. Each monkey takes a DC 8 Strength action to remove. DC 18 to remove 4. Attached monkeys attack with +d1. Grappled opponents are targeted by other monkeys but not with missile attacks. A monkey has a 1/4 chance to have a rock if it has not melee attacked. All monkeys have an unlimited supply of scat but it does no damage. No morale checks. Fights to death.

Bleeding sores and foaming mouth, weeping fleas engulf you. Everyone in melee range must make a DC 15 FORT or become ill. Halflings, are immune.

Lose 1 Stamina/day for 1d20 days (judge may roll in secret). Act -1d/day after 3 days. Bedridden and require care below 6 Stamina (-3 Stamina/day without care). Death at 0 Stamina. Anyone caring for you must pass DC 10 Fort save or become ill as well.



## **GFA 2019 Volume 9 Credits**

### **Authors**

Ariel Churi

### **Illustrators & Cartographers**

Ariel Churi

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## **GFA 2019 Credits**

### **Cover Art**

Doug Kovacs

### **Title Page Art**

Marc Radle

### **Editors & Proofreaders**

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley, Cory Gahsman, Michael Harrington, Tony Hogard, Claytonion JP, Elizabeth Levy, Shane Liebling, Collen McDonald, Russell Mirabelli, Jason Morgan, Keith Nelson, Marcie Riebe, Jeff Scifert, Ian Zebarah Shears, Tim Snider, Dan Steeby, Shyloh Wideman, Chris Zank

### **Printing Offset Contributors**

Jason Abdin, David Baity, Julian Bernick, Eric Betts, Daniel Bishop, CeCelia Bowden, Jen & Bob Brinkman, Marc Bruner, Todd Bunn, Ian Burgess, Michael Carlson, Justin Chophonis, Ariel Churi, Charles Couch, Jim Cox, Hector Cruz, Thierry De Gagne, Sean Duffy, Mirko Froehlich, Fuzzbang and Hootz, Keith Garrett, Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard, Anne Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen, Lucas Kuntz, Christopher Lauricella, The Long Con RPG Convention, David Maltbie, Jon Marr, Juergen Mayer, Cullen McDonald, Ken McLennan, Jason Menard, Ruxed LLC, Ryan Moore, Keith Nelson, Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle, James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton, Aaron Talley, Karen Theroux, Matt Towle, Joan K Troyer, Melissa & Shyloh Wideman, Laura & Clayton Williams, Jon Wilson, David York, Chris Zank, and the anonymous patrons of the GFA community

### **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh, Shyloh Wideman, Clayton Williams, Jon Wilson

# **The 2019 Gongfarmer's Almanac:**

## **A Dungeon Crawl Classics RPG Zine**

**Written, Illustrated, Edited and Produced by  
the DCC RPG Communities**



### **MONSTERS & ARTIFACTS**

### **VOLUME 10 OF FOURTEEN BOOKLETS**

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# **The Skin Thieves**

**By Michael Flaherty**

**Artwork by Clayton Williams**

Imagine an ordinary day in a mundane village. The merchants sell their wares; the laborers toil. The villagers go about their lives just as they would any other day. As of late, for some inexplicable reason, something seems a bit off. Outwardly, everyone appears entirely normal, but there is something different – something wrong. The usually jovial miller is strangely apathetic. The typically stoic stonemason expresses a peculiar whimsy. The children stare vacantly at nothing in particular.

If only this were merely a trick played by a mind wrought with tedium and fatigue. The truth is far more insidious. Within each of these simple folk, a horrible metamorphosis is occurring – a change initiated by the invasion of creatures with inconceivable physiology and unknowable origin. These creatures displace their hosts both physically and psychologically without their victims ever realizing it. They are called the kleptorms. They are the skin thieves.

No one can be certain from where the kleptorms came. Some believe they descended from the firmament with the dust of a falling star, for surely such an abomination could not derive from this world. Others think that the kleptorms were buried deep within the bedrock, trapped, only to be inadvertently unearthed by overambitious dwarven miners. Dwarven refugees recount oozing tendrils squirming through crevices and the gradual but certain decline of their compatriots.

What is known about the kleptorms is mostly conjecture. The following pages detail the three main stages of their life cycle and the effect a kleptorm's growth has on its host.

## NASCENT STAGE

**Kleptorm (nascent):** Init -5; Atk touch +3 melee (paralysis); AC 11; HD 4d6+2; MV 20', swim 30'; Act 1d20; SP immune to non-area attacks, paralysis (DC 16 Fort, duration 1d8 hours); SV Fort +3, Ref -2, Will Immune; AL C.

In their earliest stage, kleptorms proliferate in calm, tepid waters as colonies of interdependent, microscopic individuals. Such a colony appears as a liquid. Their presence tints the water with an almost metallic sheen. This can easily be mistaken for the shimmering of natural light, or an iridescent algal bloom. Because of this, as well as their ability to move silently through water, swimmers or travelers through such areas may not realize their peril until it is too late. Fortunately for those likely to come across one, a colony does not seek out victims. Most often, a colony simply lies in wait for a victim to succumb to its camouflage.

A kleptorm's touch overstimulates the body, shutting it down for hours. With its victim incapacitated, the kleptorm slinks across the body until it locates and enters an orifice (most often the nose or mouth, as it senses the heat and moisture of the victim's breath and saliva).

Colonies have no standard size. One could be large enough to fill much of a pond, or compact enough to fit in a large puddle. Colonies are indicative of other variant kleptorm forms, with larger colonies providing evidence of more populations or physically massive individuals.

A strike from a conventional weapon has no noticeable effect because of the kleptorm's liquid form. Due to its incomprehensible alien intellect, it is immune to all effects that provoke a Will save.





## METAMORPHIC STAGE

**Infected peasant\*:** Init -2; Atk club +1 melee (1d4+1); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort +1, Ref -2, Will -4; AL C.

**Kleptorm (premature):** Init +0; Atk tentacle +4 (1d4+1 plus paralysis); AC 13; HD 5d6+3; MV 30'; Act 1d20; SP infect, paralysis (DC 12 Fort, duration 1d4 hours); SV Fort +4, Ref +0, Will Immune; AL C.

*\* This is the stat-block for the peasant from Page 434 of the DCC RPG rulebook with alterations to the attack and damage modifiers, Fort save, and Will save. It is only meant as one example. To quickly create any type of infected NPC from a preexisting template, add 2 to attack, damage, and Fort save, and subtract 3 from Will save. Leave all other stats unaltered.*

Once the kleptorm successfully integrates itself into the host, it commences a terrible transformation. The colony spreads throughout the body and replaces the host's original cells. Eventually, all cellular tissue beneath the host's epidermis will transform into the kleptorm. Only the outer layer of skin will remain as it was. The entire process takes less than a month to complete.

At first, there is no apparent outward change. The infected host's physique and countenance are unaltered. However, the host will also begin to display certain idiosyncrasies that have never manifested before. These will only be subtle quirks initially. Throughout the coming weeks the host's personality deteriorates. Accompanying this is a bizarre sensation similar to malaise, except accompanied by an increase in strength rather than weakness.

As the parasite continues to replace its host, signs of an underlying problem become precipitously apparent. The host's eyes, mouth, and nails display a glossy discoloration. They will drool metallic slime and weep tears of the same sheen. After three weeks, the host's personality is completely broken down as motivation, empathy, emotion, and even speech are lost. The baleful presence within begins to cause increasingly grotesque mutations (consult tables 5-3, 5-4, and 5-5 in the DCC RPG rulebook concerning corruption for

inspiration), at which point the victim's condition can no longer be downplayed.



## Premature Emergence



A kleptorm inhabiting a host requires sufficient time to develop into its final form. It will make no effort to present itself during its incubation period. If attacked by a lesser foe, the infected host will aggressively attack the assailant. The kleptorm will flee anything likely to inflict serious harm. An infected host will never fight at a disadvantage.

If a host does experience grievous bodily injury or death, the parasite will have no recourse but to prematurely emerge. A kleptorm that has not completed its development cycle will have an appearance similar to a tangled mass of metallic seaweed dripping with blood, bile, and any other bodily fluids it had not yet assimilated. In this state, it will be unable to survive for long. Its only hope is to begin the kleptorm life cycle anew, presumably with whatever defeated the last host.

The tentacle attack of a premature kleptorm is not particularly strong, but is still capable of inducing paralysis. The paralyzing capability is not as potent as a kleptorm in its nascent stage. Those that succumb to its paralyzing touch are susceptible to infection. The round following paralysis, the kleptorm drapes itself over its

victim and unleashes countless squirming tendrils that wriggle into its soon-to-be new host's exposed orifices.

Due to its incomprehensible alien intellect, a kleptorm is immune to all effects that provoke a Will save. If not slain in battle, a premature kleptorm will perish naturally within 18 hours without a host.

## MATURE STAGE

**Kleptorm (mature):** Init +2; Atk 2 tentacles +8 melee (1d6+2 plus entangle) or proboscis +6 melee (1d8+2 plus poison); AC 17; HD 8d8+3; MV 30'; Act 1d20; SP infect, entangle (DC 16 Strength check to break free), poison (DC 17 Fort or 1d4 Strength + 1 Agility); SV Fort +6, Ref +3, Will Immune; AL C.

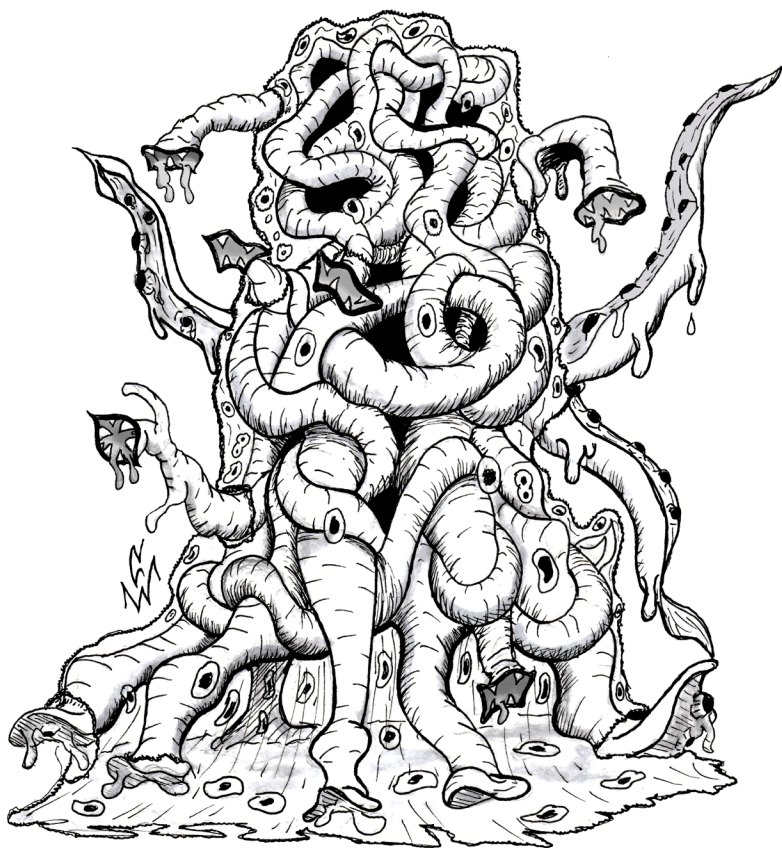
Once the developing kleptorm has transformed all of the host's tissue into its own, it is ready to emerge, much like a butterfly from a chrysalis, but far more ghastly. When the time is right, the kleptorm finds a dimly-lit, secluded location (preferably underground). Once at the nearest suitable place, the host's eyeballs burst from its head, and a tangled, glossy mass of jumbled tentacles and ganglia oozes free from the vacant sockets. Once free, the fully-matured kleptorm seeks out the nearest subterranean water source. The thin outer layer of skin left behind crumples to the ground like a discarded waistcoat.

A mature kleptorm's primary objective is furthering the proliferation of its abhorrent species by supplanting any and all others. The most expeditious way to accomplish this is to imbue the water table with its bodily secretions, where new colonies of nascent kleptorms are found.

If pressed into a combat situation, a kleptorm of this stage will attempt to ensnare an opponent in its tentacles. This happens automatically if it connects with both tentacle attacks on one character the same round. Unlike with two-weapon fighting (as described on page 95 of the DCC RPG rulebook), both tentacle attacks are made with a d20 roll. A kleptorm has no primary or off "hand."

Once the monster has grasped its prey, it grows a sharp, needle-like proboscis to inject paralyzing toxins. Repeated injections provide repeated doses with cumulative effect. Once the captured victim is weakened to the point they can offer no resistance, the kleptorm either infects them, or simply devours them if they are deemed an unfit host.

As before, the kleptorm is invulnerable to any action that calls for a Will save.





## In Regard to Infection of Player Characters

In combating kleptorms in any of their forms, the likelihood is high that a character will be exposed to infection. The following are some guidelines to keep in mind when dealing with this integral aspect of kleptorm behavior in regard to the players' characters:

- The nascent kleptorm's +3 attack bonus only applies in a combat situation. A character that unknowingly steps on, swims into, or otherwise touches the kleptorm liquid is automatically hit and must succeed at its Fort save or be paralyzed.
- At the judge's discretion, an Intelligence check to spot kleptorm liquid, or a Luck check to avoid accidentally touching it may be made.
- If a player fails their Fort save against paralysis, their character is already infected the following round. Since the kleptorm liquid can move 20' on land, it can easily reach the character's nose and mouth in less than 10 seconds. If another character attacks the liquid, they also attack the paralyzed character.
- Once infected, all hope is not lost – for a while. Each day following infection, the player may make a Fort save as their character's body attempts to combat the malignant being inside. The DC for the Fort save is 11+1 for each day following initial infection. During this intermittent window, the character can be cured, but only through a cleric's divine aid (DC 19 spell check). Once a player fails the daily Fort save, the character's body is no longer able to hold off the kleptorm, which quickly begins to take over. For all intents and purposes, this character is considered dead from a player's standpoint, as the character's mind and body are no longer theirs to control.
- If the judge opts to turn a character lost to infection into an NPC (which could offer an intriguing adventure hook or plot device), refer to the section above on metamorphic kleptorms for stat alterations and ideas about how to role-play an infected character.

## SKIN HUSK

**Skin husk:** Init +1; Atk draining touch +2 melee (1d4 Personality); AC 12; HD 4d6; MV 30'; Act 1d20; SP mind purge (1/day; +5 spell check), immune to mind-affecting spells, un-dead traits, death throes; SV Fort +0, Ref +1, Will -3; AL C.

The nightmare for the kleptorm's victim does not end when their skin hits the ground. As the creature has no further need of the skin it had been wearing during its transformation, it takes no heed of what becomes of its living cocoon's tattered remains. The takeover of the parasite, though, permeates the skin with a residual malign energy, causing it to reanimate within 1d30 hours of the kleptorm's emergence. The husk is literally that – a walking outer layer of skin. Its empty eye sockets have been widened and torn due to the kleptorm. Peering into them would reveal the interior of the husk to be hollow.

As creatures recalled to life by malevolence, skin husks are considered un-dead, and are therefore susceptible to a cleric's turn unholy ability. When defeated, the remnant dark power that created them is let loose with a disorienting flash of light and a burst of necrotic ash extending outward a 30' radius. The ash affects any living thing it touches. Vegetation becomes blighted. Flesh begins to rot and fall off. Characters must succeed at a DC 13 Fort save or lose 1d4 hp every hour as their bodies decay. Only magical healing can stop this process.

Skin husks are mindless, and are therefore invulnerable to any spell that affects the mind. They do have a will, but it is not their own. Rather, theirs is inexorably linked to the kleptorms that inadvertently created them, and they seek to annihilate the will of any sentient creature not in servitude to their unknowing lords. Such is their devotion that they will purposely venture to areas tainted by the nascent kleptorm liquid and collect it, then feed the kleptorm to those whose minds they've obliterated. Rumors abound of vast subterranean vaults lined with the spiritless bodies of kleptorm hosts, presided over by vacant, hollow men.



# Digit Demon

by Zach Starkey

Artwork by Dan Domme

*"I heard the folk of Willow Bend had been on edge for days since the miller's wife was spotted with a bloody bandage covering three missing fingers. When asked of her injury, she coolly explained she had an accident while chopping vegetables. I asked a crone at the edge of town about her story. She just smiled and scoffed at the 'obvious lie'. She then warned our merchant caravan that the Digit Demon had been summoned, and it would be best to finish our business and be on our way. After learning of the creature's nature, I took her warning to heart and immediately departed. On my way out of town, I overheard folks gossiping about this tormenting demon and the miller's wife. They were still trying to work out who could have so riled the lovely youth to summon the creature, and who could be the target of her ire. I wasn't sticking around to find out."*

**-From the travel diary of Tomlin Hash**

**Digit Demon:** Init +4; Atk Fingernail Slash +6 melee (1d8+5) or Finger Fling +4 missile fire (1d6+3), range 40'; AC 14; HD 6d8+8; hp 32; MV 40', fly 20'; Act 2d20; SP Shapeshift; SV Fort +4, Ref +6, Will +4; AL C.

Born of intense jealousy, hatred, and malice, the Digit Demon is an assassin called upon by spurned lovers, resentful wizards, and any who seek the ultimate resolution to a personal grievance. It is a grotesque assemblage of the severed, sacrificed fingers of those imploring its aid. This anthropoid stands at around three feet tall, and though being eyeless, it perceives the world perfectly within 120'. Despite being removed from their original hosts, its scores of grimy fingers continuously grow unnaturally straight fingernails. These provide the Digit Demon with an array of razor-sharp weapons. Its arms are tipped with dagger-length fingernails, used to rend and flay its targets (Fingernail Slash, melee +6, 1d8+5 dmg). On a critical melee strike, the target's skin is completely torn away around the hit

area, dealing an extra 1d6 dmg. The creature also strikes at range by throwing one of its sharply adorned digits at great speed (Finger Fling, missile fire +4, 1d6+3 dmg). On a critical ranged strike, the finger dagger impales the target, pinning it in place for one round and dealing an extra 1d4 dmg.

The Digit Demon is summoned to strike a single target of the summoner's choice, usually tormenting the victim before delivering the finishing blow. It prefers stealthy strikes to open combat, and will flee before combat begins if discovered by a superior opponent. To avoid detection and to infiltrate structures, the Digit Demon can Shapeshift by sliding its fingers into new positions. This allows it to slip through small spaces (no less than the width of a finger) and reassemble on the other side. The demon's oldest fingernails have grown to over two feet in length and form crude wings when arrayed on its back. These are ideal for flying short distances through forest canopies and urban rooftops to better stalk its prey.



## **RINGS**

Many of the summoners' sacrificed fingers hold rings of significance and sentimental value. If a party manages to corner and slay the Digit Demon, their reward will be a bounty of rings of various quality and origin. The Digit Demon is likely to have 5d7 rings scattered throughout its form. Judges are encouraged to introduce a cursed ring or two for the party's trouble.

## **ENCOUNTER SEEDS FOR THE DIGIT DEMON**

You do not find the Digit Demon; it finds you.

- While traveling through a village, a beautiful maiden rushes up to the party. In a frenzy she begs the group to protect her from some demon that has been summoned to torment her over false accusations of adultery.. The party can try to intercept and defeat the creature or find out who summoned the creature and attempt to reverse the summoning.
- The party has enraged a fledgling wizard who is too weak to take them on directly. He thinks he can take them on if he thins their numbers with the help of the demonic assassin.
- A member of the party has offended a powerful or desperate lover. Perhaps this party member (you know the one) was overly amorous just prior to skipping town or made pillow promises they never kept. Whatever the case may be, this character is now the target of a Digit Demon.

# Gadgols

## Writing and Artwork by SGT Dave

Gadgols are evil flying vermin native to the rocky mountainous caves bordering the dark forest of Ethop. Gadgols take great joy in smashing against tree trunks. Their poison wounds trees and vegetation until the plant life droops and dies. Their secretions are toxic to all flora, including items made of wood or vegetation.

The size of a small bat, these inky black beasts travel in swarms of 20-200. A gadgol resembles a formless, oozing void carried through the air on a pair of jagged, leathery wings. They are all but extinct from the Forest of Burzee, or any other land under the protection of wood nymphs.

Gadgols are deathly afraid of wood nymphs and flee at the sight of them. However, the lands where the machinations of man have chased away the nymphs are ripe for the gadgol's poisonous touch.

Secretions may be milked as a corrosive against vegetation. Due to their small size, only a few (1d4) drops can be squeezed from each individual Gadgols. causing 1d4 acid dmg to vegetation per drop.

**Gadgol:** Init +4; Atk charge +4 melee (1 pt. plus special); AC 15; HD 1d3; MV 40' flying; Act 1d20; SP tree killer (automatic 1d4 acid dmg to all vegetation, trees, plants, crops, even hemp and wood items); SV Fort +2, Ref +4, Will -3; AL C.



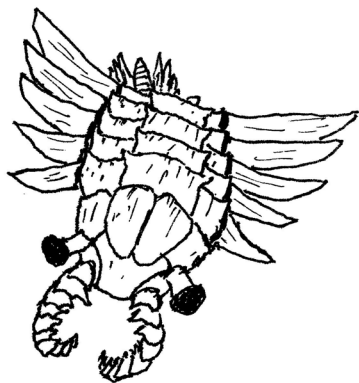
# Fossil Anomalies

By Ian Zebarah Shears

Artwork by Colin Mills

Below is a bestiary of bizarre animals from Earth's ancient seas replete with special abilities to catch your players by surprise for your DCC RPG and MCC RPG games. Although historically some of these animals were smaller in size, the creatures provided here are scaled up "giant" versions, reaching the size of an adult human, or larger. Each creature entry presents paleontological information for chronological context of just how long ago these oddities existed and information for how they may be incorporated into adventures. Most would fit well in any aquatic adventure and blend seamlessly into the Cretasus campaign setting detailed in the setting conversion "Dinosaur Crawl Classics" found in the Goodman Games 2017 GenCon Program Guide. Of course, judges are always encouraged to use their imaginations, tweaking these creations to their needs; perhaps un-dead versions lurk in the trenches deep below the known seas or mad wizards have created giant, seafaring vessels in the likeness of these monsters?

**Anamolocaris:** Init +5; Atk chomp +7 melee (2d6+3); AC 16; HD 5d8; MV swim 60'; Act 1d24; SP infravision 100', stealth predator, schizocroal eyes; SV Fort +5, Ref +3, Will +2; AL N.



Terror of the Cambrian Period seas (551 mya), this "abnormal shrimp" silently trails behind its intended prey, using its large eyes to track it from afar. This giant variety is especially fond of humanoids who stray into its territory while pearl diving, where it approaches from behind and sucks them into its weirdly shaped maw. It has also been known to leap out of the water, knocking late night dock workers into the sea.

Anamolocaris gain +1 on stealth checks while swimming silently to ambush unsuspecting characters and on any perception checks. Because of its oversized, multifaceted eyes, this killer shrimp can see in utter darkness. However, it is susceptible to being blinded by certain spells and very bright lights (-1 penalty to attacks in bright lights).

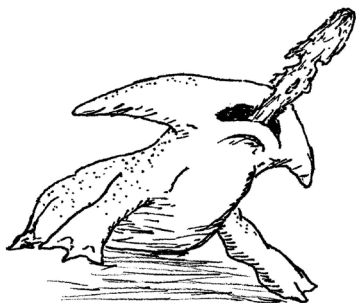
**Deinosuchus:** Init -2; Atk bite +10 melee (2d6+5); AC 16; HD 12d8+3; MV 50'; Act 2d20; SP fury, swallow whole; SV Fort +6, Ref -2, Will +2; AL N.



This monstrous crocodile thrived during the late Cretaceous Period (80-73 mya). This creature reaches lengths of 35' in length and is found along coastal seaways, laying in wait along the water's edge for anything edible.

Not used to being attacked, a deinosuchus will become enraged once struck for damage. It will

focus its attacks against a creature that deals the most damage to it each turn. If its subsequent bite attack hits the creature that wounded it, the creature is gripped by its massive teeth. On the following turn, as it jaws begin to compress forcefully (the grappled target takes an additional 1d6 damage automatically unless it escapes), the target must make a Ref save to avoid being cast into the monster's mouth and swallowed, taking 4d6 damage each successive turn until they are able to cut themselves free by inflicting 20 points of damage to the stomach (AC 10).

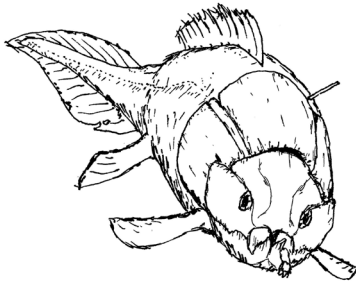


**Diplocaulus:** Init +2; Atk bite +4 melee (1d8+3); AC 12; HD 2d8+4; MV 20' or swim 30'; Act 1d20; SP mud spray; SV Fort +2, Ref +2, Will -1; AL N.

One of the best-known early amphibians from the late Carboniferous up to the late

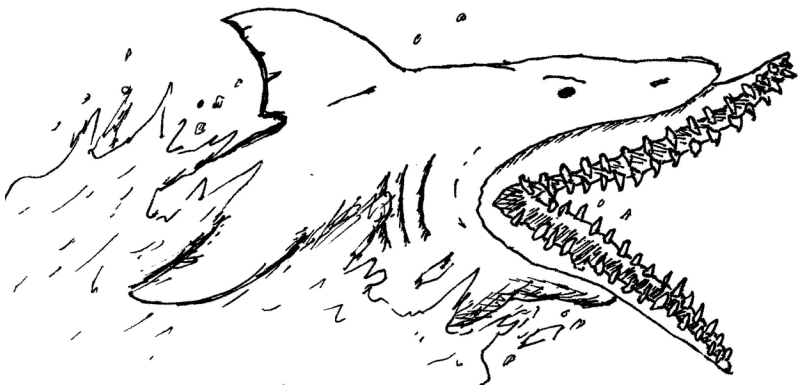
Permian Period (306-255 mya) diplocaulus is recognized instantly by its boomerang shaped head and lizard shaped body. It prefers to hide in mud, quicksand, or bogs and spit a stream of superheated mud at its prey, which deals 4d6 damage to prey failing a DC 12 Fort save.

**Dunkleosteus:** Init -1; Atk tremendous bite +12 melee (1d16+7); AC 24; HD 7d8+6; MV swim 20'; Act 1d20; SP armor killer; SV Fort +10, Ref -2, Will +3; AL N.



A giant, armored fish covered in thick bony plates that was prolific during the Devonian Period (358 mya), it is truly an example of evolutionary adaptation to win the arms race. Its mouth sports a set of bladed teeth that act like a set of tin snips when encountering armored prey.

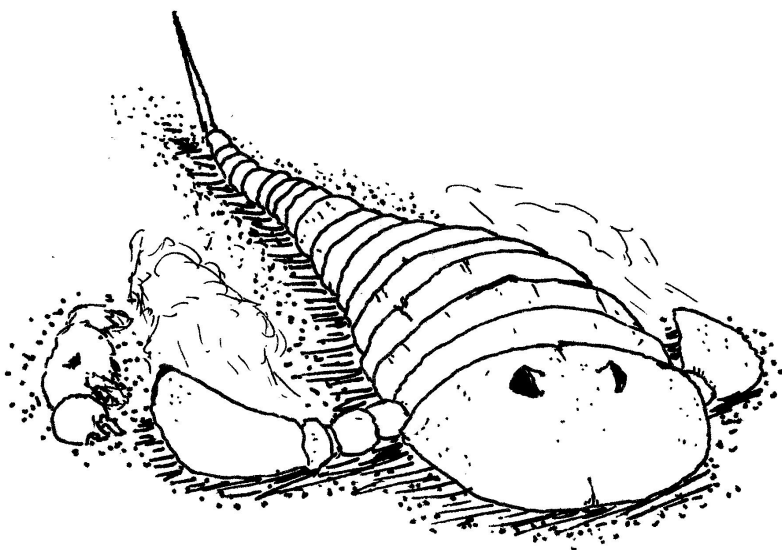
Anyone wearing armor bitten by a dunkleosteus has their armor's effectiveness impaired. The AC bonus of their armor is permanently lowered by 2; this reduction does not affect the armor's fumble die and is a cumulative effect. A piece of armor which has its bonus dropped to an AC bonus +0 or below is considered utterly ruined until repaired in some way (either by the mending spell or by an armorer).



**Edestus:** Init +3 Atk bite +12 melee (1d14+6); AC 14; HD 10d8; MV swim 40'; Act 1d24; SP extend maw; SV Fort +6, Ref -3 Will +3; AL N.

An early shark that reigned from the late Devonian Period up to late Carboniferous Period (407-300 mya). What sets this beast apart from standard sharks is that its maw is shaped like a pair of pinking shears. It is capable of extending its mouth up to 10' catching unwary prey by surprise.

Edestus are known to shear through the hulls of wood vessels to feed themselves. It is fortunate that their flesh is soft and rubbery, making them relatively easy to drive off with harpoons.



**Eurypterid:** Init +3; Atk claws +3 melee (1d6+2) or stinger +5 missile fire (1d12+4 plus paralysis); AC 20; HD 7d8+4; MV 30' or swim 40'; Act 3d20; SP stinger; SV Fort +8, Ref +2, Will +2; AL N.

Commonly known as “sea scorpions”, the eurypterids first appeared during the Ordovician Period and went extinct during the mass extinction event at the end of the Permian Period (467-251 mya), jokingly known as “the big die” as 90% of animals went extinct at this time.



This giant arthropod is roughly 8' in length and is known to climb out of the water for short periods to snag prey along beaches and shallows. This creature can be found lurking around shipwrecks and docked fishing vessels, waiting eagerly to snatch unwary adventurers!

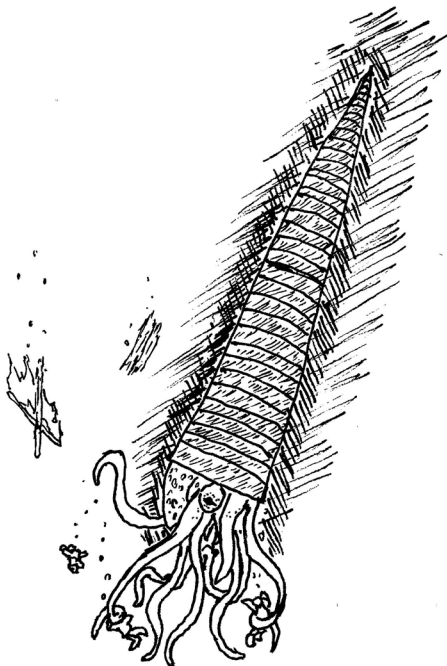
Sea scorpions prefer to focus all their attacks on one target. Each round, they may attack twice with their claws; additionally, if both claws hit, they get a free stab with their venomous tail stinger (the victim must make a DC 17 Fort save to avoid becoming paralyzed for 1d5 turns).

**Giant Orthocone:** Init+5; Atk tentacle +5 melee (1d10) or bite +8 melee (2d8+3) ; AC 20; HD 20d8; MV swim 60'; Act 10d20; SP suckers; SV Fort +8, Ref +0 Will +0; AL N.

The giant Orthocone was a predatory ammonoid cephalopod with a long, elongated cone shaped shell found during the late Ordovician Period up to the early Silurian Period (470-440 mya). Reaching lengths of 36' from edge of tentacles to the rear tip of its cone, this shelled squid is a voracious carnivore. It can direct each tentacle to

attack a separate target.

A tentacle latches on to its prey after it hits; those struck are grabbed and will be dragged to the mouth of the creature within 2 turns. This is the only way the giant orthocone may target a target with its bite. A suctioned target must make a DC 18 Str check to tear the tentacle off.



**Opabinia (1d3+2 in a group):** Init +2; Atk bite +3 melee (1d8+5 plus grapple); AC 12; HD 2d8+3; MV swim 30'; Act 1d20; SP snab; SV Fort +2, Ref -2, Will +0; AL N.

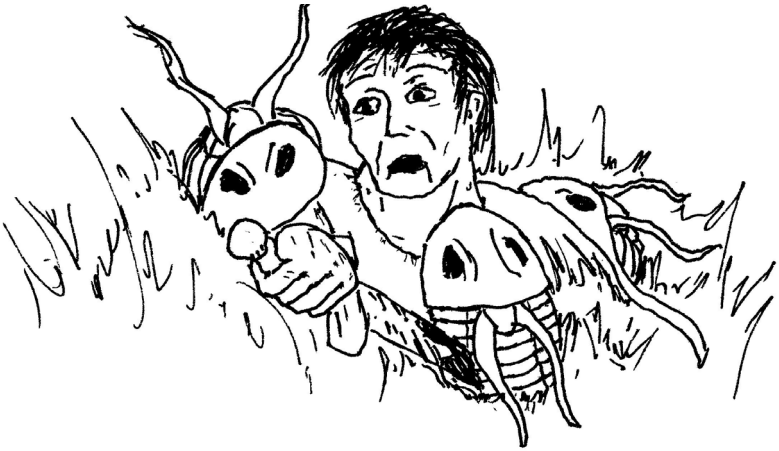


Opabinia is a weird, weird animal. It existed during the middle Cambrian Period (505 mya). What separates this creature from most sea monsters is that it has a long proboscis ending in a dangerous claw that is used to pluck prey off of low boats and from beaches. A character hit by its bite must make a Ref save with a DC equal to the opabinia's attack roll. Failure means the opabinia has "snabbed" the target and each round thereafter grapples the same target for an automatic 1d5 points of damage.

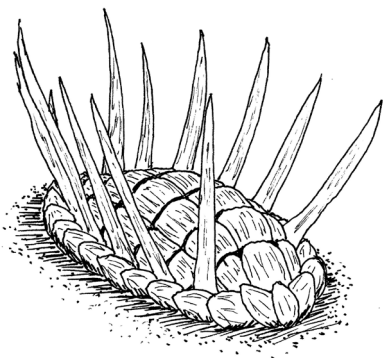
Opabinia are known to prefer salty and sweet junk food and will happily collect it from PCs that are carrying it, leaving them unharmed after finding the treats (they drop the grapple in favor of leaving to eat the sweets) but with less food for the road. In the MCC RPG, Opabinia Manimals have been found in communities along the coastlines of heavily irradiated areas. Opabinia manimals have a cluster of 5 eyes in the center of their face, and a proboscis ending in a claw where the mouth would be. Their actual mouth is located beneath their chin. Opabinia Manimal PCs gain a +1 bonus to foraging-related rolls in shoals and along beaches.

**Trilobite Swarm:** Init+6; Atk swarming bite +2 melee (5 plus venom); AC 12; HD 4d8; MV swim 40'; Act special; SP bite all within 20' x 20' space, half damage from non-area attacks, venom; SV Fort +0, Ref +10, Will -2; AL N.

Trilobites are well known through the fossil record, existing from the Cambrian Period up until the Permian Period mass extinction event (521-251 mya). These armored arthropods are scavengers and mainly subsist on anything they find on the seafloor. Something has riled them up and in this state they can strip flesh in seconds. This swarm consists of several different species of trilobite, occupies a 20' X 20' space and inflicts its bite damage automatically each round to every creature within that space. Any creature bitten must make a Fort save or lose 1d3 Stamina from their deadly venom. Swarms take half damage from any attack that is not an area effect (i.e., swinging a sword is not nearly as effective as launching a fireball into the swarm).



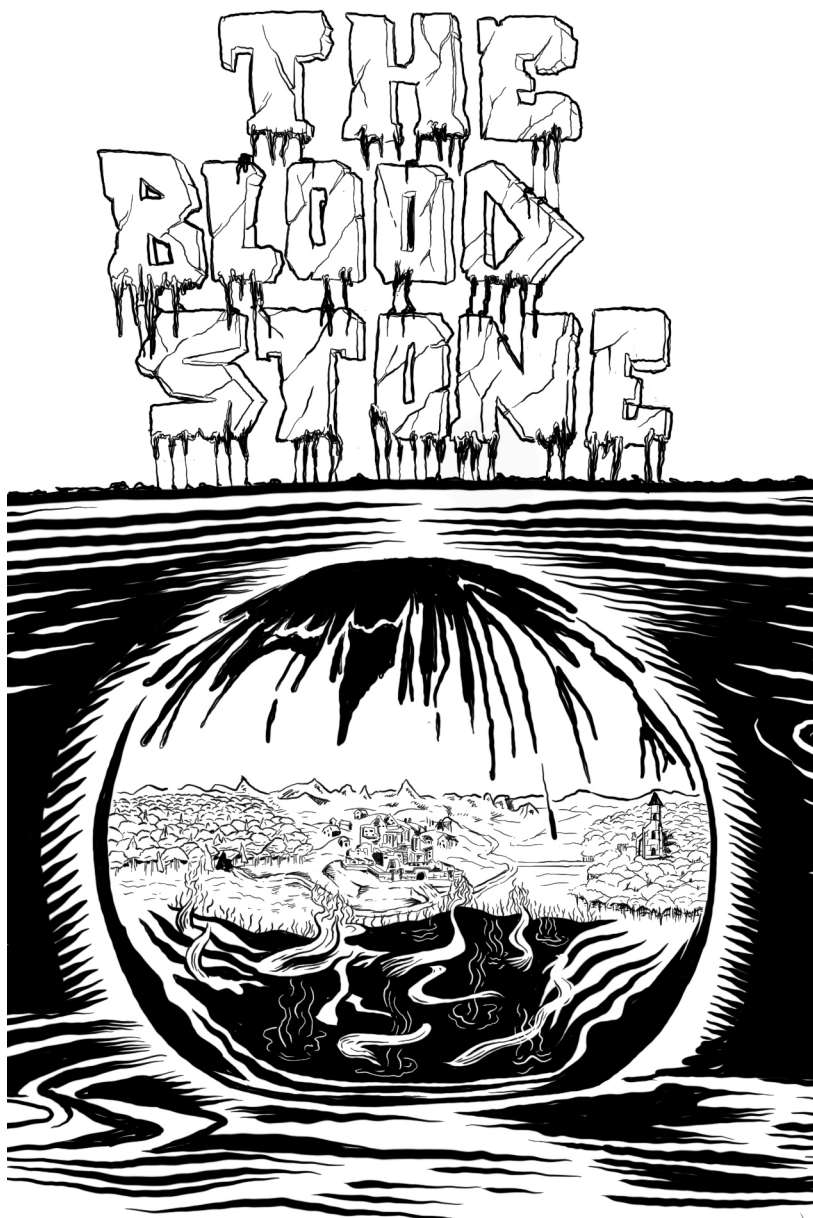
**Wiwaxia:** Init +0; Atk needles +2 missile fire (1d8, range 20'); AC18; HD 1d8+3; MV 10'; Act 1d20; SP needles, yea gods!, the needles; SV Fort +2, Ref -2, Will +0; AL N.



Wiwaxia appeared during the Cambrian Period (520 mya) and look a lot like modern chitons, a group of soft bodied mollusks roughly elliptical in shape. The difference is that wiwaxia are covered in a sheath of large, dangerous spines. This giant variety, likely through magical tampering or radioactive exposure, are capable of firing

these needles in all directions simultaneously, showering all threats within a 30' radius (a successful DC 15 Ref avoids any damage). Anyone striking a wiwaxia in melee must also make the same save to avoid being impaled.

Considered a delicacy in some coastal regions, these animals fetch a premium price by discerning gastro-enthusiast clients. The texture is described as smooth, yet crunchy, and the flavor mild, with complements of coconuts and ginger. There are even rumors of aquatic elves raising them as livestock.



A Magic Item for use with DCC RPG

By Nick Labonte

Illustrations By Shawn Brewer

Antediluvian empires crafted legendary artifacts that enabled them to communicate over incredible distances through twisted magics and blood sacrifices. Wizards used them to spy on their rivals, generals could command their troops from the safety of their castle, and kings used them to rule. The Bloodstone is one such artifact, likely the last of its kind. When inert, The Bloodstone resembles a fortune teller's crystal ball with a dark red mist swirling within. The Bloodstone floats when placed in a pool of water. If three drops of blood from the same being are then dropped into the water, the mists will clear, potentially showing the user a glimpse of their target. Roll a spell check and refer to the following table:

## Bloodstone Results

- |       |                                                                                                                                                                                                                                                                             |
|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1     | The mists clear, showing the Bloodstone's user. An unknown enemy is watching them and knows their exact location!                                                                                                                                                           |
| 2-11  | Failure. The mists refuse to clear. The Bloodstone is inert and cannot be used until the next sunrise.                                                                                                                                                                      |
| 12-13 | For a minute, the Bloodstone shows the world through the eyes of the target. The image is too blurry to read words or spot other minute details, but the user can get a general idea of what's happening.                                                                   |
| 14-17 | For 5 minutes, the Bloodstone shows the world through the eyes of the target. The user can spot small details that can give them a general idea of the target's location and what it is doing.                                                                              |
| 18-19 | For 10 minutes, the Bloodstone shows the world through the eyes of the target. The user can spot small details that can give them a general idea of the target's location and what it is doing. Additionally, the user can read anything the target is looking directly at. |

- 20-23 For 30 minutes, the Bloodstone shows the world through the eyes of the target. The user can spot small details that give them a good idea of the target's location—as long as they've been there before—and what it is doing. Additionally, the user can read anything the target is looking at, sense the target's current emotions, and hear nearby sounds.
- 24-27 For an hour, the Bloodstone shows the target and its immediate surroundings (up to a 10 ft radius) clearly enough that the user can confidently determine the target's general location—as long as they've been there before—and what it is doing. Additionally, the user can read anything near the target, sense the target's current emotions, and hear nearby sounds.
- 28-29 For 2 hours, the Bloodstone shows the target and its immediate surroundings (up to a 10 ft radius) clearly enough that the user can determine its location and what it is doing. Additionally, the user can read anything near the target and sense the target's emotions or one surface thought. The user can also hear nearby sounds.
- 30-31 For 6 hours, the Bloodstone shows the target and its surroundings (up to a 15 ft radius) clearly enough to determine its location and what it is doing. Additionally, the user can read anything near the target and sense the target's emotions or one deep thought. The user can also clearly hear nearby sounds.
- 32+ Until the next sunrise, the Bloodstone shows the target and their complete surroundings (for example, an entire building if inside). The image is clear and crisp, allowing the user to easily spot landmarks that can help them discern the target's exact location, even if they've never been there before. The user can clearly read anything around the target. The user can sense the target's emotions, as well as reading its deepest, darkest secrets. The user can easily follow any conversation happening near the target.





# The Head of Aharise

by Michael Harrington

Artwork by Bobby Jackson

Through countless ages, those who would seek power and riches have sought the living but not living head of Aharise Sorceress Queen of the Fallen Realm of Enor. To them all, the Head of Aharise proved to be their undoing. Despite their universal doom, the Head of Aharise remains an object of aspiration for those foolish enough to think they can wrest control of it.

Tales recorded by mad scribes say the wizened head can be found bound in mystical iron bands inside a black lacquered and brass inlaid box, surfacing time and time again in market places of the bizarre and in the treasure vaults of damned kingdoms. There the Head waits patiently, as it has for ages, for its next owner. And to be free.

## Opening the Box

The box looks to be nothing more than a small, intricately lacquered square container made of black wood inlaid with intricate designs of brass. When the designs on the box are touched, they move as if they are made of clockwork gears.

Any PC who attempts to open the box with a Personality score of less than 13 will become **enslaved** unless they make a DC 20 Will save. (see description below).

PCs who attempt to open the box with a 13 or higher Personality must make a DC 13 Will save. If the PC succeeds they will intuitively know the pattern to open the box. As a PC touches the patterns in the correct way, the patterns shift and move and the box transforms enlarging and rearranging itself until the box is an approximately 12'x12'x12' cube. If the PC fails the save they are **enslaved** as above.



When the box finally becomes the 12'x12'x12' cube a pair of doors appear on one side of the cube and slide open revealing the wizened head.

## The Head

When the doors of the box open to a new owner, the head appears wizened with wisps of gray hair, bound in thick iron bands on which are engraved strange curving glyphs of some unknown language that seem to squirm like worms when examined closely. Thick iron nails protrude from all around the head. Its mouth is sewn shut.

Shortly after the box is opened, the head's snakelike eyes snap open and glare at the feckless opener. If the opener is enslaved, then the Judge should take the appropriate action with the PC, such as having the player surrender the PC to become an NPC or allowing the player to roleplay using the enslavement section below as a guide.

If the PC is not enslaved, they will hear the head whisper in their mind the ritual that is needed to bond the head to them. This ritual will take 1 day and involves allowing the head to drink some of the PC's blood. Thereafter the PC can use the head's powers.

Once the ritual is complete the head will take a more youthful appearance, its flesh filling out and becoming seemingly supple and youthful.

## **Enslavement**

Characters that fail their will save when initially opening the box and viewing the Head, or through use of the boons of the Head, become enslaved.

Enslaved characters desire to possess the head above all others - they will kill to possess it. Characters will not willingly stop using or allow others to use the box - dying to keep others at bay.

Characters will obey the head in all things - feeding it blood to strengthening it to achieve its true goal - uniting itself with its body on in the dark tower of Myrdin located in Fallen Enor, believing this goal to be theirs and that they are working toward absolute power.

Obviously, judges will have control over the PC at this point - but there is one final hope for the character. The use of powerful magicks or divine intervention can break the enslavement.

## Magical Boons

The head has several magical powers that may be used. Each time that a PC invokes the powers of the head, a DC 15 Will Save must be made or the PC will lose one permanent point of Personality. This Personality loss is the gradual loss of the user's will and mind to the Head (see **Aharise's Love**).

If a PC is reduced to 0 Personality points, they become **enslaved** to the head.

A boon is invoked by feeding human or demi-human blood to the head. The amount of blood required is equal to 1d3 hp of damage (roll for each boon). Some boons can be Spellburned to increase their efficacy (see Spellburn for effects).

### Scry (can be used unlimited times per day)

A PC may use the head to scry people and places by biting their lip to draw blood, kissing the head and staring deep into its eyes. The scry power works as per the highest-level spell roll of Wizard Sense in the **DCC RPG** rulebook. When scrying the user can automatically understand the language of the spied upon creature or person. The user will also be able to read languages that someone being spied upon is reading.

Judges can use the Wizard Sense manifestations in the **DCC RPG** rulebook or create their own.

### Prophecy (can be used once per day)

A PC can ask the head one question about the future. The answer will be enigmatic but truthful. Judges should determine how much detail to reveal.

## Spells (can be used once per day)

The following spells are cast on behalf of the user as a fifth level caster. They function as the listed spell, with the user rolling for spell effects and subject to misfire and corruption as per the **DCC RPG** rulebook.

In addition, a user can Spellburn to increase the spell effect roll.

1. Demon Summoning
2. Animate Dead
3. Lockerman's Unerring Hound
4. Vermin Blight

## Aharise's Love

The use of the head produces a rush of euphoria in the PC using it. Like a drug addiction, long term or frequent use of the head incurs a cumulative Will Save penalty.

Each time one of the boons of the head is used, the PC must make a DC 15 Will Save or permanently lose a point of Personality. If spellburn is used to enhance a power and the character fails their will save, the PC will lose an additional 1d3 points of Personality.

As the character loses Personality, they become more and more obsessed with the head, not letting it out of their sight or possession, sleeping with it, whispering to it etc.

This will eventually result in enslavement if the character continues to use the head and slowly and loses points of Personality.

When a character's Personality drops below 13, roll 1d4 and consult the following table each time the head is used.

### **1d4 Effect**

- 1 The user immediately seeks to use another boon of the head, thereby triggering another Will Save. This could lead the character into a spiral leading into eventual enslavement.
- 2 The user must immediately make another DC 14 Will Save or permanently lose a point of Intelligence. A character reduced to 0 intelligence goes mad and is enslaved.
- 3 The user must make a DC 14 Will Save or gain a taint (see **The Taint of Aharise**).
- 4 The user must make a DC 15 Stamina Save or pass out for 1d4 rounds. Upon awakening, the user must make a DC 12 Will Save or immediately attempt to use the head again.

## **Taint of Aharise**

When user of the head indicates that a PC should take taint, roll 1d4 and consult the below table. When a user has received all four taints there is no need to roll anymore if taint is indicated. Instead, if the character is still alive, use the minor corruption table in the DCC RPG rulebook.

1. The user is compelled to daily engage in frenzied behavior, such as binge drinking or gluttonous eating. If the user does not engage this behavior within one day, there is a cumulative 1-point loss of Stamina until this need is satisfied. In addition, the user loses one permanent point of Personality.
2. The user is compelled to drink or bathe in humanoid blood daily. If the user does not engage this behavior within one day, there is a cumulative 1-point loss of Stamina until this need is satisfied. In addition, the user loses one permanent point of Personality due to the vile behavior.
3. The user is compelled to mutilate their body daily. They must daily cause 1d4 in damage to their body or lose a cumulative 1 temporary point of Stamina until this need is satisfied. In addition, the user loses one permanent point of Personality due to scarring.

4. The user becomes obsessed with torture, deriving an unnatural pleasure from it. To satisfy this obsession, the user must torture, kill or cause extreme pain to another creature daily or lose a cumulative 1 temporary point of Stamina until this need is satisfied. The user loses one of permanent Personality.

# Five Antediluvian Artefacts

by Ari-Matti Piippo

Artwork by Joni Kesti

Below are described five antediluvian artefacts of strange provenance, along with rules for both DCC and MCC. Their background is set in the forgotten past, and as such integrating them into either system should be easy enough.

## THE VESPIDAR BRACE

*"Clearly of biological origin, this odd chitinous object is shaped vaguely like a bracer covered in strange knobbly protrusions and ending in an elongated spike. Both the spike and the inside of the bracer-object are covered in sickly-hued crystalline formations, which awaken and become vaguely luminous when the object is worn by a sentient being."*

### Description

Originally designed for the alien physique of the antediluvian wasp-men, of whom barely any mark remains upon the face of the known world, the Vespidar Brace is a tool for controlling and managing unruly slaves. The unnamed empire of the forgotten wasp-creatures was largely built on the slave labour of other sentient races; the most advanced of which were well capable of rebellion and resistance against their insectoid masters. The inhuman design of the Vespidar Brace speaks of this history. The weapon is ill-suited for use by mammalian arms as it was originally created for use with the arthropod forelimbs of the wasp-men. Despite its bulky and incompatible design, the weapon can be utilized by non-insect wielders as well, although with often painful consequences. The weapon draws its power from the life-force of its wielder, which was not an issue for the rapid regenerative qualities of its inventors but may pose a challenge to differently evolved wielders.



## Abilities

The Vespidar Brace has the following effects and utilities. When initially equipped, the Vespidar Brace binds with its user, locking on to their arm painfully and extending biofilaments into their muscles. Removing it causes 1d8 points of both hit point and STA damage as the tendrils are ripped out, or requires that a successful *Remove curse* spell be cast on the wielder.

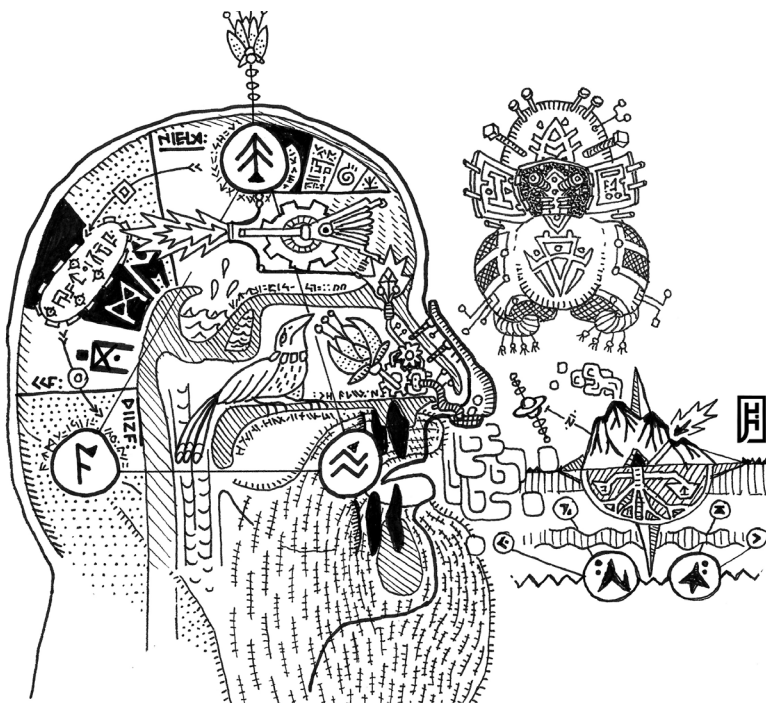
Once bound with the Brace, the user becomes instinctually aware of its abilities, and can use it as if it was a part of their body, rolling all attack rolls with it on their usual action die and missile attack bonuses. The Vespidar Brace causes 1d5 energy damage on a successful hit, and forces the target to roll a Fort save against the attack roll.

The first failed save causes confusion and pacification, reducing the target's action dice by -1d and causing all saving throws against mental effects and spells affecting the mind to automatically fail. A second failed save causes the target to become paralyzed. The paralysis lasts until they succeed on a Will save against the attack roll result. Finally, a third failed Fort save causes the target to suffer from a compliance lobotomy: the target's Intelligence score is immediately reduced to 1; such targets are extremely simple as reflected by their attribute score, but perfectly compliant towards those wielding the Vespidar Brace.

There is a downside however: each attack attempt made with the Vespidar Brace causes 1d3 points of hit point damage to its user, regardless of whether the attack hits.

***MCC addendum:*** As the item is barely recognizable as weapon, treat the Vespidar Brace as a *Tech level 5* weapon with a *Complexity modifier 3*. The weapon has a range of 40', requires line of sight and cannot pass through force fields. It is powered by the user's life force, as described above.

# THE ZORTEEN NEUROZYGOTE



*"Delvers of forgotten ruins sometimes discover ancient vials of excellent artifice, which appear to contain floating spores or particles, which glow and become excited when the vial is disturbed. When opened these particles disperse and disappear, although some who have encountered such objects claim to have become far more dextrous and fortunate after such occurrence."*

## Description

A Zorteen Neurozygote is the last remnant of an ancient interdimensional invasion fleet and consists of microscopic dropships containing a meme-like parasite from a conceptual dimension not far from our own. The dropships are essentially sarcoforming vessels sent to our reality ages ago to transform its sapient dwellers to resemble the inhabitants of that strange land.

## Abilities

The Zorteen Neurozygote functions in the following fashion. When found, the zygote-swarm is inert within an imprisonment container fashioned by the ancient. It becomes animate should the vessel be disturbed, but will only infect nearby sentient creatures if the vessel is opened or broken. A liberated Neurozygote chooses its host semi-randomly, based on a Luck check: all sapient creatures near the zygote-swarm should roll Luck checks, and the highest roller is infected, with the caveat that only Luck checks of 5 or more are counted for this purpose.

Once the Zorteen Neurozygote has picked a host, it begins to sarcoform its vessel. The initial stage begins immediately, making the carrier ambidextrous (allowing them to dual wield weapons with only a -1d on their attack rolls, among other situational benefits the Judge may see fit to apply). The second stage takes effect once the host has proved themselves to be capable of survival and happens at a juncture chosen by the Judge. After the character has survived a suitable crisis-moment, they gain the ability to regenerate their Luck at a rate of 1 point per day (or 1 point more than they would otherwise) and can share their Luck with other characters at a 1-to-2 basis. After this the sarcoforming proceeds to the tertiary stage: the character starts to become smaller and begins to take on childlike features appropriate to their species. The tertiary stage is additionally marked by increased evasiveness and desire for a comfortable, hidden life (ultimately, the effects of this transformation are left up to the Judge's discretion and may include changes to the carrier's attribute scores or demeanor).

Finally, should a Zorteen Neurozygote choose a halfling as a host, it immediately recognizes the effects of previous sarcoforming efforts on the shell, and proceeds to the pre-programmed tertiary stage. The halfling starts to become pale and skinny, and its eyes become pronouncedly black and almond shaped. The character must transfer points equal to twice their character level from each of their physical attribute scores to their INT, PER and LCK (this effect increases upon level up so that an additional point is transferred upon each level up). Should this effect reduce any of the character's attributes to 0, then the sarcoforming is unsuccessful, and the subject perishes.

***MCC addendum:*** The Neurozygote functions as above. Should it choose a pure strain human as a host, it will proceed to the quaternary stage usually restricted to halving hosts once the primary, secondary and tertiary stages of sarcoforming have been completed. Item has no tech stats as activating it simply requires one to break the vessel.

# THE GOLDEN NOSE

*"A legendary artefact of obvious arcane craftsmanship, this gilded prosthetic proboscis is said to have been a gift to a great mountain king from a clan long since disappeared from the face of this plane. The Golden Nose is rumoured to give its wearer transcendent senses and a preternatural ability to sniff out secrets, lies and magic."*

## Description

The Golden Nose is just that, a golden nose of dwarven proportions. It is an arcanotech artefact created by a clan of dwarves which left the surface of this plane to travel the stars within their mountain vessel. It represents the clans first foray into nasalogic implantation, a science lost to this world as its architect reached for the pit of the sky above.

## Abilities

As a nasalogic implant prototype the Golden Nose has the following utilities. Applying the implant requires the user to wear it upon their nose. The implant system included within is rudimentary but automated, causing 1d5 points of permanent Personality reduction when applied, and requiring a *Remove Curse* spell or the removal of the nose to unattach from the recipient. Note that removing the implant still leaves the wearer's nose a ribboned, bloody mess and further magic may be required to restore their former appearance.

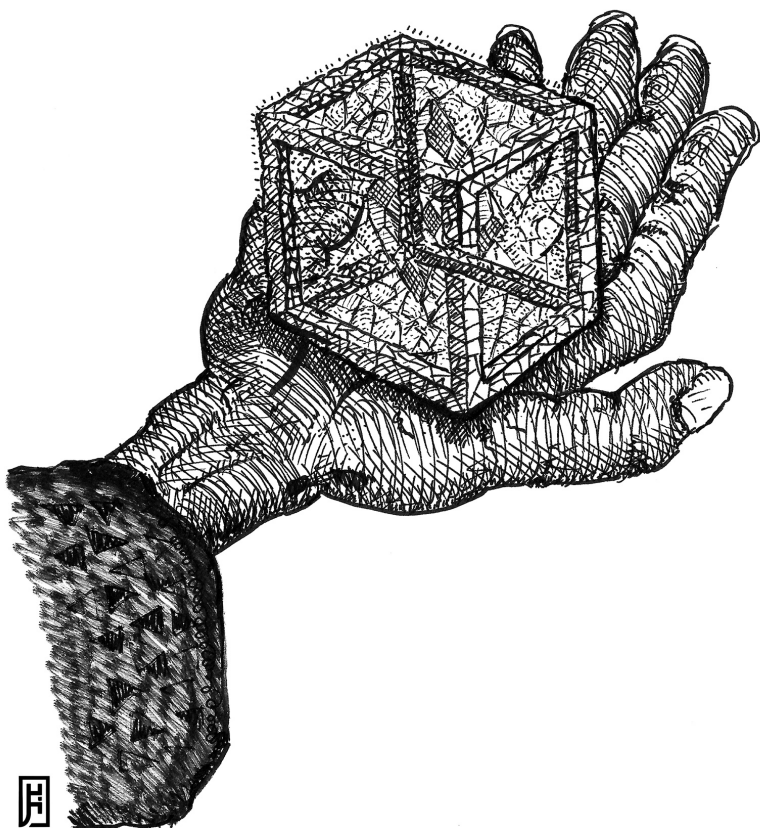
When a non-dwarf wears the nose, they gain a similar ability to the fabled dwarven sense of smell: they can sniff out concentrations of valuables such as precious metals and jewelry up to a range of 150', with a reduced range of 50' for smaller concentrations down to a single coin.

When worn by a dwarf, the implant unlocks its full potential: the dwarven wearer doubles the range of their innate olfactory sense, can now pinpoint magic as well as valuables, and gains the ability to sniff out deception unless the liar rolls a successful DC 25 Will save.

**MCC ADDENDUM:** The artefact functions as above, with a *Tech level 4* and a *Complexity modifier 4*. Additionally, artefact grants the wearer +10 on mutation check rolls for *Extra senses* and *Empathy*.

## THE BOREAL HYPERCUBE

*"Arcanists and those dealing in the business of the impossible value these rare crystalline cubes above all else. The chip-like, cubical crystals within are said to be capable of modifying the strands of probability. However, strange misfortune seems to follow those who would abuse the power held within."*



## Description

The Boreal Hypercube is a rare remnant of the ancient culture of Hyperborea. The sorcerer-kings of that vaunted kingdom harnessed the power of eldritch probabilities and numerical sciences from beyond to stave off the Doom threatening their civilization. The crystalline cubes were a tool for this meddling with the real, and can be used to great effect by those in the know.

## Abilities

The Boreal Hypercube has the following utilities to those willing to toy with fate.

The Boreal Hypercube may be invoked in one of two ways.

Primarily, the user may utilize its reality-altering mathomancy to cause any roll they make to become a success at the lowest possible result. Alternately, a user may apply the Hypercube's power to amplify their own fortune, causing a point of Luck spent to count as +10 for one roll. This effect can only be used once per roll and does not compound with a Luck die or any other Luck multiplier effect.

After the cube is used, the user gains a doom point. A doom point may be used at any time by the Judge to cause any roll made by the user to become a fumble as the Doom of Hyperborea follows their deeds.

Additionally, the Three Fates and other deities and patrons fond of the rightful execution of the skein of fate will harbour ill will towards the user. This may have unprecedented repercussions ultimately left to the Judge's discretion.

***MCC ADDENDUM:*** Artefact functions as above, but is also integrally connected to an ancient proto-AI, which may represent one of the patron AIs described in the rulebook, or be its own entity entirely; this is left to the Judge's discretion. The item has a *Tech level 5* and a *Complexity modifier 8*.

# THE NEARTANE SUIT

*"A strange half-suit of armor crafted from what appears to be black, glistening rock and carved with sleek, spiraling sigils of forgotten meaning. Oddly, there are no eye holes or straps to wear the item, and it seems that any protection the suit might offer is limited to the frontside of its wearer."*

## Description

In the distant past of the elven kingdoms, a tribe of usurpers rose against the King, bringing war and destruction from their cold abodes in the north. For their transgressions, they were cast down and cursed and the shape of their crimes expunged from the annals of the elves. In fact, even their own memory was altered to hide their atrocities and these suits of armor are the only thing that hints at the horrible magics of the past. Each Neartane Suit is powered by the souls of 64 different types of fae bound into it at the time of creation. The suit itself is crafted from black obsidian which feels freezing to the touch. The sentient piece of equipment thrums at the touch of living flesh, and will eagerly encompass anyone willing to fit it upon their person.

## Abilities

The Neartane Suit expands to encompass its wearer, seemingly growing to fit around their body. It feeds its wearer's senses with environmental cues — essentially, anything the wearer sees, hears, smells and so on is filtered through the exo-suits sensory magics. As such, it grants the wearer a bonus of up to +10 to all saves as it can filter out unwanted effects and magics to some extent. The suit grants its wearer an armor class of 10 and can provide assisted targeting to both melee and ranged attacks up to a to-hit bonus of +5. The suit communicates with its wearer through speech, but will attempt to hide its true nature as long as possible, often telling contradictory lies depending on which of the 64 fae is interviewed at any given time.



The downside of all this is that the suits abilities are powered by 64 fae souls, all of which have been driven insane by their aeon long imprisonment within the exo-suit. Whenever there is a stressful situation or an opportunity for mischief, the suits spirits will either mislead or force the wearer towards their death. The souls can reduce the wearer's statistics whenever they please with the same range as they may increase them, causing up to a -10 to the character's AC, up to a -10 penalty to any of their saves, and an up to a -5 penalty to any physical action. The suit usually bides its time until its wearer is in danger, and then unleashes its maleficent mischief without warning.

Should the suit be worn by an elven character they may be able to tame its demons, either through very difficult Ego checks (DC 32) or by promising the imprisoned fae their liberty, which requires undertaking a dangerous quest of the Judge's devising.

***MCC ADDENDUM:*** The 64 techno-demons imprisoned within the suit may claim to be whatever they choose, but the functionality of the armor remains the same. Treat the item as *Tech level 5*, *Complexity modifier 2*, as it desires to be worn, and is willing to aid the user. The object requires no power, has 80 hit points and cannot be repaired if broken.

## **GFA 2019 Volume 10 Credits**

### **Authors**

SGT Dave, Michael Flaherty, Michael Harrington, Nick Labonté,  
Ari-Matti Piippo, Ian Zebarah Shears, and Zach Starkey

### **Illustrators & Cartographers**

Shawn Brewer, SGT Dave, Dan Domme, Bobby Jackson, Joni  
Kesti, Colin Mills, and Clayton Williams

---

### **2019 GFA Credits**

#### **Cover Art**

Doug Kovacs

#### **Title Page Art**

Marc Radle

### **Editors & Proofreaders**

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Aaron Talley, Karen Theroux, Matt Towle, Joan K Troyer, Melissa &  
Shyloh Wideman, Laura & Clayton Williams, Jon Wilson, David York,  
Chris Zank, and the anonymous patrons of the GFA community

### **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh, Shyloh  
Wideman, Clayton Williams, Jon Wilson

# The 2019 Gongfarmer's Almanac:

## A Dungeon Crawl Classics RPG Zine

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



### CLASSES & NPCs

### VOLUME 11 OF FOURTEEN BOOKLETS

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# The Anti-Cleric

Written by José Luiz Tzi     Art by Matt Sutton

The cleric from the DCC Core Rulebook is probably one of the best designs done on the class in all fantasy roleplaying games... if you're a Law cleric. When you start playing with Neutral clerics (particularly followers of Cthulhu and Great Old Ones) or a Chaos cleric, things start to get too generic. The anti-cleric is an attempt to present a chaotic priest with different flavor and mechanics.

The name "anti-cleric" is both an homage to the original fantasy roleplaying game and to let it be clear that this isn't your typical cleric. Theoretically, the judge can keep both Chaos clerics and anti-clerics, maybe using the latter as hidden heretics and cultists inside Law Churches.

**Attack, Crit Die/Table, Action Die, Saving Throws and Spells Known** as a cleric.

**Hit Dice** as a cleric.

**Choosing a god:** At 1st level, an anti-cleric selects a Chaos God, dark god, fiend, ubermonster like primals or elders, demon lord or anti-god\* to "worship" (i.e. faithfully serve until such a time comes that a more powerful master comes, or that the anti-cleric ascends).

*\*An anti-god is a neat idea for "an instant deity", particularly for pickup games. Basically, you select a Lawful deity and then invert everything about it. Your anti-cleric will follow the exact opposite of the gospel of that Law God. In fact, your anti-cleric can be a heretic/inside hidden inside a lawful church or he can serve a secret divinity (perhaps a dark sister or brother to the chosen Law God). Is the anti-god real? Or just some divine husk given shape by the distorted belief of mortals like the anti-cleric? That's for your judge to enjoy.*



**Weapon training:** A anti-cleric is trained in the weapons used by followers of his chaotic gods and demon lords, as shown on page 32 of the DCC Core Rulebook, but a “typical” anti-cleric should know how to wield axes and swords, dagger, dart, flail, spear and trident.



Anti-clerics may wear any armor and their spell checks are not hindered by its use, but the armor must be made of metal (spiked only), human skin or bones. The judge is free to decree that anti-clerics are proficient in any armor or weapon that screams “Heavy Metal cover”.

**Alignment:** Chaos, with a capital “C”.

An anti-cleric who changes alignment loses the support of her god. She can’t gain Power! until she find a new dark master (or redeems herself before her last patron... good luck with that).

**Caster Level:** Caster level is a measurement of an anti-cleric’s power. Unlike Law clerics, an anti-cleric’s caster level is 0 (zero — *Chaos powers love to corrupt mortals but are loathsome to share power [yeah, cheap bastards]*) and can only be increased through Power! (see below).

Unless otherwise decided by the judge, the anti-cleric’s maximum caster level is equal to his character level + 3. Artifacts or unusual “blessings” are good ways to pass that threshold (besides “traditional stuff” like daemonic heritage, lichdom etc.).

Rising your caster level above your character level brings certain risks (see below).

**Power!:** to cast a spell an anti-cleric must gain and spend Power! This can be accomplished through a relic or a unholy place, although most of the time it really means a Sacrifice (more on this soon) or Drain Life (idem).

Power! works like magic points and determines an anti-cleric’s current caster level (and it does fluctuate wildly). Without Power! the anti-cleric’s caster level is 0 and she rolls just d20 + her Personality modifier when spellcasting or using her class features (except Drain Life).

Power! is spent with each casting or class feature used. For example, a anti-cleric with Power! 3 could burn 1 Power! to cast a spell (rolling 1d20 + 1 + her Per mod) and, in the next round, burn her last 2 Power! to use Lay on Hands.

Unspent Power! naturally depletes at the rate of 1 point/hour. The Judge is encouraged to change this rate to better reflect his campaign, the presence of dark and corrupted places, or just the malicious nature of chaotic patrons.

Carrying too much Power! can be dangerous. Anti-clerics don’t follow the normal disapproval rules but suffer Catastrophe! Thus,

each time a disapproval would happen, the anti-cleric must roll a number of d10s equal to number rolled on her d20. For example: if an anti-cleric without disapproval rolls a natural 1 on the spellcasting check she would roll 1d10 for Catastrophe! However, if the same anti-cleric had a disapproval of 4, she would roll 4d10. Add all the d10s rolled and check in the wizard's corruption tables. 1-10 is a minor corruption (DCC RPG table 5-3), 11-20 is major (DCC RPG table 5-4), and 21+ is greater (DCC RPG table 5-5). This total rolled is reduced by the anti-cleric's Luck modifier (and she can also burn Power! to reduce the Catastrophe! roll, but she must spend ALL available Power!).

Finally, using Power! to cast a spell above your normal character level is dangerous and increases your disapproval by the same amount, for that roll. For example: a 2nd-level anti-cleric with disapproval 3 that cast a spell as a 4th level caster would suffer disapproval on any natural roll of 7 or lower.

Note that nothing can stop an anti-cleric from sacrificing an entire village and filling herself with lots of Power! However, for every 10 points of Power!, the Disapproval increases by +1 higher. Besides, while an anti-cleric's Power! is 20 or more, she's considered an unholy creature for the purpose of Turn Unholy (of Law Clerics).

The good part is that Chaos Powers don't care about sinful use of magic and won't inflict disapproval for that.

**Sacrifice:** an anti-cleric can sacrifice an intelligent victim (willing or not) to gain Power! The victim must be mortal and alive, bound or otherwise helpless and must be ritually killed in the name of the anti-cleric's patron deity.

This usually takes at least of 1 minute of mumbo-jumbo before the death strike. The anti-cleric gains a number of Power! points equal to the victim's current hit points (stronger creatures may require 1 minute of ritual per HD, at the judge's discretion).

A quicker way to gain Power! is through Drain Life (although it generates less energy).

**Lay on Hands:** Anti-clerics always heal others using the "opposed" column of the lay on hands ability, from the cleric class (and it is always a painful spell, leaving scars and dark runes on those "healed").

**Command Chaos:** Instead of turning holy creatures, an anti-cleric can try to enslave undead, demons, dragons and other "chaotic" monsters (judge's call). This is resolved as a normal turn unholy check (DCC RPG table 4-4), but remember that an anti-cleric may need to spend Power!; just ignore the Holy Smite column and any reference to damage.

If the anti-cleric gets a "Turn" result (like a T1) she can control the target creature for a number of turns equal to Turning Unholy check, minus the total HD of controlled creatures, to a minimum of 1 turn. The duration is best kept secret from the anti-cleric's player (this is, after all, CHAOS!).

**Drain Life:** This is the anti-cleric's easiest source of Power! The anti-cleric rolls a d20 + her Personality modifier against a target at 30 feet. The result is the DC for a Will save to resist the hit point drain. Damage is calculated using the "opposed" column of the lay on hands ability, from the cleric class. Half the drained amount of hit points are converted directly to Power! A target can't be drained below 1 hit point (that requires a Sacrifice).

Drain Life is demanding and if the anti-cleric is attacked in the round before unleashing it, she must succeed at a Will save (DC equal to 10 + half the damage taken) or lose her action. That's why anti-clerics love servants and minions.



# THE CAMBION

## A NEW CLASS FOR DCC RPG

Written by L.J. LaLonde    Art by Karim Glue

*This character class was developed for my Postcards from Ragora campaign. Players are extraplanar castaways and half mortal demons trapped inside the absurdly gigantic skull of a dying god. Inside Ragora's head is a tropical hellhole of rot and ruin. The Cambion is a creature that calls this bizarre place home. Special thanks to my good friends at the Game Chateau located in Wilkes-Barre Pennsylvania for playtesting this class: Game Chateau owners Chris Moore and Elle Hammond, Marcie Herman Riebe, Peter Riebe, Katy Żurinski, Andrew Corbett, Ian Healy, and John W. Dawe.*

You are the blasphemous amalgamation of infernal flesh with a mortal spirit. Raised from a devil larvae and feasting on the infernal milk of the demonic Mother Crones, you grew into a monster feared across the multiverse. Supernaturally tough and possessing a wide variety of preternatural abilities, Cambions are one of the few creatures that can thrive in the deadly environment of a hellscape.

**Hit Points:** Cambions roll 1d10 to determine their hit points.



**Weapons and Armor:** Although most rely on their unnatural gifts in combat, Cambions are skilled with rudimentary, tribal weaponry. They are trained with daggers, hand-axes, spears, slings, short bows, and long bows. They will wear any armor they can salvage or loot and have normal check penalties.

**Occupations:** There are not many opportunities open for Cambions; most are either hunters (01-50) or gatherers (51-00). Hunters will have spears, and gatherers will have small sacks. All zero-level Cambions have natural weaponry that does 1d4 damage.

**Alignment:** The vast majority of Cambions are Chaotic, unpredictable, and violent. For this reason, they are widely mistrusted. Neutral Cambions are clever enough to realize the benefits of playing the forces of Law and Chaos to one's own fortune. A Lawful Cambion is rare, but they do exist. They are known to use rules and laws only to twist them into their own favor. All Cambions, regardless of alignment, are self-serving and cruel.

**Nature of the Beast:** All Cambions possess claws, fangs, barbs, or stingers to rend their foes. The damage of this natural weaponry is determined by the Beast Die. Cambions are also prone to succumbing to their demonic impulses and going on berserk rampages. Whenever a Cambion fails an action check of any kind, they gain a point in their Rampage Pool. The Rampage Pool increases throughout the day and goes back to zero the next morning. If an action roll ever falls below the range of the Rampage Pool, the Cambion flies into a berserk rage. The Cambion will fight anyone and everyone in their path for a number of rounds equal to the number of points in the Rampage Pool. During this time, Cambions are +2 to hit, +2 to damage, and -4 to AC. After the berserk rampage ends, the Rampage Pool goes back to zero.

**Hide of the Beast:** Cambions add their Agility and Stamina modifiers to their AC. In addition, weapons do -1d damage.

**Infernal Strength:** Cambions add their Beast Die to any skill tests that require physical activity (running, jumping, climbing, swimming, etc.).

Lvl	Attack	Crit Die/Table	Beast Die	Action Dice	Ref	Fort	Will	Aspects
1	+1	1d10/M	1d4	1d20	+1	+1	+0	1
2	+2	1d12/M	1d5	1d20	+1	+1	+0	2
3	+3	1d14/M	1d6	1d20	+1	+2	+1	2
4	+4	1d16/M	1d7	1d20	+2	+2	+1	3
5	+5	1d20/M	1d8	1d20+1d14	+2	+2	+1	3
6	+6	1d24/M	1d10	1d20+1d16	+2	+3	+1	4
7	+7	1d30/M	1d12	1d20+1d20	+2	+4	+2	4
8	+8	1d30/M	1d12+1	1d20+1d20	+3	+4	+2	5
9	+9	2d20/M	1d12+2	1d20+1d20	+3	+5	+2	5
10	+10	2d20/M	1d12+3	1d20 x2 +1d14	+4	+6	+3	6

**Aspects of the Demon:** Cambions gain abilities from infernal totems of creatures native to Ragora.

### *Aspects of Vermin*

- 1 – The Toad’s Maw: The Cambion has an oversized mouth with terrible jaw strength. A natural 20 will cause an additional Beast Die of damage, and the victim will lose a limb.
- 2 – Venom of Weakness: The Cambion’s attack is poisonous; the target must make a Fort save (DC 10+CL) or lose Beast Die amount of Strength. Victims with 0 Strength collapse.
- 3 – Wings of Pestilence: The Cambion has limited flight with a set of bug wings. The flight is slow (only 15’ round), and lasts 1d4+CL rounds before the Cambion tires. Must rest for 1 hour before next flight.

### *Aspects of Fungi*

- 1 – Flesh of Fungus: The Cambion’s body is composed of a tough, fibrous material with impressive metabolic properties. The Cambion receives a Beast Die bonus to save vs. poisons.
- 2 – Choking Spores: Striking the Cambion will cause noxious spores to explode; everyone in 10’ radius of the Cambion must make a Fort save (DC 10+CL) or suffer a -2 penalty to all actions for 1d4+CL rounds.
- 3 – The Blessed Fruit: A bioluminescent healing fungus grows on the Cambion. The fungus provides 3’ radius of light (lasting 1 hour) and 1 hp of healing (Cambions do not benefit from the fungus). CL fungus are available per day and spoil overnight.

### *Aspects of Ooze*

- 1 – Amorphous Anatomy: The Cambion has a gelatinous, jelly-like physiology with remarkable regenerative properties, allowing the Cambion to heal 1 hp/turn.
- 2 – Metalbane: The body of the Cambion is corrosive. Fumbles against the Cambion will result in a permanent -1d loss for the weapon. Critical hits will ruin armor, granting a permanent -1 AC.
- 3 – Jellybones: The Cambion can squeeze through metal bars, under doors, and other small spaces.

### *Aspects of Metal*

- 1 – Quills of Steel: The Cambion is covered in steel quills like a porcupine. Attacks on the Cambion will result in a free 1d16 attack action; success does Beast Die damage.
- 2 – Scales of Iron: Metal skin grants +2 AC.
- 3 – Mind of a Machine: Nanobots infest the Cambion's brain granting a +2 to Intelligence and the ability to comprehend the binary language.

### *Aspects of the Leviathan*

- 1 – Girth of Giants: Height increases by 4', and Strength by +4.
- 2 – Arms of the Kraken: Tentacles for arms. After the first hit, the Cambion automatically hits for Beast Die damage. Target must make a Strength check vs. the Cambion's Strength to break free.
- 3 – Eye of the Deep: The Cambion has one, large eye. This eye can see in complete darkness.

### *Aspects of Shadows*

- 1 – Eye of the Void: The Cambion gains a third eye that grants second sight.
- 2 – Feast of Souls: Gain 1 hp back for every creature slain.
- 3 – Sidestep the Shadows: The Cambion can step into a shadow and exit another shadow 10' per CL away.

# Children of the Wild

## *A Faerie Character Class*

Written by R.S. Tilton (*Meanderings*)     Art by Clayton Williams

*I ran the classic AD&D adventure Beyond the Crystal Cave as a 1st level DCC RPG adventure, and I decided that there would be a couple of disgruntled fae that could be rolled up as 0-levels. This is the first draft of the Faerie class. Any future changes will be reflected in a future issue of Meanderings, or a compiled zine of Character Classes I'll be creating as well. A Faerie is part elf, and part halfling. Faerie weapons will need to be used due to their small size. These little creatures would also fit as backup 0-levels for one of my favorite all-time DCC Adventures: Daniel F. Bishop's Prince Charming - Reanimator.*

### **0-level Faerie Commoner Occupation Table (roll d6)**

	Occupation	Weapon*	Trade Good
1	Faerie Prankster	Fae spear	Roll on random item table
2	Faerie Cobbler	Fae spear	Pair of clogs
3	House Faerie	Fae bow	Spool of thread
4	Faerie Guard	Fae leaf blade	Wooden Shield
5	Faerie Kidnapper	Fae spear	Large Sack
6	Faerie Hedonist	Fae bow	Bag of shrooms

\*See below

### **The Faerie**

*"You are a child of the forest, a nature spirit. Elves are your cousins and the King of Elfland is your liege."*

The Faerie are natural spellcasters and tricksters. Small and fragile, cold iron affects them more than even elves.

**Hit points:** A Faerie gains 1d6 hit points at each level. When attributes are rolled, reorder them so that Agility receives the highest score; Stamina must receive the lowest score, and Strength the second-lowest. For example... (reordering stats is so unusual a brief example is likely in order).. Faerie are affected by iron as elves, but immediately, the effects happen when a faerie attempts to hold iron.





**Weapon training:** A Faerie is trained in the use of the fae leaf blade, fae bow, and the fae spear. Faerie may wield appropriately sized mithril weapons as well, though they must use strength to hit and damage.

The faerie rarely wears armor, though often carry wooden shields, and occasionally mithril shields. A faerie wearing armor suffers double to all skill checks, +2d fumble die, and may not fly.

**Tiny:** Faerie are 18 to 24 inches in height. Any attacks against such a tiny target suffer a -1d modifier. Faerie also receive move silently and hide bonuses. A Faerie's move speed is 15 feet, though their Flight speed is 40 feet.

**Flight:** A Faerie has wings, and may fly, A Faerie may fly for a number of turns equal to their 1+Class level before they must rest for an hour. The flight is not quiet, and a faerie may not move silently while flying.

**Hedge Magician:** Faerie are natural spell casters, though their magic is different than mortal magic. Faerie may not spellburn, nor do they suffer from corruption. Faerie may select new spells when gaining a new level and are not required to find them in tomes or learn them from a patron. They may only select the King of Elfland as a patron." When corruption or spell lost is rolled, roll on Table 5-6: Generic Misfire. They may never attain the powerful magic of their elven kin."

**Alignment:** Faerie are children of the forest; while they are chaotic in nature, they are remain Neutral in the War of Chaos and Law.

**Natural Luck:** Faerie are magical creatures and regain lost luck as a thief. Unlike a thief they do not gain a Luck die.

**Critical Finesse:** A Faerie uses Agility as their bonus to hit and damage with faerie weapons. A Faerie may only use this bonus with the fae leaf blade, fae bow, and the fae spear. A Faerie is adept at striking unseen, when a faerie attacks while hidden, they gain backstab damage with fae weapons.

**Action dice:** A Faerie may use Action dice for attacks or spellcasting, or both.

### **Table FAE-2: Faerie Titles**

0 Faerie Commoner

1 Faerie

2 Faerie Squire

3 Faerie Knight

4 Faerie Noble

5 Court Faerie

**Table FAE-1: Faerie**

Lvl	Attack	Crit Die/ Table	Action Dice	Known Spells*	Max Spell Level	Ref	Fort	Will
1	+0	1d6/II	1d20	3	1	+1	+1	+1
2	+1	1d6/II	1d20	4	1	+1	+1	+1
3	+2	1d8/II	1d20	5	2	+2	+1	+1
4	+2	1d8/II	1d20	6	2	+2	+2	+2
5	+3	1d24/II	1d20	7	2	+3	+2	+2
6	+4	1d24/II	1d20+1d14	8	3	+4	+2	+2
7	+5	1d24/II	1d20+1d16	9	3	+4	+3	+3
8	+5	1d30/II	1d20+1d20	10	3	+5	+3	+3
9	+6	1d30/II	1d20+1d20	12	3	+5	+3	+3
10	+7	2d20/II	1d20+1d20	14	3	+6	+4	+4

\* Plus patron bond and invoke patron.

### Faerie weapons

	Damage	Range
fae leaf blade	1d3 (1d4)	
fae bow	1d3	20-40-60
fae spear	1d4 (1d8)	10-20-30

*Faerie weapons do -1d damage when wielded by non-faerie.*

### Faerie Spell List

Level 1 : (d12)	Level 2 : (d16)	Level 3 : (d6)
Animal Summoning	Curse	Dispel magic
Cantrip	Detect Evil	Eldritch hound
Charm Person	Detect Invisible	Gust of wind
Color Spray	ESP	Haste
Detect Magic	Forget	Lightning bolt
Enlarge	Invisibility	Runic alphabet, fey
Ekim's Mystical Mask	Knock	
Food of the Gods	Magic Mouth	
Magic Missile	Mirror Image	
Mending	Nythuul's Porcupine Coat	
Sleep	Ray of Enfeeblement	
Ventriloquism	Remove Curse	
	Scare	
	Shatter	
	Spider Web	
	Wood Wyrldling	

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and news on upcoming products.

# GODLING



Written by Dieter Zimmerman    Art by bygrinstow

You are the mostly-human offspring of an extraplanar power, the child of an elemental force, the scion of a mystical bloodline, or the distant descendant of an actual deity.

Throughout history, gods and other powerful beings have mated with humans, forever changing those bloodlines. The power imbued by that ancestry doesn't necessarily show up in every generation; sometimes it sleeps for millennia before manifesting in an offspring. The abilities bestowed by being a godling are not always evident in childhood, either. They often require stressful situations to become evident.

*The Godling is an “a la carte” class that provides numerous options for class abilities. Generally speaking, a Godling ability that is similar to the ability of another class is a somewhat weaker version of that ability, but indubitably players will find a way to make a Godling character overly powerful if the Judge lets them choose their abilities with no oversight. It is suggested that the player choose what sort of being their ancestor was, and have the Judge assign abilities that thematically fit that power. Or go full DCC RPG and roll abilities randomly at each level!*

**Hit Points:** A Godling gains 1d8 hit points at each level.

**Weapon training:** Godlings come from a wide variety of backgrounds. They choose any 5 weapons with which they are proficient.

**Alignment:** Godlings can be of any alignment. They often share the alignment of their progenitor, but not always.

**The Blood Tells:** Godlings gain supernatural powers and prowess based on the nature of their ancestor. At each level, a Godling gains one or more of the following abilities, which the player can choose or roll randomly (1d20):

- |   |              |                                                                                                                                                                                                                                                                                                   |
|---|--------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Lucky        | This Godling regenerates 1 point of Luck each day, and can spend Luck to affect their allies' rolls.                                                                                                                                                                                              |
| 2 | Wizard Spell | The Godling can cast one wizard spell of half their level or less as an inborn ability. As such, the spell has no mercurial magic effect, but it can misfire and corrupt normally. The Godling's level counts as the caster level. Spellburn cannot be used for spells cast through this ability. |
| 3 | Tough        | Starting at this level and every level thereafter, the Godling rolls a d12 for hit point instead of d8.                                                                                                                                                                                           |
| 4 | Armored      | Through tough skin, divine protection, or some other means, the Godling gains a +2 bonus to their Armor Class.                                                                                                                                                                                    |
| 5 | Cleric Spell | The Godling can cast one cleric spell of half their level or less as an inborn ability. Any cleric spells the Godling can cast accumulate disapproval as normal. The Godling's level counts as the caster level.                                                                                  |

6 Lay on Hands	The Godling has the natural ability to heal the wounded. They can lay on hands as a cleric of the same level.
7 Beast Mode	The Godling has vicious claws, teeth, talons, or other natural weaponry. Attacks with these weapons do 1d6 damage, and Godlings are considered to be proficient when using them.
8 Supernatural Ability	The Godling gains +2 to one ability (not Luck).
9 Monstrous Accuracy	Critical hits are scored on a 19-20 and rolled on crit table M (the monster table).
10 Amphibious	An amphibious Godling can breathe water and swim at their normal movement rate.
11 Resistance	The Godling only suffers half damage from one type of attack. Roll or choose: (1) Fire, (2) Cold, (3) Electricity, (4) Non-magical weapons, (5) Magic, or (6) Natural attacks. A Godling cannot be resistant to the same type of damage their Hereditary Doom makes them vulnerable to (see below).
12 Infravision	The Godling has infravision with a range of 50'.
13 Shape Change	The Godling can change their physical form into one specific animal at will, gaining stats of that animal. Roll or choose: (1) Bear, (2) Bat, (3) Horse, (4) Hawk, (5) Wolf, (6) Lion/Tiger, (7) Giant Snake, (8) Giant Rat, (9) Ape, (10) Octopus.
14 Combat Prowess	The Godling gains an additional +2 bonus to attack rolls.
15 Skilled	The Godling's head holds vast knowledge of the ages. Roll 1d16 for untrained skill checks instead of the usual 1d10.
16 Friend to Nature	Animals will not attack the Godling unless attacked first.
17 Quick Reflexes	The Godling gains +4 on Initiative rolls.
18 Ancestral Bond	The powerful ancestor of the Godling is still in the universe and keeps tabs on the Godling. The Godling can call upon their ancestor for aid as if they were using the cleric's Divine Aid ability.
19 Perfect Health	The physical body of the Godling is immune to disease and aging. The Godling does not need to eat, drink, sleep, or excrete waste.
20 Indomitable Will	The Godling is immune to any mind control or emotion manipulation effects.

**Hereditary Doom:** While the bloodlines of deities, elementals, demons, and angels confer untold benefits, each also has a terrible weakness that will one day seal their fate. A Godling is particularly vulnerable to one specific material, energy, or attack type. The Godling takes double damage from attacks in the form of their vulnerability, and prolonged exposure to the material or environment causes them 1 point of damage per day (much like elves’ vulnerability to iron) that cannot be healed until the offending substance is removed. Choose or roll randomly:

- 1) Fire/heat, 2) Cold/ice, 3) Iron/steel, 4) Wood/plants,
- 5)Earth/stone, 6) Water, 7) Magic, 8) Animals and animal products (such as leather).

**Luck:** A Godling’s Luck modifier applies to his Saving Throws.

**Languages:** At first level, a Godling automatically knows Common and one additional randomly determined language.

**Action dice:** A Godling uses his action dice for any normal activity, including attacks, skill checks, and spells (if they have any). At 6th level, Godling gains a second action die each round.

**Table G-1: Godling**

Lvl	Attack	Crit Die/ Table	Action Dice	Bloodline Abilities	Ref	Fort	Will
1	+1	1d8/III	1d20	2	+1	+1	+1
2	+2	1d8/III	1d20	3	+1	+2	+1
3	+2	1d10/III	1d20	4	+1	+2	+1
4	+3	1d12/III	1d20	6	+2	+3	+2
5	+4	1d12/III	1d20	7	+2	+3	+2
6	+5	1d16/III	1d20+1d14	8	+2	+4	+2
7	+5	1d20/III	1d20+1d16	9	+3	+4	+3
8	+6	1d20/III	1d20+1d16	10	+3	+5	+3
9	+7	1d24/III	1d20+1d20	11	+3	+5	+3
10	+7	1d24/III	1d20+1d20	12	+4	+6	+4



Faters are hermits, thinkers, skeptics and philosophers. They value knowledge, logic and reason above all things. Un beholden to gods, they reject the idea of the spiritual and supernatural, believing instead there is nothing beyond the world of Áereth. To the Fater, magic and the forces of darkness are susceptible to discoverable laws, and the explanations for the mysteries of the universe are ultimately knowable. Although most men are inevitably doomed to



their fate and destiny, the Fater has sought self-mastery through the forging of his intellect, discovered patterns in the chaos of life, and has risen to understand his role and potential in the greater drama. Through his focused mind, the world can bend to ways that give the Fater premonitions about the path he must take, of whether a future action will be a bane or boon. To reward the Fater's reverence of nature, she has granted him the secrets of healing with plant extracts. For any healing using Lay on Hands performed on a Fater by the Cleric, they are treated as opposite alignment. In addition, the Cleric receives 1 disapproval when successfully healing a Fater. It is viewed as a great sin by the Cleric's deity to mend such an adamant unbeliever!

**Background option:** A Judge may decide to introduce the Three Fates patrons (Chapter 7: Judges Rules of the DCC RPG corebook) into their campaign when using the Fater class, for interesting storytelling possibilities. Perhaps Faters are fallen subjects of these patrons, outcast through renunciation, corruption or taints.

**Hit points:** A Fater gains 1d6 hit points per level.

**Languages:** At 1st level, a Fater automatically knows Common, and 3 other determined languages. They know one additional language for every point of Intelligence modifier, as described in Appendix L.

**Weapons training:** Faters train to use their bodies as a weapon. They can use small melee or ranged weapons, but prefer to fight unarmed with bare hands, and receive a Deed die bonus when doing so.

**Alignment:** Faters are generally neutral. They are impartial to law, chaos and judgment.

**Armor Bonus:** Faters rarely choose to wear armor. Calculate Armor Class: 10 +Agility modifier +Character level. If the Fater chooses to wear armor, they do not receive the Agility modifier or Character level bonus.

**Attack Modifier:** Unlike other classes, Faters do not receive a fixed attack modifier, they instead receive a Deed die bonus. This is not used to perform Mighty Deeds, but rather an attack and damage modifier only given if they attack with bare hands in close melee combat.

**Polymath:** When not adventuring, Faters have an unquenchable curiosity about the world around them. They wander throughout the land like vagabonds, seeking information (for which they are prepared to pay handsomely!) from rare books in fantastic libraries, common peasants in a fishing village, the tavern owner, thieves in the night, and other journeymen they meet through travel. Faters can have detailed knowledge in the following areas. Roll d20 at 1st level to acquire 3 different skills, then roll for 1 skill per level thereafter to acquire a new area of expertise (re-roll if a skill has been previously acquired):

- 1) weapons, 2) architecture, 3) physiology, 4) seafaring,
- 5) botany, 6) mathematics, 7) history, 8) art, 9) weather,
- 10) maps, 11) astronomy, 12) the supernatural,
- 13) agriculture, 14) lore & legend, 15) genealogy,
- 16) magical inscriptions, 17) alchemy, 18) masonry,
- 19) traps, 20) chemistry.

If asked to make a DC check which requires a field of knowledge which the Fater is proficient, roll d20 + Intelligence modifier +Deed die.

**Thief skills:** Faters have the following abilities, as per Thief skills described in Chapter 1: Characters in the DCC Core Rulebook: Read Languages, Forge Document and Handle Poison. When attempting these skills, the Fater rolls d20 and applies their Deed die to the DC check.

**Strength of Mind:** The Fater adds their Deed die to any Will save against mind-influencing spells, in addition to any attribute modifiers.

**Wild Healing:** Faters are skilled in the wild healing arts. Through their reverence and love of nature, they are able to perform healing upon other creatures with ointments, balms, salves, and extracts derived from plants, fungi, molds, and herbs. Faters carry remedies which can restore hit points, the effectiveness and frequency of which it can be used each day are given on the Wild Healing column of the table below. They may heal any living creature, as well as themselves. The Fater must physically touch the wounds and work for 1 round. When using Wild Healing, roll d20 +Deed die. A result of 12 or greater means Wild Healing has been successful. A result from 2-11 means the healing attempt has failed and the extract has been lost. A

roll of a natural 1 means the extract has actually caused damage, equal to the amount of potential healing (so a roll of a natural 1 by a 3rd lever Fater causes 1d5 damage to a victim, instead of 1d5 healing). Due to the Faters' specialized knowledge of the methods by which their extracts are made and applied, other characters are unable to use their concoctions to perform healing.

**The Hand of Fate:** The Fater is not simply a powerless pawn in the game. Through years of mindfulness, he has developed insight into the most effective manner to complete any action and the consequences this will bring. By understanding cause and effect upon the loom of time, the Fater is able to weave the strands of fate and destiny. Beginning at 1st level, the Fater rolls their Deed die every morning to determine how many re-rolls they can make that day. This resets overnight. They may spend this to re-roll any single attack roll, damage roll, saving throw, luck check, Wild Healing roll and DC check. The roll can be something they attempt, and also something that directly affects them. For example, the Fater can re-roll a failed attack roll they make, or if an opponent has successfully hit them with an attack, they could force the foe to re-roll the attack or damage result. Regardless, if they choose to re-roll, the results of the second roll must be kept. Fate can rub off on those around him, and like the Halfling, the Fater can aid his allies. The Fater can spend d3 re-rolls for an ally to make 1 re-roll. The ally in question must be nearby and visible to the Fater. The ally can re-roll attack rolls, damage rolls, saves, spell checks, DC checks, thief skills, and so on. The ally can also force a foe to re-roll an attack or damage result. Luck can be added to any re-roll. Critical hits, or a roll of a natural 1 however, cannot be re-rolled by a Fater, his ally or foe...such is the hand of Fate, as some things are just meant to be.

**The Will to Live:** The Fater does not believe in an afterlife, and therefore has no fear of meeting Lord Death. The universe is without meaning, there is nothing beyond his glorious life on Áereth, judgement by his maker is not forthcoming, so he has nothing to lose when he passes. He will simply turn to dust and cease to exist. If a Fater dies (and after attempting to heal or rolling the body) he is permitted a DC 16 Will to Live save (with no attribute modifiers permitted) on a d20, to reflect his resolve and attachment to this mortal coil. On a successful save, he is granted a reprieve from Death and miraculously survives with 1hp, but suffers 1d3 points of

permanent Strength, Agility or Stamina damage (Judge decides, the loss can be distributed amongst stats). This can be attempted once per day. The Hand of Fate re-roll or Luck may not be spent on this save.

**Titles (all alignments):**

- 1. The Skeptic
- 2. The Theorist
- 3. The Logician
- 4. The Thinker
- 5. The Enlightened
- 6. The Philosopher
- 7. The Seer
- 8. The Wise
- 9. The Knower
- 10. The Prophet

Lvl	Deed die †	Crit Die/ Table	Action Dice	Ref	Fort	Will	Unarmed damage*	Wild Healing (per day)
1	d3	1d8/III	1d20	+1	+0	+1	d4	1d3 (x2)
2	d3+1	1d8/III	1d20	+2	+1	+2	d6	1d4 (x3)
3	d4	1d10/III	1d20	+2	+1	+2	d6	1d5 (x4)
4	d5	1d12/III	1d20	+3	+2	+2	d8	1d6 (x5)
5	d6	1d12/III	1d20	+3	+2	+3	d10	1d8 (x6)
6	d8	1d14/III	1d20+1d14	+4	+2	+3	d12	1d10 (x7)
7	d8+2	1d14/III	1d20+1d14	+4	+3	+3	d12+2	1d12 (x8)
8	d10	1d16/III	1d20+1d16	+4	+3	+3	d14	1d14 (x9)
9	d10+2	1d16/III	1d20+1d20	+5	+3	+3	d14+2	1d16 (x10)
10	d12	1d20/III	1d20+1d20	+6	+4	+5	d16	1d16 (x12)

† Applies to Polymath knowledge checks, thief skill checks, Wild Healing checks, attack and damage rolls using bare hands. Does not apply to attack or damage rolls using weapons.

\* add Strength modifier +Deed die

# HIRELINGS!

Written by Kevan Larson     Art by Lucas Haley

Nobody wants to be the healbot or ability jockey. Some even scoff at the flavor of including healing magic and clerics in gritty Sword & Sorcery settings. One of my favorite features in DCC RPG is that you don't need to fiddle with tables of ability scores every time you want to talk to a hostile NPC, nor does a fighter need several feats to do a running leap off of an ally's back to yank a harpy down out of the skies above.

Sometimes your group doesn't have the full range of skills needed to embark on a journey to unknown ruins. Maybe the thief can't make it tonight, or maybe nobody bothered to roll up a cleric. Another distinct possibility, with a gaggle of party members who originated as farmers and cobblers, is that none of them are particularly well versed in lore or reading ancient runes found on cavern walls. It may be prudent, then, for such a group of intrepid adventurers to pool some of their newfound wealth to hire these specialists. Whether to fulfill mundane tasks players can't be bothered with, or to bolster their ranks with skills the group may be missing, these contractors can fill in the gaps - for a price.

Hirelings should not be considered full fledged replacement characters. Excepting a few of the mercenaries listed below, most of these people are professionals in their given field, not in swinging swords or tossing javelins. These hirelings rightly expect to be protected on your journeys, and will not enter the fray of battle unless absolutely necessary. You hired a scholar to read mysterious runes on a wall, not stab goblins with his pocket knife.

It is a foregone conclusion that if any of these hirelings should be mistreated by the adventurers who hired them, it will negatively impact their performance and attitude out in the field. Additionally, if hirelings have a tendency to go missing after being contracted by your players, it is unlikely they will be able to recruit additional servants without a lot of extra gold and coercion.

## ***Apothecary***

**Fee:** 20 gp per adventure

Non-combatant

Init +0; Atk Staff +0  
(1d4); AC 10; HD 1d4;  
hp 2; MV 30'; Act 1d20;  
SV Fort +0, Ref +0, Will  
+0; AL N.

### **Skills:**

*Healing Salve* - The apothecary mixes a salve which can heal 1d3 damage. The salve takes 1 turn to apply (outside of combat). The apothecary has enough ingredients from passive harvesting to mix two uses per day.

*Antidote* - Can concoct an antidote to neutralize poisons and venoms if the apothecary is provided with a sample of the offending plant or venom sack from the offending monster. Mixing and administration takes a full turn.

**Summary:** The apothecary is an eccentric character mixing medicines and scraping up molds and fungi as the group traverse wilderness or dungeon settings. The healing salves they mix must be made fresh to retain potency, so the apothecary must be present on the expeditions to be useful. You can't just buy his medicine or leave him outside and take the salves with you!

**Mistreatment:** The apothecary will refuse treatment to players if he has been abused throughout the journey. No sense trying to browbeat him into mixing his concoctions! Only he has the fine touches to get the most out of his components for medicinal applications.



## ***Scholar***

**Fee:** 10 gp per adventure

Non-combatant

Init +0; Atk Staff +0 (1d4); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +0 Ref +0, Will +0; AL L.

### **Skills:**

*Lore* - The scholar is well versed in local legends. The scholar makes trained skill checks to recall relevant knowledge.

*Education* - The scholar is well versed in the reading of many languages due to their studies. The scholar always makes a trained skill check to decipher mysterious writings.

**Summary:** A local scholar eager to explore ancient ruins he's read so much about in countless tomes. The scholar has great knowledge of local history as well as comprehension of ancient languages and strange writings. The relatively low cost of employment is due to the scholar's professional desire to see ancient ruins in person.

**Mistreatment:** The scholar will refuse to provide any clues to a stuck party who has abused him, with exception to extreme dangers he would like to otherwise avoid. For example, if the scholar reads a warning about deadly traps ahead, he's not inclined to march the party right into them.

## ***Locksmith***

**Fee:** 10 gp per adventure, plus 10% of all treasure recovered through his services.

Non-combatant

Init +0; Atk Dagger +0 (1d4); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C.

### **Skills:**

*Master of Unlocking* - The locksmith has his own set of high quality lock picking tools and knowledge of the inner workings of most man-made locks. Roll a d30 to pick any mundane lock.

**Summary:** A locksmith can be hired to pick the various locks and safes the party may come across. He has fallen on hard times and is willing to use his skill set to break into locks he otherwise should be fabricating and repairing. The locksmith will expect a share of any treasures their services recover for the group.

**Mistreatment:** A maltreated locksmith may suggest he's failed to open the lock because its too tough to crack. Later, he'll try to sneak away from the group to recover the contents alone.

## ***Merchant***

**Fee:** 15 gp per adventure

Non-combatant

Init +0; Atk Dagger +0 (1d4); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +0 Ref +0, Will +0; AL L.

### **Skills:**

*Appraisal* - The merchant can accurately assess the value of gemstones, jewelry and the various mundane items the party will inevitably loot throughout their travels.

*Handcart* - The merchant comes equipped with a compact handcart. He pulls it behind him everywhere he can, and will bring a variety of large sacks with him where the cart cannot go. Its a mobile storage chest for all the party's pilfered loot.





**Summary:** The merchant is at home at the bazaars, so he makes it his business to accurately assess the value of trade goods. How could the average cobbler know the difference between a slightly flawed emerald worth only 120 gp, versus a flawless emerald worth five times that price?

**Mistreatment:** The abused merchant will severely undervalue the items the party comes across, claiming the pieces are phoney, flawed, or otherwise undesirable in some way. The merchant will offer to take the junk off their hands for a "fair price", and take on the burden of selling them himself. What a nice guy!

## ***Mapmaker***

**Fee:** 15gp per adventure

Non-combatant

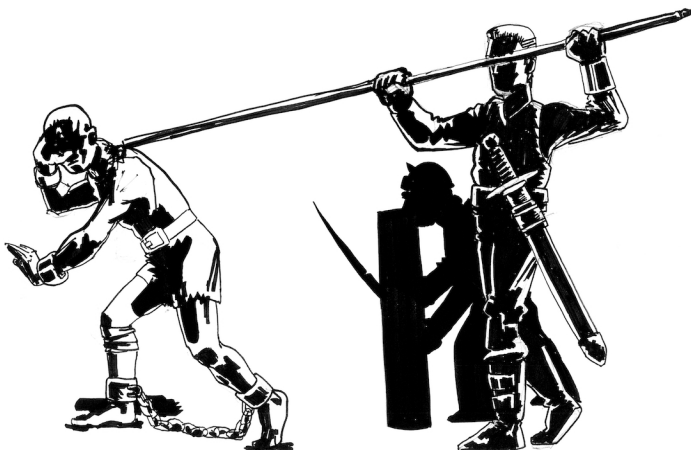
Init +0; Atk Dagger +0 (1d4); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +0 Ref +0, Will +0; AL L.

### **Skills:**

*Cartography* - The mapmaker, true to his name, will draw a map as the party progresses through dungeons. This can be handled multiple ways by the judge, but the party should be provided some sort of resource to let them more easily track their way through the dungeon. People don't have perfect recall, especially in unexplored dungeons. This adds a more realistic way to give players access to a dungeon map, even if it's just rough outlines.

**Summary:** The mapmaker jots down sketches of dungeon layouts as the party progresses at normal speeds. He can accurately record things like cardinal directions, rough sizes of rooms, etc. if he's not rushed. He is not infallible, especially if the adventurers have reason to flee with haste, he will obviously not have time to jot where they are going or how far they've run.

**Mistreatment:** If the mapmaker is mistreated, he may turn on the party and demand a ransom to relinquish his maps for the group to escape the winding labyrinth they've so daringly delved, relying on the maps of their stalwart companion to retrace their steps.



## ***Condemned Criminal***

**Fee:** 5 gp per adventure, 25 gp fee if lost, see below

Non-combatant, unless you really want to trust a violent criminal with a weapon.

Init +0; Atk Fists +0 (1dmg); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C.

### **Skills:**

*Decoy* - Nobody wants to be the first one to walk through a questionable doorway, or over a patch of ground that doesn't look quite right. Send the criminal through, poke and prod them with the tip of a spear if you must.

**Summary:** Violent, condemned criminals can be put to a better use, according to the prisons. This criminal has been condemned to death anyway, so you can rent them out to use as decoys or test if the floor of a sketchy tunnel is truly safe to cross. The criminal is basically a warm body to take the brunt of the punishment which would otherwise befall adventurers. Naturally, you don't want to lose your criminal, as they serve as a reliably way to test for insidious traps, and due to the hefty fine attached to losing track of the body.

**Mistreatment:** The criminal is a prisoner, so there aren't necessarily consequences for mistreating them per se. There is, however, a hefty fee of 25 gp to be paid to the prison if, under the party's stewardship, the criminal were to go missing or otherwise escape. You don't want to be responsible for releasing a serial killer back into the wilderness.

## ***Soldier***

**Fee:** 20 gp per adventure, a half-share of all treasure earned.

Combatant

Init +2; Atk Spear +2 (1d8+1); AC 16; HD 1d8; hp 6; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +0; AL L.

### **Skills:**

*Melee Fighter* - This hireling is willing to stand toe-to-toe with foes, as long as you treat him fairly and don't expect unreasonable sacrifices from him.

**Summary:** An entirely average mercenary soldier. They come equipped with their own chainmail, spear and shield. Can be contracted for a fee to add extra muscle to a group's combat efforts, but will refuse to be used strictly as a meat shield.

**Mistreatment:** It would be ill-advised to mistreat a professional armed fighter.

## ***Scout***

**Fee:** 20 gp per adventure, a half-share of all treasure earned

Combatant

Init +2; Atk Dagger +2 (1d4) or Crossbow +2 missile fire (1d6, range 80'/160'/240'); AC 14; HD 1d8; hp 6; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +0; AL L.

### **Skills:**

*Marksman* - The scout is a proficient crossbow sharpshooter who will fire into groups of enemies from a safe distance.

*Huntsman* - While travelling outdoors, the scout can successfully help kill and butcher meat to feed his allies, but he won't do it all himself while his employers laze around camp.



**Summary:** A professional marksman equipped with leather armor, a crossbow and enough quarrels to provide cover fire for a group of adventurers. He is also a reasonably skilled hunter, and can help provide game for food if journeying in the great outdoors.

**Mistreatment:** An arrow to the back should dissuade the group from trying to pick a fight with the scout.



# Henchmen, Hirelings, Allies & Adversaries

Written by Blair Wettlaufer

*You are sitting in a tavern, and you see an old man hunched in the corner, by the fireplace. He beckons to you with a crooked finger, and as you approach, he peers from beneath his hooded cloak, and whispers,*

*“Hey young folks, are you hiring by chance? I’ve got experience as a gardener...”*

As per the DCC rulebook section on Retainers, Hirelings and Followers, 1 person in 100 in any settlement is available as a hireling. But how will you seek out those who will march to your standard, and sing praises of your glory?

## ***Hirelings***

Most heroes aren’t looking to just hire just any rutabaga farmer with a sharpened stick, they want: blacksmiths, mercenaries, guards and alchemists.

If you are looking for an unskilled hireling, with no special qualities or background, to serve as porters or menial labour, 1 in 100 people in a town are available for hire, with no special checks. If you are looking for fleshing out your hireling, roll 3d6 for each of their statistics, and roll for a background as per the DCC rulebook, and start them with 1d4 hp and 1d12 cp. No birth augury or special equipment should be rolled like you would give a 0-level player character. These hirelings expect 1 cp per day (1 sp per day if they are placed in dangerous situations).

For other interesting details, the GM is welcome to roll on the following charts, sharing what details they wish:

1d100 Alignment:

01-20: Chaotic

21-80: Neutral

81-00: Lawful

### *1d20 Background or Personality Quirks*

- 1 Fugitive from the law, bounty on their head of 1d10 x 1d10 gp.
- 2 Bastard child of a famous noble, doesn't want anyone to know about it.
- 3 Member of the local thieves' guild.
- 4 Zealous cultist in the service of a patron.
- 5 Drunkard, 10% chance each day in town of becoming sotted if they have drinking money.
- 6 Dishonest and a liar.
- 7 Proud and boastful, always takes credit for any deeds they can.
- 8 Obsessed and seeks knowledge, or objects associated with a culture, animal, or church.
- 9 Malicious and revels in the suffering of others.
- 10 Eternally optimistic and cheerful.
- 11 Somber and humorless.
- 12 Perfectionist, who believes everything should be just so.
- 13 Foul mouthed, vulgar, and outspoken.
- 14 Subservient and passive, eager to please their employer.
- 15 Lazy, hard to motivate, dislikes physical exertion and complains when forced to do so.
- 16 Generous and good natured.
- 17 Pessimistic and complains frequently.
- 18 Has influential friends in the city guard, local church, or government.
- 19 Comes from an educated background, well spoken, and enjoys the finer things in life.
- 20 Neurotic and has at least one phobia or extreme nervous habit.

### *1d120 Motivations*

- 1 Seeks money to repair their parents' house.
- 2 Wants to leave town and make a life for themselves of their own.
- 3 Loves to play cards and dice and gamble.
- 4 Lives for the moment, a full tankard, a rousing story.
- 5 Craves attention and respect from others.
- 6 Dedicated craftsman, loves to carve/paint/sew/cook/etc.
- 7 Collector of specific objects, seeks to complete their collection.
- 8 Just wants to go fishing; wishes everyone would leave them alone.
- 9 Wants to be the best at their profession.
- 10 They want peace and quiet, why won't everyone leave them alone?
- 11 Has barely pent up anger, constantly fingers their dagger hilt.

- 12 They should have never followed their current profession, they secretly seek to be a bard.
- 13 Avid reader, craves books and knowledge.
- 14 Has extravagant tastes, seeks money to buy only the finest clothing and best meals.
- 15 Wants to make a joke of everything, takes nothing seriously.
- 16 A true spendthrift, doesn't wish to spend money on anything, wants to accumulate wealth.
- 17 Wishes they were in the countryside or wilderness, loves the wild and animals.
- 18 Wishes to gain power and authority, or leverage what they have, they must be in charge.
- 19 Wants to hide from the world. Why are there so many people bothering them?
- 20 Fresh berries. They would do anything for fresh berries.

Lastly, remember these are paid hirelings, and may run at the sign of danger. The first time they are exposed to an enemy, or are injured, make a DC 10 Morale check (DC 15 if exposed to a supernatural monster). This is a Will save modified by the employers' level and Personality Modifier. If they are given equipment, provided magical healing, or given at least a half-share of treasure add +1 for each benefit. If the Morale check fails, they slip away in the night, or when no one is looking. Make the same Morale check at the end of the adventure when everyone returns to town.

## ***Henchmen***

Henchmen are like hirelings, but are more skilled and have specialized skills. If you want a henchman, instead of taking a random-background hireling, you can roll on the chart below if you can succeed in a DC 11 Personality check. If you roll a DC 20 Personality check, no roll is necessary, and you can choose the background. You can add your character's level to your check, and a further +1 per 1 gp spent in hiring: town criers, buying rounds of ale, and bribes to small urchins. These henchmen expect 2 cp per day (2 sp per day if they are placed in dangerous situations).

<i>1d20</i>	<i>Occupation</i>	<i>Equipment</i>
1	Alchemist	Staff, Flask of Oil, Assorted Reagents and Ingredients
2	Archer	Shortbow, Padded Armor, 2d4 Arrows.
3	Armorer	Hammer, Smithing tools, Iron Helmet
4	Caravan Guard	Shortsword, Shield
5	Cleric	Staff, Wooden Holy Symbol
6	Cutpurse	Dagger, Small Sack
7	Dwarven	
	Crossbowman	Crossbow, 2d4 Bolts
8	Elven Sage	Dagger, 2d6 Parchment Pages and Quill
9	Guide	Staff, 1d6 Days of Rations
10	Halfling	
	Jeweler	Dagger, Brass Scales
11	Healer	Club, 1d4 Healing Poultices (they heal 1 hp)
12	Hunter	Shortbow, 2d4 arrows, Animal Pelt
13	Mercenary	Longsword, Hide Armor
14	Minstrel	Dagger, Musical Instrument
15	Ostler	Staff, Bridle
16	Sailor	Knife, 2 Yards Sailcloth
17	Scribe	Dagger, 2d6 Parchment Sheets
18	Steward	Staff, Lantern, Large Sack
19	Wizard's	
	Apprentice	Dagger, Grimoire
20	Woodsman	Handaxe, Wood Carving Tools

Use the charts above for personality and alignment. Roll 3d6 for each statistic, 1d4 hp, and 2d12 cp. If they have a positive or negative Luck modifier, you can roll on the Player Character Augury chart.

## ***Allies***

Whether you have hirelings or henchmen, players should control (within reason) the actions of their employed minions. The GM only should intervene if: a Morale check is needed, their personality quirks should come into play, or the player is attempting to have them act inappropriately.

At the end of the adventure, when everyone gets back to the tavern, after Morale checks have been made and the henchmen remain, a player can choose to share some or all of their accumulated XP with their minion – this effectively makes them an



additional character in that player's roster. They can choose to share XP until the Henchmen become a heroic 1st level character, or even opt to adventure forth with their henchmen, and leave their other characters at home. Of course, at any point after they reach 1st level, they will expect a full share of any accumulated treasure.

### *Allies Powerful In Their Own Right*

A player may wish to recruit an already accomplished fighter, thief, wizard, or priest ... and the GM should laugh maniacally at this point. A 1st level NPC is a person of some repute, and will not usually adventure forth with a player. If the player insists, they can offer a donation, bribe or fee of at least 10 gp and attempt a DC 25 Morale check, adding their character's level to the check, and a further +1 per additional 10 gp spent in: lavish gifts to relatives, paying bards to compose tributes, buying fine wine, and so on. If the Morale check fails, all the spent money is wasted. Accomplished henchmen always demand a share of the treasure, and can never be given XP, or taken on as additional player characters, they will eventually go on their own path of heroism and derring-do.

However, if players looking to hire someone accomplished for a single task: escorting someone across town, casting a single 1st level spell, translating a scroll, picking the captain of the guard's pocket, they can offer a donation, bribe or fee of at least 10 gp and attempt a DC 20 Morale check, with the same modifiers available above. They will serve their employer for at most 1 day.

## ***Adversaries***

Now just as a hero can seek out allies and henchmen, they may: incur enemies, rivals, or adversaries. Maybe a powerful lord feels the player character have crossed them, the relative of a player character's foe that they have slain in an adventure seeks revenge, or a rival adventurer jealous of the player character's success wishes to steal some glory they feel is due them, they may acquire an adversary.

If the player has: annoyed a powerful person, failed a Disfavour check after failing to cast a clerical spell, completely botches some sort of persuasion check, or simply a malicious and slightly bored GM asks a player to make a Luck check that they fail, roll on the adversary chart below to determine what kind of enemy they now have.

## *1d20 Adversaries*

## *Equipment*

### *0-Level Adversaries*

1	Cutpurse	Dagger, Small Sack, 1d12 sp
2	Cultist of the Unspeakable Sign	Staff, Wooden Holy Symbol, 1d6 cp
3	Guardsmen	Spear, Leather Armor, 2d12 cp
4	Noble	Longsword, Signet Ring, 2d6 gp
5	Merchant	Club, 3d6 gp in Trade Goods, 1d6 sp
6	Sage	Dagger, 2d6 Parchment Pages and Quill, 1d6 sp
7	Tavern keeper	Club, 2d6 Bottles of Wine, 2d6 sp
8	Caravan Master	Club, Wagon, Horse, 3d6 sp
9	Ship's Captain	Shortsword, Small Ship, 3d6 sp
10	Bard	Dagger, Musical Instrument, 3d6 sp
11	Mercenary Captain	Longsword, Shield, Leather Armor, 2d6 sp
12	Guildmaster	Dagger, 3d6 gp in Trade Goods, 2d6 sp

### *1st-Level Adversaries*

13	Sir Morrigun, Knight (War)	Longsword, Scale Mail, 2d6 sp
14	Hewgon Half-Mage (Wiz)	Staff, Grimoire, 3 spells
15	Galeris Nebberthorn (Thf)	Shortsword, Leather Armor, 5d6 gp
16	Undalo Brewersson (Clr)	Staff, Silver Holy Symbol, 3 spells, 3d6 gp

### *3rd-Level Adversaries*

17	Manx the Mighty (War)	Longsword, Shield, Chainmail, 8d6 gp
18	Andalo the Viper (Thf)	Longsword, Dagger, Leather Armor, 8d6 gp
19	Ungiir, Priest of Shaleer (Clr)	Staff, Leather Armor, 8 spells, 5d6 gp
20	Archade the Red (Wiz)	Staff, Grimoire, 6 spells, 5d6 gp

Of course, give these adversaries: personality quirks, alignment, appropriate hp, and treat them as fully developed characters in their own right.

Adversaries should pop up in town between adventures, should indirectly influence, or aggravate situations to the PC's' detriment, or create minor setbacks.

If a player wants to placate the adversary, and end the enmity that exists between the two of them, this can be done with a DC 20 Personality check, a bribe of at least 50 gp, a duel at dawn, a completed side-quest to make amends for the wrong the PC previously performed, or possibly all four; this should be at the GM's discretion.

NPCs should be interesting characters of their own, with their own motivations. Don't let them be lifeless automatons following PCs around. You can use this article as a guideline for random NPCs met in at the crossroads or market, nobles at court, or hard bitten guards they must negotiate to get past. Have fun!

*NOTES FOR PLANNING YOUR ARTICLES  
FOR NEXT YEAR'S*  
**GONGFARMER'S ALMANAC:**



## **GFA 2019 Volume 11 Credits**

### **Authors**

Vasili Kaliman, L.J. LaLonde, Kevan Larson, R.S. Tilton,  
José Luiz Tzi, Blair Wettlaufer, Dieter Zimmerman

### **Illustrators & Cartographers**

Shawn Brewer, bygrinstow, Karim Glue, Lucas Haley,  
Matt Sutton, Clayton Williams

---

## **GFA 2019 Credits**

### **Cover Art**

Doug Kovacs

### **Title Page Art**

Marc Radle

### **Editors & Proofreaders**

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley,  
Cory Gahsman, Michael Harrington, Tony Hogard, Claytonion JP,  
Elizabeth Levy, Shane Liebling, Collen McDonald, Russell Mirabelli,  
Jason Morgan, Keith Nelson, Marcie Riebe, Jeff Scifert, Ian Zebarah Shears,  
Tim Snider, Dan Steeby, Shyloh Wideman, Chris Zank

### **Printing Offset Contributors**

Jason Abdin, David Baity, Julian Bernick, Eric Betts, Daniel Bishop, CeCelia  
Bowden, Jen & Bob Brinkman, Marc Bruner, Todd Bunn, Ian Burgess, Michael  
Carlson, Justin Chophonis, Ariel Churi, Charles Couch, Jim Cox, Hector Cruz,  
Thierry De Gagne, Sean Duffy, Mirko Frochlich, Fuzzbang and Hootz, Keith  
Garrett, Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard, Anne  
Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen, Lucas Kuntz, Christopher  
Lauricella, The Long Con RPG Convention, David Maltbie, Jon Marr, Juergen  
Mayer, Cullen McDonald, Ken McLennan, Jason Menard, Ruxed LLC, Ryan  
Moore, Keith Nelson, Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle,  
James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton, Aaron  
Talley, Karen Theroux, Matt Towle, Joan K Troyer, Melissa & Shyloh Wideman,  
Laura & Clayton Williams, Jon Wilson, David York, Chris Zank,  
and the anonymous patrons of the GFA community

### **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh,  
Shyloh Wideman, Clayton Williams, Jon Wilson

# **The 2019 Gongfarmer's Almanac: A Dungeon Crawl Classics RPG Zine**

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



## **YOU BE THE JUDGE #1 (RULES & TABLES)**

### **VOLUME 12 OF FOURTEEN BOOKLETS**

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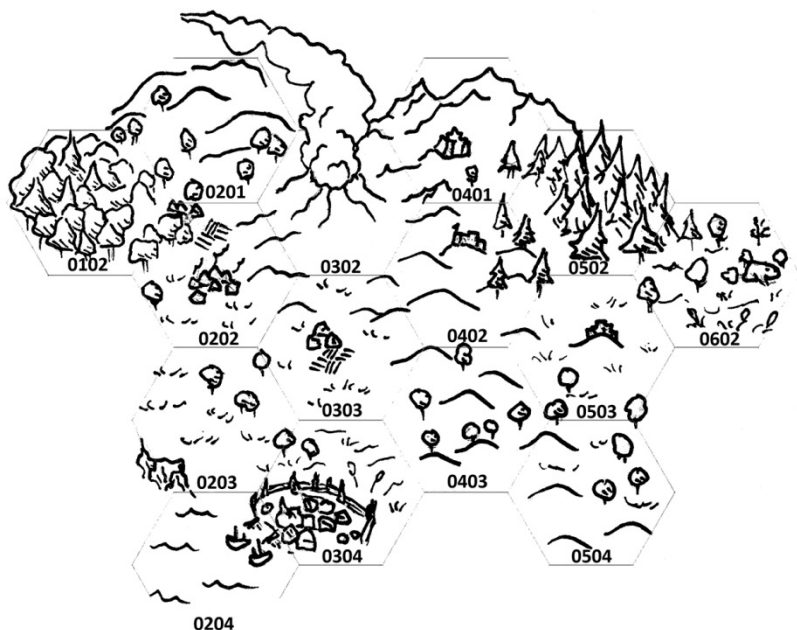
# THE KNOWN REALMS HEXCRAWL STARTER

By Jason Abdin  
Cartography by Jason Abdin

## WHAT THIS IS

I always see folks online asking which DCC RPG adventure is best to start with or what's a good follow-up for a particular funnel. This article is an answer to those questions in the form of a campaign starter hexcrawl. It combines multiple DCC RPG adventures of levels zero to three, and places them in a geographical region that's somewhat compact, but more or less lines up with details given in the adventures themselves. And, if you grab your own sheet of hex paper, there's plenty of room to expand the map with additional adventures beyond the first three levels. For simplicity, I kept to some of the more well-known official adventures by Goodman Games, but highly recommend branching out to the amazing output by third party publishers and making your hexcrawl unique.

## THE KNOWN REALM



# PROCEDURES AND RULES

A hexcrawl is a form of gameplay that condenses wilderness exploration into manageable regions called hexes. In this way, it's a little like exploring rooms in a dungeon. Your characters tell you which direction they go and you describe the results using the entries detailed in the various hexes. Feel free to use whatever hexcrawl rules you prefer. However, for the sake of simplicity, I offer the following:

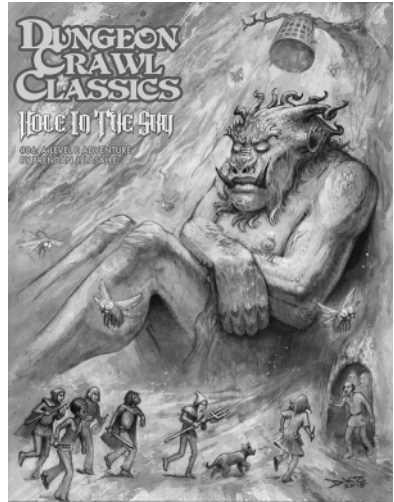
Each day, your adventuring party may either move from their current position to an adjacent hex or they can explore the hex they're in. Whatever they choose, the judge should roll 1d4 on the random encounter tables, once for daytime and once for nighttime (as you use up the random events, feel free to replace them with your own and incorporate things from any completed adventures). For those groups who prefer fewer random events, use a d6 instead of a d4, a 5 or 6 indicates that it was uneventful.

At the end of the day, it is assumed the adventurers take time to rest and heal, otherwise it's recommended they take 1-4 damage to their ability scores (such as stamina, intelligence, personality, etc...) for not camping.

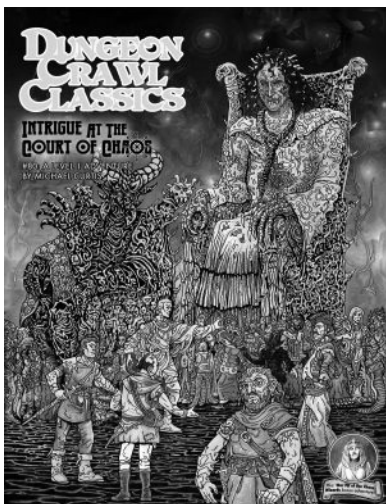
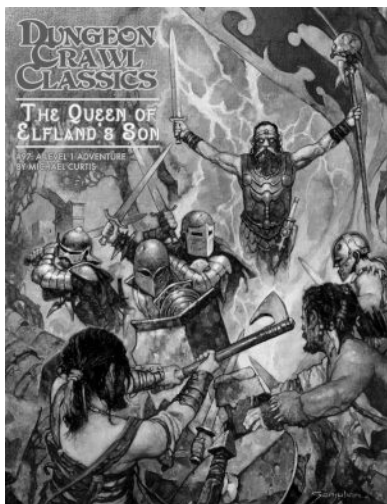
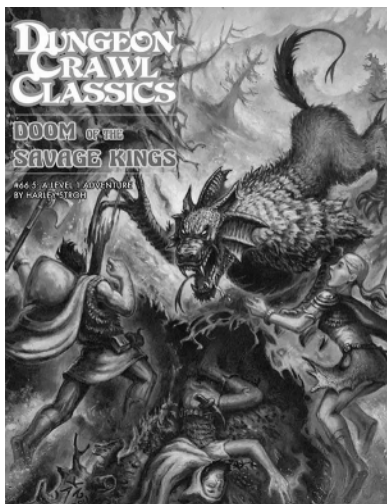
# RECOMMENDATIONS

The following DCC RPG adventures are referenced in this hexcrawl:

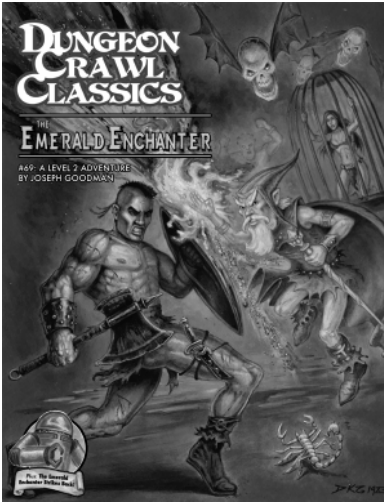
**Level 0 funnels:** *Not in Kansas Anymore* by Dieter Zimmerman (found in the Goodman Games Gen Con 2016 Program Guide), *Sailors on the Starless Sea* by Harley Stroh, and *Hole in the Sky* by Brendan LaSalle



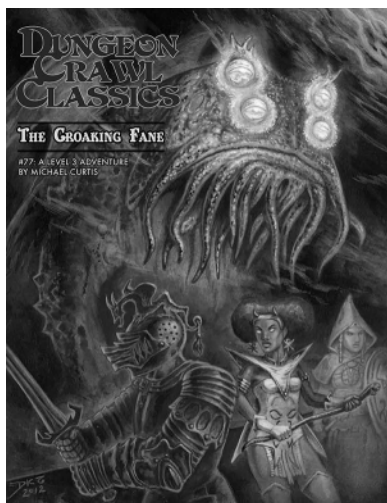
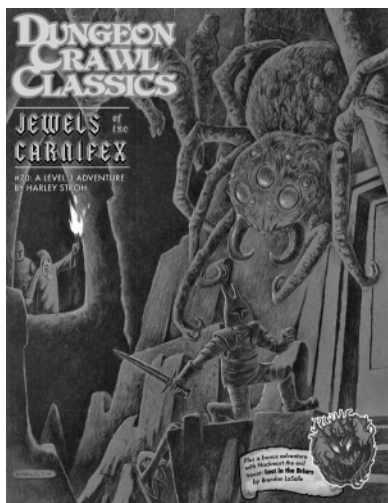
**Level 1 adventures:** *Doom of the Savage Kings* by Harley Stroh, *One Who Watches From Below* by Jobe Bittman, *The Queen of Elfland's Son* by Michael Curtis, *Intrigue at the Court of Chaos* by Michael Curtis, *Gnole House* by Michael Curtis (found in the DCC RPG quick start rules)



**Level 2 adventures:** *The Emerald Enchanter* by Joseph Goodman, *Fate's Fell Hand* by Harley Stroh, *Dread on Demon Crown Hill* by Michael Curtis, *The Emerald Enchanter Strike Back* by Jobe Bittman (found as a bonus adventure with *The Emerald Enchanter*), *The Tower Out of Time* by Michael Curtis (found in the adventure collection *Chaos Rising*)



**Level 3 adventures:** *Jewels of the Carnifex* by Harley Stroth, *The Croaking Fane* by Michael Curtis, *Neon Knights* by Brendan LaSalle



In addition, I highly recommend the following gaming-related reading and materials for all your hexcrawling needs: *The Perilous Wilds* by Jason Lutes, *Wilderness Hexplore (Revised)* by Jed McClure, *D30 Sandbox Companion* by Richard J. LeBlanc, Jr., and *Hazard System v0.3* by Necropraxis Productions.

Lastly, the following is a recommended list of useful gaming aides while your players are hexcrawling (though much of the previous gaming materials I mentioned will cover these areas as well):

1. A collection of loot tables for treasure, junk, common items, and other such things.
2. A list of names for settlements and NPCs, as well as perhaps some quick descriptors for each to add a little flavor.
3. A system for encumbrance so as to limit the number of items a character can carry around unhindered (I generally allow a number of items equal to the character's strength score).
4. Rules for equipment use, such as rations, water, ammunition, and so on (at the very least, I might suggest requiring the use of a single ration per day, with one ration taking up one encumbrance slot in the player inventory).



# THE FUNNELS

There are three adventures I highly recommend starting with:

The first is *Not in Kansas Anymore*, which has the players roll up beginning characters from the 1970s that get transported to the Known Realms of DCC RPG, starting in the midst of a battle in Ezaurak's volcano fortress in hex 0302. I've had great success with having the characters be from our modern day, additionally allowing one character for each player to be based on themselves. At the successful conclusion of this adventure, the characters may naturally make their way to Dorcaster and hear of beastman attacks that will inevitably draw them to the chaos keep of Sailors on the Starless Sea.

Another adventure that might be a good start for this particular hexcrawl is *Hole in the Sky*, which has the characters meeting in hex 0203, chasing dreams of a woman dressed in blue, her face obscured by shadow.

And then, the classic beginning for likely a good number of DCC RPG campaigns is *Sailors on the Starless Sea*. This would place the group in hex 0402, either having travelled from Dorcaster (hex 0303) or another village of your own making. I've set the conclusion of this adventure as placing the characters along the river that flows north of Hirof, but where the group ends up is your choice.

Finally, while not a funnel, an alternate option is to have the players start in a tavern (or similar place of gathering) in the grand city of Punjar down in hex 0304. The Lankhmar of the Known Realms, Punjar has a long history with Dungeon Crawl Classics that extends back into the very early days. It's a city of infinite possibility that could lead your eager adventurers to anywhere you like.

# HEX DESCRIPTIONS

Note: For additional information, I will often use parentheses to indicate something that can be found in an official adventure or the DCC RPG core rulebook.

## O212 (HILLS)

### Daytime Random Encounters:

1. 1 lesser gnole scouting the area, will report back to the gnole house (Lesser Gnole stats from Gnole House).
2. The half-eaten carcasses of two human travellers, a middle-aged man and a younger boy, left by a wandering fir bolg who is currently sleeping under a small bridge nearby (Fir Bolg stats from The Queen of Elfland's Son).
3. A statue carved of rich oakwood rests in the middle of the forest depicting a beautiful maiden with antlers like an elk. Carved into the base is a bowl containing flowers, fruits, and coin (this is a shrine to Ildavir, goddess of nature). If a character of neutral alignment places at least 5gp into the bowl, they will gain 1 temporary luck. A donation of at least 100gp gains them one permanent luck. If anyone attempts to steal from the bowl, their luck will decrease by 1 permanently.
4. The adventurers must ford a shallow river blocking their path. There is no difficulty in crossing, but due to numerous disease-carrying leeches that latch on to any who enter the waters, all must make a Fortitude save (DC 10) or become sick with fever and diarrhea, causing 1d4 stamina damage at the end of each day until the save is made or the sickness is otherwise healed.

### Nighttime Random Encounters:

1. 3d4 mound trolls searching the forest for small game to hunt and torture, but will settle for sleeping travellers (Mound Troll stats from The Queen of Elfland's Son).
2. A fir bolg wanders drunkenly into the adventurers' camp, thinking it's his, and loudly rummaging through everyone's supplies, looking for his missing boot (Fir Bolg stats from The Queen of Elfland's Son).
3. A woman, decently outfitted and carrying a torch, wanders into the camp, shaking awake the nearest sleeping adventurer to ask if they have seen her husband and son who had come to trade

with the gnoles who live in the forest (obtain quest for Gnome House).

4. A patch of edible mushrooms is found at the base of a large tree, nearby to where the adventurer's have set up camp. For each character partaking in a handful of these nourishing fungi, gain +2 hp.

\*

The Village of Eng - A small village rests in a valley just on the eastern outskirts of the Ivy Forest. The village is run by a "parliament" of well-off villagers.

### **Rumors around the village of Eng:**

1. Give the Ivy Forest a wide berth, it is known that a family of flesh-eating Gnoles lives somewhere deep within (further hooks and information can be found in the adventure Gnome House).
2. For the past six nights, villagers have been living in fear of strange occurrences and people going missing (the adventurers are directed to the Parliament of Eng and begin the adventure The Queen of Elfland's Son).

\*

A narrow, two-story house, ordinary in its construction, but seeming to be in disrepair, sits in a small clearing of the dark and now-silent forest (Gnome House adventure start).

\*

A dark cave containing a den of 4d10 goblins who will frequently trade with the gnoles of the Gnome House. They will attempt to speak a broken common in an effort to not fight, going as far as to offer a single precious emerald in their possession, worth 150gp (Goblin stats from Gnome House).

## **O212 (HILLS)**

### **Daytime Random Encounters:**

1. The party comes across an overturned cart, baskets and shattered boxes strewn across the roadside. Nearby, several corpses are piled together, having suffered numerous lacerations and puncture wounds. Little of value remains amongst the corpses or containers. One of the party, however, has a sudden

vision of an old man's face among those dead. The face comes to life and speaks, imploring the adventurer to rescue him from another realm that can be reached by a cave in the nearby hills in this hex (obtain quest for Fate's Fell Hand).

2. A crackling thread of darkness, highlighted by strands of violet and amber, pierces the landscape and shatters a nearby tree. From the wreckage, as if emerging from a black river, a single gigantic worm is birthed upon the physical realm from some unknown hell (Worms of the Phlogiston stats from Fate's Fell Hand).
3. A river leads you to a rushing waterfall, with deep blue, and serene waters. If a character decides to bathe in the waters, allow them to recover +1 to hit points and ability point loss. At the bottom of the pool at the base of the waterfall, a small and ancient reliquary is found. It's intricately carved and decorated and would potentially fetch 100gp alone to a collector. Inside are 5d10 large, thin coins depicting the moon, each worth 10gp ea. Any cleric will know this is the symbol of Shul, god of the moon.
4. You find an abandoned camp, seemingly left in a hurry, for belongings remain and fire pit has gone unused for at least several days. If the adventurers decide to loot the camp (aside from finding some worn garments and bits of trash), they may roll 1d6: 1. A silver-etched plate worth 100gp; 2. A pipe with uncommon smoking mushrooms; 3. Scented body oil; 4. A dirty chunk of soap; 5. A brass candle snuffer; 6. And a wooden boat toy for a child.

### **Nighttime Random Encounters:**

1. A strange, shimmering black light, barely perceptible in the darkness, but shocked by tendrils of violet and amber, opens like a mirror upon the night. From some other world, a monstrous helminth bursts forth (Worms of the Phlogiston stats from Fate's Fell Hand).
2. One random character wakes up in an adjacent random hex, having no memory of how they got there and not likely to know where they are (to determine hex, roll 1d3: 1. Hex 0302; 2. Hex 0202; 3. Hex 0102).
3. A random character may gain +2 xp for telling a campfire story about anything they like (suggestions include: roll 1d4 - 1.

- something about their journey thus far, 2. their goals or hopes, 3. life in the Known Realms, 4. someone they know or miss).
4. You meet a friendly traveler as you set up camp, he asks to join and assist your party. He's a gambler with Str 7, Agi 16, Sta 9, Per 15, Int 14, Lck 15, AC: 12; HP: 1; he uses a club for defense, and carries some lucky dice and a piece of chalk, as well as 35cp to his name.

\*

A shallow, dry cave looms before you. Leaves and twigs are scattered across the cave floor and dried guano is thick across the back wall (Fate's Fell Hand adventure start).

\*

In a craggy valley, you come upon what looks like a hut but seemingly carved from the rock on which it stands. The details are intricate, almost as if the hut is made of wood. A door with a wreath upon its front has a handle, but no means to open. There are no seams with which to gain entry to the place whatsoever. The rock from which this hut is made cannot be chipped or damaged, as if it's the hardest material you've ever encountered. (A wizard with the Knock spell and a sufficient result to open magically locked doors may gain entry, or similar magic. Within, one may find a home and hearth, larger on the inside than it seems on the outside. Each day, upon reentry, a fresh meal is set out upon a dining table, beds are made, and messes cleaned).

## **O2O2 (PLAINS)**

### **Daytime Random Encounters:**

1. 2d6 especially imposing soldiers bearing the banners of the Crimson Wheel look like they're up to no good, wandering the plains, seeking travellers or small hamlets to pay fealty to their warlord, Savaxis the Mighty.
2. You come across the body of a halfling, laying up against a tree, swollen and red, his breath slow and coarse. By his side is a travelling pack and a stringed instrument. He doesn't seem able to speak but his eyes look at you pleadingly. (This halfling is having an allergic reaction from many wasp stings all over his body. His throat is closing up and he will die in 3 rounds).

3. A family of 2d6 boars rustle around in a clump of berry bushes. These particular berries are extremely long-lasting and nutritious (granting a one-time bonus of +1 luck recovery and +2 hp). However, anyone getting near to these bushes will be attacked by the boars. (Boars: Init +1; Atk charge/tusks/bite +1 melee (1d4+1); AC 12; HD 1d8; hp 6 each; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N).
4. Town guard from Bonderbrook patrol the roads, asking people their business (where they're headed, and what business, and where they hail from). If they suspect any illicit affairs, they will demand adventurers turn back the way they came and keep away from Bonderbrook (their descriptions will be written down and passed on to town officials).

### **Nighttime Random Encounters:**

1. A random character wakes in the middle of the night, unable to see anything, and discovers that a good portion of their body (including their eyes and face) is covered in a crusty, foreign substance. With assistance and light, the character will discover that a species of greenish, yellowish lichen has colonized their skin. It doesn't do anything to harm the character, but it looks strange and doesn't seem to be going away.
2. A thundering noise and violent shaking wakes the characters as they sleep. When daylight comes, the characters discover that an entire hillside has collapsed and uncovered the buried ruins of some dark and cursed temple to the chaos titan, Cadixtat. This temple houses one of the nine pieces of the Sundered Master.
3. The night was especially cold, temperatures dropping to below freezing. Any characters without something warm in their inventory (blanket, thick cloak, winter jacket, etc.) does not get any benefit from resting.
4. This particular campsite has majestic views, all may regain one point of Luck. Have someone describe the scenery as the sun rises. Does this remind them of anything from their past? Any players that contribute gain +2 xp.

\*

The energetic town of Bonderbrook - its open market, inviting merchants from all around, is well-known in the region. The adventurers arrive in the village during a festival day and come

across a strange young man in front of a wooden puppet show (Intrigue at the Court of Chaos adventure start).

## **O2O3 (PLAINS)**

### **Daytime Random Encounters:**

1. You glimpse a flock of birds coming from the direction of the ocean like a black splotch growing fatter against the sky. As they approach the adventurers, their vile and monstrous details can be better observed (Sea Shrike stats from Hole in the Sky).
2. A procession of 3d10 humanoid creatures with distended arms and horrifyingly disfigured faces, few wearing more clothes than what covers their sexual organs, and some completely naked. They are made up of what looks to be men and women of their race. They are accompanying a 2d6 human prisoners of all ages, men and women, who are bound, gagged, and beaten. They will take no notice of the adventurers, but if they are followed, they will complete their journey at a massive cave where their king, the most deformed of them all, sits upon a throne made of bones. They plan on eating their prisoners over the next several days while performing a very dark ritual to summon forth an earth elemental made of rock, soil, bone, and flesh. (Use subhuman and earth elemental stats from DCC RPG).
3. Following an old road, you come across an ancient, broken tomb. At first it seems a trick of the light, but you come to realize that a ghostly, female figure dressed as a knight stands by the tomb, as if on guard. The knight says she is bound here until her charge is returned to this place. The ghost (DCC RPG) refers to a young maiden and daughter of a farmer in the region some many years ago, who was engaged to be married to a prince of Punjar. She was murdered before the wedding and buried here. Her bones have been taken by a mad wizard for devious magic experiments. The ghost's old sword still sits in the tomb and will be offered as a gift upon completion of the quest.
4. A gentle creek rolls by, allowing for a moment of relaxation and contemplation. This is a chance for the characters to discuss their goals on this journey and reflect on what they've accomplished. +2 xp to any players that contribute.

### **Nighttime Random Encounters:**

1. (If the subhumans were not stopped or encountered during the daytime...) You are awoken by the stopping feet of a massive creature made of rocks, soil, bones, and flesh (earth elemental stats from DCC RPG). It comes seeking more bone and flesh to add to its pile, having destroyed a tribe of subhumans already. (If the subhumans were previously encountered and stopped, then the players have a nice, uneventful sleep).
2. A random character tells a story around the campfire. Suggestions include - roll 1d4: 1. something about an enemy of theirs, 2. something about their childhood, 3. a mistake they intend to fix, 4. a mysterious figure from their past. The participating character gains +2 xp.
3. The adventurers are very rudely awoken in the middle of the night by 1d6 guards of the Crimson Wheel (Man-at-arms stats from DCC RPG). They tell you this land is within the realm of their warlord, Savaxis the Mighty (see below in this hex), and there is a tax of 5gp each for loitering. If the fine is not or cannot be paid, they will be taken as prisoners before the warlord for judgement. If they adventurers escape or kill the guards, a bounty will be placed on their heads.
4. The party's camp is set up in a grove containing a number of bushes containing berries, ripe and perfect for eating and refilling some rations.

\*

A solemn cliff overhangs the ocean, looking far off into the distance at the glittering waters beyond (Hole in the Sky adventure start).

\*

The dingy fishing and trade village of Mherkin is nearby to the main road in the region. The village owes fealty to Savaxis the Mighty, a local warlord of the Crimson Wheel (3HD Berserker stats from DCC RPG), and 2d6 guards (Man-at-arms stats from DCC RPG) are stationed in the city and patrol the road (more info in the adventure Hole in the Sky).



### **Rumors around the village of Mherkin:**

1. Sometimes merchants from Punjar (hex 0304) will travel through Mherkin and sell some of their exotic goods here while on their way to the open market in Bonderbrook.
2. A village called Dorcaster to the northeast (hex 0303) has seen residents abducted by monstrous creatures in the night.

## **O2O4 (SEA)**

### **Daytime Random Encounters:**

1. Wind and rain batter at the ship during a storm. In the chaos, the ship is run into a reef. The hull takes excessive damage and requires repairs. If any of the characters has an applicable profession, they can attempt a Str check DC 14. Success means only one day is lost, failure means three days are lost (if not tracking rations, each character instead takes 1 Stamina damage per day).
2. You're able to catch the wind in the sails and head forward at great speed. The sailors begin to sing a sea shanty that brings up everyone's spirits. Have the players discuss what the song is about and all may gain +1 xp (+4xp if they actually come up with a song on the spot).
3. Exactly what you hoped wouldn't happen is happening when a large vessel rushes towards you from the west upon the horizon. The ship bears a flag with the symbol of a red wheel dripping blood - pirates of the Crimson Wheel. The ship contains 3d6 pirates and their captain (use bandit and bandit hero stats from DCC RPG). The pirates want to kill everyone aboard the ship, claim any treasure for their own, and repurpose the ship for their fleet.
4. The translucent body of a colossal jellyfish drifts beneath the waves. You can make out the nearly intact skeleton of a sea dragon slowly dissolving within it.

### **Nighttime Random Encounters:**

1. You are awoken by the crackling sounds of something similar to lightning. Looking out from the deck, small tendrils of purple light streak and sparkle above a mysterious emerald tower in the center of a small desert island. If the adventurer's choose to explore the tower, they will find that a Sun Scorcher demon (DCC RPG) of Azi Dahaka has been imprisoned within.

2. You're awoken by the sounds of song and laughter coming from out in the sea. Just off the side of the ship, floating on the ocean, a ramshackle collection of ships and floating docks rock up and down with the waves, apparently lashed together by a great quantity of rope. If the adventurers investigate, they find a floating tavern, inn, and marketplace combined into one. It's neutral territory where all are welcome, but it can still get a little rough there.
3. You awake to the sounds of thudding and stomping on the main deck. Upon investigation, you discover an airborne skiff, floating above your sailing vessel, large ropes attached to spears piercing the deck of your ship. 1d4+4 blue-skinned sailors climb down from their skiff (Dimensional sailor stats from DCC RPG). The pirates aren't looking to kill, only loot. If there are no problems, they'll take all they can carry and be on their way.
4. The gentle rocking of the boat through the night is comforting. A random character is greatly affected by a nostalgic dream. Have that character relate a nostalgic memory from their past. The participant gains +2 xp and a permanent +1 to a stat of their choice other than luck, so long as it relates to the story told.

\*

The Empyrean Ocean, an large body of water that contains mysterious islands, sunken treasures, forgotten secrets, and a means to endless adventure!

## **O3O2 (VOLCANO)**

### **Daytime Random Encounters:**

1. 2d4 Iguana-man Warriors patrol this area. If watched from a distance, they will eventually return to the entrance of a complex of tunnels burrowed into the side of the volcano (Iguana-man Warrior stats from Not in Kansas Anymore).
2. You find a cave that extends deep into the rock towards the heat of the magma within the volcano. Deep within, a fire elemental (DCC RPG) guards a magical creature's sanctum. The creature was once a familiar belonging to Ezaurak the wizard, but somehow gained its freedom, having learned the use of magic and stolen several books from Ezaurak's library. One in particular allowed the familiar to summon the fire elemental, but its hold on the creature will end in 1d4 days, at which point

the elemental will attack in a blind rage all who have controlled it or dealt it damage, then return to the plane of fire within 1d6 rounds.

3. The adventurers journey across the rocky terrain safely, as one random character relates or describes a story to the rest. Suggestions include - roll 1d4: 1. Something interesting about their backstory, 2. Something about another character, 3. Something about an item in their inventory the value greatly, 4. What made them leave their life and become an adventurer.
4. You witness as an old monk traverses the terrain and gets caught in a bursting lake of lava. He is stuck on a small island of rock in the middle of the rushing fire about 20 feet on either side. He has nowhere to go and sits down cross-legged on the rock, perhaps ready to die.

### **Nighttime Random Encounters:**

1. A geyser suddenly bursts forth from the ground, scattering your party. Everyone makes a Reflex save DC 12 or takes 2d4 damage from the scalding vapor.
2. You somehow manage to get wonderful sleep as you cozy up to the rocks, warmed from hot air vents underground. Take double recovery for the night.
3. A mercenary stumbles into your camp, surrendering his weapons and asking for food and drink. He's been wandering around lost in the area after his regiment crossed paths with a horde of beastmen to the south (hex 0303) and were slaughtered. If taken in, he's willing to join your adventuring party, especially if he can take revenge on those beastmen.
4. Rhythmic crashing sounds, perhaps those of rocks falling are heard in the distance during the night. In the morning, upon further investigation, the characters discover massive footprints, like those of a man, but twice as big and with only four toes. The footprints will lead to a giant cave housing a fire giant (DCC RPG).

\*

Built into the volcano, Ezaurack's fortress is the site of a great summoning, if all goes to plan (Not in Kansas Anymore adventure start). At the successful conclusion of the adventure, the party will find themselves within sight of the town of Dorcaster, in hex 0303.

## **O3O3 PLAINS**

### **Daytime Random Encounters:**

1. 2d6 Beastmen raid the roads, killing travelers and looking only to take supplies and loot (Beastman stats from Sailors on the Starless Sea).
2. The party encounters a deadfall trap placed by beastmen. The two characters in the lead make a Ref save DC 12, or otherwise falls into the pit, taking 1d6 damage. 1d6 beastmen will come to check on and reset the traps once night falls.
3. A strange formation of rock dots this area, seemingly forming a pentagram. The rocks are immovable, but can be destroyed. This is actually the ruins of a buried structure from long ago, once connected to the chaos cult that built the abandoned keep in hex 0402.
4. You come across a large tree, about 40 feet high. Hanging from the branches at the top are a number of corpses. These are villagers from Dorcaster taken by the beastmen. A corrosive substance is caked on the bark of the tree to prevent anyone from climbing it. If anyone comes in contact with the substance, make a DC 10 Fort save for each round spent climbing the tree, failure causes 1d4 damage per round until the save is made and no longer making contact with the tree.

### **Nighttime Random Encounters:**

1. 2d6 Beastmen wander the area, seeking easy prey. Victims will be brought to a ruined keep in the hills of hex 0402 where they will either be transformed into more beastmen to fill the ranks or sacrificed during a dark ritual deep below the keep (Beastman stats from Sailors on the Starless Sea).
2. Nearby camp, you find a ring of stones that are softly glowing a faint emerald color. This is a faerie ring, anyone spending a few minutes meditating within the ring may roll their hit die, choose one ability score that's been damaged and regain whatever the hit die result is, up to your max. Also recover 1 missing luck.
3. A wildfire of unknown origin engulfs the trees and grasses around your camp in the middle of the night. Leave anything you're not wearing and run, or instead take 2d6 fire damage from the flames, Ref save DC 13 for half.
4. A random character has a prophetic dream during the night. Grant them +1 permanent luck and give a beneficial clue

regarding something nearby or tell them about the area's past (this was once land belonging to the forces of chaos; refer to Sailors on the Starless Sea for more info).

\*

The sleepy village of Dorcaster is home to a number of farmers and several skilled craftsmen. Many here pray to the gods Ulesh, Justicia, Choranus, and Shul, as well as other lawfully-aligned gods. However, as of late, residents believe their prayers have been going unanswered.

**Rumors around the village of Dorcaster:**

1. Villagers, livestock, and travelers along the road have been disappearing at night, never heard from again. A large man, the village smith, has been distraught since his two sons, Keary and Alban, went missing eleven days ago.
2. Strange, bestial creatures have been spotted coming from the direction of the old abandoned keep in this hills to the northeast in hex 0402 (obtain quest for Sailors on the Starless Sea).
3. The city of Punjar to the south (hex 0304) is a corrupt and miserable place, filled with thieves and vermin.
4. Those in Dorcaster who are more well-off will sometimes lead a group of villagers on a journey to the town of Bonderbrook (hex 0202) to the northwest, to sell wares or product in the large marketplace found there.

## **0304 (MARSH)**

**Daytime Random Encounters:**

1. The party sneaks a peek at some drunken thieves using an alternate entrance into the city of Punjar. What seems like a dilapidated, abandoned hut out in the marsh actually connects an intricate network of tunnels that run beneath Punjar.
2. The sucking marshes of this region bring down morale for the whole party. Take a minute to lighten the mood and have a random character share something about themselves. Suggestions include - roll 1d4: 1. Something about their journey up to this point; 2. Something about a dear friend from their childhood; 3. A tavern game that you once played and enjoyed immensely; 4. A favorite hobby. The participating character gains +2 xp.

3. A lone assassin (DCC RPG) stalks and hunts a random character among the party. Talk with the character and figure out a reason why they would be hunted by an assassin. The assassin will, at the last minute, try to escape rather than die, if given the chance, maybe using a smoke bomb contraption.
4. You come across a farmhouse seemingly in working order, though some animals wander around outside their pens around the house. Inside, you're witness to the terrible scene of an entire family massacred by many small cuts and punctures (throats, chest wounds, and punctures on the torso, mainly). It looks like the inside was gone through for loot. The characters might find a key hidden in the cold hand of an older boy, perhaps in his late teens. This key opens a safe box hidden in a stable outside the house, which contains a quantity of gold, gems, and a ring with the symbol of a notorious Punjar jeweler by the name of Boss Ogo. If the characters aren't watchful, there's a chance they will be apprehended by Punjar authorities when they exit the farmhouse.

### **Nighttime Random Encounters:**

1. A circle of small, evenly spaced stones are found out in the marsh setup upon a circular island. All magic performed within this circle uses a d30 to cast and everyone recovers one point of spent luck.
2. The water here seems to run quicker than other places. It is clear and cool, good for drinking. All may take +1 hp.
3. A random character wakes up feeling well-rested but also covered in hundreds of some fuzzy insect that they've never seen before. The character is otherwise unharmed... for now.
4. A rock tumbles down from some stony outcropping above the camp, crushing belongings and nearly rolling over a couple characters. 1d6 random belongings are completely destroyed.

\*

Before you is the bustling streets and blighted air of Punjar, City of a Thousand Gates. Its long alleyways, forgotten temples, and smoke-filled taverns litter the once-majestic metropolis of the region.

### **Rumors and events around the city of Punjar:**

1. The party hears tales of the great treasure in the Cave of Secrets. The lucre is probably only guarded by a few old monks (The One Who Watches From Below adventure start).
2. You hear of the legendary Tolomak Islands, containing ancient ruins brimming with lost treasures and gold. The captain of a ship called the Vainglorious Rat is seeking more for their crew to make the journey west (Obtain quest for Moon-Slaves of the Cannibal Kingdom).
3. You sneak a look at a rolled up piece of parchment sticking out of the belt of the sleeping rogue Magmar the Lucky. The map seems to point to the entrance of the Undertemple of the Carnifex, rumored to contain forgotten treasures of a long-lost cult (Jewels of the Carnifex adventure start).
4. The adventurers find out that the notorious jeweler Boss Ogo has not been seen around the city for the past month, the door to his three story shop and residence has been barred, his shutters locked. (The Jeweler That Dealt in Stardust adventure start, around party level 3).
5. A large sewer rat scurries around your feet, a tiny piece of rolled up parchment secured to its back. Within the scroll is a cryptic message that seems to describe the location of a cave to the north in hex 0201 (obtain quest for Fate's Fell Hand).
6. While in the midst of probing the many arcane scrolls and tomes of the library of Punjar, you come across a peculiar piece of literature that describes a cave, used as the hermitage of a wizard, Al-Hazred. Soon after, the adventurer is haunted by dreams that will lead him to a cave in hex 0201 and a mystical land beyond (obtain quest for Fate's Fell Hand).
7. Outside the party's favorite tavern, a muttering, half-crazed beggar pan handles for coin. If given a little something, he rambles ever so rabidly about an old cult called the Salient Knot that worshipped some dark lord. For a time they were somewhat flourishing, but they've since vanished and been forgotten by most, their temples abandoned and ripe for plunder (obtain quest for The Croaking Fane).
8. (For adventuring parties around the 3rd level) The adventurers awake one day while staying in Punjar to the sounds of shouting and hectic activity to find the city surrounded by thousands of humanoids just outside the city gates. They are soon contacted and summoned by the authorities, hopefully known at this point

for their great (or perhaps dubious) deeds, to attend a meeting on how to handle the present situation (Neon Knights adventure start).

## **O4O1 (MOUNTAINS)**

### **Daytime Random Encounters:**

1. 1d4 emerald eidolons patrolling the surrounding area, and attacking any who get too close to the emerald enchanter's citadel (Emerald eidolon stats from The Emerald Enchanter).
2. 1d4 Flying emerald skulls keep to a distance, observing the party as they move through the region (Flying emerald skulls stats from The Emerald Enchanter).
3. You come upon a section of the mountain, about 60 feet in diameter, that has been carved from the rock to look like the head of a nightmarish, demonic hound. Any chaos-aligned magic-user may use a d30 when casting near this place.
4. A small pond is found along the side of a sloping section of the mountain, it seems to almost defy physical laws with its existence. There are many brightly multi-colored fish swimming within. Eating one of these fish in a fresh state will heal +1d4 hp and recover +1d4 ability scores of your choice. Upon returning to this place, the pond and fish will be gone. Preserving the fish is impossible as they turn into a weird, foul-smelling goo after a day.

### **Nighttime Random Encounters:**

1. Under the cover of darkness, 1d4 Flying emerald skulls chance getting a close-up peek at the adventuring party while they sleep in their camp (Flying emerald skulls stats from The Emerald Enchanter).
2. The unearthly howls of some monstrous beast echoes through the mountains as you prepare to sleep. If the adventurers pursue the noise, they are led to the cave-like complex (See below in this hex).
3. A random character has a very lucid dream. Either choose an adventure and tell the player what information they receive that leads to that adventure or have the character come up with something interesting themselves. The character receives gains +1 hp and +2 xp.



4. The weather changes to warm and humid. The characters will wake up a bit wet and uncomfortable from humidity and the following day will be cloudless and require a Fort save DC 13 at some point, failure means characters take 1d4 Sta damage from heat exhaustion.

\*

A dark and brooding citadel sits atop a barren cliff among the Trolltooth Mountains (The Emerald Enchanter adventure start and follow-up with The Emerald Enchanter Strikes Back).

\*

You come to a wide valley within the mountains, home to a savage tribe of 5d10 barbarian peoples (Berserker stats from DCC RPG, plus a 4HD Berserker with AC 17 for their chieftain, who wears the skin of a giant lizard as his armor) who have lived in this region for ages and they don't like outsiders. They are what's left of those who worship an ancient chaos spirit that takes the form of an enormous demonic hound, currently known as the Hound of Hirot and tormenting the people of that village to the southeast (hex 0502).

\*

You come upon the opening to a cave-like complex, well-constructed once past the first couple corridors. It leads eventually to a large temple and various shrines to the ancient chaos spirit now known as the Hound of Hirot. Here, long ago, many sacrifices were made to the chaos spirit. Some of the ghostly aspects of those killed remain to haunt and torment those who intrude (Ghost stats from DCC RPG). A number of wolves and hellhounds are drawn to this place as well (wolves and hellhound stats from DCC RPG).

## **O4O2 (HILLS)**

### **Daytime Random Encounters:**

1. 1d4 Vine horrors (using the corpses of travellers, or animals, sometimes a collection of animals) creep amongst the rotted vegetation that seems to plague this region, often growing out of the rocky hillsides, spoiling the surrounding soils. (Vine horror stats from Sailors on the Starless Sea).
2. A random character describes something interesting, suggestions include - roll 1d4: 1. Something about their

- previous experiences exploring the wilderness (or lack thereof); 2. Their feelings regarding the party's current goals; 3. Their personal goals and what they want to get out of their journey; 4. Their honest feeling regarding one or two of their companions.
3. A travelling merchant attempts to ford a river with his cart full of merchandise, but having some difficulty. A combined strength check of DC 25 is required to safely get everything across. Failure means the cart busts a wheel and gets taken by the waters, goods scattered everywhere. If successful, however, the adventurers have a chance to resupply with a one-time 50% discount.
  4. A large sound, like the crashing of enormous boulders, is heard echoing through the hills. A moment later, a swarm of bats (Mundane bat swarm stats DCC RPG) flies through the path of the adventurers, attacking and biting, but disappearing after 2 rounds. The bats came from the direction of the old abandoned keep (see below).

### **Nighttime Random Encounters:**

1. 1d6+4 Beastmen raiding camps of any travellers through the region, hoping to sacrifice them to their chaos cult (Beastman stats from Sailors on the Starless Sea).
2. 1d4 Vine horrors extend their tendrils to creep out from beneath bed rolls and backpacks, attempting to strangle the adventurers while they sleep (Vine horror stats from Sailors on the Starless Sea).
3. A good camping spot is found on the top of a rise, from here, the adventurers are able to get a great look at the surrounding regions for purposes of navigation. All may take +1 xp.
4. You hear strange sounds in the night, whispers and curses with the stepping of boots. If the players' camp is not well-hidden, they will be attacked by a small band of 3d4 bandits (DCC RPG). They will, however, attempt to flee when it looks like things aren't going their way. If the camp is well-hidden, they will wake to find travelers having been murdered on the road.

\*

An old abandoned keep crouches in ruin atop a low and stony hill, its walls and towers in ruin and disrepair (Sailors on the Starless Sea adventure start). Upon successful completion of the adventure, the party will be sent through the caverns far below the hills and out

into the river that goes through the forest and near the town of Hirot (0502). A larger, more detailed map of this particular region can be found in the adventure *The Emerald Enchanter Strikes Back*. Alternatively, you could have the party land wherever you like.

## **O4O3 (HILLS)**

### **Daytime Random Encounters:**

1. A single four-armed ape-man (DCC RPG) has wandered from his group. If watched from a distance and he doesn't take notice, he will eventually lead the party back to the rest of his group near a strange spire (see below).
2. Tall grasses in this area are infested with small, biting roaches that leave red rashes on the skin. They will swarm anyone entering the area (insect swarm stats from DCC RPG). They are drawn to this area by a stone disk, about a foot high and four feet in diameter, hidden by the tall grasses. Etched upon the disk are symbols of Nimlurun, the unclean one, lord of filth and pollution.
3. A troupe of performers travels down the road, heading to the town of Bonderbrook for the festival (hex 0202). They ask the party if they would camp with them as guards overnight, as they've heard this region is dangerous. They offer 50gp for the party's services or a trade: the troupe will perform their act for the protection (in which case, the judge might award an extra +2 xp, but no coin). Either way, if the party accepts, they will lose one day of travel.
4. You cross paths with a regiment of 2d4+4 mounted soldiers, belonging to the Fraternal Company of the Black Swan, that have been hired by several guilds of Punjar to rid the region of beastmen who have advanced too closely to the grand city. Unless a warrior among the players' group is part of their order or a similar militant order, they will do little to even acknowledge the adventuring party aside from letting them know that this area is unsafe for travelers. The entire regiment, however, will be no more by sun up the next day.

### **Nighttime Random Encounters:**

1. 1d6+4 Beastmen looking to collect more prisoners for their camp to use as test subjects on their “Pool of Souls” back at their camp. They don’t want to risk much and will flee to avoid losing too many of their own.
2. An eerie howling can be heard throughout the night. If the party chooses to investigate, it will lead them to the strange spire in a vale, golden rippling light illuminates the area (see below).
3. While searching for a suitable campsite, you find an ancient obelisk within a rocky crag. A glowing pool of constantly shifting colors has accumulated at the base of the stone. A character may attempt to drink from the pool or collect some in a flask. A drink of the broth allows the character to roll upon the Make Potion spell (DCC RPG). The first drink allows a roll of d20+15+luck modifier. Roll for a random potion within the line of the result (for example, a result of 24-26 gives the options of polymorph, speed, heroism - roll a d3 to randomly decide the final potion result). Any drinks after the first taste like water and have no magical effects.
4. A small group of 1d4 travelling minstrels barge into camp requesting help in recovering their friends from a cave inhabited by monstrous cyclops creatures (see below in this hex). They will offer 100gp once their friends are safely rescued. Their friends are hung up in the cave of the monsters, their bodies completely shriveled and preserved. The minstrels will not want to pay up when they find that their friends are already dead.

\*

A camp of 1d10+10 beastmen and 2d6 beaten and starving prisoners in a small valley connected to a shallow cave where a beastman shaman rests and performs horrifying sorcery on a pool of water. It is their goal to transform this pool into something like the Well of Souls (from Sailors on the Starless Sea) so as to change their prisoners into more beastmen for their ranks.

\*

In a small vale, blocked from sight by the surrounding hills, a spire sits, a rippling, golden energy runs through the area. Throughout the night, spectral howling can be heard, emanating from the spire. The body of an ancient wizard rests within a glass chamber filled with blue fluid at the top of the tower, awaiting a day in the future when

his energies will have compounded to make him immensely more powerful. His purpose is delving into the mysteries of the universe, and he will create his own universe in a vat once his powers have coalesced. The area is guarded by a group of 2d4 four-armed apemen (DCC RPG) who feed upon the rocks imbued with the rippling gold energy of the area. The inside of the spire is guarded by multiple traps and magical locks requiring answers to riddles.

\*

A group of three large, cyclopean creatures with strange bony protrusions all over their bodies inhabit a cave in this region (use Ogre stats from DCC RPG, give them +1 AC and cause 1d4 damage when they are attacked in melee). They live simple lives of capturing human and demihuman races, dragging them to their cave, and desiccating their bodies (removal of all moisture) for purposes of preservation. To do so, they use some strange arcane tools they took from the wizard that created them (after using them on the wizard).

## **0502 (FOREST)**

### **Daytime Random Encounters:**

1. A small wagon carrying a family of villagers from Pilgrim's Rest sets off down the road, loaded up with everything they own. They flee from the misfortune that has befallen the village and fear more is to come with the appearance of the star Serbok in the night sky (more info in The Tower Out of Time).
2. Two creatures, dressed in bizarre, metallic clothing, are found dead in the middle of the forest. One carries an odd tool, like a thick, hollowed-out staff with two handholds and a number of tubular compartments attached (this is a gamma rifle with 2d5 shots remaining, dealing 5d6 damage on a hit and turning creatures inside out on death. It has a 1 in 6 chance of misfiring, sundering, and causing 3d6 to the user).
3. Your wanderings through the forest are serene and enchanting, a random character tells a story from their past - roll 1d4: 1. Something of mystery, 2. Something of magic, 3. Something about an exotic culture of people they came across in their travels, 4. Something like a vision they experienced that seem to help them make an important choice. The participating character gains +2 xp.

4. You come across a busted and abandoned carriage along the road. Anyone coming close will be attacked by a swarm of hornets (use insect swarm stats from DCC RPG) who have made a nest in the carriage.

### **Nighttime Random Encounters:**

1. A burning star pierces the night sky, a long tail of white-green trails across the inky expanse (more info in The Tower Out of Time).
2. Hard rain pounds the forest throughout the night, forcing the party to find cover from the storm. Early in the morning, while it's still dark, strange creatures, like large mushrooms, emerge from the forest floor, dispersing a fungal cloud all around the area. If left undisturbed, they will burrow back into the earth as the sun rises. Many exotic mushrooms can be picked from the ground the next day once the rains have cleared.
3. A crying maiden can be heard on the wind. If investigated, the ghostly appearance of a maiden is found kneeling at an altar and weeping within a circle of magical stones. She says she is bound to this place unless the adventurers seek out the Silver Boar (use stats for Hell Hound with 5 HD, and +2 AC) found in the plains to the south (hex 0503), and slaughter it upon the altar at the rise of the next moon (three days from now).
4. A giant lizard (DCC RPG) comes to rest in the party's camp. He means no harm and when spoken to, will speak in return. He is intelligent and seeks an adventuring party to join in order to take revenge on the savage tribe of hunters that slaughtered his partner (the barbarian tribe in hex 0401).

\*

The smokes and clatter of the nearby village of Hirot fill the air. The forests recede from the town, like servants bowing to their master (Doom of the Savage Kings adventure start).

\*

The village of Pilgrim's Rest sits along the well-travelled road, The Pilgrim's Path. What would normally be a very standard village has been thrown into upheaval and fear due to recent events, causing

villagers to take extra precautions when sleeping. Many keeping in doors by the time night falls, barring their doors, or simply huddling together in the same home, taking turns keeping watch throughout the long nights.

### **Rumors around Pilgrim's Rest:**

1. Villagers have been going missing by night, and there have been frightening, crystal-like statues spotted near the citadel to the northwest in the Trolltooth Mountains, where it is believed a strange wizard lives. They wonder if the two events are related (obtain quest for the adventure The Emerald Enchanter).
2. You hear talk of a "bearded star" crossing the night sky, white-green in coloration. Some say it signifies ill fortune, a mad prophet says it predicts the birth of monstrosities, terrified villagers say plague and famine are near at hand (more info in The Tower Out of Time).
3. (After the adventurers have been made aware of Serbok, the comet) Woodcutters, who have been logging in the nearby forest, came across a large, ominous lake that seems to have appeared overnight. Additionally, a bizarre and monstrous tower rests upon the lake's shore (obtain quest for The Tower Out of Time and refer to the adventure for more info).
4. You hear a tale of a magical shield, lost in battle with a powerful demon long ago. Legend holds that it may still be found somewhere atop Demon Crown Hill to the south (hex 0503) where that battle took place (obtain quest for Dread on Demon Crown Hill).
5. Strange bestial creatures, walking on two legs like men have been spotted from a distance wandering the hills to the southwest (hex 0402 - more info in Sailors on the Starless Sea).

\*

(Once the "bearded star" is no longer in the sky) A beam blazes constantly from the nearby forest, pierces the sky, and parts the clouds above. The burning ray guides any who follow deep into the forest where they will discover a strange tower at the shore of a wide lake (The Tower Out of Time adventure start).

## 0503 (PLAINS)

### Daytime Random Encounters:

1. A caravan travels from Pilgrim's Rest (see hex 0502) to Punjar. Among those belonging to the caravan are merchants, pilgrims, religious acolytes, and several craftsmen. The adventurers can resupply with this caravan or rest amongst them. The caravan is always seeking more guards and can pay 1gp per level of character for every day of travel. Travelling through each hex with the caravan takes one extra day of travel.
2. A small herd of eight wild horses (DCC RPG) graze upon the grasses in a nearby field. Each one is marked with an arcane rune corresponding to one of the eight runes of the fey runic alphabet (DCC RPG). If captured and befriended, a character can repurpose the rune and make a one-time use of it.
3. Within a hollowed-out stone, massive and scabrous, a peculiar scepter, almost natural and biological in form, rests among a bed of leaves surrounded by small candles radiating a pale green and blue flame. The scepter has the power to speak with the spirit of a recently deceased corpse and often attracts spirits still bound to this world, looking for help or vengeance.
4. A tall, drunken man lays in a ditch at the side of the road, singing songs of lament for the death of a close friend. He says his friend went to explore Demon Crown Hill (see adventure Dread on Demon Crown Hill) and never returned. He's been meaning to go himself to find out what happened, but has yet to work up the courage. He will offer what little he has remaining (2d20 sp and a ring belonging to his missing friend worth 1d10x10 gp). This man will be nothing but a nuisance and frequently get the adventurers into trouble while he is with them.

### Nighttime Random Encounters:

1. During the witching hour, a fiendish wizard rides a pterodactyl (DCC RPG) across the sky and over the party's camp. He is seeking a perfect location for a wizard's tower from which to summon a demon army in the name of Azi Dahaka and turn the land into a perpetual desert wasteland. As he passes over the camp, a momentary sandstorm blows through the area causing all water sources in the immediate area to dry up and be replaced by sand.



2. (If the Tower Out of Time hasn't been discovered yet... ) A strangely-colored comet, with a long tail of white and green, lights up a section of the night sky to the north.
3. The party finds what looks like an empty cave that can guard them from any sort of bad weather. However, a pool towards the back of the cave contains a cave octopus that will slink out during the night and attack the adventurers as they sleep. At the bottom of the pool is the skeletal remains of a deceased adventurer and a jeweled dagger, its tip looks like the flame of a torch. Once per day, the dagger can launch a jet of flame in a cone, 40' long and 10' wide at end. All within take 2d6 damage and may catch on fire (Ref save DC 13 to avoid).
4. Crying can be heard all through the area. A source cannot be found and characters begin to feel a sense of loss and blame others for it. All characters make a Will save DC 12 or lose 1 Intelligence permanently.

\*

The grasses here turn brown and sickly, leading up a distance to a squat and ominous hill that rises into the sky like a tombstone. Pillars of rock jut out at the hill's apex, giving the appearance of a titan's dark crown (Dread on Demon Crown Hill adventure start).

## **0504 (HILLS)**

### **Daytime Random Encounters:**

1. In a depression between the hills, a stream flows in an endless circle around an ancient stone carved in the likeness of a screaming owl with no eyes and its wings outstretched. If a character touches the stone, lights begin to burn where the owl's eyes should be. They grow brighter and brighter until everything is white and suddenly the characters are standing directly in front of the entrance to one of the following adventures, with no memory of how they got there and only vague memories of the owl. They do, however, recall various hooks that would have led them to this new place. Roll 1d4 for a random adventure module: 1. Jewels of the Carnifex (hex 0304), 2. The One Who Watches From Below (see below in this hex), 3. The Emerald Enchanter (hex 0401), 4. Fate's Fell Hand (hex 0201).

2. A friar (DCC RPG) dressed in regal robes, leads 1d4 acolytes and 1d10x10 followers (use acolytes and peasants in DCC RPG), seeking a shrine to Justicia, goddess of justice and mercy (hex 0602), but they are hopelessly lost and the faith of the acolytes and followers is faltering. By the next day, they will have murdered the friar and begun to wander aimlessly to their deaths in more dangerous territory.
3. You see a windmill perched atop a hill. It's in slight disrepair, but still operational. It's still generating energy for an enormous, tentacled Prime Basilisk (DCC RPG) dwelling below. However, the windmill will fail in 1d3 days from now, causing the monster to emerge from the depths and rampage across the land.
4. It's a quiet day in the hills as the breeze whispers through the valleys and over the hill tops. Two characters in the back of the group can make a Reflex save DC 15. Success means they spot several people watching them from a distance. These people are bandits (DCC RPG) living in the hills (see below in current hex). If spotted, they duck back into cover and disappear from sight, likely heading back to their hideout.

### **Nighttime Random Encounters:**

1. 3d4 bandits (DCC RPG) attempt to sneakily steal things from the party's camp at night. This requires whoever is on watch to make a Reflex save DC 13 to discover them. Once discovered, they will attempt to make away with whatever they've grabbed up and cover each other as they slip away back into the night, returning to their hideout.
2. A fortune teller (DCC RPG) approaches the party's camp as the sun is setting. She is looking for a safe place to stay. In exchange, she will read the fortune of one character, and offer to read more fortunes for 20gp each. By morning, once everyone awakes, the fortune teller will still be asleep. Whoever goes to finally check on her will discover that she is nothing more than a skeleton in a pile of clothes, clearly long-dead, any money they gave her mysteriously gone as her one bag is only filled with dried leaves.
3. The adventurers hear the sounds of a child crying in the night. If they investigate, they will discover a young dwarf child abandoned in a small glade, naked in a basket at the base of a menhir with the symbol of a hammer etched on its front. This is the symbol of Daentharr and this child, if helped and brought up

by a loving family, will one day become a great champion of the Mountainlord.

4. A random character has a nostalgic dream of something from their past. Suggestions include - roll 1d4: 1. A meaningful item or toy from their childhood, 2. A lost love, 3. An important conversation or meal shared with a dear family member, 4. A special place that once brought the character joy. The participating character gains +2 xp and +1 to an ability score related to the memory (other than luck).

\*

Before you, amongst the hills, is a small and dark cave opening, an old sign next to it reads, “ENTER” (The One Who Watches From Below adventure start).

\*

A gang of 36 bandits (DCC RPG) inhabits a cave, from where they will waylay travelers along the road. They are led by a bandit captain, with three bandit heroes among them, as well as 20 additional outcasts, too weak to participate in banditry (children, elderly, disabled). They are outcasts from the villages and cities, keeping an ear out for worthwhile heists on rich travelers. They have had to make these hills their home temporarily to evade authorities who have recently been a thorn in their side.

## **O6O2 (MARSH)**

### **Daytime Random Encounters:**

1. A blood-covered swarm of Croaking Doom bursts from the bloated carcass of a deer nearby (Croaking Doom stats from The Croaking Fane).
2. The swamp sucks at your boots, the air melts upon your face, your clothes stick to your skin, and your hair is an itching and dripping mess. The worst of all, though, are the bugs, always crawling and flitting about, suffocating your every breath. They smother, and bite, and encompass your every movement. As the party traverses through an especially horrendous section of the marsh, an insect swarm (DCC RPG) unceremoniously attacks everybody.
3. A spectral knight, bedecked in glistening silver armor, unmarred by the surroundings, sits upon a stone in the middle of the

swamp, a heavy sword and shield rest by his side. “It is my curse to forever guard a powerful treasure,” he tells you. “To claim the prize, I must be defeated in single combat. I call out he who is mightiest of all.” (Use knight stats from DCC RPG, but give him 5HD, +1 AC for his shield, a deed die, and the dwarf’s shield bash ability. If the chosen combatant is assisted in any way by another character, the spectral knight cannot die. He otherwise desires to be released from his curse and set free in death.) The powerful treasure is in fact a metal hatch into an ancient vessel on which the knight stands. It was long ago buried beneath the earth, mutating the landscape into what it is now, releasing the many strange creatures of the swamp. It can still be explored and powered, activation has the potential to transport adventurers across the universe. The character who defeats the knight is now imprisoned within a spectral field, unable to leave their guard post, never wanting for food, never knowing sleep, and always desiring to defend the secrets of the machine below.

4. An old wise person (use Sage stats from DCC RPG) lives within a hut in the middle of the swamp, though the area is miraculously free of insects and other vermin. Further, the air is cool and fresh and breathing is no longer a chore (this place was once blessed by a Sword-Saint of Justicia). You are hailed by the wise person and offered a choice to dwell here for the next 24 hours (lose one day, but skip encounter rolls for this night and the next day). In return, you must give the wise person the item in your inventory you most admire. Accepting the bargain, the characters will be fully healed of all damage, ability score loss, disease, and any other detrimental effects. They will receive +4 xp each, and they will leave the area with a blessing spell effect of 30-31 (DCC RPG), using a caster level of 5 (which lasts 7 days), so long as they strive against the forces of chaos, and appeal to the virtues of Justicia. Lastly, during their time with the sage, each adventurer may ask him about anything related to a subject he is knowledgeable about at no charge.

### **Nighttime Random Encounters:**

1. A Primeval Slime is stepped in while setting up camp or while trekking through the muds and bogs (Primeval Slime stats from The Croaking Fane).

2. You found a spot of dry land on which to set up your camp. The sounds of the swamp beyond, however, are maddening. If that wasn't enough, 4d4 colossal leeches surface from the depths and crawl towards the sleeping adventurers, their toothy, suckered mouths positively pulsating with anticipation for blood.
3. You hear strange chanting among the usual tittering of swamp sounds. If investigated, deep voices can be tracked to an area of barren rock where a magician and 1d8 acolytes (DCC RPG) are in the middle of performing a dark ritual with several bound and kneeling prisoners encircled. The magician's body is twisted in the aspect of an amphibian - large eyes spread to either side of his head, his torso shortened, and his limbs lengthened and bent unnaturally. His voice makes guttural, reverberating echoes against the muddy waters. The magician attempts to invoke Bobugbubilz with a d20+11 spell check, and add one for each acolyte. Whatever is summoned will consume the prisoners for the glory of the demon lord of amphibians. If the adventurers interfere, they will be sacrifices as well.
4. The light from a full moon shines down upon the marsh, the normal sounds of critters oddly quiet. A random character catches sight of a fire burning and flickering behind a copse of trees. Investigating leads to a coven of twelve witches, dancing naked, midair around a bonfire, the aspect of a demon coalescing from the blood and flesh of bound prisoners roasting in the fires below. A Type III demon (DCC RPG) will take full form in 1d6 rounds. If not stopped here, it will rampage across the countryside.

\*

You emerge from the thick muds and dense trees of the marsh into a wide clearing where a large structure in the shape of a gigantic toad perches upon a rocky outcropping, small stone tiles seem to create a path to a small entrance (The Croaking Fane adventure start).

\*

A shrine to Justicia, goddess of justice and mercy, is a majestic sight among the dreadful marshes of this region. This shrine was erected as a sanctuary and place of safety for followers of the goddess.

# MAKING AN EFFORT

By Diogo Nogueira

Spending Luck and Spellburning are great tools characters can make use of to achieve success when desperate, but what if they could put a little extra effort into their actions to ensure they would not be fruitless?

With the “**Making an Effort**” optional rule, all characters may spend points of select abilities *before and only before* rolling an ability or skill check (unlike Luck, which may be spent before *or after the roll*) to add the same amount of points they spent to the final check result. The ability points spent for the ability or skill check are based on the type of check being attempted (e.g., Strength for Strength-based checks or Willpower for Willpower-based checks) and the modifier applied to the check is the one in effect before the ability was reduced; after ability points are spent, the modifier changes to reflect the reduction in score.

These burned ability points can be healed normally with rest or magical healing.

# LEGACY POINTS – XP FOR PLAYERS

By Diogo Nogueira  
Illustration by Matt Sutton



In our busy modern lives, it's pretty hard to keep a steady campaign going. That's one of the reasons Goodman Games' Road Crew initiative is so cool. You are encouraged to just go to public spaces and judge DCC RPG for anyone willing to play. And since the DCC RPG is inspired by Appendix N literature, the adventures we usually play with it are mostly independent from one another, like a tale from the pages of Fritz Leiber or Robert E. Howard.

However, it's not uncommon to have recurring players and characters in those "independent" and open table games.

Additionally, at our own tables, there are players that are willing to accept more responsibilities than others, helping judges and other players enjoy the game more.

To reward these people, a few games have been using something called Legacy Points, and it could be really fun to add this to DCC RPG. Players earn Legacy Points instead of their characters, and they can spend it in a number of ways as described below.

What we do as judges is to clearly define certain player roles and respective tasks associated with them that players can take on to earn Legacy Points. Players who perform one (or more) of these roles in a game session earn 1 Legacy Point per role to spend as described below. The roles and their associated respective tasks are:

- **Cartographer:** Draws maps of the places the party is exploring, like dungeons, cities, and forests, so players can orient themselves within the game world.
- **Secretary:** Schedules the game and passes important messages from the judge to the players, helping getting everyone on the same page.
- **Chronicler:** Take notes of names, places, NPCs, rumors and any information the group might find useful so the judge doesn't need to keep reminding the group of the things they have already said.
- **Accountant:** Takes notes of all the treasure the group finds, how they divide it amongst themselves, how they spend it and if they choose to invest it in ways to benefit of the whole group.
- **Medic:** Tracks the PC & NPC HP, conditions and other depleting resources of the whole party.
- **Barrister:** Acts as rules consultant for any rules questions.
- **Battlemaster:** Tracks initiative order and effects durations, like spells, potions and whatnot.
- **Troubadour:** Briefly summarizes what has happened in the campaign so far, helping everyone at the table to get on the same page at the start of the game session.
- **Cook:** Ensures arrangements for food and beverage availability are in place for the game session.

*For Road Crew games, just taking part in one of the games gives 1 Legacy Point to a player, too.*



Naturally, not all roles would fit every group, and some of them might not make sense for every game. But these are ones I identified where responsibility could be assigned to a single player. Assigning roles not only helps unload the judge of every responsibility for game session preparation, but also makes players more engaged and committed to the game.

Players can use Legacy Points in the following ways:

- Trade one to allow a single reroll of any ability, spell, or skill check or saving throw for your current character.
- Trade one to regain the character's HD in Hit Points.
- Trade one or more to re-roll 3d6 for a single ability score during character creation (may be done once per Legacy Point spent, limited to one re-roll for each specific ability; must keep the new roll results).
- Trade one or more for 1d6 XP per Legacy Point spent for newly created characters, allowing them to begin the game at a higher level (likely not appropriate for funnels).

# TWIST OF FATE

By Diogo Nogueira  
Illustration by Matt Sutton

Luck. Favor of supernatural beings, gods and demons. Destiny. A strong bond with the energy that empowers all the universe. Call it what you will. In DCC RPG, characters have a certain dependency on this factor, being capable of great things because of it, but putting themselves at great risk if they abuse it.

In game terms, whenever a character reaches their minimum Luck score, fate plays a trick on their life. Something happens to make their life more complicated, and it's up to the judge to decide what it is (usually making something in the adventure happen, like the temple starts to fall down, or the ancient god awakens). The table below is meant to provide interesting and exciting twists of fate and serve as inspiration for judges.. Roll 1d10 and interpret the result according to the events of your campaign.

## **d10    Twist of Fate**

- 1     An individual goes out of control, causing havoc and making the character's situation worse.
- 2     A dangerous monster or beast gets loose, putting the character into danger.
- 3     Some object important to the character is destroyed by accident.
- 4     Someone important to the character dies suddenly and inexplicably.
- 5     Someone mistakenly identifies the character as someone else, causing confusion and putting everyone in great peril.
- 6     An innocent proves to be much more dangerous than the character's enemies.
- 7     Local authorities appear at the worst possible moment.
- 8     A former ally betrays the character in a horrible way.
- 9     A previously unknown enemy is revealed and wants to settle things now.
- 10    A mistake made in the past comes back to haunt and severely inconvenience the character.



# Big Ol' List O' Gonzotronic Professions

By Justin S. Davis

Roll	Your Gig	Your "Weapon"	Your Stuff
01	Alien Abductee	Probe (1d3)	Carton of aluminum foil, malfunctioning watch
02	Assassin (Classy)	Sword cane (1d6)	1d4+1 Phony passports, disguise kit
03	Astrologer	Crystal ball (1d3, 5/10/15)	Tarot deck, tea leaves
04	Astronaut	Clubbin' helmet (1d4)	Spacesuit (+1 AC), 1d3 freeze-dried ice cream packets
05	Athlete (Aerobics Instructor)	Stranglin' headband (1d2)	Leotard (+1 PER), legwarmers
06	Athlete (Bowler)	Ball (1d6, 5/10/15)	Pitcher of warm beer, overflowing ashtray
07	Athlete (Globetrotter)	Basketball (1d3, 10/20/30)	Bottle of SportsAde™, towel
08	Athlete (Rassler)	Folding chair (1d6)	Unitard, gimmick*
09	Athlete (Rollerbrawler)	Spiked glove (1d6)	Padded gear (+1 AC), skates (+15' per action)
10	Babysitter	Telephone receiver (1d3)	1d6 Cloth diapers, retainer
11	Bartender	Icepick (1d4)	1d4 Rags, 1d4 shot glasses
12	Biker	Chain (1d6)	Club jacket (+1 AC), shades
13	Camp Counselor	Pocket knife (1d4)	Whistle, tube of sunscreen
14	Carny	Mallet (1d6)	1d4 Headless chickens, Fiji mermaid
15	Celebrity Panelist	Liquor bottle (1d4)	2d10 "Jokes" on notecards, oversized name tag
16	Cheerleader	Baton (1d3)	Pop-poms, can of hair spray
17	Comedian (Burlesque)	Cane (1d4)	Seltzer bottle, spinning bowtie

18	Comedian (Zany)	Gong mallet (1d3)	Bucket of confetti, toupee
19	Comic Geek	Slingshot (1d4, 40/80/160)	X-ray specs, 1d4 fruit pies
20	Construction Worker (Hot)	Sledgehammer (1d8)	Hardhat (+1 AC), lunch pail
21	Cruise Director	Clipboard (1d3)	Flower lei, alcoholic drink in pineapple
22	Dancer (Go-Go)	Thigh-high boot (1d4)	Sack of glitter, body paint
23	Dancer (Stage Show)	High heel (1d4)	Feathered headdress (+2 PER), gaudy costume (-1 AC)
24	Daredevil	Wrench (1d4)	Helmet (+1 AC), sequined cape
25	Disc Jockey	Discus record (1d3, 10/20/30)	Oversized headphones, dead turkey
26	Exorcist	Shankin' crucifix (1d3)	Vial of holy water, prayer beads
27	Farmer's Offspring	Pitchfork (1d6)	Cut-off shorts (+1 PER), piglet
28	Flower Child	Protest sign (1d3)	Bouquet of daffodils, pouch of recreational spices
29	Gym Rat	Barbell (1d6)	Bottle of baby oil, soggy towel
30	Healer (Faith)	Whallopin' holy book (1d4)	Defanged snake, sack of animal guts
31	Healer (New Age)	Jabbin' crystal (1d3)	Small magnet, 1d6+1 colorful stones
32	Healer (Quack)	Reflex mallet (1d3)	Head reflector, soiled labcoat
33	Healer (Yoga Instructor)	Padded bolster (1d2)	Leotard (+1 PER), rolled-up mat
34	Hedonist	Intimidating marital aid (1d4)	Bowl of keys, penicillin shot
35	Hitchhiker	Switchblade (1d4)	Short-shorts (+1 PER), rucksack
36	Host (Game Show)	Microphone (1d4)	1d6 Boxes of dry rice, 1d6 tins of car wax
37	Host (Horror)	Skull-headed cane (1d4)	1d6 Rubber bats, 3-D glasses
38	Hunter (Cryptid)	Walking stick (1d4)	Footprint plaster, bag of mysterious spoor

39	Hunter (Most Dangerous Game)	Blowgun (1d3, 20/40/60)	Pith helmet, spyglass
40	Hunter (Safari)	Survival knife (1d6)	Tooth necklace, furred vest
41	Hunter (Shark)	Harpoon (1d6)	Wool cap, bucket of chum
42	Hypnotist	Pocketwatch on chain (1d2)	Spectacles, metronome
43	Janitor	Mop (1d3)	Sack of sawdust, bucket
44	Junkie	Syringe (1d3, 20/40/60)	Rubber tubing, spoon
45	Junkman	Crowbar (1d6)	1d8 Headless dolls/doll-less heads, 10 lbs of scrap metal
46	Law Officer (Foxy)	Nightstick (1d4)	Tear-away uniform (+1 PER), handcuffs
47	Law Officer (Rural)	Biggest stick (1d6)	Oversized belt buckle (+1 AC), plug of chaw
48	Law Officer (Vigilante)	Brass knuckles (1d4)	Garish tie, non-regulation firearm (with no ammo)
49	Legbreaker	Baseball bat (1d6)	5 GP, bag of concrete
50	Lifeguard	Megaphone (1d4)	Life preserver, whistle
51	Lizard (Lot)	Straight razor (1d4)	Lipstick, purse full o' prophylactics
52	Lizard (Lounge)	Medallion (1d3)	Polyester suit (+1 PER), 1d3 doses of "nose candy"
53	Mack	Ornate cane (1d4)	Oversized furred-n-feathered hat (+1 PER), 10 GP
54	Man In Black	Cattle prod (1d8)	Suit and tie ensemble, phony governmental ID
55	Martial Artist (Self-Taught)	Throwing star (1d3, 20/40/60)	Colored belt, 1d3 ninja magazines
56	Mechanic	Wrench (1d4)	Hubcap (+1 AC), oil can
57	Mental Patient (Escaped)	Oversized keyring (1d4)	Torn straightjacket, pack of smokes
58	Militant	Broken bottle (1d4)	1d4 Righteous sew-on patches, 1d4 bumper stickers
59	Moonshiner	Jug (1d4)	1d6+1 Swigs o' corn squeezin's, washboard
60	Mortician	Scalpel (1d4)	1d6 Ears in a jar, featureless ( <i>or is it...?!!!</i> ) metal sphere

61	Mountain Man	Hatchet (1d6)	Fringed jacket, animal pelt cap
62	Muckraker	Stabbin' pen (1d3)	Microcassette recorder, rumpled hat
63	Musician (Backwoods)	Banjo (1d6)	Overalls, 1d3 roadkills
64	Musician (Disco)	Mirrored orb on chain (1d6)	Rollerskates (+15' per action), flashy threads
65	Musician (Lounge)	Microphone (1d4)	Animal-print jacket, cocktail shaker
66	Musician (Rhinstone)	Guitar (1d6)	Cowboy hat, bedazzled jacket
67	Musician (Shock)	Wicked guitar (1d8)	Greasepaint, 2d4 blood capsules
68	Peddler (Door-To-Door)	Vacuum cleaner (1d4)	Pocket Fisherperson™ tool, can of spray-on hair
69	Peddler (Make-Up)	Satchel (1d4)	2d4 Cosmetics, perfume atomizer
70	Pilot (Airline)	Luggage (1d4)	Captain's hat, 1d4 winged pins
71	Pinball Wizard	Sack of coins (1d3)	5 GP, oversized soda pop
72	Pornographer	Hefty camera (1d6)	Bottle of lubricant, 1d4 stag mags
73	Private Dick	Blackjack (1d3/2d6)	Fedora, trenchcoat
74	Protestor	Placard (1d3)	1d3+1 Brassiers, lighter
75	Pugilist	Gloves (1d4)	Mouth guard, bucket of saliva
76	Punk	Spiked wristbands (1d4)	2d10 Safety pins, can of spraypaint
77	Pusher	Switchblade (1d4)	1d6 Hallucinogenic pills, electronic pager
78	Retiree (Rapping)	Knitting needle (1d4)	Ghetto blaster, box of prunes
79	Roadie	Broken instrument (1d4)	1d6 Guitar picks, bowl of brown M&Ms
80	Robonic (Wo)Man	Replacement mechanical limb (1d4)	Robonic implants (+1 STR, +1 AGL), tracksuit
81	Server (Sassy)	Empty mug (1d4)	Serving tray (+1 AC), chewing gum
82	Shriner	Symbolic pin (1d3)	Miniature car (+5' per action), fez
83	Slasher (Campground)	Machete (1d8)	Mask, tool belt

84	Slasher (Miner)	Pickaxe (1d6)	Respirator mask, headlamp
85	Slasher (Suburban)	Butcher knife (1d6)	Holiday mask, jack-o-lantern
86	Slasher (Taxidermist)	Meat hook (1d6)	1d4+1 Strangers' wallets, 1d4+1 bones
87	Sleuth (Teenage)	Oversized magnifying glass (1d4)	Box of kibble, sentient pet with speech impediment^
88	Slumlord	Plunger (1d3)	10 GP, 1d6 full rodent traps
89	Stage Magician	Saw (1d6)	Tophat, trick°
90	Steward(ess)	Serving tray (1d3)	Flattering uniform (+1 PER), 1d8 miniature liquor bottles
91	Streaker	Shoelace garotte (1d2)	Tennis shoes (+10' per action), +2 AGL
92	Trucker	Tire iron (1d4)	CB radio, 1d3 pep pills
93	UFOlogist	Metal detector (1d4)	Jar of metal fragments, telescope
94	Ventriloquist	Clubbin' puppet (1d4)	Tuxedo, wooden stool
95	Yuppie (Prick)	Cumbersome portable phone (1d4)	Pinstripe suit, briefcase full of documents
96	Yuppie (Unhinged)	Axe (1d8)	1d4 Pop albums, poncho
97	Zealot (Airport)	Stranglin' beads (1d2)	3d12 Pamphlets, 1d6 flowers
98	Zealot (Occultist)	Goat skull (1d6)	Cloak, black mass hymnal
99	Zealot (Svengali)	Knife (1d4)	1d6 Psychedelic mushrooms, 1d10 packets of powdered punch
100	Zealot (Televangelist)	Collection plate (1d3)	25 GP, hair gel

\*: roll 1d4: (1) feather boa, (2) lucha mask, (3) snake in a sack, (4) national flag

^: roll 1d6: (1) fish, (2) turtle, (3) parrot, (4) cat, (5) dog, (6) monkey

°: roll 1d6: (1) rabbit, (2) dove, (3) 1d6+2 scarves, (4) 1d4 linking rings, (5) instant bouquet, (6) 1d3 smoke pellets



## This image shows a full page of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page, providing a template for handwriting practice or general writing. There are no margins, text, or other markings on the page.

# **GFA 2019 VOLUME 12 CREDITS**

## **AUTHORS**

Jason Abdin, Justin S. Davis, Diogo Nogueira

## **ILLUSTRATORS & CARTOGRAPHERS**

Jason Abdin, Matt Sutton

---

# **GFA 2019 CREDITS**

## **COVER ART**

Doug Kovacs

## **TITLE PAGE ART**

Marc Radle

## **EDITORS & PROOFREADERS**

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley, Cory Gahsman, Michael Harrington, Tony Hogard, Claytonion JP, Elizabeth Levy, Shane Liebling, Collen McDonald, Russell Mirabelli, Jason Morgan, Keith Nelson, Marcie Riebe, Jeff Scifert, Ian Zebarah Shears, Tim Snider, Dan Steeby, Shyloh Wideman, Chris Zank

## **PRINTING OFFSET CONTRIBUTORS**

Jason Abdin, David Baity, Julian Bernick, Eric Betts, Daniel Bishop, CeCelia Bowden, Jen & Bob Brinkman, Marc Bruner, Todd Bunn, Ian Burgess, Michael Carlson, Justin Chophonis, Ariel Churi, Charles Couch, Jim Cox, Hector Cruz, Thierry De Gagne, Sean Duffy, Mirko Froehlich, Fuzzbang and Hootz, Keith Garrett, Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard, Anne Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen, Lucas Kuntz, Christopher Lauricella, The Long Con RPG Convention, David Maltbie, Jon Marr, Juergen Mayer, Cullen McDonald, Ken McLennan, Jason Menard, Ruxed LLC, Ryan Moore, Keith Nelson, Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle, James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton, Aaron Talley, Karen Theroux, Matt Towle, Joan K Troyer, Melissa & Shyloh Wideman, Laura & Clayton Williams, Jon Wilson, David York, Chris Zank, and the anonymous patrons of the GFA community

## **CREATIVE VISION, PROJECT MANAGEMENT & LAYOUT**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh, Shyloh Wideman, Clayton Williams, Jon Wilson

# The 2019 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## YOU BE THE JUDGE #2 (Rules & Tables)

VOLUME 13 OF FOURTEEN BOOKLETS

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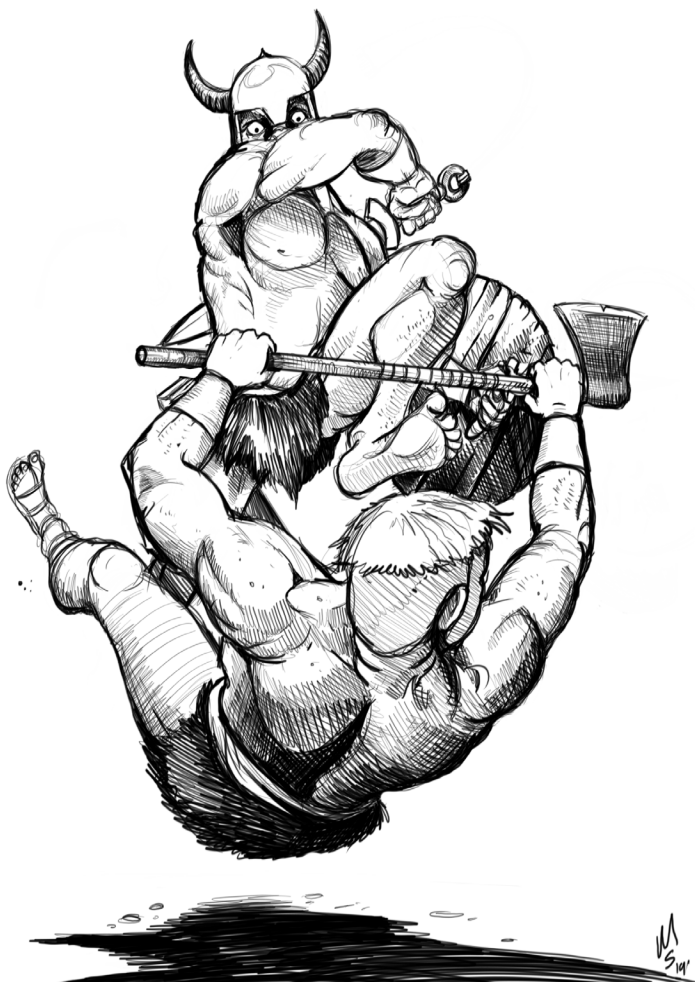
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# Are you Entertained!

A Table for Gladiatorial Combat in DCC RPG

Written by Jose Luiz “Tzi”

& Illustrated by Matt Sutton

If the PCs are placed in an arena to fight for the glory of some overlord (or just for their miserable lives) it's important for them to understand that the secret to winning is to first win the crowd.

During a gladiatorial combat, the crowd's support and derision can crush even a veteran dwarf's will. It is as if the gods lend their favor to the crowd. This is reflected by a series of special triggers that allow a PC to roll on the table below.

Here are the most common triggers (and the Judge is encouraged to create specific ones for his campaign):

- ★ A critical hit.
- ★ The first time a foe falls or is killed.
- ★ The first Mighty Deed of Arms (subsequent Deeds must not only be successful and roll higher than previous ones or the crowd won't be impressed).
- ★ Any particular impressive stunt (Judge's discretion).
- ★ The first Personality check to intimidate/taunt/humiliate a foe (subsequent Personality checks must be successful and roll higher than previous result to impress the crowd),
- ★ "*We who are about to die salute...*" A Personality check to address the crowd or local overlord (works only once with a DC of 15-20 and if successful the PC can roll on the table or let another ally roll).

Once a trigger is accepted by the Judge, the PC can roll on the table below, and add their Luck modifier. Warriors roll a d12 instead of a d10. Any PC that fumbled in the arena suffers a -1 penalty on the table.



Roll 1d10 The Force of the Crowd	
1	<i>Rotten fruit flies!</i> The crowd hates you. Roll 1d4. (1) A rock too! You suffer -1 die penalty for 1 round; (2) You slip and fall prone; (3) A tomato in the face! You're blind for 1 round; (4) You're shaken by their vitriol and suffer a -2 penalty until you win the crowd back by rolling on this table again with a higher result.
2	<i>Just another sunday at the arena.</i> The crowd is bored. Your next roll on this table suffers a -2 penalty.
3	<i>"Do that again!"</i> The crowd is starting to like you. Your next roll on this table gains a +2 penalty.
4	<i>"More blooooood!"</i> The crowd is pleased! You gain a +1 die bonus until the end of the next round.
5	<i>"YEAAAAAHHHHH!"</i> There is no such thing as too much blood. If you hit an enemy before the end of the next round, your attack deals maximum damage (no need to roll dice).
6	<i>We're the champions!</i> The crowd is with you. All enemies suffer a -1 die penalty and your party gain a +1 die bonus until the end of the next round.
7	<i>Deafening hoar!</i> The arena is alive. Your party is the new darling of the arena and gains 10 communal Luck points. However, if any of you fumble before spending all those points the crowd is immediately angered - lose the communal Luck and each of player loses 1d3 Luck Points.
8	<i>"DID YOU SEE THAT?!"</i> The glory of battle and the support of the crowd turns you in demigods. Each member of your party gains a 1d6 Deed Die, as if you were Warriors (Warriors add +3 to their current Deed Die). However, your pride also soars and a Deed Dice result of 1 is also a fumble. This lasts until the end of the next round.
9	<i>"KILL THEM ALL!"</i> If you hit an enemy before the end of the next round, your strike is critical. If you fumble, the Judge rolls twice and pick both results. The gods are cruel.
10	As above, but chose another PC. He or she also can roll on this table (treating any result of 10+ as if it was a 9)



Illustration By Danny Prescott

# BLOOD MAGIC & PRAYER BURN

Written by Daniel Vance

Prayer burn and blood magic are two ways that spell casters can enhance their spell casting abilities. Both techniques allow spell casters to add points to their spell check rolls. And both come with a price to be paid. Blood magic is typically used by wizards and elves while only clerics may perform prayer burning.

## BLOOD MAGIC

Blood magic enchantments use freshly spilt blood to boost the power of a spell. and are very much like spellburning or spending luck. With this enchantment, it is possible to make a failed spell a success or a success a fantastic triumph, but there is always a cost for this forbidden magic.

When a wizard wants to use blood magic, they must draw blood to inscribe the runes of enchantment (This uses an action unless the caster is using their own blood). Typically, this blood comes from the caster, however that is not always the case. This process allows the spell caster to boost the spell roll by 1 point for each hit point they sacrifice. However, unlike with spell burning and spending luck, there is an additional cost to be paid. Blood magic almost always has some unexpected side effect, and some of these side effects can be more gruesome than the consequences of a failed spell at a critical time. This is why blood magic tends to be the last resort of desperate wizards. Only the insane would use these enchantments lightly. Blood magic is typically illegal, and even its mention is frowned upon by right-thinking wizards.

When drawing blood, the wizard will spill an amount of blood appropriate to the weapon they are using to perform the bloodletting. The wizard performing the blood magic ritual may choose to draw additional blood up to the maximum damage of the bloodletting instrument

For example, if Corwin the Cowardly uses a dagger to do the deed, 1d4 would be subtracted from Corwin's hit points. Corwin could also choose to draw up to 4 additional hit points in blood from the wound. The total amount drawn - the original roll plus the additional hit points in blood would then be used to enhance the spell roll. Because the wizard must decide how much additional blood will be drawn (before the damage is rolled), it is possible that this process could kill the spell caster.

When a caster performs self-bloodletting no "to hit roll" is needed and no criticals or fumbles are ever generated. The wizard's strength bonus is only used if the wizard so desires (although it must be used if it is a strength penalty). Blood magic can also be performed by using the blood of other participants. The points garnered from this sacrifice will only be half of those usually generated.

If the caster uses the blood of an unwilling victim is used, both of the dice used to determine unwanted effects of the magic would up the dice chain one die. In either case - using the Caster's own blood or the blood of another- the wizard must use the obtained blood within d3 rounds. Otherwise, the power of the blood is lost.

Additionally, participants in blood magic must undergo certain rituals to make the enchantment a success. For instance, such a ritual might involve first slowly drawing blood of the willing or unwilling participant under the light of a new moon with 666 leeches, burning them then smearing the remains on the participant before finally drawing the full blood required by the ritual. These rituals take hours of preparation and unwilling victims would need to be restrained for this process to work.

Blood magic almost always has a cost. The enchantments are unpredictable and their use may cause the entire magic field to go septic. Once the initial spell is resolved, roll on the chart below to determine the side of effect of the magics involved. The spell caster would roll the damage die of weapon used in the blood magic plus a d14 for 1st level spells, d16 for 2nd level spells, d20 for 3rd, d24 for 4th and a d30 for a 5th level spell. This roll is also modified by the spellcasters luck (a luck bonus lowers the roll).

Lastly to simulate the volatile and unpredictable nature of blood magic, the dice used for the spell level “explode” if a maximum result is rolled – if the dice roll a maximum result (such a 14 in the case of a d14), the dice are rerolled, and the totals are added together. This process continues until the dice do not roll a maximum result.

Note: The weapon die does not “explode” if a maximum roll is achieved. Once all the dice are rolled, combine all the results and consult the table below.



Illustration By Clayton Williams

## THE CONSEQUENCES OF USING BLOOD MAGIC

Dice Roll	Result
< 10	Nothing Bad Happens
11	Roaring Blood: the caster becomes disoriented by the sound of roaring blood in their ears. The caster has a -2 penalty to any check involving perception. This sound fades in 1d6 hours.
12	Lethargy: The caster is hit with a wave of fatigue. They are unable to rouse themselves to perform any action unless a Will save (DC 9) is made. Even then all actions are performed at -2 due to exhaustion. This condition lasts until the caster has one solid day of uninterrupted rest.
13	Blood Lust: The caster must make a luck check or become infected with rage and a desire to kill. If the luck check is passed those around the wizard are affected instead. Everyone within 20' of the wizard must make a luck check or be overwhelmed with the desire to kill. Those in the throes of blood lust will attack the nearest creature unless an enemy is within 10'. This blood lust lasts for 1d6 rounds and grants enraged creatures a +2 bonus to hit.
14	The Smell of Blood: The smell of blood follows the spell caster wherever they go. This unpleasant smell ranges from freshly spilt blood to rancid rotting ichor without rhyme or reason. The smell causes most animals to take an instant dislike to the wizard and may attract predators in the wild. The stench is permanent.

15	Vampirism: The caster is infected with the desire to feed on blood. When blood is spilt the adventurer must make a Will save (DC 9) or become frenzied with the need to drink blood. This urge to drink is unstoppable and the caster will attack any that attempt to bar their way. This urge may also rear its head if an adventurer goes without food for more than a day. Each time that vampirism is rolled on this chart, the adventurer's DC for the Will save increases by +3. This condition is permanent.
16	Faint: the caster is overwhelmed with a feeling of light-headedness. They must make a Fort save (DC 15) or fall unconscious for 1d6 minutes. If the save is made, the caster has a -1 penalty to all actions for a like amount of time.
17	Weak blooded: the caster loses 1d6 strength points and cannot utilize blood magic until they are regained through normal healing.
18	Scab: disgusting scabs form all over the caster's body. This has the effect of raising the wizard's AC by +2 but gives a penalty to -3 to all checks involving social interactions as the caster appears diseased. This condition is permanent.
19	Blood oozes from pores: The caster's body becomes slick with blood as it slowly seeps from their skin. This condition reduces their hit points by 1 point (permanently) and leaves them continually coated in blood.
20	Blood Taint: The casters body mutates (spell corruption) - roll d6 to discover the level of spell corruption (1-3 minor corruption, 4-5 major corruption, 6 greater corruption). Then determine the corruption as normal.

21	Bleeder: The wizard must make a Fort save (DC 12) or become a hemophiliac for the duration of the battle. Injuries taken by the wizard will not close on their own and will continue to bleed (1 hit point per round). The only way to counteract this bleeding is by binding the wounds or magical healing.
22	Cry blood: everyone in a 5' radius (including the caster) spills tears of blood. This flood of tears causes 1d6 hit points of damage unless a Fort save (DC 12 is made).
23	A swarm of blood-sucking creatures is summoned (Roll 1d4):1. Leeches, 2. Mosquitos, 3. Ticks, 4. Vampire Bats. The swarm attacks everyone present (starting with the character with the lowest luck score) and uses the following statistics - Init +0; Atk many tiny bites +3 melee (1d6); AC 12; HD 3d8, HP 14; MV 40'; Act 3d20; SP Half damage from piercing weapons; SV Fort +0, Ref +, Will +0; AL C.
24	The blood drains out of everyone in a 20' radius. Targets must make a Fort save (DC 9) or take 3d6 stamina damage.
25	Coma: The spellcaster has overspent their power and falls into a coma. The only way to be awakened from the coma is by magical aid or by making a luck check. This luck check is made at the end of each month.
26	Heart attack! The caster must make a luck check or suffer a heart attack. The target must make a Fort save (DC 12) or take 1d6 stamina damage. This damage occurs every round until the target is dead or they make the Fort save.



27	Wall of Blood: A wall of ichor forms between the spellcaster and his enemies. This undulating wall of blood is always 10' tall with a width of 10' per spell level of the wizard. The wall has no effect except for obscuring vision and grossing everyone out.
28	Acidic Blood: Everyone in a 10'radius including the caster must make a luck check or their blood turns to acid this causes 6d6 hit points of damage and if the victim survives, they take a -2 penalty to all actions until they rest for one day.
29	Blood Mist: All of the blood spilt in the encounter rises up as an acrid mist. This mist which stains everything red also obscures vision in a 30' radius. Additionally, the mist is so nauseating that it causes a -2 penalty to all actions performed within its confines. The blood mist will dissipate in 1d12 rounds.
30	Blood Fire: each point of blood used to enhance the enchantment erupts in hellfire. If the caster makes a DC 15 spell check these flames may be directed away from the wizard in a 30' long 10' wide cone. Otherwise, the flames shoot upward immolating the wizard using blood magic. The flames cause 1 point of damage per hit point spilt in the enchantment.
31	Old Wounds Open: Everyone within sight of the caster must make a luck check (including the caster). If this check is failed, old wounds begin to open all over their body. Even old injuries from childhood might reopen. Affected creatures take 1d6 damage for each hit dice they possess.

32	Vampiric Spell Drain: The wizard's spell draws the vital essence out of all other magic in the area. All other spells are nullified, and their duration is added to the blood magician's spell. Additionally, no magic items will function in this space (the range of the spell enhanced with blood magic).
33	Blood Double: The blood spilt for the enchantment swirls in a vortex of magic with the ichor on the battlefield. Slowly a humanoid creature is formed lined with runes of power. A dark twin to match the wizard's own power is born. This creature is linked to the caster in such a way that each will always know in what direction the other lies. Most likely this blood double despises the wizard and will seek their death. The double's stats and abilities mimic those of its creator.
34	Horrid Transformation: The caster's body gives way to a liquid consistency, slowly transforming into blood. With practice, the caster can force this blood form into a humanoid semblance. The caster now takes only 1 point of damage from piercing weapons such as arrows and half damage from slashing weapons. Fire and falling are especially devastating to the blood from causing double damage. It is possible for the wizard to ooze under doorways.
35	Blood Life: all the bodily fluids on the battlefield coalesce and animate into a terrible blood golem
36	Summon Something Terrible (roll 1d4): 1. Vampire, 2. Blood demon, 3. A blood-sucking wind, 4. The Blood God comes
37	A Flood of Blood: The blood of all creatures that have ever been slain in the area rises from the earth. This flood, which includes ichor spilt from the beginning of time, rises up and floods the land.

38	Coagulation: Everyone's blood solidifies. Surprise! you are dead unless you make a fort save (DC17). This wave of septic magic affects everything within half a mile. Congratulations, you are a mass murderer.
39+	You do something so terrible that it can never be undone (roll d5): 1. Rip a hole through dimensions, 2. Give the blood of every creature within 30 miles sentience, so that the blood slithers away leaving their former hosts dry and empty, 3. Crack the world as you summon the molten blood of the earth obliterating everything for miles and miles. 4. Supercharge your own blood with stolen power from the gods. You ascend to greatness as you leave your mortal shell and troubles behind. Do not tarry, your new masters call, 5. Time for the judge to make up something just awful.

## PRAYER BURN

Prayer burning allows a cleric to add a bonus to a spell check (basically this is spell burning for clerics, see DCC book for details). To perform prayer burning the cleric would first roll on the action chart below to find the ritual to be performed.

Once this ritual is accomplished, the cleric would expend one or more ability points from strength, stamina or agility. Each point spent would add a bonus of +1 to the spell check. The ability points used in prayer burning would be regained in the same way as a wizard using spell burn (1 point per day).

Despite the similarities, prayer burning is riskier than spell burning. The cleric is attempting to compel their deity to act when they are uninterested or with more intensity than normal. A cleric who forces the hand of a god smacks of blasphemy. For this reason, the practice is likely be forbidden. Clerics always risk disfavor when prayer burning. Clerics will have to roll on the disfavor chart if this occurs -any spell fumble forces the cleric to roll for disfavor.

Additionally, each time a cleric uses these techniques they automatically gain one point of disapproval.



Illustration By Clayton Williams

## PRAYER BURN ACTIONS

Roll 1d10	Result
1	The cleric whispers the secret and forbidden name of their deity
2	The cleric must utter a heretical prayer
3	Cutting the deific symbols into the flesh of the cleric
4	The cleric must make a blood sacrifice
5	The cleric must practice self-flagellation
6	The cleric burns themselves in the fires of holy writings
7	Carve forbidden spell into their holy symbol
8	Write the reverse of their deity's name in their own blood
9	Use a red-hot holy symbol to brand the cleric's flesh
10	Use spell burn chart

The disfavor chart below is used whenever a fumble is indicated on the cleric's spell check while using this technique. Most of the results below are horrible, but the cleric should know what they are getting into by using forbidden teachings. Prayer burning has great rewards, or extracts a terrible cost -only the gods know which lies in the cleric's future.

When rolling (d10) to determine disfavor, each point of disapproval would add 1d4 to the total.

## DISFAVOR

1d10 + xd4	Result
1	The deity sends a celestial being in the form of a small animal to watch over the cleric. This creature can be understood by the cleric only and will never enter combat. It constantly nags the cleric for their shortcomings.
2	The cleric's most prized possession erupts into flames. The flames will burn the cleric for 2d6 points of damage. Additionally, the item will be destroyed if the cleric fails a luck roll.
3	The deity's anger causes the cleric to go lame in one limb. If this limb is leg movement is reduced by 5' a round.
4	The deity destroys all of the cleric's possessions by turning them into goo.
5	The cleric is cursed with a minor affliction as a sign of the deity's disfavor. This curse will be passed down to any offspring unless the cleric undertakes 1d12 labours. Afflictions typically given might include: the absence of a shadow, a demonic limb, no reflection, cloven hooves, burning fires for eyes, roaring wind for a voice, etc.
6	The cleric is afflicted with a permanent curse as a reminder of the deity's displeasure. While this curse is minor it should be a nuisance. Curses might include such things as constantly losing one's gold or possessions, an embarrassing illness, being hated by animals, weapons always breaking on a roll of a 1 (in addition to the fumble), etc.
7	The deity smites the cleric with a bolt of lightning or pillar of flame causing 6d6 damage. Assuming the cleric survives, the deity considers them warned.

8	Transforms the cleric's head into the head of a creature despised by the deity. This transformation is permanent unless a major quest is undertaken.
9	The cleric is cursed to roam the world as a wretched shade upon their death.
10	The deity places a visible mark of disfavor on all those that associate with the cleric.
11	The enraged deity twists the cleric's body into a parody of its former self. The cleric loses 1d3 ability points from a random stat. The cleric is also hideous to behold, their visage eliciting sobs from any unfortunate enough to see this terrible punishment.
12	The ground opens at the cleric's feet, sucking him and all those around him to a place of testing deep within the earth.
13	The cleric is thrown from favor. The cleric is now an excommunicant of the faith, this condition will be instantly recognizable by all followers of the deity. This condition is permanent unless a major quest is undertaken to reverse the condition.
14	The cleric's ability to lay hands is twisted to cause harm instead of healing. Each point of healing that would normally take place now causes one point of damage. This ability may not be used on an unwilling subject unless that subject is restrained (any wiggling around interrupts the flow). This condition is permanent unless a major sacrifice is made.
15	The cleric's ability to turn unholy now causes the affected creatures to attack unrelentingly instead. This condition is permanent unless the cleric atones for their sins.

16	The cleric's soul is pulled to the celestial (or infernal) palace to serve their deity's whims. The body of the cleric still shambles on but is bereft of emotion and like an automaton (although they can still cast spells and perform actions). The cleric suffers a -2 penalty to all actions until this is resolved.
17	The deity transforms the cleric into an insect, small rodent, tiny lizard, miniscule fish or other insignificant creature.
18	The deity turns the cleric's bone to jelly. While this does not kill the cleric, it does make movement and most actions almost impossible (-25 to movement and -5 to all actions).
19	The deity turns the cleric inside out. This causes 3d6 stamina damage (which heals normally) and they are now super gross. Everyone around the cleric needs to make a Will save (DC 9) or vomit.
20+	The cleric explodes like a bomb. Everyone within 10' of the cleric takes 1d6 damage and the transgressor is dead, sooooo dead.



# Meanwhile

## A Narrative Downtime System

Written & Illustrated by Colin Mills



Inspiration: In *The Lord of the Rings*, various characters disappear from the narrative for multiple years in order to perform tasks which aren't narratively compelling, yet add to the active narrative once the characters are re-introduced. The purpose of this subsystem is to create a rulespace for such interactions in a tabletop game, without adding any unbalancing elements which might result if not all characters choose to make use of this system. Additionally, some in-game events may require a player character to be excluded from play for an in-game month or more, and this system should allow for a more smooth fast-forwarding of the narrative. While the systems described below make use of references to the *Dungeon Crawl Classics* rule system, GMs should feel encouraged to adjust them to fit the needs of their individual campaigns.

The expected duration of each downtime period is one year, and will have a workflow similar to that of *Traveller's* character creation workflow, with an aforementioned compression of the time period. However, unlike the *Traveller* character creation system, these downtime periods will involve less career progression, and more narrative seeds. Also, unlike *Traveller*, characters are allowed to try any given downtime path regardless of past mishaps or involvement in other downtime paths.

The downtime paths will mainly follow the primary interests of each character class, plus generic research and occupation paths. Any class can use any of the paths, and will find them more or less useful depending on that character's stats. After picking a downtime path, the character will need to determine if they were able to progress in that path, rolling 1d20 and adding their relevant stat. If the PC passes that check, they get to roll 1d6 on the Progress Bonuses table. After rolling on the Progress Bonuses table, the PC rolls on the path's Events table, which contains both positive and negative events. The flavor or explanations relating to the results on these tables should be taken as suggestions, with the Judge and player working to tweak them to better suit their narrative needs.

If the initial progress check is not met, then the character can still carouse and gain general experience for the given time period. The special event result should be taken as free license for the Judge to work with the player to introduce something interesting into the character's life. Examples are romantic relationships, development of wild magical talent, and births or deaths in the family.

## Arcane

Whether through consorting with otherworldly powers, learning at the hand of a master, or experimentations in a secret laboratory, increasing arcane in power is a dangerous pursuit. Apprenticeship often proves to be less dangerous than the other paths. However, with greater risks come great rewards, and one must always find a wizard of greater power willing to impart their knowledge, and wizards are not well-known for their generosity...

## Sub-Paths

	Progress	Events and Mishaps
Apprenticeship	DC 10 Int Check	Int Check
Commune with the Beyond		Pers Check
Private Experimentation		Luck Check

## Progress Bonuses

### Apprenticeship

Roll 1d6	Result
1	A small trinket containing an elemental spirit.
2	Spell component pouch filled with exotic flower petals
3	1st level scroll
4	Trinket magic item
5	Mentor boon
6	Peer contact

### Commune with the Beyond

Roll 1d6	Result
1	Patron Boon
2	Patron quest
3	Spell check bonus
4	Replace one learned spell with another, the Judge may choose the mercurial effect
5	Patron contact
6	Otherworld Contact

## Private Experimentation

Roll 1d6	Result
1	Minor Corruption, roll twice and choose one
2	Change mercurial effect
3	Spell check bonus
4	One-time magical ability
5	Peer contact
6	Black market contact

## Events

Roll 1d20	Result
< 2	A terrifying phlogiston reaction devastates your mortal form! Gain a Major Corruption and a Patron Taint. If you do not have a patron, the DM will choose the Patron Taint table to roll on.
2-3	The results of your research are displeasing to the powers beyond. If you have a patron, roll twice on the Patron Taint table and choose one. If you do not have a patron, the DM will choose the Patron Taint table to roll on.
4-5	An otherworldly power influences the results of your work, warping the results, and you. Gain a Minor Corruption, and re-roll the mercurial effect of a random spell.
6-7	A rival sabotages your work! If you do not have a rival, gain one and roll on the Minor Corruption table.
8-9	A negative reaction to wild phlogiston left you scarred, gain an injury.
10-11	Your arcane experimentations gained you the notice of another wizard, jealous of your powers. Gain a rival.

12-13	An opportunity to steal knowledge presents itself. If you take the chance, make a DC 12 Int check to make extra progress towards advancing your arcane knowledge. If you fail, gain an enemy and an injury while you are trapped by their ingenious traps.
14-15	Special Event
16-17	The stars are aligned, and you see an avenue to advance your powers by leaps and bounds! Gain a +1 to the spell check of one spell, or learn a new spell of your choice. Gain +1 to your next roll with this path.
18-19	Whispers of your progress have reached ears in far away lands. A foreign wizard offers to assist you in your adventuring efforts in the future; gain them as a contact.
20+	Your work has caught the attention of a wizard who sees you as a compatriot in the field; they contact you with the promise of aid, should you require it. Gain this wizard as an ally.

## Carousing

### Sub-Paths

	Progress	Events and Mishaps
Bar Hopping	Automatic	Luck Check
Rabble Rousing		Luck Check
Lounge About		Luck Check

## Progress Bonuses

### Bar Hopping

Roll 1d6	Result
1	You sang a song people didn't like
2	A half-full bottle
3	You sang a song people liked
4	A well-crafted mug
5	Set of loaded dice
6	Barkeep names a drink after you

### Rabble Rousing

Roll 1d6	Result
1	Used Weapon
2	Contact
3	Ally
4	Fancy, stolen weapon
5	Finely crafted wanted poster
6	Notoriety with the local law enforcement

### Lounge About

Roll 1d6	Result
1	Fancy collection of empty liquor bottles
2	Rumor of trouble in town
3	Contact
4	A nice rug
5	Comfy clothes
6	Learn a local legend

## Events

Roll 1d20	Result
< 2	Gain a serious injury, reducing a physical stat by 1
2-3	A hostile authority takes notice of your movements. Gain an enemy.
4-5	Rub a fellow carouser wrong way. Gain a Rival.
6-7	You took your exploits a step too far, and somebody important has stopped returning your summons. Lose one contact
8-9	Either by tweaking something while relaxing, or insulting the wrong unfriendly face, you came upon injurious circumstances during your time. Roll on the injury table.
10-11	Make a joke at the wrong person's expense. If you fail a Personality check, they take it a little hard and is now seeking your non-specific ill. Gain a rival.
12-13	You compete in a game of chance, with a modest wager. Make a Luck check using a +1d to gain 1d10 gold and a rumor of where more can be found. Alternatively, make an Agility check for the same rewards as you attempt to cheat your way out of the wager; failure results in gaining an Enemy and an untrustworthy reputation.
14-15	Special Event
16-17	Your time in town has gained you some local attention. If you make a Personality check,
18-19	An interesting stranger wanders by and you buy them a drink, gain a friend.
20+	Hey, there's a fight against somebody who already doesn't like you much. Help out to gain an ally and a few bruises.

# Martial

## Sub-Paths

	Progress	Events and Mishaps
Militant Ascetic	DC 10 Sta	Sta Check
Man-at-Arms		Str Check
Game Hunter		Dex Check

## Progress Bonuses

### Militant Ascetic

Roll 1d6	Result
1	Swear an oath to forebear from a nicety of civilization
2	Re-select your lucky weapon
3	Fragments of a legendary weapon, probably
4	Fellow student contact
5	Sharpening kit (+1 to hit and damage for the first 1d3 attacks in the next combat)
6	Learn the location of a legendary beast den

### Man-at-Arms

Roll 1d6	Result
1	Local guard contact
2	A well-used cot
3	Guard tabard and insignia
4	1d10 gold in savings
5	Weapon
6	Knowledge of the guard routes in the area



## Game Hunter

Roll 1d6	Result
1	One of your trophies gets displayed in the tavern
2	Hunter contact
3	Ecological knowledge of a region
4	Fletching kit
5	One vial of urine
6	Locate monster den

## Events

Roll 1d20	Result
< 2	A fight goes wrong, and you are seriously injured. Reduced a physical stat by 1.
2-3	The secrets of your art are stolen, and you catch a glimpse of their face before they flee. Gain an enemy.
4-5	You take your sparring a step too far, and your partner escalates in kind. You both get out of the fight unscathed physically, but other wounds persist. Gain a rival.
6-7	Your conduct following a fight offends one of your acquaintances. Lose a contact.
8-9	You are moderately wounded during a match, gain an injury and an awesome scar.
10-11	Lesser Risky Reward (thing or rival)
12-13	Risky reward (thing or enemy)
14-15	Special Event
16-17	A fabled master visits your town for a short time. If you can make a Personality check or beat an AC 18 with an attack roll, you convince them to take you into their tutelage for a time. Either gain knowledge of the master's monastery, or gain an increased die for a single Mighty Deed of Arms.

18-19	You and a fellow warrior find yourselves pinned in great danger. Working together, you both come out unscathed. Gain a friend.
20+	A chance duel, and you come out victorious. Turns out, your opponent had some very notable enemies, and one of them takes a liking to you. Gain an ally.



# Religious

## Sub-Paths

	Progress	Events and Mishaps
Monk	DC 10 Per	Int Check
Evangelist		Per Check
Pilgrim		Sta Check

## Progress Bonuses

### Monk

Roll 1d6	Result
1	Prayer beads
2	A few pages of illuminated text
3	Well-used inkstone
4	Inscribed prayer (as 1st level cleric scroll)
5	Rumors of magical artifact
6	Research contact

### Evangelist

Roll 1d6	Result
1	A prepared sermon
2	1d4 converts
3	Religious contact
4	Weapon
5	Establish minor shrine
6	Scars for the honor of your deity

## Pilgrim

Roll 1d6	Result
1	Inn or tavern contact in another settlement
2	Location of a religious site
3	Religious contact
4	Traveller's clothing
5	Roads and paths to get to a point of interest
6	Rubbings of ancient carvings

## Events

Roll 1d20	Result
< 2	You come upon an ancient scroll which, upon opening, inscribes a terrible curse upon your flesh.
2-3	The attention you have devoted to your deity has garnered unwanted attention. Gain a religious enemy.
4-5	You get into a fierce theological discussion with another of your faith which leaves you both embittered. Gain a rival.
6-7	Given the passage of time, some acquaintances drift away, unable to agree with the depth of your devotion. Lose a contact.
8-9	A deific test of faith is proclaimed, resulting in an injury and rolling 1d4 on the Disapproval table.
10-11	Here is your chance to make your mark in the sight of your deity, an opportunity to break the grip of another power in the area. You may attempt a DC 18 spell check, with the opportunity to spend gold to increase the spell check as per the normal spellcasting rules. If you pass the check, you push the influence of the deity of your choice out of the immediate locale. If you do not pass the check, your meddling has been noticed, and an agent from that deity is dispatched to hamper your future efforts. Gain a rival.

12-13	Your deity demands you undertake a gruelling test of devotion. If you make a Personality check at an increased die, you feel your deity is pleased with your conduct. If you fail this check, roll on the Disapproval table with a number of d4's equal to your character level.
14-15	Special Event
16-17	You feel a tingling of divine power welling within you. Make a Personality check to gain a +2 to future Divine Intervention checks, or gain +1 to your minimum disapproval until you can pay penance to your deity for failing to live up to the potential they saw in you.
18-19	Time spent meditating upon the virtues of your path with other devotees brings together like hearts. Gain a friend.
20+	Your stalwart service and devotion do not go unnoticed. A fellow proponent of your cause offers their aid when next you require it. Gain an ally.

# Roguary

## Sub-Paths

	Progress	Events and Mishaps
Organized Crime	DC 10 Agi	Per Check
Freelance Theft		Agi Check
Skullduggery		Luck Check

## Progress Bonuses

### Organized Crime

Roll 1d6	Result
1	Learn a compromising secret
2	A well-worn sap
3	Civil contact
4	Knowledge of local supply chains
5	A pouch of narcotic powder
6	Noble contact

### Freelance Theft

Roll 1d6	Result
1	1d12 cp, and one cut purse
2	A battered iron coffer
3	A monogrammed lace handkerchief
4	Beggar's disguise
5	Hand-held instrument
6	Street contact

## Skullduggery

Roll 1d6	Result
1	Weapon
2	Wicked scars, and a tale to match
3	Underworld contact
4	Half a vial of poison. It looks a little old.
5	Offer to do a job
6	Gain a contract on your head

## Events

Roll 1d20	Result
< 2	Whether it was due to explosions, a hail of missile fire, or a guard's sword, you got out of that by the skin of your teeth, but with not much else. Reduce a physical stat by 1 and gain some scars.
2-3	A witness channels information back to the wrong people. Somebody wants you dead. Gain an enemy.
4-5	Honor among thieves is a fool's creed, apparently. Gain a rival.
6-7	Business is slow, and you're seen as losing your touch. Lose a contact.
8-9	Not every job goes smooth. That one in particular. Gain a minor injury or trauma.
10-11	You're offered a job, and everything about it stinks. If you take the job and pass either an Agility or a Luck check, gain a treasure of the DM's choice and an Enemy; no reason to be returning this pretty thing just yet. If you fail the check, gain an enemy and an injury as things go as far south as you expected.

12-13	Everything's risky in your line of work, but that one job, it was something else. Roll your Events check again. If you pass, you get paid 2d12GP and no one's the wiser. Fail, and somebody talked. Gain a rival, and perhaps some heat.
14-15	Special Event
16-17	You see a chance to move up in the world. Roll a Luck check. If you pass, gain notoriety in the region as a capable thief. If you fail, well, people talk.
18-19	You could have left them behind, but you thought bailing them out would put you in a better position. Gain a friend.
20+	A job turns sour, but you get away scot free with the help of an associate, who's more than likely to help you out again. Gain an ally.



# SEEK THE HAG IN THE WOODS

TABLES FOR CREATING  
MEMORABLE HAG ENCOUNTERS

WRITTEN BY MATT RAYBURN  
& ILLUSTRATED BY KJ O'BRIEN



A classic quest sends the party deep into the darkest woods or murkiest swamp to petition the aid of a hag. She is tricky and dangerous, and most sane mortals avoid her at all costs. But her secret knowledge of dark arts may prove worth the risk.

The tables presented below are designed to assist the Judge in creating a memorable encounter with such a hag. The Judge is encouraged to use these tables as they see fit: rolling on each table to quickly create random adventures or handpicking their favorite entries to best match the style of their own campaign.

- \* Table 1 generates the reason the party seeks the hag. The hag should not willingly give the party what they seek without compensation. Rather, the party will need to earn her favor by embarking upon some perilous quest. The nature of this quest is left up to the Judge, and can serve as a hook to lead the party into its next adventure.
- \* Table 2 generates a name for the hag. Roll two times on this table. The first result is applied to the Name column, and the second result to the Title column. For example, rolling a 2 on the Name column and a 6 on the Title column would combine to create the hag named Grumbadine the Prune.
- \* Table 3 generates characteristics to describe the hag's physical attributes and stats.
- \* Table 4 generates the hag's personality.

Unless altered by text in Tables 3 or 4, the stats for the hag are the same as those for a witch as presented on page 434 of the *core rulebook*.

## Hag Table 1: Reason to seek the hag

Roll 1d14	Result
	The Hag...
1	...remembers forgotten lore.
2	...knows how to kill a powerful monster.
3	...knows, and could teach others, a forbidden spell.
4	...speaks with the dead.
5	...raises the dead.
6	...sees the future.
7	...cures wounds or illnesses.
8	...removes curses.
9	...bestows curses.
10	...can magically locate any lost item or person.
11	...summons demons.
12	...possesses a rare and wondrous item.
13	...enchants mundane weapons.
14	...holds dark secrets about the local ruler

# Hag Table 2: Name & Title

1d14	Name	Title
1	Jezzra	...the Scab-Ridden
2	Grumbadine	...the Black-Hearted
3	Big Bernadette	...the Putrid
4	Asheemae	...the Undying Crone
5	Olma	...the Tainted
6	Drapmine	...the Prune
7	Phraeda	...the Withered Witch
8	Old Medi	...of the {insert name of local woods or swamp}
9	Hester	...who Gnaws on Children's Bones
10	Sabinn	...who Fornicates with Devils
11	Grizhelda	...who Haunts Us in Our Sleep
12	Ulga	...who Birthed the Ogre Ogs- speth
13	Thorn	...who Slithers with the Snakes
14	Mertle	...who Knows No Friend



## Hag Table 3: Physical Attributes & Stats

1d14	Result
1	Vicious cannibal. The hag bears sharp claws and fangs. Her claws provide a +2 melee attack (1d4) and she gains a bite melee attack +0 (1d6). Action Dice increase to 2d20, but at least one action must be a melee attack (i.e. both actions cannot be used to cast spells).
2	Massive brain. Through decades of arcane studies and experimentation, the hag has expanded her mental capacity. Her brain has grown to enormous proportions, deforming her head. When determining spells known, she gains two extra spells from the usual list for witches (i.e. rolls two more times on this list). In addition, she gains the bonus spells Eldritch Hound and Polymorph (pages 211 and 243 of the <i>core rulebook</i> , respectively). Roll d4: (1) forehead protrudes and is covered with throbbing veins; (2) head grows upwards in a tall, oblong shape; (3) gaze is always down at the ground as her over-sized head is too heavy for her neck to support; (4) flesh and skull have cracked open, exposing a pulsating brain.
3	Random attributes. Roll once on DCC RPG Table 9-1: Humanoid Skin Color and once on DCC RPG Table 9-3: Appearance (page 380 of the <i>core rulebook</i> ). Judge may also elect to roll on DCC RPG Table 9-7: Unusual Traits (page 383 of the <i>core rulebook</i> ).
4	Giant. The hag is 10 feet tall and possesses massive strength. Maintains the spellcasting of a witch, but otherwise uses the stats for an ogre (page 422 of the <i>core rulebook</i> ). Critical hits use Crit Table G: Giants (page 389 of the <i>core rulebook</i> ).
5	Un-dead. The hag cheated death and became an un-dead monster. Roll once on DCC RPG Table 9-5: Physical Appearance of Un-dead and once on DCC RPG Table 9-6: Traits or Properties of Un-dead (page 381 of the <i>core rulebook</i> ). Critical hits use Crit Table U: Un-dead (page 391 of the <i>core rulebook</i> ).

6	Lost love. All who look upon the hag see the face of a lost lover whom they have not seen in years but instantly recognize. Each character gazing upon the hag must successfully make a DC 16 Will save or become afflicted with the Curse of Lost Love (page 438 of the <i>core rulebook</i> ), taking a -2 penalty to Luck and Will saves. If the failed Will save result was a 10-14, the character may make a second DC 16 Will save when the hag is killed. If the failed Will save result was below 10 (or if the Will save is failed a second time upon the hag's death), the curse is permanent. The character is forever a victim of endless longing, and finds little purpose in living.
7	Commoner. In most ways, the hag is a commoner (i.e. a Level 0 human), but dabbles in magic out of a morbid curiosity. Roll on DCC RPG Table 1-3: Occupation (page 22 of the <i>core rulebook</i> ). She dresses as someone of that occupation, and carries the tools of her trade.
8	Flying torso. Having lost all limbs, the hag cannot physically move or make melee attacks. She moves rapidly at will via levitation, allowing her to dodge attacks. -2 to all melee or ranged attacks made against her.
9	Corrupted (Minor). Years of magical dabbling have slightly corrupted the hag. Roll twice on DCC RPG Table 5-3: Minor Corruption (page 116 of the <i>core rulebook</i> ).
10	Corrupted (Major). Years of magical dabbling have corrupted the hag. Roll twice on DCC RPG Table 5-4: Major Corruption (page 118 of the <i>core rulebook</i> ).
11	Corrupted (Greater). Years of magical dabbling and dealings with demons have severely corrupted the hag. Roll twice on DCC RPG Table 5-5: Greater Corruption (page 119 of the <i>core rulebook</i> ).
12	Spellburnt. The hag must spellburn every time she casts any spell. As such, her body is sorely mutilated from years of self-harm.

13	Mirror, mirror. The hag surrounds herself by mirror images. Refer to the result for a spell check of 16-19 for the spell Mirror Image (page 183 of the <i>core rulebook</i> ).
14	Alarmingly beautiful. The hag appears as a gorgeous elven woman. Any character (regardless of gender or sexual orientation) not succeeding at a DC 16 Will save is charmed as if under the Charm Person spell (page 131 of the <i>core rulebook</i> ).

## Hag Table 4: Personality

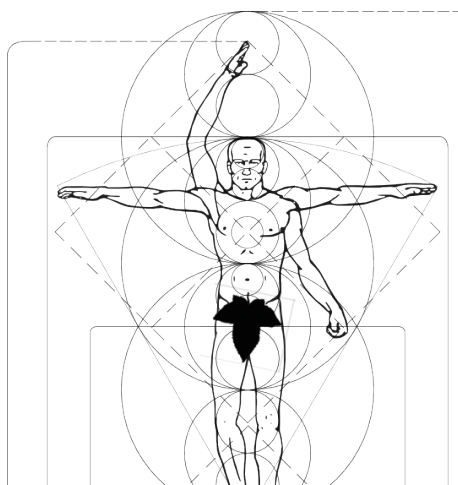
1d14	Result
1	As old as time itself. An ancient being for whom time passes at a different pace, the hag knows much of history, but little of current affairs. Unimpressed by anyone with a big ego, she believes all mortals are trivial beings in the cosmic sense. She moves methodically—never with haste.
2	Vanity. The hag desires nothing more than the glowing praise and admiration of her visitors. Roll d3: (1) fishes for compliments on her beauty; (2) tries to prove that she is smarter than all others; (3) points out various items in her home seeking approval of her décor.
3	Inquisitor. When asked a question, the hag always replies with a question. This reply may be a parroted response of the question she just heard or a different question entirely.
4	Paranoid. The hag is extremely skeptical of unexpected visitors. Roll d4 to determine what she believes to be the party's hidden agenda: (1) tax collectors representing a local land baron; (2) heretic hunters sent by a traditionalist church to burn her alive; (3) members of a witch coven out to steal her secret spells; (4) demons come to claim her soul as repayment for previous pacts.

5	Senile. The hag is losing her memory. The party will be given imperfect (incomplete and/or incorrect) information for whatever quest she asks of them. The Judge should exercise discretion on how this impacts the difficulty of the quest and the party's ability to complete it.
6	Lonely widow. The hag believes the party to be her husband and children, all of whom vanished decades ago. At first she is quite accommodating, but becomes frustrated if the party does not play along. If anyone attempts to leave, she will try to prevent such exit, likely resulting in combat. Her sudden change of demeanor guarantees she will act first in the ensuing combat, regardless of initiative.
7	Battle-scarred. The hag's body is a morbid collection of wounds, each with its own story. Visitors who share their own wounds (and the grisly accounts of how they earned them) amuse her greatly. She bears little respect for those whose bodies do not contain such trophies. After scars have been shared, she will only speak to the most marred/deformed member of the party.
8	The hen. Cursed long ago into believing she is a human-chicken hybrid, there are no physical alterations to her body, but in her mind she is part chicken. Roll d4: (1) clucks sporadically while talking; (2) constantly positions her arms to imitate chicken wings; (3) pecks incessantly at the ground, eating bugs and dirt; (4) steals eggs from nearby chicken farms and sits on them in hopes they will hatch, but inevitably smashes them all.



9	<p>Possessed. While recently conjuring a demon, she was unable to control it, and is now possessed. A lawful cleric will instantly realize she is possessed. Any other character must make an Intelligence check, DC determined by Judge. Roll d4: (1) will immediately attack anyone who enters and keep attacking until killed or the entity is exorcised; (2) will negotiate with the party but the quest she assigns will be an obscenely evil task; (3) will negotiate with the party but instead of sending on a quest asks one character to offer their soul to the demon; (4) will negotiate with the party but instead of sending on a quest demands one character be set on fire and killed as a sacrifice to the demon.</p>
10	<p>Destined. The hag devoutly worships the Three Fates. Her lair is full of crystal balls and tarot cards. Gains the spell Invoke Patron and all patron spells for the Three Fates (pages 348-353 of <i>the core rulebook</i>).</p>
11	<p>Unnerving presence. Merely being in the presence of the hag causes anxiety and fear. Any character not succeeding on a DC 16 Will save cowers and is unable to act normally. If attacked, an affected character can take action, but suffers a -3 penalty to their initiative roll at the start of combat. Her unnerving presence manifests itself as follows. Roll d3: (1) cackles a maddening, droning laugh; (2) intently stares with eyes that have no eyelids and never blink; (3) speaks in demonic tongues.</p>

12	<p>Harbinger of doom. The hag is a vessel for a chaotic Elder God, whose sole mission is to bring that ancient being into this plane. An aura of chaotic energy envelopes her. Roll d4: (1) characters can speak with the hag but no longer understand each other. The speech of others sounds like the muffled croaking of frogs; (2) any character failing a DC 16 Fort save chokes, taking 1d6 damage and becoming immobile for 1d3 rounds; (3) any character failing a DC 16 Will save hears the incessant beating of infernal drums and rhythmically gibbers along, permanently taking 1d3 Intelligence damage; (4) 1d4 servants of the Elder God manifest and attack. Judge's discretion as to the nature of these servants. Suggestions include deep ones, toadfiends, or servitors (pages 400, 402, or 425 of the <i>core rulebook</i> respectively).</p>
13	<p>Hoarder. The lair is littered with all variety of trinkets and trash. Each visitor must offer a gift to this ever-growing collection. Gifts must be unusual items, though traditional concepts of value mean nothing to the hag. At the Judge's discretion, she may be attracted to a particular item a character possesses, in which case she will demand that specific item as the offering.</p>
14	<p>Bored to death. The hag has lost purpose in life and was moments away from killing herself when the party arrived. There is some sign of pending suicide in the room. The unexpected visit has intrigued her enough that she has decided to keep living a bit longer. Roll d4: (1) a noose hangs from the rafters; (2) a glass and a bottle of poison are on the table; (3) a suicide note is visible on her bed; (4) she has been stabbing herself and multiple knives protrude from her flesh.</p>



# Classless DCC

by Marc Elsenheimer

& public domain art

Character classes are an integral part of the Dungeon Crawl Classics experience, and the unique abilities that define those classes are the core of the experience.

However, some may want a more open approach to their characters and their development. The Archetype system provides this. Instead of having a class, characters that survive their funnel create an Archetype consisting of the core abilities presented in the classes of the DCC RPG Core Rulebook. Later on, they may improve upon their abilities by expending experience points and might even acquire new abilities.

This open system is designed as an addition to the core classes, and the characters will always be equally powerful to regular characters with the same amount of experience. This article presents two systems, designed with each other in mind.

The Archetype system presented here will allow players to use a simple toolbox to build their own classes out of the abilities presented in the DCC Core Rulebook along with some new abilities.

The Experience system allows you to improve your character freely without the restrictions of class levels by spending your earned experience points on your abilities and stats.

# 1. Character Creation and the Funnel

Character creation is not modified to regular Dungeon Crawl Classics. Once a character reaches 10 experience points, instead of choosing a class, the player gets to construct an Archetype for said character.

## 1.1 Non-human Characters

Non-human characters start out with their specific features already unlocked. They don't have to purchase them later when constructing an Archetype. Besides knowing the language of their kin, the following features are applied:

Dwarves: Infravision, Slow, Underground Skills

Elves: Elven Immunities, Heightened Senses, Infravision, Iron Vulnerabilities

Halflings: Infravision, Slow, Small

# 2. Constructing an Archetype

Character Archetypes are self-made classes. The player uses his character's initial 10 experience points (XP) to spend on the Archetype. If the character has earned more than 10 experience points before constructing his Archetype, he can't use those extra XP and must save them for later use.

You have 10 experience points (10 XP) to spend on your Archetype. Instead of constructing his own Archetype, a player can always choose one of the DCC Core classes.

## 2.1 Hit Die

A character's basic Hit Die is a d4, but this can be improved by spending experience points on his Archetype. To improve a character's Hit Die, you can spend 0.5 XP for an improvement of one step on the dice chain, skipping over the d5 and d7. You can improve your Hit Die up to a maximum of 1d12.

You can increase your Hit Die up to four times from 1d4 to 1d6 to 1d8 to 1d10 to 1d12 for 0.5 XP per step.

## 2.2 Crit Die and Table

Experience can be spent to improve a character's Crit Die and Crit Table at character creation. Improving the Crit Die from 1d4 to a higher dice type on the dice chain costs 0.5 XP per step on the dice

chain (ignoring the d5 and d7), and improving the table costs 0.5 XP per step on the “Table Chain”. So improving the table to Crit Table II costs 0.5 XP, and improving the Table to Table III costs 1 XP.

### 2.3 Weapon Training

Most Archetypes are only proficient with a small selection of weapons, up to 10 usually. If the player chooses to upgrade his Archetype to be proficient with all weapons, it will cost him 0.5 XP.

**You are proficient with up to 10 weapons. For 0.5 XP, you can gain proficiency with all weapons.**

### 2.4 Features

Experience can also be spent on acquiring features. Those features are the core abilities that define a character. In the following, all features taken from the DCC Core Rulebook are presented in the following tables. Most abilities are detailed in Section 3. Feature Descriptions.

Table 1 includes only mundane features, whereas Table 2 lists the magical features. The entries in Table 3 are the features that were normally reserved for non-human characters. It is up to the Judge whether or not these are available to humans.

Name: *Name of the feature*

Description: *A brief description of the feature*

Cost: *Cost of acquiring the feature*

Requirements: *Requirements for the feature*

Reference: *Name and page number of the ability in the Core Rulebook*

Abilities marked with an \* are changed in comparison to the DCC Core Rulebook and detailed in Chapter 3.

Abilities marked with a † can be improved later on with experience as described in Chapter 4.

### 2.5 Attack Bonus

An Archetype that has not chosen a Deed Die may acquire an attack bonus of +1 for 0.5 XP.

This cannot be purchased more than once for an Archetype, and the attack bonus can be further improved with experience during play, even if it is not chosen for the Archetype.

## 2.6 Finishing Up the Archetype

In the final step, Archetypes get a bonus of +1 to two of their three saving throws.

# 3. Feature Description

What follows is a short and comprehensive listing of all available features from the DCC Core Rulebook.

## 3.1 Non-magical Features

### Deed Die – 2 XP

This feature grants the Archetype access to the Deed Die as described under Attack Modifier on Page 42. This replaces the chance to acquire a normal attack modifier for the Archetype. The Deed Die starts as a d3 and can be improved by spending experience points later.

### Mighty Deeds of Arms – requires Deed Die – 1 XP

Archetypes, which already have access to a Deed Die, can gain this feature to perform mighty deeds of arms as described under the combat rules on Page 42.

### Improved Critical Range – 1 XP

Archetypes possessing this feat have an improved chance to land a critical hit, similar to a warrior, as explained on Page 42. The critical hit range starts as 19 to 20 and can be improved with experience.

### Lucky Weapon – 1 XP

When choosing this feature, the player has to also choose a type of weapon with which to apply this. The character will apply his Luck bonus to all attacks with that weapon type. This feature can be acquired multiple times, thus applying the bonus to additional weapon types.

### Avoid Fumbles – 0.5 XP

Archetypes with this feature are allowed to expend a point of Luck to avoid the effects of a fumble. The attack simply misses instead. This works exactly as described for warriors and dwarves on Page 79 in the combat rules.

### Initiative Bonus – 0.5 Xp

The Archetype gets a flat bonus to his initiative rolls. The bonus starts as 1 after Archetype creation and can be increased with experience expenditure.

### **Additional Attack – 2 XP**

Grants the Archetype an additional attack that can be used once each round of combat. The action dice for this attack is 1d14, and it is required to specify a weapon with which this attack has to be performed. This works like the sword and board feature of the dwarf, described on Page 52.

### **Free Addition Attack – requires Additional Attack – 1 XP**

This feature lifts the requirement to specify a weapon or form of attack for the additional attack. The additional attack then works like an additional action dice, which can only be used to attack.

### **Improved Additional Attack – requires Additional Attack – 1 XP**

This feature lets the character spend experience points to improve the dice type for the additional attack as specified in Chapter 4.

### **Two Weapon Fighting – 2 XP**

An Archetype with this feature can always use 2d16, when fighting with two weapons, regardless of his Agility. This works exactly like the halfling's ability of the same name, as described on Page 60 of the DCC Core Rulebook.

### **Additional Language – 0.5 XP**

Grants an additional language to the Archetype. This language can be random or predetermined.

### **Linguistic Knowledge – 1 XP**

This feature doubles the number of languages gained per point of Intelligence. This also doubles the number of languages learned through the additional language feature.

### **Recovering Luck – 2 XP**

Archetypes possessing this feature regenerate their Luck back to the starting value at a rate of 1 point per day. The details are described on Page 36 under the class ability Luck and Wits. The rate of regeneration can be improved during play by expending experience points.

### **Luck Die – restriction: can't have Lucky – 2 XP**

Instead of gaining +1 on a roll, when expending Luck, characters with this feature get a bonus of +1d3 per point of Luck spent. The Luck Die can be improved later by spending experience points. The details of this ability are explained on Page 36 of the Core Rulebook as part of the ability *Luck and Wits*.

Table 1 – Non-magic Features

Name	Description	
Deed Die †	Replaces the Attack Modifier with the Deed Die of 1d3	
	2 XP	Ref. Pg 42 – Attack Modifier
Mighty Deeds of Arms (Req. Deed Die)	Allows PC to perform mighty deeds of arms	
	1 XP	Ref. Pg 42 – Mighty Deeds of Arm
Improved Crit Range †	Improves the Crit Range of the Character to 19-20	
	1 XP	Ref. Pg 42 – Critical Hit
Lucky Weapon*	Grants an attack bonus equal to your luck for one weapon	
	0.5 XP	Ref. Pg 42 – Luck
Avoid Fumbles	Can avoid fumbles by burning Luck	
	0.5 XP	Ref. Pg 79 – second passage
Initiative Bonus* †	Improve your Initiative by 1	
	0.5 XP	Ref. Pg 42 – Initiative
Additional Attack*	Grants an additional attack with a specified weapon and an action dice of 1d14	
	2 XP	Ref. Pg 52 – Sword and Board
Free Additional Attack* (Req. Additional Attack)	Additional attack can be performed with any weapon	
	1 XP	Ref. Chapter 3
Improved Additional Attack*† (Req. Additional Attack)	Additional attack action die can be improved with XP	
	1 XP	Ref. Chapters 3 & 4



Two Weapon Fighting	Allows masterful use of two weapons at the same time	
	2 XP	Ref. Pg 60 - Two-Weapon Fighting
Additional Language*	Learn an additional language	
	0.5 XP	Ref. Pg 441
Linguistic Knowledge*	Learn double the languages per Int point	
	1 XP	Ref. Pg 49 - Languages
Recovering Luck*†	Luck regenerates at a daily rate. 1 point / day at first	
	2 XP	Ref. Pg 36 - Luck and Wits
Luck Die† (Can't have Lucky)	Instead of a +1 bonus, spending a point of Luck grants +1d3 to a roll	
	2 XP	Ref. Pg 36 - Luck and Wits
Lucky (Can't have Luck Die)	Spending a point of Luck grants a bonus of +2	
	1 XP	Ref. Pg 60 - Good Luck Charm
Good Luck Charm	Allows expending Luck for allies	
	2 XP	Ref. Pg 60 - Good Luck Charm
Good Luck Aura	Allows allies to use your luck modifier for rolls	
	0.5 XP	Ref. Pg 60 - Good Luck Charm
Thief Skills* †	Allows usage of Thief Skills; See Chapter 3 for details	
	0,5 / 2 Skills	Ref. Pg 34 & 35 - Thief Skills

Backstab* †	Allows usage of the Thief Skill Backstab; See Chapter 3	
	0,5 (extra)	Ref. Pg 34 & 35 - Thief Skills
Cast Spell from Scroll* †	Allows the character to cast spells from scrolls	
	0.5 XP	Ref. Pg 34 & 35 - Thief Skills
Improve Thief Skills*	Allows distributing more starting points into skills	
	0.5 / 3 XP	Ref. Chapter 3

### **Lucky – restriction: can't have Luck Die – 1 XP**

This feature doubles the bonus gained per point of Luck spent, so that each point of Luck spent grants a bonus of +2.

### **Good Luck Charm – 2 XP**

This ability allows an Archetype to expend Luck to help an ally. The details are explained on Page 60 of the Core Rulebook as part of the ability Good Luck Charm.

### **Good Luck Aura – 0.5 XP**

Characters in the vicinity of this Archetype are allowed to use the Archetype's Luck bonus instead of their own. This works as described alongside the ability Good Luck Charm on Page 60 of the DCC RPG Rulebook.

### **Thief Skills – 0.5 XP / 2 Skills**

Thief skills, as described in the Core Rulebook on Page 34 (and following) can be acquired at a cost of 0.5 XP per two skills. This grants the character access to two skills of his choice from the list of all thief skills except for "Cast spell from scroll". If one of the two skills purchased is backstab, then the player has to pay an additional 0.5 XP to add those skills to his Archetype.

All skills start at a value of +0 and upon acquisition the player can decide, for each pair of skills, whether he wants one of the skills at a skill value of +3 and the other one at a value of 0, or whether he wants to acquire both at a level of +1.

*Purchasing two skills costs 0.5 XP (1 XP if one of the skills is backstab), and each pair of skills starts with either a value of +0 and +3, or +1 and +1.*

### **Backstab – 0.5 XP**

When acquiring thief skills, if backstab is among the acquired skills, then the cost of acquisition increases by 0.5 XP. In any other regard, this ability works, and is improved, like thief skills.

Alternatively, if a player wants to add backstab to his Archetype, without other thief skills he can do so for 0.5 XP. The skill then starts at a value of +1.

### **Cast Spell from Scroll – 0.5 XP**

This grants the Archetype access to the thief skill “Cast spell from scroll” as described on Page 35 of the DCC Core Rulebook. This skill starts at a value of 1d10 and can be improved by “Improve thief skills” with 3 skill points equating 1 step on the dice chain.

### **Improve Thief Skills – 0.5 XP / 3 Points**

This grants the Archetype a bonus of +3 to freely distribute between his acquired thief skills (including backstab), up to a maximum of +3. Alternatively, all 3 points can be expended to improve Cast spell from scroll one step on the dice chain.

## **3.2 Magical Features**

### **Arcane Spellcasting – 4 XP**

This feature allows the Archetype to learn and cast arcane spells. The character is limited to learning level 1 spells and has to pay 0.5 XP per spell learned (see Spells, below).

The Archetype’s casting ability can be further improved by acquiring the ability to perform Spellburn for 2 XP and the ability to learn and use the *patron bond* spell for 1 XP.

He rolls 1d20 +1 + Intelligence modifier to cast spells, and the bonus can be improved with experience during play.

The rules for casting spells are explained on Page 48 under Magic, as well as in Chapter 5 of the Core Rulebook beginning with Page 105.

### **Spellburn – requires Arcane Spellcasting – 2 XP**

This feature allows any arcane spellcaster to perform spellburn as described in the Magic Rules beginning on Page 105 or in the Magic section of the wizard class on Page 46.

When a spell requires the use of spellburn and the wizard does not have this class feature, he can instead permanently spend physical attribute points, which grant no bonus and won't regenerate.

**Table 2 – Magical Features**

Name	Description	
Arcane Spellcasting *†	This feature allows the PC to learn and cast arcane spells	
	4 XP	Ref. Pg 48 - Magic
Spellburn (Req. Arcane Casting)	Allows the caster to spellburn	
	2 XP	Ref. Pg 107 - Spellburn
Patron Bond ‡ (Req. Spellcasting)	This feature allows the PC to learn and cast the spell <i>patron bond</i> (does not grant the spell for free)	
	1 XP	Ref. Pg 48 - Supernatural Patrons
Avoid Corruption (Req. Arcane Casting)	Allows the PC to burn Luck to avoid corruption	
	1 XP	Ref. Pg 49 - Luck
Divine Spellcasting *†	This feature allows the PC to learn and cast divine spells	
	4 XP	Ref. Pg 28 - Magic
Lay on Hands ‡ (Req. Devine Casting)	Allows use of <i>lay on hands</i>	
	1 XP	Ref. Pg 30 - Lay on Hands
Divine Aid ‡ (Req. Devine Casting)	Allows use of <i>divine aid</i>	
	0.5 XP	Ref. Pg 31 - Divine
Turn Unholy (Req. Devine Casting)	Allows use of <i>turn unholy</i>	
	0.5 XP	Ref. Pg. 30 - Turn Unholy
Spells * (Req. Spellcasting)	Grants knowledge of a single spell	
	0.5 XP / spell	Ref. Chapters 3

‡ Patron bond, *lay on hands*, *divine aid*, and *turn unholy* may be acquired without their prerequisites for double the experience costs.

### **Patron Bond – 1 XP – requires Arcane Spellcasting**

This allows the archetype to learn and use the spell patron bond. The spell does still have to be learned via the feature spells or via play.

Archetypes without this feature can still enter a patron bond when the spell bond patron is used on them by a character with the feature and spell as explained in the spell's description.

This feature can be acquired for double the cost by characters not able to cast arcane spells. Those characters gain access to the bond patron spell for free and can cast it with  $1d20 + INT$ .

### **Avoid Corruption – requires Arcane Spellcasting – 1 XP**

This feature allows the Archetype to avoid the negative effect of corruption by burning 1 point of Luck.

### **Divine Spellcasting – 4 XP**

This feature allows the Archetype to learn and cast divine spells. The character is limited to learning level 1 spells and has to pay 0.5 XP per spell learned (see Spells, below).

To cast spells, roll  $1d20 + 1 + PER$  Mod to cast spells, and the bonus can be improved with experience during play. The rules for casting spells are explained on Page 28 under Magic as well as in Chapter 5 of the Core Rulebook beginning on Page 105.

### **Lay on Hands – requires Divine Spellcasting – 1 XP**

This feature grants access to the *lay on hands* ability as explained on Page 30 of the Core Rulebook. To use this ability,  $1d20 + PER$  is rolled. If the character has access to Divine Spellcasting, then the roll to cast spells is used instead.

This ability can be purchased for double the cost by characters without the Divine Spellcasting ability.

### **Divine Aid – requires Divine Spellcasting – 0.5 XP**

This feature grants access to the *divine aid* ability as explained on Page 31 of the Core Rulebook. To use this ability,  $1d20 + PER$  is rolled. If the character has access to Divine Spellcasting, then the roll to cast spells is used instead.

This ability can be purchased for double the cost by characters without the Divine Spellcasting ability.

**Turn Unholy – requires Divine Spellcasting – 0.5 XP**

This feature grants access to the turn unholy ability as explained on Page 30 of the Core Rulebook. To use this ability, 1d20 + PER + LCK is rolled. If the character has access to Divine Spellcasting, then the roll (with the Luck modifier added) to cast spells is used instead.

This ability can be purchased for double the cost by characters without the Divine Spellcasting ability.

**Spells – requires Spellcasting – 0.5 XP per spell**

This features corresponds to one spell learned by the character and can be purchased multiple times. Whether the spells are randomized, chosen from a list, or anything in between is determined by the Judge.

Arcane spells learned always have a mercurial effect as explained under Mercurial magic.

Additional spells can be learned during play.

**Table 3 – Non-human Features**

Name	Description	
Slow ‡	Base move speed is reduced to 20'	
	-0.5 XP	Ref. Pg 52 - Slow
Infravision	Allows PC to see in the dark up to 60'	
	0.5 XP	Ref. Pg 52 - Infravision
Underground Skills†	Grants a bonus to find secrets underground and allows the character to smell gold	
	0.5 XP	Ref. Pg 52 - Underground Skill
Elven Immunities	Character is immune against magical sleep and paralysis	
	1 XP	Ref. Pg 56 - Immunities
Heightened Senses	Grants +4 to Perception and reveals close-by secrets	
	0.5 XP	Ref. Pg 56 - Heightened Senses

Iron Vulnerability ‡	Character is intensely sensitive to the touch of iron	
	0.5 XP	Ref. Pg 56 - Vulnerabilities
Small	Character is small and can fit into smaller openings	
	0.5 XP	Ref. Pg 60 - Small

‡ These features are considered hindrances and grant their cost as bonus XP.

### 3.3 Non-human Features

These abilities are normally linked to the non-human classes and whether players can choose from them to create their Archetypes is up to the Judge.

#### Slow – 0.5 XP

This feature is a hindrance and slows the character down to a speed of 20'. This grants 0.5 XP to spend on other features.

#### Infravision – 0.5 XP

Infravision allows the Archetype to see in the dark up to 60' distance.

#### Underground Skills – 0.5 XP

Underground skills grants an Archetype a bonus of +1 to detect secret passages and constructions underground. This bonus can be improved with experience.

Furthermore, underground skills allows an Archetype to smell large concentrations of gold within 40'.

#### Elven Immunities – 0.5 XP

Archetypes possessing this feature are immune against magical sleep and paralysis effects. This works like the Elven Immunities described on Page 56.

#### Heightened Senses – 0.5 XP

Archetypes possessing this ability receive a bonus of +4 to perception rolls and reveals secret doors close by. The ability is described on Page 56.

#### Iron Vulnerability – 0.5 XP

Archetypes with this feature are sensitive to iron as explained on Page 56 under Vulnerabilities. This grants 0.5 XP to spend on other features.

### Small – 0.5 XP

Characters with this ability are smaller than most and able to fit in tight spaces.

## 4. Spending Your Experience

The experience a character accumulates over his journeys and adventures can be spent directly to improve certain abilities this character possesses. Experience costs vary from ability to ability and scale, so that improving abilities costs more the better they already are. Additionally, experience can be used to acquire additional Archetype features for a high cost.

This System is designed to vaguely line up with the progression of regular characters from level 1 to 4, but quickly falls off at level 5. To keep pace with official characters the XP amount granted should be doubled at this point.

### 4.1 Hit Die

The character can add one roll of his Hit Die to his maximum HP. This also adds to his number of Hit Dice for all effects referring to a character's Hit Die, like *lay on hands* or some spells. The cost in the table simply

XP Cost	Hit Die
Free	1st HD
10	2nd HD
15	3rd HD
20	4th HD
25	5th HD

XP Cost	Hit Die
30	6th HD
35	7th HD
40	8th HD
45	9th HD
50	10th HD

### 4.2 Crit Die and Table

The Crit Die and Table can be improved with experience. The Crit Die is improved along the dice chain, leaving out 1d5 and 1d7. The cost increases each time the Crit Die is improved, considering the starting value of the Archetype as being 0 times (no matter which Dice it is).



XP Cost	Crit Die
-	1d4
1	1d6
2	1d8
3	1d10
4	1d12
5	1d14

XP Cost	Crit Die
6	1d16
8	1d20
10	1d24
12	1d30
20	2d20

To improve the Crit Table from Table I to either II or III costs 20 XP

To Improve the Table from Table III to IV costs 10 XP

Improving the Table from Table IV to V costs 10 XP

### 4.3 Attack Bonus and Deed Die

To Improve an Attack Bonus by +1 or a Deed Die by 1 step on the dice chain, the character has to pay an experience cost as indicated in the table below. This table indicates how much XP the character has to pay to improve from the current to the next step. So for example, a character with a Deed Die of 1d5 has to pay 20 XP to it improve to 1d6 and then has to pay 45 XP to improve the Deed die from 1d6 to 1d8

### 4.4 Action Dice

To get access to a second Action Dice you have to expend 40 exp. The new action dice starts as 1d14. This dice can then be improved with by the cost in the table below. Note that the table lists the cost to improve the die from the current point to the next step.

Once the second action dice is 1d20 a third action dice can be purchased for 60 exp. This dice also starts as 1d14

XP Cost	Crit Die
-	1d14
20	1d16
30	1d20

4.5 Saving Throws

A characters saving Throws can be improved as indicated in the table below. The cost given is always the cost to improve the save from the current step to the step indicated. For example, improving

XP Cost	Save
-	+0
2	+1
3	+2
4	+3
5	+4
6	+5

XP Cost	Save
7	+6
8	+8
10	+9
12	+10
14	

4.6 Class Features

Improved Crit Range

To improve a already improved Crit Range even further the player has to spend XP. To improve the Critical Range one step, from 19+ to 18+ the player has to spend **20 XP** and to improve the crit range even further from 18+ to 17+ the player has to spend **40 XP**.

Improved Initiative

The cost of improving the initiative of a character is given in the table below

XP Cost	Crit Die
-	+1
4	+2
4	+3
6	+4
6	+5

XP Cost	Crit Die
8	+6
8	+7
10	+8
10	+9
12	+10

Improved Additional Attack

Characters with an archetype able to improve their Additional Attack can further raise the action die of said attack by spending XP as indicated by the table below

XP Cost	-	10	20	30	40
Step	1d14	1d16	1d20	1d24	1d30

### Recovering Luck

The rate of Luck Recovery can be improved according to the table below.

XP Cost	Recovered
-	1/day
4	2/day
6	3/day
8	4/day
10	5/day

XP Cost	Recovered
12	8/day
14	7/day
16	8/day
18	9/day
20	10/day

### Luck Die

The Luck Die can be improved along the dice chain with the costs given in the table below.

XP Cost	Luck Die
-	+d3
6	+d4
8	+d5
10	+d6
12	+d7

XP Cost	Luck Die
14	+d8
18	+d10
22	+d12
26	+d14
30	+d16

### Thief Skills and Backstab

To improve a single thief skill the character has to expend XP according to the following table.

XP Cost	Skills
1	+1
1	+3
1	+5

XP Cost	Skills
2	+10
2	+11
3	+12

XP Cost	Skills
1	+7
2	+8
2	+9

XP Cost	Skills
3	+13
3	+14
3	+15

## Underground Skills

To improve a dwarfs underground skill XP have to be spend according to the table below

XP Cost	Skills
-	+1
2	+2
4	+3
6	+4
8	+5

XP Cost	Skills
10	+6
12	+7
14	+8
16	+9
18	+10

## Spellcasting and Spells known

Spellcasting can be improved in three different ways. Improving the casting bonus, improving the maximum spell level and learning new spells.

The Casting bonus is the bonus added to all spell casting rolls. It also affects spell like abilities, for example a clerics *lay on hands* or *turn unholy*.

XP Cost	Skills
-	+1
+15	+2
+15	+3
+20	+4
+20	+5

XP Cost	Skills
+25	+6
+25	+7
+30	+8
+30	+9
+35	+10

The maximum spell level is the limit for the level of new spells a character can acquire.

XP Cost	Max Spell Lvl.
-	1
10	2
20	3

XP Cost	Max Spell Lvl.
30	4
40	5

Learning new spells requires time, a teacher, or some other source of knowledge. Furthermore, experience has to be spent. The Spells acquired through the archetype feature Spells do not count towards the number of spells in this table.

XP Cost	New Spells
-	1
6	2
8	3
10	4
12	5

XP Cost	New Spells
14	6
16	7
18	8
20	9+

#### 4.7 Acquiring new features

Characters may acquire new class features even after character creation. To acquire a new feature an experience cost equal to 10 times the cost given in Tables 3-1 to 3-3 has to be paid.

This cost doubles for every non archetype feature already acquired.

The only exception is the Spellcasting ability. If it is acquired one spell is granted for free and the character can purchase new spells as described in chapter 4.6

## **GFA 2019 Volume 13 Credits**

### **Authors**

Marc Elsenheimer, Jose Luiz “Tzi”,  
Colin Mills, Matt Rayburn, Daniel Vance

### **Illustrators & Cartographers**

Colin Mills, KJ O’Brien, Danny Prescott,  
Matt Sutton, Clayton Williams

---

## **GFA 2019 Credits**

### **Cover Art**

Doug Kovacs

### **Title Page Art**

Marc Radle

### **Editors & Proofreaders**

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley,  
Cory Gahsman, Michael Harrington, Tony Hogard, Claytonion JP,  
Elizabeth Levy, Shane Liebling, Collen McDonald, Russell Mirabelli,  
Jason Morgan, Keith Nelson, Marcie Riebe, Jeff Scifert,  
Ian Zebarah Shears, Tim Snider, Dan Steeby, Shyloh Wideman,  
Chris Zank

### **Printing Offset Contributors**

Jason Abdin, David Baity, Julian Bernick, Eric Betts,  
Daniel Bishop, CeCelia Bowden, Jen & Bob Brinkman, Marc Bruner,  
Todd Bunn, Ian Burgess, Michael Carlson, Justin Choponis,  
Ariel Churi, Charles Couch, Jim Cox, Hector Cruz, Thierry De Gagne,  
Sean Duffy, Mirko Froehlich, Fuzzbang and Hootz, Keith Garrett,  
Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard,  
Anne Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen,  
Lucas Kuntz, Christopher Lauricella, The Long Con RPG Convention,  
David Maltbie, Jon Marr, Juergen Mayer, Cullen McDonald,  
Ken McLennan, Jason Menard, Ruxed LLC, Ryan Moore, Keith Nelson,  
Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle,  
James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton,  
Aaron Talley, Karen Theroux, Matt Towle, Joan K Troyer,  
Melissa & Shyloh Wideman, Laura & Clayton Williams, Jon Wilson,  
David York, Chris Zank, and the anonymous patrons of the GFA  
community

### **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh,  
Shyloh Wideman, Clayton Williams, Jon Wilson

# The 2019 Gongfarmer's Almanac:

## A Dungeon Crawl Classics RPG Zine

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### Master 'Zine Index

### VOLUME 14 OF FOURTEEN BOOKLETS

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# 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. There are currently more than 25 indie DCC zines including 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, Crepuscular, Phantasmagoria, Terror of the Stratosfiend, and The Gongfarmer’s Almanac itself!



This Index incorporates most, but certainly not all, issues of these DCC RPG ‘zines as of July, 2019.

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
Crepuscular	CREP
Cyber Sprawl Classics	CYBR
D.A.M.N.!	DAMN
Dungeon Lord	DLRD
The Gongfarmer’s Almanac	GA##
Lesser Key to the Celestial Legion	LKCL
Meanderings	MEAND
The Metal Gods of Ur-Hadad	MGUH
Myassari	MYAS
Night Soil	NSOIL
Phantasmagoria	PHANT
Prayers of the Forgotten	POTF
Sanctum Secorum	SSEC
Sanctum Secorum Christmas Bonus	SSCB
Star Crawl	SCRAWL
Terror of the Stratosfiend	STRATO
Working Class Alphabet	WCA
The 2016 Doug Kovacs Sketch Book	DKSB

Note: the completed 2019 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.

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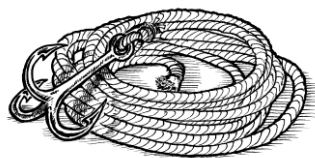


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Arashir . . . . . (magic sword) ..	DLRD0309
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Arrows of Anra . . . . .	GA160306
Artifacts of Aeder-Kadai:	

Gauntlet of Aeder-Kadai, The ... (artifact) . . . . .	GA190121
Gauntlet of Aeder-Kadai, The ... (artifact) . . . . .	GA190131
Helm of Aeder-Kadai, The . . . . . (artifact) . . . . .	GA190142
Plate of Aeder-Kadai, The . . . . . (artifact) . . . . .	GA190114
Raiment of Aeder-Kadai, The ... (artifact) . . . . .	GA190109
Sword of Aeder-Kadai, The . . . . . (artifact) . . . . .	GA190108



Artists' Tools . . . . .	SSECo407
Astral Cloth . . . . .	DLRDo120
Bag of Winds . . . . .	DAMNo142
Barbed Blade . . . . .	DLRDo108
Barbed Mace . . . . .	SSECo918
Bee Trees and Honey . . . . (magic item) . . . . .	SSEC3905
Bird Sky Chair, Vancian . . . . .	SSECo213
Black Root of Abysmal Domination . . . . .	CRWL0423
Black Onyx Ring . . . . .	CJMR0802
Black Onyx Teeth . . . . .	GA160435
Black Stick of Ziroonderel . . . . .	SSEC2710
Blood Stone, The . . . . (magic item) . . . . .	GA191027
Book of Eibon, The . . . . .	SSECo804
Broadhead, +1 Long Spear . . . . .	DAMNo122
Broom of Flying . . . . .	SSEC2710
Candle of Finding . . . . .	GA160336
Cauldron of Contact . . . . .	NSOIL0008
Cortana (magic item) . . . . .	SSEC2407
Crown of the Ape King (Objects of Wonder). . . . .	GA150214
Crown of the Dragon . . . . .	SSECo917
Crystal Egg . . . . (magic item) . . . . .	SSEC4006
Crystal of Clarity . . . . .	SSEC1107
Crystal of Clarity . . . . .	SSECFRPGD008
Cubic Codex, The . . . . . (magic item) . . . . .	GA190228
Dagger of Burning, The . . . . .	SSEC2408
Dagger of Fire Steering . . . . .	NSOIL0008
Delicious Artifacts of Doctor Dippinsein . . . . . (artifact) . . . . .	CUBM1221
Demon Stones . . . . .	SSECo706
Doubler . . . . . (artifact) . . . . .	DLRDo117
Dragmere, the Demonglass Blade . . . . .	SSEC3708
Dragon Crown of Melnibone . . . . (artifact) . . . . .	SSECo408
Dragon Staff . . . . .	NSOIL0007
Ebonite Throne of Harhassan . . . . .	DAMNo143
Ebony Clock, The . . . . .	SSEC0310
Elfshot . . . . .	SSEC0107
Elven Club . . . . .	SSEC0115
Enchanted Cane . . . . .	SSECo706
Enchanted Skull Bookrest . . . . .	NSOIL0017
Energy Cannon . . . . .	SSECo214

Experiment Man, The . . . . .	SSEC1713
Everbite, dagger . . . . .	GA190234
Eye of Argalest . . . . .	DLRD0118
Eye of Obitu-Que, The (The Eye of Obitu-Que) . . . . .	GA150254
Eye of Occultation (Objects of Wonder) . . . . .	GA150214
Faithless . . . . . (magic item) . . . . .	SSEC3708
Finding Light . . . . .	SSEC0706
Finnrikur's Silver Torc . . . . .	DAMN0122
Fire Grenade . . . . .	SSEC0214
Five Antediluvian Artifacts	
Vespidar Brace, The . . . . . (artifact) . . . . .	GA191038
Zorteen Neurozygote, The . . . (artifact) . . . . .	GA191040
Golden Nose, The . . . . . (artifact) . . . . .	GA191043
Boreal Hypercube, The . . . . . (artifact) . . . . .	GA191044
Nearthane Suit, The . . . . .	GA191046
Flammenschild . . . . . (artifact) . . . . .	DLRD0118
Flesh Engine . . . . .	CUBM1717
Fog of War, The (Items to Die For) . . . . .	GA150212
Frostfire . . . . .	SSEC1211
Glain, The . . . . .	SSEC0107
Glassword, Elven . . . . .	CREP0107
Goblet of Seeing . . . . .	GA160334
God's Flesh . . . . . (armor) . . . . .	DLRD0110
Gold Mead . . . . . (goblet) . . . . .	GA190316
Gorgosaurus Sword (Marvelous Myriad Myconid Caverns) . . . . .	GA150325
Grumchop the Hungry Blade . . . . .	CREP0117
Grimoire of Eibon, The . . . . .	SSEC0804
Harrow (Items to Die For) . . . . .	GA150212
Head of Aharise, The . . . (artifact) . . . . .	GA191031
Heirloom Weapons in DCC . . . . .	MGUH0222
Horned Cap . . . . .	NSOIL0007
Horseshoes of Returning . . . . .	NSOIL0001
Indigo Signalman's Lantern, The . . . (artifact) . . . . .	BPBM0335
Indigo Steel Badge . . . . .	BPBM0205
Iron-Banded Chest . . . . .	GA170351
Iron Rings . . . . .	SSEC0308
Items to Die For . . . . .	GA150212
Kanju, the Jewel of Ebb Tides (artifact) . . . . .	DAMN0227
Corruption of Tides . . . . .	DAMN0229
Blessings of the Kami . . . . .	DAMN0230

Blessed of the Dragon Princess . . . . .	DAMNo231
Blessed of the Tentaculated Kami . . . . .	DAMNo232
Kopis of Atropos, The (artifact) . . . . .	GA190348
Kringle's Rod of Holiday Wonderment . . . . .	SSCB1505
Lasso . . . . .	SSEC2124
Legendary Items . . . . .	CRWL0213
Life Gong . . . . .	SSEC2120
Live Boots . . . . .	SSEC2123
Longreaver, +1 Longaxe of Skal Silverhand . . . . .	DAMNo122
Magic orbs, Broshgar's . . . . .	SSEC3410
Magic Wand . . . . .	CRWL0316
Magor's Manacles (Items of Power) . . . . .	MGUH0207
Mask of the Moon Gods . . . . .	SSEC1618
Mask of the Mad Moon Gods . . . . .	SSECFRPGDo8
Mask of Power (Luchador) . . . . .	GA150124
Melnibonean Vitality Drugs . . . . .	SSEC0407
Mirror of Memory, The . . . . .	SSEC0408
Mirrors of Quick Getaway . . . . .	CRWL0423
Monolith, The . . . . .	SSEC0917
Moonstone Spectacles . . . . .	BPBM0205
Nawa-ta, Soul Phylactery Medallion (Black Blood Pass) . . . . .	GA150413
Net, hooked . . . . .	SSEC0918
Noose . . . . .	SSEC0115
Not-Two Brooch of Time, The . . . . .	NSOIL0009
Nyoi-Jizai . . . . . (artifact) . . . . .	DAMNo226
Oasts . . . . .	SSEC2123
Obezaeth (Tomb of the Thrice-Damned) . . . . .	GA150352
Objects of Wonder. . . . .	GA150214
Oculus, The . . . (Crawljammer ship) . . . . .	GA160644
Orbs of the Crag Demon . . . . .	DAMNo122
Orb of Temptation . . . . .	SSEC3708
Pelagian Equipment . . . . .	GA150216
Pelagia's Holy Vestments (Pelagian Equipment). . . . .	GA150217
Pellet Ejector . . . . .	SSEC0214
Phandaal's Arrow of Dreadful Gyration . . . . .	SSEC3709
Pipe of Contentment . . . . .	NSOIL0004
Plague Reaper . . . . .	SSEC0312
Plague Specter . . . . .	SSEC0312
Plague Specter . . . . .	SSEC39B42



Plague Zombie . . . . .	SSEC0313
Plague Zombie . . . . .	SSEC39B42
Portable Jellyfish (Pelagian Equipment) . . . . .	GA150218
Potion of Wondrous Things . . . . .	GA160633
Power Wagon . . . . .	SSEC0213
Powder of Hyperborea . . . (magic item) . . . . .	SSEC3310
Prince Prospero's Candles . . . . .	SSEC0310
Prince Prospero's Candles . . . . .	SSECFRPGD09
Rod of the Unclean . . . . .	SSEC2205
Quarterstaff, Aethereal . . . . .	NSOIL0011
Quigley's Ever-Seeing Charm of True Sight . . . . .	SSEC1107
Quigley's Never-Dulling Sword of Truth . . . . .	SSEC1107
Ravenshroud . . . . .	DLRD0119
Red Zinnium Door . . . . .	CJMR0828
Ring of Eibon, The . . . . .	SSEC0804
Ring of Gelatinous Form . . . . .	GA160322
Ring of Zin . . . . .	CJMR0804
Ripper's Blade, The . . . . .	SSEC1712
Rocco's Teeth . . . . (artifact) . . . . .	SSEC4218
Rod of Karma . . . . . (artifact) . . . . .	DAMN0273
Ruby Eyes of Saint Osthene, The (relic) . . . . .	POTF0110
Ruby Throne of Melnibone . . . . . (artifact) . . . . .	SSEC0409
Rickenbastard (Axes of the Metal Gods) . . . . .	MGUH0220
Rod of Robhal (Items of Power) . . . . .	MGUH0206
Sacrificial Chalice, The . . . . .	CJMR0828
Sanguine Resonator (Items of Power) . . . . .	MGUH0207
Sarron Darkstar (Tomb of the Thrice-Damned) . . . . .	GA150351
Scrolls of the Octahedron Oder . . . . . (magic item) . . . . .	NSOIL0015
Shadowsword of Ith-Narmant . . . . .	CRWL0721
Shambles of the Living God . . . . .	GA160435
Shell-headed Club . . . . .	SSEC0918
Solar Saber, The (Patron Item) . . . . .	CUBM0421
Spirit Drum, The . . . . .	SSEC0108
Sport Riffle . . . . .	SSEC0214
Staff of Hormagor, The . . . . .	SSEC0804
Staff of Ice . . . . .	DAMN0148
Stave of the Bethine . . . . .	GA160450
Steel Sling-Whip . . . . .	SSEC0215
Steering Wand (Objects of Wonder) . . . . .	GA150215

Sword of Alveric . . . . . SSEC2710

Sword of Diotrychus, The (relic) . . . . . POTF0120

Sword of Earl Aubec, The . . . . . SSEC0409

Sword of Merlin . . . . . SSEC0108

Sword, Vorpal . . . . . NSOIL0011

Swords, winged . . . . . GA190136

Talismans of Anti-Magic, The . . . . . CRWL0320

Talisman of Blame, The . . . . . CREP0112

Talisman of Contrition . . . . . CREP0113

Thorium Eye of Elzar Badd, The . . . (minor artifact) . . . . . CREP0115

Treader in the Dust . . . . . (tome of magic) . . . . . CJMR0826

Treasures of Eibon

    Book of Eibon, The . . . . . SSEC0804

    Grimoire of Eibon, The . . . . . SSEC0804

    Ring of Eibon, The . . . . . SSEC0804

    Staff of Hormagor, The . . . . . SSEC0804

Treasures of Melnibone

    Artists' Tools . . . . . SSEC0407

    Dragon Crown of Melnibone . . . . (artifact) . . . . . SSEC0408

    Melnibonean Vitality Drugs . . . . . SSEC0407

    Mirror of Memory, The . . . . . SSEC0408

    Ruby Throne of Melnibone . . . . . (artifact) . . . . . SSEC0409

    Sword of Earl Aubec, The . . . . . SSEC0409

Thieving Hand of Glamox . . . . . GA160328

Vespur's Tongue . . . . . GA190234

Vial of Liquid (random table) . . . . . GA170645

Wall of Kovacs . . . . . GA150219

Wandering Eye, The . . . . . GA160332

Wand of a Thousand Punishments (Black Blood Pass) . . . . . GA150414

Wand of Teleportation (Marvelous Myriad Myconid Caverns) . . . . . GA150325

Wolf Flower . . . . . SSEC1712

Yi'ao, the Flame (Items to Die For). . . . . GA150213

Zin's Wizard Staff . . . . . CJMR0828

Monsters

A is for Aliens . . . . . CUBM0802

Acolytes . . . . . GA191236

Acolytes . . . . . GA191239



Acolyte of Fate . . . . .	GA190341
Adder, poisonous . . . . .	SSEC3111
Aetherial Hunter . . . . .	DAMN0247
Aetherian War Cat . . . . .	CUBM1003
Agents of Egris . . . . .	GA170504
Agents of Egris . . . . .	GA170505
Alchemist . . . . .	SSEC3312
Allosaur . . . . .	DAMN0127
Amplexor . . . . .	GA170507
Anamolocariss . . . . .	GA191019
Androcops . . . . .	GA190211
Anger . . . . . (type II demon) . . . . .	STRATO01.548
Ant Cultists . . . . .	DAMN0111
Ants, giant . . . . .	DAMN0129
Ant, giant . . . . .	GA190117
Ant, giant . . . . .	SEC39B01
Ants, soldier, giant . . . . .	CRWLo409
Ant Swarm . . . . .	SSEC1409
Antimater Man . . . . .	GA150204
Antelope . . . . .	DAMN0127
Ape-Man Farmers . . . . .	CJMR0709
Ape-Man War-Party . . . . .	CJMR0710
Ape-Man Warriors . . . . .	CJMR0727
Ape-Men of Duggabask . . . . .	CJMR0806
Ape-men, four-armed . . . . .	GA191229
Ape-men, four-armed . . . . .	GA191231
Arachnid-Ursidae . . . . .	SSEC39B01
Armor, animated . . . . .	SSEC3409
Armor, animated . . . . .	SSEC39B01
Ash Spirits . . . . .	DLRD0118
Ash mote elementals . . . . .	GA170234
Assassin . . . . .	GA192224
Atter-corn #1 . . . . .	SSEC0104
Atter-corn #2 . . . . .	SSEC0105
Atter-corn #3 . . . . .	SSEC0106
Autogiest, The (Twisted Menagerie) . . . . .	CUBM0720
Automaton, Champion . . . . .	DAMN0274
Azdorian spider . . . . .	SSEC1212
Baboon assassin, mummified . . . . .	GA190144
Bammat . . . . .	SSEC0707

Bammat . . . . .	SSEC39Bo3
Bandits . . . . .	GA190536
Bandits . . . . .	GA191228
Bandits . . . . .	GA191236
Bandits . . . . .	GA191237
Bandits, Mexican, with pistol . . . (NPC) . . . . .	GA190540
Bandits, Mexican, with rifle . . . (NPC) . . . . .	GA190540
Basilisk, prime, enormous . . . . .	GA191236
Bass Masters, The . . . . .	CUBM1812
Batfaces . . . . .	SSEC3710
Batfaces . . . . .	SSEC39Bo3
Bat, giant . . . . .	DAMN0140
Bat, giant . . . . .	SSEC39Bo3
Bat-Manticore . . . . .	CJDD0111
Bat swarm . . . . .	GA170414
Bat swarm . . . . .	GA191228
Bat swarm, albino . . . . .	SSEC4115
Bats, piranha . . . . .	GA190411
Battlesnails . . . . .	GA190116
Bayaka . . . . .	DAMN0108
Bearantula . . . . .	SSEC39Bo4
Bear Bat . . . . .	SSEC3519
Bearboon . . . . .	SSEC39Bo5
Bear Crab . . . . .	SSEC3519
Bear Crab. . . . .	SSEC39Bo4
Bear, grizzly . . . . .	SSEC4109
Bear, skeletal . . . . .	GA190532
Bear, tracking . . . . .	SSEC0607
Bear, tracking . . . . .	SSEC39B48
Bearantula . . . . .	SSEC2011
Bear Bat. . . . .	SSEC39Bo4
Bearboon . . . . .	SSEC2112
Beareagle . . . . .	SSEC2513
Beareagle . . . . .	SSEC39Bo5
Beastmen . . . . .	GA191222
Beastmen . . . . .	GA191228
Beastmen . . . . .	GA191230
Beastman Shaman . . . . .	DKSB16__
Beastmen of the hunt . . . . .	GA170150
Beast of Monster Lake . . . . .	SEC1514

Beast of Monster Lake. . . . .	SSEC39Bo5
Beastomatic . . . . . (monster creator) . . . . .	GA190905
Beast Which Shall Not Be Named, The . . . . .	DLRD0319
Becky Til Hoppard . . . . . (undead witch) . . . . .	SSEC0707
Becky Til Hoppard . . . . .	SSEC39Bo5
Bee, giant . . . . .	DAMN0129
Beestill . . . . .	WCA0113
Behinder . . . . .	SSEC0709
Behinder . . . . .	SSEC39B106
Beserkers . . . . .	GA191227
Beyond . . . . .	DLRD0320
Bird, Vancian #1 . . . . .	SSEC0207
Bird, Vancian #2 . . . . .	SSEC0207
Bird, Vancian . . . . .	SSEC39Bo7
Bit-Yakin . . . . .	SSEC1410
Bit-Yakin . . . . .	SSEC39Bo7
Blackbell (May Flowers). . . . .	GA150333
Black Cloud, the (monster) . . . . .	CUBM1603
Black Swan, giant . . . . .	SSEC0512
Black Swan, giant . . . . .	SSEC39Bo7
Blessed, the . . . . .	SSEC3707
Blight Serpent . . . . .	GA150205
Blood Rat . . . . .	GA180316
Blood Toad Swarm . . . . .	SSEC1411
Blood Toad Swarm. . . . .	SSEC39Bo8
Boars . . . . .	GA191216
Boar, Silver . . . . .	GA191232
Bobbies . . . . .	GA190308
Bobbies, Town, The . . . . .	GA180525
Bone Chewer . . . . .	MGUH0324
Book of Doom . . . . .	GA180332
Borean Trolls . . . . .	GA170241
Bot, scavenger . . . . .	GA190213
Bounder, The . . . . .	CUBM0722
Bounty Hunters of Ur-Hadad . . . . .	MGUH0218
Bowel Tyrant . . . . .	CUBM1005
Brainengineer . . . . .	CUBMMG56
Brides of Blood . . . . .	GA170756
Bronze legionnaire of Manateecuhtli . . . . .	GA170324

Brooms (animated) . . . . .	SSEC3407
Brooms, animated . . . . .	SSEC39Bo1
Brugnath (type IV demon) . . . . .	SSEC39o8
Brute Tentacle . . . . .	STRAT0o141
Buffalo, white . . . . .	GA19o633
Bugbear, Pumpkin . . . . .	SSEC4oo8
Bumpkinoids (Twisted Menagerie) . . . . .	CUBM1521
Bushwacker, The . . . . .	GA19o314
Bushwhackers, The . . . . . (cavalry regiment) . . . . .	GA19o545
Business Revenant (monster) . . . . .	CUBM16o4
Buzzard wraith . . . . .	GA17o248
Cactus Men of Alpha Centauri . . . . .	CJMRo2o3
Caffeinate Corpse . . . . .	CUBM1722
Cakgor (type V demon) . . . . .	SSEC39o9
Cauldron-born . . . . .	SSEC36o7
Calobras . . . . .	DAMN0138
Cambion, The . . . . .	GA19111o
Candy Man . . . . .	SSCB15o7
Candy Man . . . . .	SSEC39Bo9
Carnivorous Snail Swarm . . . . .	CREPo1o7
Cat . . . . .	SSEC06o4
Cat . . . . .	SSEC39Bo9
Cat, splinter . . . . .	GA19o629
Catbat . . . . .	NSOILoo08
Cauldron-born . . . . .	SSEC39B1o
Cave creatures . . . . .	GA191231
Centaur . . . . .	SSEC371o
Centaur . . . . .	SSEC39B1o
Centipede, giant . . . . .	SSEC31o9
Centipede, giant . . . . .	SSEC39B11
Centipede, giant blue . . . . .	GA17o325
Ceratosaur . . . . .	DAMN0127
Cerebear . . . . .	CUBMMG 58
Cihuateteo . . . . .	CUBM16o7
Chaos creatures . . . . .	GA17o261
Chaos Leviathan Host . . . . .	DAMN026o
Chaos Man-Slugs . . . . .	CREPo121
Chaos Man-Slugs . . . . .	CREPo122
Chaos Man-Slugs . . . . .	CREPo125
Chaos Man-Slugs, Enlarged . . . . .	CREPo125

Clara the Demon Chicken . . . . .	BPBM0438
Club slugs . . . . .	CREP0108
Chick, Demon . . . . .	BPBM0438
Children of Hecate (Hecate) . . . . .	GA150245
Children of the Gods . . . . .	DAMN0267
Children of the Gods . . . . .	DAMN0268
Children of the Gods . . . . .	DAMN0272
Children of Space . . . . .	STRATO0151
Children of the Wild . . . . .	GA191114
Chimera . . . . .	GA180520
Chthonic Dogs of Hecate (Hecate) . . . . .	GA150253
Cleaning crew of slimes . . . . .	GA170158
Clock Tower Caretaker . . . . .	GA180525
Clockwork Samurai (the) . . . . .	DAMN0218
Cloud-Thirst Null . . . (creature) . . . . .	STRATO0155
Clownauts . . . . .	CUBM1224
Clownug . . . . .	CUBM1223
Cockatrice . . . . .	GA180521
Cowwich, The . . . . .	GA160319
Cobra . . . . .	DAMN0137
Cobra, giant . . . . .	SSEC1409
Coma Cultist . . . . .	GA160424
Compsagnathus . . . . .	DAMN0128
Compys . . . . .	GA190425
Constables, National, The . . . . .	GA180525
Core Dwellers . . . . .	SSEC36b13
Corpse, animated . . . . .	SSEC3407
Corpse, animated . . . . .	SSEC39B01
Corpse Sludge . . . . .	CREP0117
Corpse with Sapphire Eyes . . . . .	SSEC3407
Corpse Worm. . . . .	CJMR0723
Corpsenado . . . . .	CUBM1725
Coral Husk . . . . .	GA180542
Coral Husk . . . . .	GA180545
Corrupted Algae Slime Monster . . . . .	GA160442
Cosmic crustacean . . . . .	GA190252
Crab, gigantic . . . . .	DAMN0129
Crab, giant . . . . .	GA170413
Crab injection vial . . . . .	GA190250

Crag Demon (Oruz) .....	DAMNo114
Crag Demon (Rai-Kren) .....	DAMNo105
Crater cultist .....	GA170345
Crater cultist .....	GA170320
Crater ritualist .....	GA170350
Crawdad, Giant Demonic .....	CREPo123
Crawling amoeba .....	GA190124
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 .....	DAMNo142
Creature of stone .....	GA190344
Creeping Willow .....	SSEC0513
Creeping Willow .....	SSEC39B11
Crewmen, zeppelin .....	GA190722
Croaking doom .....	GA191237
Crocobear .....	SSEC2206
Crocobear .....	SSEC39B12
Crocodiles .....	DAMNo128
Crocodile .....	SSEC4106
Crocodile, giant .....	CJDD0103
Crocodile, giant .....	GA160518
Croqfolq .....	WCA0114



Cryo-Fungus .....	SSEC3018
Cryo-Fungus .....	SSEC39B12
Crystal Skulls, flaming .....	GA160518
Cyber-Hounds .....	CJMR0131
Cyber-Zombies .....	CJMR0128
Cyberzombie .....	GA160611
Cyberzombie, enhanced .....	GA160611
Cyclops .....	DAMN0128
Cyclops .....	GA191230
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
Dark Trails Creatures .....	GA190621
Deathbot .....	CUBM1009
Deathbot .....	CUBM1320
Death Dealer, The ..... (new monster) .....	SSEC3520
Death Dealer .....	SSEC39B13
Death Guards .....	NSOIL0014
DeathJay .....	CJMR0710
Death Watch Beetle, giant .....	CRWL0412
Deceptiguards ..... (robots) .....	GA170118
Deep Elders, The .....	CRWL1120
Deinosuchus .....	GA191020
Demolishroom .....	CUBM1610
Demon	
Demons of Ahriman .....	SSEC39B13
Demons of Baphomet .....	SSEC39B14
Demons of Dorini .....	SSEC39B16
Demons of Lilith .....	SSEC39B18
Demons of Orcus .....	SSEC39B19
Devourer of Beauty .....	SSEC39B19
Demon (type II, Lillim) .....	SSEC3526
Demon (type III, Lamia) .....	SSEC3526
Demon (type II demon, Murrallsee or Murray) .....	GA170709
Demon, type III .....	GA191239
Demon, sun scorcher .....	GA191219

Demon-ape technician (type II demon) . . . . .	DAMN0269
Demon Drummer . . . . .	CJDD0108
Demon, bound . . . . .	GA190133
Insect demon . . . . .	GA170734
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
Demons of Ahriman . . . . .	SSEC39B13
Denizens . . . . .	GA170220
Devoted, The . . . . .	GA160445
Devourer of Beauty . . . . .	SSEC2112
Digit Demon . . . . .	GA191015
Dilophosaurus . . . . .	GA190425
Dino, tiny . . . . .	DLRD0117
Dinosaur Aberrations . . . . .	CUBM1426
Dinosaur, tiny . . . . .	MGUH0216
Diplocaulus . . . . .	GA191020
Dire cat . . . . .	GA170250
Dire Foxglove (May Flowers). . . . .	GA150334
Dire owl . . . . .	GA170250
Dire tiger, deranged . . . . .	GA170255
Disenchanter . . . . .	DLRD0314
Displacer hag . . . . .	GA190930
Dogmen . . . . .	NSOIL0015
Dogs, mundane . . . . .	SSEC39B19
Dogs of War . . . . .	GA180311
Donkey, Lady . . . . .	GA170251
Doraki . . . . . (type VI demon) . . . . .	SSEC3910
Doroschuk . . . . .	SSEC39B20
Dragon, Green, Host (average-sized) . . . . .	DAMN0263
Dragon, ice . . . . .	DAMN0148
Dragon, mirror . . . . .	DLRD0121
Dragon of Deva, immature . . . . .	SSEC1109
Dragon, Devan (immature) . . . . .	SSEC39B20

Dragon of the River (Hargn) . . . . .	CRWL0421
Dragon, Sea . . . . .	SSEC39B44
Dreadnought . . . . .	SSEC3712
Dreadnought . . . . .	SSEC39B20
Drone, organic . . . . .	GA180520
Drowned maid, the . . . . .	SSEC3707
Drowning Man . . . . .	SSEC3712
Drowning Man . . . . .	SSEC39B22
Drunkard, The . . . . .	GA190313
Dryad, true . . . . .	GA160541
Dunhavenhooter . . . . .	GA190622
Dunkleosteus . . . . .	GA191021
Dweller in the Mist . . . . .	SSEC2207
Dweller in the Mist . . . . .	SSECFRPGD11
Dweller in the Mist . . . . .	SSEC39B22
Eadicious Encephalon . . . . .	CUBMMG60
Eagle, giant . . . . .	GA160520
Earth Howler . . . . .	STRATO0157
Eddies . . . . .	GA170720
Edestus . . . . .	GA191022
Edgar the Giant Spider (Marvelous Myriad Myconid Caverns) . . . . .	GA150320
Eel, elemental . . . . .	GA190134
Elai noble . . . . .	DAMN0260
Elai noble . . . . .	DAMN0262
Elai noble . . . . .	DAMN0269
Elai noble, bored . . . . .	DAMN0263
Elai pilgrims . . . . .	DAMN0267
Eldritch Leach . . . . .	CJMR0617
Elemental . . . . .	SSEC39B23
Elemental, data . . . . .	CUBM1609
Elemental, debris (Trash Titan) . . . (Twisted Menagerie) . . . . .	CUBM0119
Elemental, desert . . . . .	SSEC2610
Elemental, earth . . . . .	GA191217
Elemental, fire . . . . .	GA191220
Elemental, forest . . . . .	SSEC2611
Elemental, gun . . . . .	CUBM1614
Elemental, heavy metal (Rocker) . . . (Twisted Menagerie) . . . . .	CUBM0424
Elemental, muck . . . . .	GA190117

Elemental, phlogiston . . . . .	NSOIL0004
Elemental, snow . . . . .	SSCB1507
Elf, underearth #1 . . . . .	SSEC0109
Elf, Underearth I . . . . .	SSEC39B23
Elf, underearth #2 . . . . .	SSEC0110
Elf, Underearth II . . . . .	SSEC39B24
Elf-drones . . . . .	GA160635
Elk-women . . . . .	CJDD0103
Emerald eidolons . . . . .	GA191226
Emerald skulls, flying . . . . .	GA191226
Empty-One . . . . .	CUBM1528
Endoskeletons . . . . .	GA170121
Engossiphar . . . . .	GA180331
Enraged corpse . . . . .	GA170348
Enthralled . . . . .	GA170262
Eohippus . . . . .	DAMN0128
Eurypterid . . . . .	GA191022
Evil Android . . . . .	CJMR0225
Evil Eye . . . . .	GA180521
Experiment Man . . . . .	SSEC39B25
Eye batz . . . . .	GA190116
Face Swallowers . . . . .	SSEC36b13
Faerie Slug . . . . .	DKSB1601
Fairy . . . . .	DLRD0313
Falcon wolf (Cirque de Bizarre) . . . . .	CUBM0210
Fater . . . . .	GA191122
Felf crafter . . . . .	GA190841
Felf warrior . . . . .	GA190841
Felix Atrox (American Lion) . . . . .	SSEC3712
Felix Atrox (American Lion) . . . . .	SSEC39B25
Felix Atrox . . . . .	SSEC4113
Fembots . . . . .	GA170123
Feral Tigerwoman . . . . .	CJMR0226
Fey Bestiary . . . . .	GA180318
Fiend in the Pit, the . . . . .	GA170238
Fir bolg . . . . .	GA191212
Fire beasts, toiling . . . . .	DAMN0271
Flower Zombie (May Flowers). . . . .	GA150334
Flying Attack Drone . . . . .	CJMR0519

Flying Howler Monkey .....	DAMN0137
Flying Laser Ursine .....	CUBM1011
Focal servitor .....	GA170333
Following Thing, The .....	SSEC3520
Following Thing .....	SSEC39B25
Forest Floor .....	GA160539
Forest Guardians .....	DAMN0267
Formless Spawn .....	SSEC39B25
Forsaken .....	DAMN0120
Forsaken, reavers .....	DAMN0121
Fortune teller .....	GA191236
Fossil Anomalies .....	GA191019
Fox, guardian .....	SSEC1906
Fox, guardian .....	SSEC39B29
Frab .....	CUBM1612
Friar .....	GA191236
Friar of Fate .....	GA190341
Fridoline (demon, type IV) .....	CRWL0417
Fright of Ghosts (Hecate) .....	GA150244
Frog, giant .....	SSEC3109
Frog, giant .....	SSEC39B25
Frogmoth .....	NSOIL0019
Fruiti-Slush Ooze .....	CUBM1013
Fryder .....	CUBM1225
Fungaloid .....	CRWL0414
Fungoid, guardian .....	CJMR0511
Fung-Eye .....	CRWL0520
Fura's Body .....	DLRD0120
Fura's Eyes .....	DLRD0120
Furious Warrior .....	POTF0122
Gadgols .....	GA191018
Gallimimus .....	GA190425
Garuda .....	DAMN0268
Gargoyle, graven .....	SSEC39B26
Gas pockets .....	GA190311
Gazette – Fear .....	GA160312
Holbog .....	GA160313
Silletheene .....	GA160312
Vennec the Wizard .....	GA160314

Tigerfly . . . . .	GA160315
Frozzax . . . . .	GA160316
Gelatinous cube, translucent . . . . .	GA190126
Gelt Killblade . . . . .	CJDD0110
Gelt Scholar . . . . .	CJDD0108
German Infantryman . . . . .	GA170733
German Sergeant . . . . .	GA170733
Ghastly Ratmen . . . . .	CRWL0408
Ghost . . . . .	GA191217
Ghost . . . . .	GA191227
Ghosts . . . . .	GA150206
Ghost, bone . . . . .	GA180323
Ghost, bone . . . . .	SSEC3215
Ghost, bone . . . . .	SSEC39B08
Ghost, novice . . . . .	GA190144
Ghost Light . . . . .	SSEC1409
Ghost Light . . . . .	SSEC39B27
Ghoul' ound . . . . .	SSEC1804
Ghoul 'ound . . . . .	SSEC39B27
Ghouls . . . . .	DAMN0129
Ghoul Hags . . . . .	DLRD0314
Ghoul Unicorn . . . . .	DLRD0315
Giant Bloodworms . . . . .	CJMR0712
Giant, fire . . . . .	GA191221
Giant Flatworms . . . . .	CJMR0712
Giant Muckworms . . . . .	CJMR0713
Giant, concrete . . . . .	CUBM1007
Gibbelins . . . . .	GA191213
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
Gobloid . . . . .	SSEC39B27
Godling . . . . .	GA191118

Golan, explorers . . . . .	DAMN0133
Golan, hunters . . . . .	DAMN0129
Golan, villagers . . . . .	DAMN0129
Golan, warriors . . . . .	DAMN0130
Golem . . . . .	SSEC39B28
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
Goliath Birth-Engine . . . . .	STRATO0153
Goliath of the Horror . . . . .	STRATO0153
Gongkwasit . . . . .	WCA0114
Goo-Men . . . . .	CUBM0223
Gore cow swarm . . . . .	GA170348
Gorgolac . . . . .	SSEC3911
Gorgolac . . . . .	SSEC39B28
Gowl, red . . . . .	DKSB1601
Grandfather (monster) . . . . .	CUBM1806
Gray Demons . . . . .	SSEC1414
Gray Demon . . . . .	SSEC39B28
Greater Corruption Ooze . . . . .	GA160420
Gremlings . . . . . (type I demon) . . . . .	GA170158
Grey (Black Blood Pass). . . . .	GA150410
Gringolek . . . . (monster) . . . . .	SSEC4217
Grizzly Boar . . . . .	SSEC1905
Grizzly Boar . . . . .	SSEC39B29
Grub Knight . . . . .	GA150207
Guardsmen . . . . .	GA191216
Guardsmen, crazed . . . . .	SSEC36b13
Guardians of the Smith . . . . .	GA190347
Gumberoo . . . . .	GA190623
Gunslinger Host . . . . .	DAMN0261
Gwythaint . . . . .	SSEC3607
Gwythaint . . . . .	SSEC39B29

Hag of Hecate (Hecate) . . . . .	GA150246
Haint from the Holler . . . . .	CCC0118
Half-formed hosts . . . . .	DAMN0273
Half-Golem Guards . . . . .	DAMN0248
Handyman elephant . . . . .	GA170251
Hare Technician . . . . .	DAMN0263
Harpies . . . . .	GA180519
Harpies, Storm, of Taranis . . . . .	GA190730
Harpy, jungle . . . . .	SSEC1409
Harpy, jungle . . . . .	SSEC39B33
Harringo . . . . .	GA180317
Harringo . . . . .	SSEC3217
Harringo . . . . .	SSEC39B30
Hedgehogs, giant . . . . .	CRWLo411
Hell Horse . . . . .	SSEC2409
Hell Horse . . . . .	SSEC39B30
Hell Hound . . . . .	GA180521
Hellish Razorback . . . . .	CRWLo412
Hellskull . . . . .	GA190135
Helminth, monstrous . . . . .	GA191214
Henchmen, Hirelings, Allies & Adversaries . . . . .	GA191135
Hexopus . . . . .	DAMN0130
Hingkootie . . . . .	WCA0115
Hippo . . . . .	GA190350
Hippotaur . . . . .	CUBM1824
Hirelings . . . . .	GA191127
Apothecary . . . . .	GA191128
Scholar . . . . .	GA191129
Locksmith . . . . .	GA191129
Merchant . . . . .	GA191130
Mapmaker . . . . .	GA191131
Condemned criminal . . . . .	GA191132
Soldier . . . . .	GA191133
Scout . . . . .	GA191133
Hive Mind . . . . .	CUBMMG61
Hobgoblin . . . . .	GA180520
Hollow Knight . . . . .	SSEC2409
Hollow Knight . . . . .	SSEC39B30
Homunculus, greater . . . . .	GA190124
Homunculi, lesser . . . . .	GA190125

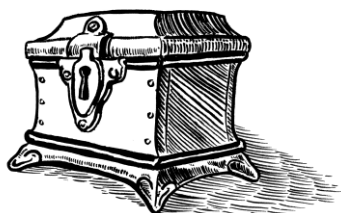


Hoppard Kin . . . . .	SSECo709
Horned Lobsterclops . . . . . (monster) . . . . .	NSOIL0011
Horned Monster (Wendigo) . . . . .	SSEC0605
Horned Monster . . . . .	SSEC39B30
Hornet, giant . . . . .	DAMN0129
Hornet swarm . . . . .	GA191232
Horse of the Hills . . . . .	SSEC1906
Horse of the Hills . . . . .	SSEC39B31
Horses, wild . . . . .	GA191234
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
Hunter . . . . .	SSEC39B31
Hybomination . . . . .	CUBM1827
Hydra . . . . .	GA180522
Hydra Worm . . . . .	CJMR0720
Hydrandeatya (carnivorous plant) . . . . .	SSEC3218
Hydrandeatya . . . . .	SSEC39B31
Hypsilophodon . . . . .	CUBM1522
Ice Ghouls . . . . .	DAMN0146
Ichor fiend . . . . .	GA170348
Ichor fiend . . . . .	GA170351
Ichthyosaur . . . . .	CUBM1522
Ichthyosaur, mutant . . . . .	SSEC3218
Ichthyosaur, mutant . . . . .	SSEC39B33
Icon of Tsathoggua . . . . . (Area 2-6) . . . . .	CJMR0816
Iguana-man . . . . .	GA191220
Iguanodon . . . . .	GA190425
Imp . . . . .	GA190135
Imp, undead . . . . .	CJMR0810
Ink Wraith . . . . .	SSEC1212
Ink Wraith . . . . .	SSEC39B33
Insane mass . . . . .	GA190548

Insect swarm . . . . .	GA191237
Insectoids . . . . .	GA170223
Interlopers . . . . .	GA170220
Invisible Guardians . . . . .	CJMR0432
Iormungar, sea dragon . . . . .	SSEC1213
Irish Wolfhound . . . . .	SSEC3809
Iron screamer . . . . .	GA190440
Islanders . . . . .	GA190313
Jack Frost . . . . .	SSCB1508
Jack Frost . . . . .	SSEC39B33
Jack-O-rang-utan . . . . .	CUBM1015
Jagged . . . . .	GA170421
Jailor's Assistant . . . . .	SSEC3112
Jawbolter (monster) . . . . .	CUBM1718
Jellyfish, colossal . . . . .	GA191219
Jellyfish, giant . . . . .	GA170414
Jiggerypoal . . . . .	WCA0115
Jungle Tribesmen . . . . .	SSEC2010
Kangaroo . . . . .	SSEC2513
Kangaroo . . . . .	SSEC39B34
Karkara . . . . .	GA190214
Karkara zombie . . . . .	GA190214
Keras . . . . . (monster) . . . . .	GA180535
Khom . . . . .	SSEC39B34
Killer Dolly . . . . .	SSCB1508
Killer Dolly . . . . .	SSEC39B34
Klarashton, The . . . . . (demon, type VI) . . . . .	CJMR0815
Kleptorm . . . . .	GA191006
Kleptorm . . . . .	GA191009
Kleptorm . . . . .	GA191011
Khom . . . . .	SSEC1612
Knight of Elfland . . . . .	SSEC2712
Knights of Yoz . . . . . (type III demon) . . . . .	GA170137
Knight, spectral . . . . .	GA191237
Knight, spectral . . . . .	GA191238
Koh Hunters . . . . .	SSEC4107
Koh, warriors of . . . . .	SSEC4110
Kraken, dwarf . . . . .	GA180538
Leeches . . . . .	GA191212

Leech, vampiric . . . . .	GA190145
Legleeson . . . . .	WCA0114
Leng Spider . . . . .	SSEC1804
Leopards . . . . .	DAMN0130
Leviathan . . . . .	GA170241
Lich . . . . .	SSEC1213
Lich . . . . .	SSEC39B34
Lighthouse keeper . . . . .	GA190312
Lilitu, demonette . . . . .	GA170239
Lion cub . . . . .	SSEC4112
Lip worms, bone-eating . . . . .	GA190227
Living Flesh Mound . . . . .	CRWLo415
Lizard, Canary . . . . .	BPBM0437
Lizard, giant . . . . .	DAMN0133
Lizard, giant . . . . .	GA191232
Lizard, monitor . . . . .	GA190717
Lizard, raker . . . . .	DAMN0104
Lizardmen, green . . . . .	CJMR0429
Lizardmen, red . . . . .	CJMR0221
Lobstrosity . . . (Alien Crustacean) . . . (Twisted Menagerie) . . . .	CUBM0122
Lobstrositryant . . . . .	CUBMMG63
Lock Defenders . . . . . (new monster) . . . . .	NSOIL0016
Loper . . . . .	SSEC1308
Loper . . . . .	SSEC39B35
Lurk . . . . .	SSEC3108
Lurk . . . . .	SSEC39B35
Lxitos . . . . . (type II demon) . . . . .	GA170352
M is for Mutants. . . . .	CUBM0826
Macrobius' Golem . . . . .	CRWLo416
Magician . . . . .	GA191239
Malcupine, The . . . . .	BPBM0329
Malllock (Twisted Menagerie) . . . . .	CUBM0321
Mammoth . . . . .	SSEC2513
Mammoth . . . . .	SSEC39B36
Man-Eating Cowslip (May Flowers) . . . . .	GA150334
Mannekills (Undead) . . . . .	CUBM0124
Manticora . . . . .	SSEC3809
Manticora . . . . .	SSEC39B36
Marsupial face hugger . . . . .	GA170254

Martians . . . . .	SSEC39B36
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
Mek (I) . . . . .	SSEC39B37
Mek (II) . . . . .	SSEC39B37
Melded creature . . . . .	GA190209
Men-Beast-with-Elephant-Head . . . . .	CRWL0412
Menfish . . . . .	CUBM1826
Mercenary . . . . .	GA191221
Mercenary, 20th Century . . . . .	SSEC4116
Merchant . . . . .	GA191228
Merchants . . . . .	GA191219
Mermaid, Argonian . . . . .	SSECo511
Mermaid, Argonian . . . . .	SSECFRPGD11
Mermaid, Argonian . . . . .	SSEC39B01
Messengers of the Gods . . . . .	GA180324
MF from Moth Man!! . . . . .	CCC0118
Migjoyon . . . . .	DAMN0130
Mi-go . . . . .	GA190526
Mimic . . . . .	DLRD0315
Mimic . . . . .	SSEC3409
Mimic, beaker . . . . .	DLRD0316
Mimic, chest . . . . .	DLRD0316
Mimic, chest . . . . .	DLRD0117



Mimic, door frame . . . . .	CRWL0414
Mimic, pipe . . . . .	DLRD0316
Mimicker . . . . .	SSEC39B38
Mine Wight . . . . .	BPBM0233
Minokar . . . . .	SSEC1214
Miners, former . . . . .	GA190323
Minokar . . . . .	SSEC39B38
Minotaur . . . . .	GA160522
Minotaur, Elder, The . . . . .	GA170159
Miserable Flamesquat . . . . .	DKSB16__
Mis-treated Mistress Spirits . . . . .	SSEC36b13
Monkey . . . . .	DAMN0137
Monkey, evil plague . . . . .	GA190931
Monkey, rampaging . . . . .	DAMN0106
Monsters of the Big Festering Giant . . . . .	GA170225
Ameoba	
Bacterial Swarm	
Bacteria, spirochetes	
Filaria	
Lymphocytes	
Macrophage	
Mite, giant	
Neutrophils	
Protozoa	
Tardigrades	
Hookworms	
Roundworms	
Tapeworms	
Moon Octopus . . . . .	CJMR0203
Moon Octopus . . . . .	CJMR0226
Moon Octopus . . . . .	CJMR0613
Moonrock Crawler . . . . .	CJMR0627
Mosasaurus . . . . .	GA190422
Mossbear . . . . .	CJDD0103
Mound trolls . . . . .	GA191212
Mountain Lion Varieties . . . . .	GA180334
Muckraker . . . . . (telepathic slime) . . . . .	SSEC36b17
Mummy . . . . .	GA180522
Mummies, blood-soaked . . . . .	GA190237
Mushroom Spider (giant spider) . . . . .	SSEC1907
Mutamoles . . . . .	GA190117

Mutant, The . . . . .	CUBMo203
Mutitan (Twisted Menagerie) . . . . .	CUBMo216
Muttaborrasaur . . . . .	CUBM1522
Nauseapuff . . . . .	WCAo113
Necrocornicon . . . . .	CUBM1017
Nightmare, pale . . . . .	GA190136
Ninja . . . . .	GA190713
Obeaz Tee-ul battalion . . . . .	GA170310
Oblossum . . . . .	GA170325
Octobear . . . . .	GA180352
Octobear . . . . .	SSEC3218
Octobear . . . . .	SSEC39B39
Octo-Wolf . . . . .	CUBM1825
Octopus, cave . . . . .	GA191235
Ogre . . . . .	GA180521
Ogress of the Earthen Chimes . . . (creature) . . . . .	STRATO0155
Once-men . . . . .	CUBM1423
Oni . . . . . (ogrish sorcerer) . . . . .	GA190135
Orbus . . . . .	CUBM1019
Orderly . . . . .	GA190717
Ore Hound . . . . .	BPBM0437
Ooze, consuming . . . . .	SSEC3408
Ooze, consuming . . . . .	SSEC39B11
Opabinia . . . . .	GA191024
Ornithomimus . . . . .	DAMNo130
Orthocone, giant . . . . .	GA191023
Overseer (type I demon) . . . . .	GA170262
Owl . . . . .	SSEC39B39
Owl, horned, great . . . . .	SSEC3110
Pale Neptunian . . . . .	CJMR0231
Parrot . . . . .	GA190318
Parts Pile . . . . .	CUBM1727
Peasant, infected . . . . .	GA191008
Peasant, Vancian . . . . .	SSEC0210
Peasant, Vancian . . . . .	SSEC39B40
Peanut brittle monkeys, winged . . . . .	GA170212
Penumbra Bees (May Flowers) . . . . .	GA150335
Phalanx of Pandemonium . . . . .	GA170307
Phane #1 . . . . .	SSEC0211

Phane (I) . . . . .	SSEC39B40
Phane #2 . . . . .	SSEC0211
Phane (II) . . . . .	SSEC39B40
Phane (III) . . . . .	SSEC39B42
Phlogiston Eel . . . . .	CJMR0615
Phlogiston Vampire . . . . .	GA160612
Phororhacos . . . . .	DAMN0130
Pierceblossom (May Flowers). . . . .	GA150335
Pigtipede (Twisted Menagerie) . . . . .	CUBM0321
Pill Beast . . . . .	GA180330
Pirate . . . . .	GA190318
Pirates . . . . .	GA170420
Pirates of the Crimson Wheel . . . . .	GA191219
Pit Roses (May Flowers). . . . .	GA150335
Plague of Locusts (Ghrelin). . . . .	GA150222
Plant Monsters . . . . .	GA180346
Platypus cultists . . . . .	GA170254
Plesiosaur . . . . .	CUBM1522
Potato-man . . . . .	GA170211
Priest, undead . . . . .	GA180520
Primordial Ooze . . . . .	DAMN0140
Prismatic seneschal . . . . .	GA170333
Pseudodragon, Bronze . . . . .	CJMR0230
Pseudo-mud . . . . .	GA170245
Psionic Fungus . . . . .	POTF0118
Pterodactyl . . . . .	DAMN0130
Pterodactyl . . . . .	GA191234
Pterodactyl, metal . . . . .	GA180520
Pterosaurs, small . . . . .	DAMN0133
Pub owner . . . . .	GA190308
Pub owner . . . . .	GA190309
Pyramid Builder . . . . .	SSEC4010
Quasits . . . . . (type I demon) . . . . .	GA170137
Quicksand . . . . .	GA190314
Railipede . . . . .	CUBM1325
Ramas (monster) . . . . .	SSEC1612
Ramas . . . . .	SSEC39B43
Random Space Encounters . . . . .	CJMR0612
Rats, blood . . . . .	SSEC3215

Rat, blood . . . . .	SSEC39Bo7
Rat, dire . . . . .	SSEC39B43
Rats, large sewer . . . . .	GA190311
Rats, tiger-sized . . . . .	SSEC3111
Rat King, The . . . . .	GA170209
R.A.T.S. (monsters) . . . . .	CUBM1728
Rattlesnake, giant . . . . .	GA190531
Rattle-wolves . . . . .	GA190532
Raven . . . . .	SSEC2306
Ravenous Spirit (Ghrelín) . . . . .	GA150233
Red Claw Raiders . . . . .	CUBM1503
Red Martians . . . . .	CJMR0225
Red Martian, boxer . . . . .	CJMR0225
Red Throne, The (mimic-giant-crab) . . . . .	GA180545
Rekyr the Nahtanoj, Corrupted Lion Familiar (Black Blood Pass) . . . . .	GA150416
Reindire . . . . .	CUBM1623
Reptile Ghouls . . . . .	DAMN0109
Reptilian, chieftain . . . . .	DLRD0108
Reptilian, elite . . . . .	DLRD0108
Reptilian, female . . . . .	DLRD0107
Reptilian, female, muscular . . . . .	DLRD0107
Reptilian, warrior . . . . .	DLRD0107
Revenant . . . . .	GA170755
Revenant of Zin . . . . .	CJMR0826
Rhamphorhynchus . . . . .	DAMN0135
Rheddosus . . . . .	DAMN0135
Rhizomorph . . (monster) . . . . .	SSEC4125
Ring Bats . . . . .	CJMR0714
Roaches, biting . . . . .	GA191229
Roaming spirits . . . . .	GA170361
Robodemons . . . . .	GA170126
Robo-Faithful . . . . .	CUBM1525
Robo-Lich (Twisted Menagerie) . . . . .	CUBM0215
Robonanny . . . . .	MGUH0216
Robot . . . . .	CJMR0626
Robot Gunner . . . . .	CJMR0433
Robotic Phase-Hounds . . . . .	CJMR0326
Rock Monster Eagle . . . . .	SSEC0606



Rock Monster Eagle . . . . .	SSEC39B43
Rock Terror . . . . .	CJMRo617
Rock, traveling . . . . .	SSEC0608
Rock, traveling . . . . .	SSEC39B48
Rot Grub . . . . .	DLRD0318
Rust Monster . . . . .	DLRD0318
Sabre-Tooth . . . . .	DAMN0130
Sadodaemon . . . . .	DLRD0119
Sailors . . . . .	GA190309
Sailors, blue-skinned . . . . .	GA191220
Sandcat . . . . .	SSEC1309
Sandcat . . . . .	SSEC39B44
Sandflies . . . . .	GA190409
Santer . . . . .	GA190625
Santer, young . . . . .	GA190533
Scorpion, giant skeleton . . . . .	CJMRo436
Scorpion Monkey . . . . .	CJDD0103
Scorpionoid . . . . .	CUBM1126
Scut . . . . .	CUBM0717
Scutigera Goons . . . . .	DAMN0246
Scutigera Goons . . . . .	DAMN0249
Scutigerae . . . . .	DAMN0246
Sea Serpent . . . . .	GA180538
Sea Serpent . . . . .	SSEC36b10
Sea Serpent . . . . .	SSEC39B44
Sea Shrike . . . . .	GA191217
Sea-Slug . . . . .	SSEC1309
Sea-Slug, giant . . . . .	SSEC1310
Sea-Slug, giant . . . . .	SSEC39B45



Seeker of the Scourge . . . . .	STRATO0151
Self-Generating Crud Toolkit . . . . .	GA160707
d30 Crud Creature Compendium . . . . .	GA160710
Spiraling pick cocker . . . . .	GA160711
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
Fire spore puffball . . . . .	GA160718
Lumbering sludge . . . . .	GA160719
Slough sloth . . . . .	GA160720
Ghost algae . . . . .	GA160721
Sucking mud . . . . .	GA160721
Crud burro . . . . .	GA160722
Summer's siren . . . . .	GA160722
Fen henchman (black bog baron) . . . . .	GA160724
Bore Optic Slime Serpent . . . . .	GA160725
Universal veil . . . . .	GA160725
Rucker's ectoplasm . . . . .	GA160726
Drumpfungi . . . . .	GA160728
Riker's radiolieria . . . . .	GA160729
St. Christie's bile . . . . .	GA160730
Destroying angel puffball . . . . .	GA160731
Skull dust . . . . .	GA160731
Manky ditch weed . . . . .	GA160732
Reanimator slime . . . . .	GA16073
Whistling widowmaker . . . . .	GA160735
Hagbear . . . . .	GA160736
Eckson's sludge mire . . . . .	GA160737
d50 Crud Color and Texture Calculator . . . . .	GA160740
d50 Crud Effects Machine . . . . .	GA160744
d50 Crud Odor Description Generator . . . . .	GA160755
d50 Crud Naming Device . . . . .	GA160757
Sentient lightning . . . . .	GA170358
Sentinel, The (ivy plantient) . . . . .	GA190415
Sentrybot (Twisted Menagerie) . . . . .	CUBM0120
Sergeant Luggbodduggo (hobgoblin)	
(Marvelous Myriad Myconid Caverns) . . . . .	GA150321
Serpent-Men, degenerate . . . . .	SSEC4114
Serpent-manbominations . . . . .	MGUG0216

Serpent Shrubs . . . . . (new monster) . . . . .	SSEC36b18
Serpentoid (Twisted Menagerie) . . . . .	CUBM0521
Servitorbot . . . . .	CUBM0221
Severed bot limbs . . . . .	GA170119
Shadow Eater, The . . . . .	SSEC36b04
Shadow Servants . . . . .	GA190828
Shambling Undead . . . . .	GA180520
Shapeshifter . . . . .	CJMR0329
Shark . . . . .	GA170420
Shark, prehistoric . . . . .	DLRD0117
Sharkboys . . . . .	CREP0104
Sharkhana (Twisted Menagerie) . . . . .	CUBM0117
Sharkworm . . . . .	CJMR0324
Sharkworm Leeches, Baby . . . . .	CJMR0324
Shimmer Lizards . . . . .	CJMR0715
Shrromanoids . . . . .	CUBM1610
Silane serpent . . . . .	GA190408
Silvermanders . . . . .	CJMR0124
Silver Sun, The . . . . .	GA180559
Silver Sun, Cleric of the . . . . .	GA180558
Silver Sun Cultists . . . . .	GA180555
Silver Sun Cultists, undead . . . . .	GA180551
Silver Sun Cultists, undead . . . . .	GA180554
Silver Sun Cultists, undead . . . . .	GA180555
Silver Sun Servitor . . . . .	GA180550
Skin stealer . . . . .	GA190626
Siren . . . . .	SSEC0514
Siren . . . . .	SSEC39B45
Skeleton . . . . .	GA170755
Skeleton . . . . .	GA190254
Skeletons . . . . .	GA190316
Skeleton, splinter . . . . .	GA180521
Skeleton, winged demon . . . . .	CJMR0435
Skeleton Prisoners . . . . .	SSEC3112
Skelematon . . . . .	GA160611
Skelematon, enhanced . . . . .	GA160611
Skin husk . . . . .	GA191014
Skin Thieves, The . . . . .	GA191005
Skirmish Squad . . . . .	GA170317

Skulker of the Harbinger . . . . .	STRATO0151
Skulls, Laughing . . . . .	CREP0115
Skylynx . . . . .	CJMR0130
Sky-Scavenger . . . . .	CJMR0630
Slahngis (sea serpent) . . . . .	DAMN0145
Sleestaks! . . . . .	MGUH0216
Slime, floating . . . . .	GA180519
Slime, primeval . . . . .	GA191238
Slime beast, glowing . . . . .	GA190917
Slug, Saber-Toothed Frost-Breathing Demon . . . . .	CREP0126
Snakion . . . . .	GA150208
Snake, coachwhip . . . . .	GA190621
Snake, giant . . . . .	SSEC39B45
Snakes, hoop . . . . .	GA190531
Snake, hoop . . . . .	GA190624
Snake, lion . . . . .	CUBM1615
Snake, mundane . . . . .	SSEC39B45
Snakes, salamander . . . . .	GA190314
Snapper . . . . .	SSEC2208
Snapper . . . . .	SSEC39B45
Snoligoster . . . . .	GA190627
Snow wasset . . . . .	GA190628
Sofa Siren . . . . .	GA170508
Soldiers . . . . .	GA191229
Soldiers of the Crimson Wheel . . . . .	GA191215
Soldiers of the Crimson Wheel . . . . .	GA191218

Sons of the Dragon's Teeth . . . . .	DAMN0130
Sorceress, sleeping . . . . .	GA190136
Soul Vulture (Ghrelin) . . . . .	GA150225



Space Harpies . . . . .	CJMR0231
Spawn of Yagzarrid . . . . .	CJMR0823
Spawn of Zaxxyn . . . . .	GA180522
Spider, Azdorian . . . . .	SSEC1212
Spider, Azdorian . . . . .	SSEC39B03
Spider, giant . . . . .	DAMN0140

Spider, giant .....	SSEC39B46
Spider, large .....	SSEC3110
Spider, Leng .....	SSEC39B34
Spider, relatively colossal .....	GA160515
Spider-bear .....	SSEC1110
Spider-bear (#2) .....	SSEC1307
Spider-bear .....	SSEC39B46
Spider-cap (giant spider) .....	SSEC1908
Spirit of the Blast Furnace .....	GA190345
Spirit Phantom .....	DAMN0133
Spirit Toad .....	GA160508
Spore Slavers .....	CJMR0204
Spore Slaver .....	CJMR0228
Squidletons .....	GA190145
Ssethmariss .....	DAMN0131
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Starvation Spirit Swarm (Ghrelin) . . . . .	GA150224
Statue, living . . . . .	GA180522
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Steelshark . . . . .	GA170414
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Stein's monster . . . . .	GA170736
Stomoan, hunters . . . . .	DAMN0131
Stomoan, shaman . . . . .	DAMN0131
Stomoan, villagers . . . . .	DAMN0131
Stomoan, warriors . . . . .	DAMN0131
Stonecrawler . . . . .	CRWL0521
Stone Ape-Men Guardian . . . . .	CJMR0822
Stone Men . . . . .	GA160514
Storm Hounds . . . . .	SSEC3810
Storm Hound . . . . .	SSEC39B47
Strohtis Bittler . . . . .	SSEC1610
Stygimoloch . . . . .	CUBM1522
Submerged Skull, The . . . . .	NSOIL0013
Succubus . . . . .	SSEC3527
Sugar thralls . . . . .	GA170205
Sugar zombies . . . . .	GA170205
Sun Jelly . . . . .	GA180353
Sun Jelly . . . . .	SSEC3220
Sun Jelly . . . . .	SSEC39B47
Swamp Bitch . . . . .	CCCO118
Swampgas floater . . . . .	GA170325
Swarm of Living Toads . . . . .	GA160507
Tadpoles, plasmic . . . . .	GA190126
Takahata Ninja Clan . . . . .	GA190712
Tamlyngs . . . . . (type I demon, humanoid) . . . . .	GA170150
Tapeworms, giant . . . . .	CREP0111
Tarasqu-Ape (Cirque de Bizarre) . . . . .	CUBM0211
Temple Wrack . . . . .	SSEC1412
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Tentacles from the void portal . . . . .	GA170735
Terrordactyl . . . . .	NSOIL0001
Thelmiraz, “Red Knight of Swords” . . . . (type III demon) . . . . .	GA170149
Thelmiraz’s hunting mantid . . . . . (type I demon) . . . . .	GA170149
Thing in the Wardrobe, The . . . . .	SSEC1713
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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
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Tortoise Guardian . . . . .	CUBM1526
Town Guard . . . . .	GA191216
Tower sentry devil . . . . .	GA170358
Trapdoor Toadspider . . . . .	CUBM0323
Traveler, friendly . . . . .	GA191215
Tree-man . . . . .	GA190806
Trembler, The . . . . .	SSEC36b13
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Trilobite swarm . . . . .	GA191025
Triskeleton . . . . .	GA190145
Troglodyte . . . . .	DAMN0131
Troll, Dunsanian . . . . .	SSEC2713
Troll Mother . . . . .	GA170240
Tru-Pet . . . . .	CUBM1625
Tunnel Things . . . . .	DAMN0141
Turkey, Dire . . . . .	SSEC4007
Twisted Horrors . . . . .	CUBM1021
Twk-Man . . . . .	SSEC2112
Twk-Men . . . . .	SSEC39B49
Two-headed Roc . . . . .	DAMN0131
Two-headed Rocs, nestlings . . . . .	DAMN0142
Two-headed Rocs, adult . . . . .	DAMN0142
Two-headed Viper, giant . . . . .	SSEC1410
Two-headed Zombie Hounds . . . . .	CJMR0435

Two Roaches for Your Adventures .....	GA160309
Ironroach Swarm .....	GA160309
Carproach .....	GA160310
Carproach, Swarm .....	GA160310
Carproach, Giant .....	GA160310
Tyrannocyber Rex .....	MGUH0216
Tyrannosaur .....	DAMN0132
Tyrannosaurus .....	GA190426
Undead, burst .....	GA180520
Undead Reptile Ghouls .....	DAMN0113
Un-dead Runners .....	DAMN0141
Undead Servants of Taranis .....	GA190733
Underdragon, The .....	GA190117
Unicorn .....	SSEC2713
Unicorn .....	NSOIL0006
Unicorn .....	SSEC36b15
Un-Men (Robotic Tyrant) (Twisted Menagerie) .....	CUBMo523
Un-Men, Drone (Robotic Servitor)	
(Twisted Menagerie) .....	CUBMo524
Vacbots .....	GA170122
Vaechral .....	GA150210
Vampires, space .....	CCCo116
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
Velociraptor .....	GA190425
Vendibeast .....	CUBMo324
Venomous Deathwolves .....	CRWL0409
Vine horrors .....	GA191227
Vine horrors .....	GA191228
Vines, jungle .....	GA190314
Violent Voidspace .....	CJMR0205
Violent Voidspace .....	CJMR0612



Voidfarer crab . . . . .	GA190249
Voidfarer crab, Mother . . . . .	GA190253
Voidfarer ghoul . . . . .	GA190246
Void Mite . . . . .	CJMR0616
Void Ziggurat . . . . .	CJMR0612
Voidlings . . . . .	GA170133
Vulkagon, younglings . . . . .	CJMR0125
Vulkagon, savages . . . . .	CJMR0126
Wasp, Giant . . . . .	CJDD0103
Waste Beast . . . . .	DAMN0266
Wasteland Zombie (Ghrelín) . . . . .	GA150222
Water Weasel . . . . .	SSEC2208
Water Weasel . . . . .	SSEC39B50
Wendigo . . . . .	GA190528
Wendigo . . . . .	GA190631
Wereplatypus . . . . .	GA170255
Werewolf, Atlanton Earth . . . . .	SSEC3911
Werewolf, Altanton Earth . . . . .	SSEC39B50
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
Wisher, The . . . . .	SSEC3713
Wishler . . . . .	SSEC39B50
Witches . . . . .	GA191239
Wiwaxia . . . . .	GA191026
Wizard . . . . .	GA191234
Wolverine, teacup, fury . . . . .	GA190630
Wolves . . . . .	CRWL0906
Wolves . . . . .	SSEC4108
Wolf, alpha . . . . .	SSEC4108
Woodworm . . . . .	CJDD0105
Worm Men of the Colossus . . . . .	DAMN0110
Worms of Dust . . . . .	CJMR0817
Worms of Dust, monstrous . . . . .	CJMR0820

Worm of the Phlogiston .....	GA191214
Wraith Rider .....	CUBM1627
Wyvern, Taranis' pet .....	GA190734
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
Zebrilla .....	SSEC3713
Zebrilla .....	SSEC39B51
Zeron, Possessing Demon (type 1) .....	GA160449
Zeron Servitor .....	GA160434
Zilla .....	CUBM1025
Zmooph .....	CUBM1027
Zombie conquistadors .....	GA190532
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
Zone Devil .....	SSEC39B51



## NPCs

Adolph Hitler, the Frozen Fuhrer	DAMN0248
Adwick (Dwarf)	DAMN0145
Aeder-Kadai	GA190147
Aggor, Ape-Man Priestess	CJMR0727
Alabbac of Mnardis	SSEC0807
Alberic	CRWL0418
Anthos, renegade lord of chaos	DAMN0271
Arwin Lost	SSEC2317
B'Groll B'Nukk, Beetle Wizard	CJMR0229
Banker	(NPC) GA180526
Beeracuda, the Never-Breathing Street Shark	GA160529
Beerspitter, the Giant Cheeked	GA160530
Bessie Curwen	CRWL0922
Biliac	(NPC) GA190107
Blacksun	CUBM0514
Bob N' Thorg	CJMR0217
Boslovik	(NPC) GA190143
Boundless Philosopher	DAMN0139
Bret and Bart	(Crowe's Gunslingers - NPCs) GA190544
Brigadier Bellows	BPBM0138
Broshgar the Ruthless	SS3405
Buyantu	SSEC2317
Cass Alphawave	CJMR0221
Cedrick	CRWL0417
CelGen Biolabs	GA190714
Chicken Jeff	DLRD0231
Cultists	(NPC) CTHU0128
Cyron of Varaad	SSEC0807
Demi-Lich Rj'Nimajneb~Yor, The (Black Blood Pass)	GA150411
Dieter the Occultist (NPC)	GA170735
Dio-Skurr, the Binary Man	(NPC) CJMR0221
Doktor Stein, Reanimator (NPC)	GA170735
Dr. Adolphus Bedio	SSEC2829
Dr. Erasmus Craven	SSEC2829
Dr. Scarabus	SSEC2830
Dudley	SSEC2318



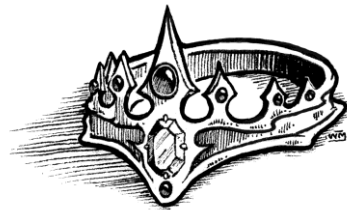
Dunwich Horror (Brute Force) . . . . . (NPC) . . . . .	CTHU0128
Dunwich Horror (Pinning Limbs) . . . . . (NPC) . . . . .	CTHU0128
Egrysst . . . . .	CJMR0122
Eibon, Son of Milaab . . . . .	SSEC0808
Elahai the War Witch (Mummy) (Tomb of the Thrice-Damned). . . . .	GA150350
Emperor's Artist, The . . . . .	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) . . . . .	CJMRCG1605
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 Eugenicist . . . . .	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
Halfrog Prince . . . . .	GA190125
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) . . . . .	CJMRCG1606

Hezzemuth the Painmistress (Demon of Brimstone) . . . . .	BPBM0423
H'Grunth H'Grugthorr . . . . .	GA160631
Himeda Kanako . . . . .	GA190714
Honest Orkoff . . . . .	CRWL0216
Hormagor, the wizard of Abormis . . . . .	SSECo809
Iasmin . . . . .	CRWL0419
Illico . . . . .	CRWL0410
In'Sada (undead lord) . . . . .	DAMNo121
Jaaf Starshard . . . . .	CJMR0434
Jarig . . . . .	SSEC2314
Jeweler . . . . . (NPC) . . . . .	GA180526
Joe Fang . . . . .	CUBM1503
Jrab'Oast . . . . .	CJMR0316
Junior Curwen . . . . .	CRWL0916
Kala Makta the Broodmother (Demon of Brimstone) . . . . .	BPBM0423
Kaspar . . . . .	DLRD0231
Knight Commander Armand Tergen, Paragon of the Knights Bethine . . . . .	GA160446
Komei Hirotooshi . . . . . (NPC) . . . . .	DAMNo216
Komei Samurai . . . . . (NPC) . . . . .	DAMNo216
Krolas . . . . .	CRWL0420
Lady Fairchilde . . . . . (NPC) . . . . .	GA170254
Lars Manning . . . . . (NPC) . . . . .	DAMNo249
Leaky . . . . . (robot) . . . . .	GA170127
Lella, Priestess of Denderon (Wizard of Mars) . . . . .	SSEC1613
Lifthrasir the Gray . . . . .	SSEC2318
Little Johnny Cotton . . . . . (NPC) . . . . .	GA190551
Loke Starshard . . . . .	CJMR0430
Longstrider, Baddy Long-Legs, the Long-Limbed . . . . .	GA160528
Lord Kulemides . . . . .	DAMNo139
Lurking Lord, The . . . (NPC) . . . . .	GA190143
Lurlene Curwen . . . . .	CRWL0915
Macrobius . . . . .	CRWL0417
Mae Tucker, "Mrs. Colonel" . . . . . (NPC) . . . . .	GA190552
Mae's Crew (cowboys) . . . . . (NPC) . . . . .	GA190537
Mai, Priestess of the Hidden Lord . . . . .	DAMNo139
Malbolgia the Crone . . . . .	GA190225
Mother Malbolgia . . . . .	GA190237
Marquanos . . . . .	SSEC3313

Monks . . . . . (NPC) . . . . .	DAMN0217
Mattock . . . . .	DAMN0148
Maxxazon, Villainous Blue Lizardman . . . . .	CJMR0229
Mayor Leroy Hodges (Cult Leader) . . . . (NPC) . . . . .	CTHU0128
Merelda, Empress of the Machine . . . . . (NPC) . . . . .	CJMRGC1604
Mektar Starshard . . . . .	CJMR0435
Merlin . . . . .	SSEC0113
Mistress, The (mad immortal geas-bound half-Atlantean princess) . .	GA180537
Monks, Torai, The . . . . .	DAMN0216
Morghy the Inquisitor . . . . .	SSEC0809
Mors Mercator (NPC) . . . . .	GA170641
Mosh Sedation, the Wizard of Krone Lamp . . . . .	GA160421
Mr. DNA (an A.I.) . . . . .	GA190422
Myrta (witch) . . . . .	SSEC2307
Nam-Ra-Tep, former Pharaoh . . . (mummy) . . . . .	DAMN0248
Naranbaatar (NPC) . . . . .	DAMN0218
Necrosaur, The . . . . .	GA160636
Noble Boys, The (Roscoe, Bo, Cletus, Luke) . . . . .	GA190552
Northern Enchantress (NPC) . . . . .	GA170246
Nurse Hilda (NPC) . . . . .	GA170736
Nurse Pang . . . . .	GA190716
Oll Zen . . . . .	GA160530
Old Mac . . . . .	BPBM0438
Oliver . . . . .	SSEC2318
Otomis Crowe . . . . . (NPC) . . . . .	GA190536
Pere Warri . . . . .	BPBM0138
Police Sergeant . . . . .	GA190308
Pridestar . . . . .	DLRD0229
Prince Antuok . . . . . (NPC) . . . . .	DAMN0217
Prince Nesbitt . . . . .	DLRD0229
Princess Thalidia . . . . .	DAMN0139
Psi-Klopian, The . . . . . (NPC) . . . . .	CJMRCG1602
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

Rocco The Mad Barber Hawser . . . (NPC) . . . . .	SSEC4218
Rudra, renegade champion of law . . . . .	DAMN0268
Ruhnkar . . . . .	SSEC2313
Salynkari, the Snail Sorceress . . (NPC) . . . . .	CREP0125
Santer, Young . . . . .	GA190533
Satrampa . . . . .	CJMR0704
Satrampa . . . . .	CJMR0802
Savaxis the Mighty . . (NPC) . . . . .	GA191218
Sea captain . . . . .	GA190309
Shala al Farul . . (NPC) . . . . .	SSEC4219
Sheenara Rex . . . . .	DLRD0230
Sheriff Delbert Shaw (Cult lieutenant) (NPC) . . . . .	CTHU0128
Sheriff's Deputies . . . . . (NPC) . . . . .	CTHU0128
Sheriff Owen . . . . .	DLRD0230
Shrike, The Star Hunter . . . . . (NPC) . . . . .	CJMRGC1607
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
Sun Smith, The . . . . . (NPC) . . . . .	GA190348
Syon Starshard . . . . .	CJMR0426
Syon Starshard . . . . .	CJMR0430
Taggart Reide . . . . . (NPC) . . . . .	GA190542
Taggart's goons . . . . .	GA190542
Tamika . . . . .	SSEC2314
Tarzan the Ape-Man . . . . .	SSEC2012
Tenkar . . . . .	SSEC2308
Tilly Reide . . . . . (NPC) . . . . .	GA190540
Togashi Kiromori . . . . . (NPC) . . . . .	DAMN2018
Togashi Samurai, The . . . (NPC) . . . . .	DAMN0218
Tora Korv . . . . .	CJMR0123
Trinity . . . (avatar) . . . . .	GA190132
Undead High-Priest of Saint Osthene . . . . .	POTF0114
Ushtooth the Ravenous (Demon of Brimstone) . . . . .	BPBM0423
Utz 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
Vespur the starved . . . . .	GA190233
Wampl'rji the Pyromancer . . . . .	SSECo810
Warrior Lich Skull-Or, The . . . . .	CUBMo515
Wise Man Malcolm (NPC) . . . . .	GA190421
Witch of the Mountains . . . . .	SSEC1909
Wives of NPCs . . . (NPCs) . . . . .	GA180526
Y is for Yestermen . . . . .	CUBMo924
Yrgrif . . . . . (NPC) . . . . .	CTHU0128
Zebulan . . . . .	SSEC2312
Zin the Meticulous . . . . .	CJMR0802
Zser-Zerad . . . (NPC) . . . . .	GA190107
Zylac the Enchanter . . . . .	SSECo810



## Patrons

Acceptance, The Root Organ-Fractal . . . (patron) . . . . .	STRATO01.517
Avatar of Acceptance (type V demon) . . . . .	STRATO01.520
Arioch . . . . .	SSECo411
Ars-Eleeta . . . . .	CJMR0525
Avatar of Ars-Electra . . . . .	CJMR0526
Aslan . . . . . (patron) . . . . .	GA190812
Astrol . . . . . (patron) . . . . .	SSECFRPGDo5
Atraz A'Zul . . . . .	MGUH0304
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
Baba Jedza . . . . . (patron) . . . . .	GA190829
Bakemono (demon) . . . . .	GA150619
Benighted Pleomorphic Prion from Beyond, The . . . . .	GA180204
Billy Jack . . . . .	SSECo609
Black Tommy (demon) . . . . .	BPBM0331
Blessed Saint Osthenes the Pure . . . . .	POTFo109



Blorgamorg, the Chthonic Snail . . . (patron) . . . . .	CREP0109
Lesser Avatar of Blorgamorg . . . . .	CREP0109
Blorgamorg, the Chthonic Snail . . . (patron) . . . . .	CREP0130
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
Bushwhackers, The . . . . . (cavalry regiment) . . . . .	GA190549
Chromatic Court, The . . . . .	SSEC0314
Cire – Interdimensional Patron . . . . .	GA160204
Circus of Friends, The . . . . .	CUBM1219
Coyote . . . . (avatar) . . . . .	GA190613
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
Elvis A.I. . . . .	CCC010219
Erhyta . . . . . (patron) . . . . .	GA190816
Fiddler, The . . . . .	SSEC0710
Flash and Twilight . . . . (patron) . . . . .	GA170546
Garun . . . . .	CJMR0518
Ghrelin . . . . .	GA150221
Ghost Smoker . . . . (patron) . . . . .	SSEC4220
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 Ak, The . . . (patron) . . . . .	GA190805
Great Ebon Hand (GEH), The . . . . .	GA150236
Hecate . . . . .	GA150243
Ibyk . . . . .	GA160231
Johnny Appleseed . . . . .	GA150631

Korpuz, Messenger of Ahriman . . . . .	SSEC3219
Lady of Shadows . . . . . (patron) . . . . .	GA190823
Lao T'zai (Patron) . . . . .	SSEC1805
Lea'La'lunne . . . . . (patron) . . . . .	GA190849
Leniqua . . . . . (patron) . . . . .	SSEC3309
Lilith . . . . . (patron) . . . . .	SSEC3521
Lion-Dragon (demon) . . . . .	GA150620
Manateecuhli . . . . . (patron) . . . . .	GA170526
Meniscus, The (patron) . . . . .	GA170337
Merlin . . . . . (patron) . . . . .	SSECFRPGD12
Midwinter Maker . . . . . (patron) . . . . .	GA190835
Mighty Kizz, The . . . . .	CUBM0408
Mike Fink . . . . . Dark Trails Patron: Mike Fink . . . . .	GA190616
Mother of Hearts . . . . . (patron) . . . . .	SCRAWL66
Myassari . . . . .	MYAS0101
Nalfeshnee . . . . . (patron) . . . . .	DAMN0240
Beasts of Nalfeshnee . . . . .	DAMN0243
Nick'claus . . . . .	SSCB1509
Ol' Hag . . . . . (avatar, type IV demon) . . . . .	GA190328
Omorphon . . . . . (patrons) . . . . .	SSECFRPGD05
Oni . . . . . (demon) . . . . .	GA150619
On the Alter of Neutrality . . . . . (neutral deities) . . . . .	GA190846
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
Quetzalcoautwalrus . . . . .	GA170531
Avatar of Quetzalcoautwalrus . . . . .	GA170325
Ram of Light, The . . . . .	CZOR0119
Razor-Worn, Henceforth the Shaft . . . . . (patron) . . . . .	STRATO01.531
Shift of the Shafted, The (cultist) . . . . .	STRATO01.545
Listening of the Guillotine, The (cultist) . . . . .	STRATO01.545
Shaftmaster, The (cult leader) . . . . .	STRATO01.546
Glistener, The (cult leader) . . . . .	STRATO01.547
Red Death, The . . . . .	SSEC0316
Red Duke, The . . . . .	BPBM0317
Rope, God Assassins, The . . . . .	GA180251
Sissnagarrash . . . . .	GA160223

Sister Ultiva .....	CJMR0503
Sky-Lasher of the Everlasting, Trident of the Sun .. (patron) ..	STRATO0128
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
Sud-Tabu ..... (patron) .....	GA190847
Tanvir Bonecaller .... (patron) .....	GA190848
Terror-Eater, The Earth-Mother ... (patron) .....	STRATO0141
Theszolokomodra .....	CUBM0322
Theszolokomodra .....	CUBM0415
Torvak, the Enslaved Ape God .....	GA160239
Trickster, The ..... (Dark Trails Patron) .....	GA190611
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
Witness, The ... (patron) .....	SCRAWL61
Worm of the Phlogiston .....	GA191214

## PC Classes & Races



Aetherian Hero, The .....	CUBM0504
Amazon .....	(new class) SSEC3506
Ancient Hyperborean ... (new class) .....	SSEC3207

Anti-cleric, The . . . . .	GA191105
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
Half-Stratosfiend Street Whisperer . . . (PC Class) . . . . .	STRATO0109
Haxors, The . . . . . (alt MCC class) . . . . .	GA190429
Hearth Witch . . . . .	SSEC0506
Hellfont . . . . . (new class) . . . . .	WCA0103
Helmsmen, The . . . . .	CJMR0606
Hologram, The . . . . .	CUBM1123
Hot-Dog Suit . . . . .	GA160104
Human Comm-Artist . . . (class) . . . . .	STRATO01505
Human Sat-Caster . . . (PC Class) . . . . .	STRATO0105
Human, Earth A.D. . . . .	SSEC1507
Huntsman . . . . .	SSEC3307
Hybrid Character Class . . . . .	CUBM1815
Hybrid, The . . . . .	SSEC1509
Jonah, The . . . . . (new class) . . . . .	SSEC36b10
Jungle Born (new class) . . . . .	SSEC2008
Infiltrators . . . (class) . . . . .	CYBR0117
Invincible Chicken, The . . . . . (PC class) . . . . .	GA170611
Kith of Kingspire . . . . .	GA180134
Kung Fu Monk . . . . .	BPBM0307
Ledgerdemainist . . . . .	SSEC1104
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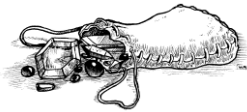
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### **Authors (compiled by)**

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### **Printing Offset Contributors**

#### **Row 1**

Jason Abdin, David Baity, Julian Bernick, Eric Betts, Daniel Bishop, CeCelia Bowden, Jen & Bob Brinkman, Marc Bruner, Todd Bunn, Ian Burgess, Michael Carlson, Justin Chophonis, Ariel Churi, Charles Couch, Jim Cox, Hector Cruz, Thierry De Gagne, Sean Duffy, Mirko Froehlich, Fuzzbang and Hootz, Keith Garrett, Garry M Gullett, Paul Gyugyi, Michael Harrington, James Hogard, Anne Hunter, Justin Isaac, Christopher Jeffers, Jim Kitchen, Lucas Kuntz, Christopher Lauricella, The Long Con RPG Convention, David Maltbie, Jon Marr, Juergen Mayer, Cullen McDonald, Ken McLennan, Jason Menard, Ruxed LLC, Ryan Moore, Keith Nelson, Nicolai Rerup Nielsen, Christian Ovsenik, Matthew Seagle, James Skach, Tim Snider, Jonathan Snodgrass, Dan Steeby, Matt Sutton, Aaron Talley, Karen Theroux, Matt Towle, Joan K Troyer, Melissa & Shyloh Wideman, Laura & Clayton Williams, Jon Wilson, David York, Chris Zank, and the anonymous patrons of the GFA community

### **Creative Vision, Project Management & Layout**

Jon Hershberger, Doug Kovacs, Dan Steeby, Harley Stroh, Shyloh Wideman, Clayton Williams, Jon Wilson

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