

The Gongfarmer's Almanac



The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



NPCs, Hamlets, Towers, and Babies?!

VOLUME 10 OF SIXTEEN BOOKLETS

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POONCHUCKER DAN: KING OF THE HOOKS

By David Persinger, “SGT Dave”

Illustrations by David Persinger

We’ve all been there: ready for action but forced to sit through the same boring introduction before the hacking begins. The party sits in a tavern when they overhear so-and-so mention the legendary Eye of Whatever. Or, your adventurers are traveling through the forest when they (yawn) stumble upon a wagon waylaid by yet another band of level-one mooks. Your heroic stalwarts are destined for greatness; they shouldn’t start every quest with the same half-hearted coincidences. The only thing standing between you and the most breathtaking adventure ever written is the hook. So, let Poonchucker Dan provide it for you!

Poonchucker Dan: Init +4; Atk harpoon +7 melee (1d12+1), +9 missile (1d12+3 plus special; AC 20; HD 9d6+3; MV 40; Act 1d20+1d20; Crit 1d30+4, table II; SP thief abilities, magical artifacts; SV Fort +3, Ref +8, Will 5; AL N.

Thief Abilities: Luck die d14, Backstab +8, Sneak +10, Hide in shadows +14, Pick pocket +10, Climb sheer surfaces +10, Pick lock +8, Find trap +14, Disable trap +8, Forge document +10, Disguise self, +9, Read languages +10, handle poison +7, Cast spell from scroll d20+3.

Magical Artifacts: *Kraken Slayer* (for Dan, this massive 600 lb. harpoon weighs only 6 lbs. and returns to his hand on command), *Boots of Cheetah Speed* (+20’ MV), *Cloak of the Shadow Bear* (+7 AC, hide in shadows +6), *Eye of Avarice* (+10 divination), *Ring of Falsehood Detection* (+8 detect lies), *Holding Pouch of Nigh-infinite Voluminousness*, as well as scrolls and talismans for every occasion.

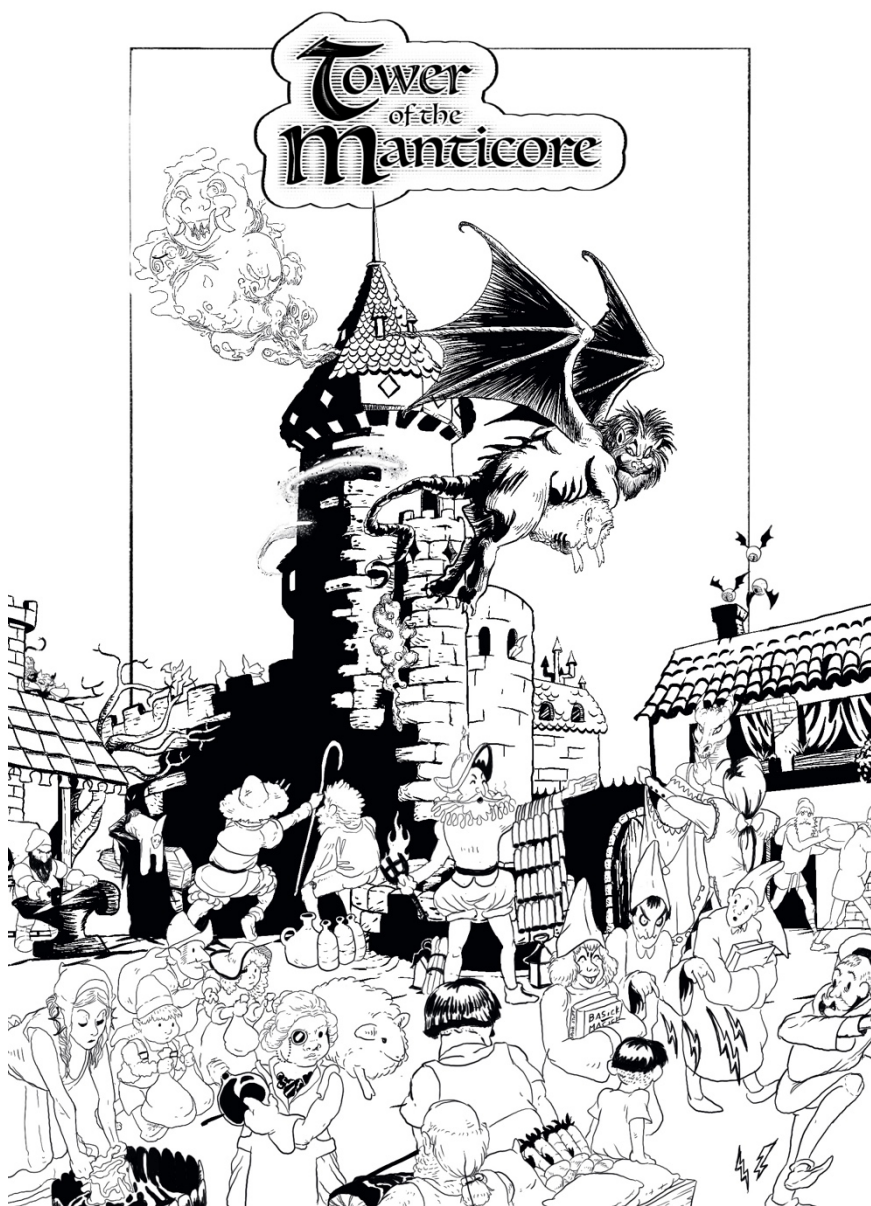
As the Master of the McGuffin, the legendary Poonchucker Dan scours the realm for mercenaries, thieves, and even the occasional decoy to acquire artifacts, uncover secrets, and perform desultory deeds for his endless list of wealthy and powerful clients. If we need patrons to provide magic, why not provide a benefactor to supply missions?

Dan’s origins are shrouded in legend. He is the world’s foremost merchant in magical relics, from the *Black Pearl* to the *Spear of Elfland*. The gregarious dealer also acts as a mediator between agents and clients seeking soldiers, troubleshooters, and assassins. His alliances are a mystery, but two things are known to all: he always pays cash on delivery, and no one who ever double-crosses Dan is ever seen again.

**POONCHUCKER DAN
RUMOR TABLE:**

d14	Rumor
1	No one has ever seen the real Dan, only his look-alike agents.
2	With his magic harpoon, Dan single-handedly slayed the demon Leviathan himself.
3	Dan is actually the Allfather, testing potential warriors for the coming Ragnarok through quests of peril.
4	Dan is an alias of the dread sorcerer Sezrekan, collecting arcane artifacts for his sanguivorous schemes.
5	Instead of a merchant ship, Dan rides a gargantuan crab of Ik'tik'buboe across the seas.
6	There is no sanctuary for those who betray the Poonchucker. Once thrown, Dan’s harpoon seeks out and impales an intended target anywhere in the world.
7	Dan is not of this world. He hails from a dimension of frail denizens who view us as just characters acting out strange adventures for their amusement.

- 8 Dan is actually Hephaestus, the Blacksmith of the Gods. He travels the realms of men retrieving his lost creations.
- 9 After witnessing his family slaughtered by a malevolent sorcerer, Dan seeks to collect all vessels of enchantment so he can destroy them, ushering in a new age of man free of magic's taint.
- 10 Dan keeps spare bodies of himself in ichor-filled vats beneath his great treasure vault. When one physical vessel dies, his soul moves on to the next doppelganger.
- 11 There seems no limit to Dan's resources. He once paid an entire army to surrender a battle so he could win a bet.
- 12 Dan is an immortal who has lived a long and fruitful life. Those he employs are actually his descendants. The one who proves himself most worthy becomes heir to his vast fortune.
- 13 Dan, a malicious demon in disguise, steals the souls of those he employs, trapping them in the very relics they procure for him.
- 14 Dan grants a boon to anyone who successfully completes for him thirteen quests: a magical weapon of great power.



By Duamn Figueroa Rassol
Illustrations by Duamn Figueroa Rassol
Cartography by Matt Robertson

Have your players run through the Gig at the Wizards Tower and pledged allegiance to the Manticore? Does the party wizard need a place to seclude themselves among tomes of magic? Does the party need a base of operations to plan their next big adventure?

The Tower of the Manticore is a location that expands on the Gig at the Wizards Tower (tGatWT), the dungeon published in the 2019 edition of the GFA. It contains a wizarding school, a town, factions and dozens of adventure hooks. This location is ready to host your PCs while they rest and re-equip, and stuffed with adventure, intrigue and conflict to kickstart your next campaign.

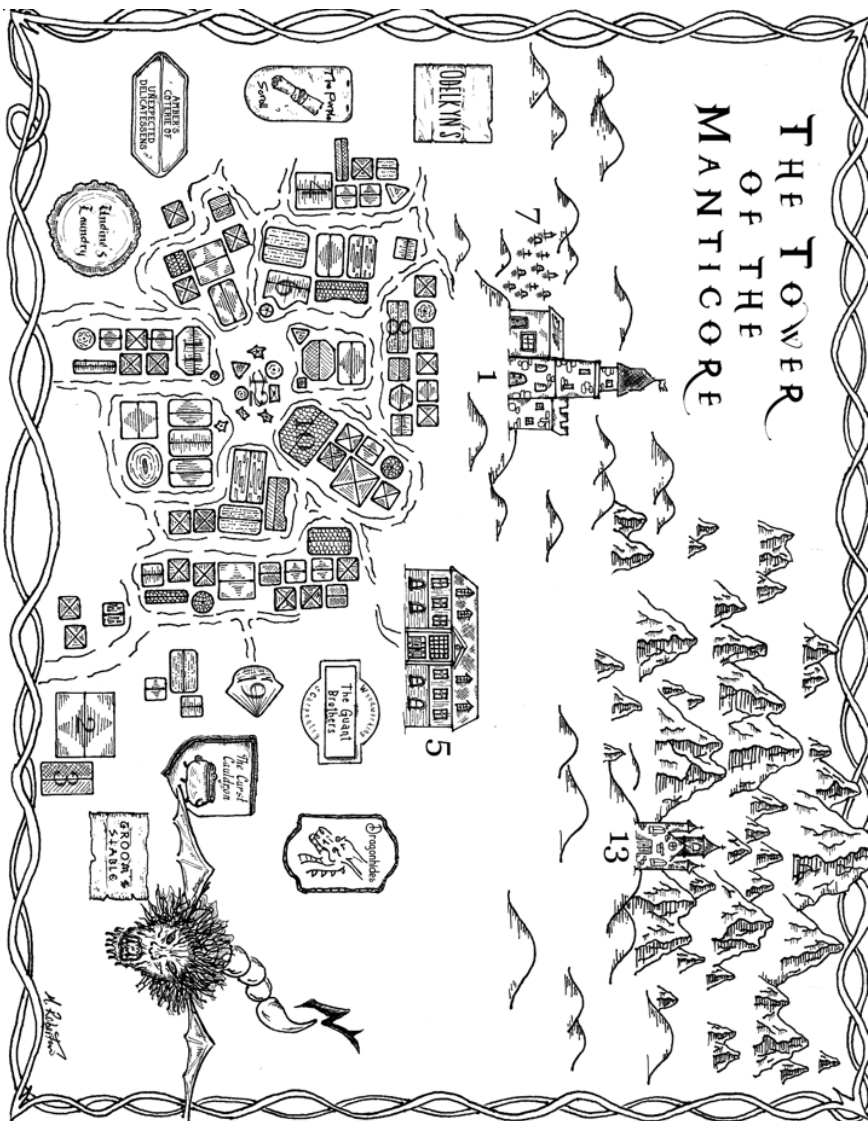
A ROUGH HISTORY OF THE TOWER

The Tower of the Manticore was funded by a conclave of mages set to build a sanctuary to further their studies of the arcane. The land was offered by the local Baronet in exchange for vanquishing the Manticore, a fearsome beast that threatened his domain. Wielding mighty magic, they subdued the beast and bound it to their service, turning it into a guardian. Out of its den they erected the Tower.

Over the years the legend of the Tower of the Manticore gained notoriety, drawing apprentices yearning for tutelage to its gates. And so, the wizarding School was born.

Weary of their power, the Baronet broke his promise, launching an assault to the Tower, eager to reclaim the land he once granted. But no mortal army could defeat the spellpower of the Manticore. The wizards retaliated, obliterating the Baronet's army and scorching his land. Those who survived sought refuge under the Tower and built a settlement around its walls.

Generations passed and the tower fell to petty squabbles and the insidious influence of Chaos brought by dark magic. Now the land answers to no lord, the School is torn by rivalry and conspiracy, and the town has turned into a haven for outcasts finding a home far away from the tyranny of kings.



STUDYING IN THE SCHOOL OF THE MANTICORE

Characters who seek magical knowledge or who were granted access after a great service to the Council of Seven and One can study the ways of magic inside its walls.

108 members—students, mentors and council members—occupy the Tower of the Manticore. The number has remained consistent since the funding of the School and deemed of good fortune. Whether this number kept by chance or arbitrarily regulated by the Council of Seven and One, nobody knows for sure.

For any one person to be admitted into the School they must pay 37 gold pieces upon entering, and 37gp per year they wish to remain. Students who cannot meet their payment can work off their debt by doing menial tasks at the school, although few are able to keep up with their studies.

Spells are taught by mentors, experienced wizards looking to increase their standing in the wizard community. They are the law in the classrooms, often to deadly results.

LEARNING NEW SPELLS:

- When a wizard or elf PC levels up, they spend a number of months equal to the new spell's level learning the assortment of random known spells.
- To learn a specific spell, they must choose a mentor, choose one of the spells the mentor offers and spend a month studying. Under mentorship PCs forego the mercurial magic table and learn the spell as intended.
- If a PC wants to learn a spell outside of the mentor's list, they must present it for approval and spend a number of months equal to the spell level to learn it.

- A wizard can only take one mentorship at the time.
- Mentorship goes from level 1 to 3, after which the PC graduates from the School. They can choose to leave the Tower, become a mentor themselves, or even try to join the Circle of Seven and One.

During their time at the School all students are granted clothes, spell components, scroll and ink, a spellbook and lodging. They are also given a chest with a personalized lock and key to secure their belongings.

Student Log

Student / Mentor	Spells Taught	Payments

PATRONS

Not all supernatural patrons are allowed to be summoned inside the School. Officially members of the Tower of the Manticore can only to bond with:

- **Ithha**, for the elemental prince was summoned to erect the Tower and protects the area from ill weather.
- **The Three Fates**, for the alliance the Tower keeps with the clerics at the Temple of Permanence.

In reality, most patrons hold some kind of influence over the School:

- **Azi Dahaka** is privately bound to the Zerad family and their cohorts.
- **Bobugbubilz** was permitted under the old administration, but its altar was lost after the old alchemy lab was sealed off (G01, tGatWT, GFA 2019).
- **Obitu-Que** was banned from the School due to its chaotic influence. The only tome holding instructions on how to invoke it was buried deep beneath the catacombs (D08, tGatWT, GFA 2019).
- **Sezrekan** is secretly bound to Master Zulchan and a selected number of his apprentices.

The Council of Seven and One

As the School grew, the funding members of the Tower decided to form a council to keep the peace and protect the students from outsider threats.

There are eight seats in the council. Each member oversees the functions of the Tower by taking a special office. For every important matter seven votes are cast, and one member of the council abstains.

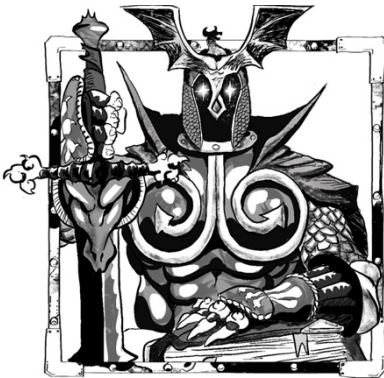
The current council is in disarray after the return of Æder-Kadai. Unwittingly summoned by adventurers, the arcane knights climbed from the catacombs to reclaim their seat as Wizard-Protector.

Sensing the presence of Chaos had taken hold over the School, they obliterated the evil influence amongst the students and the Council itself, killing the former Seneschal, Liaison and Treasurer in a battle of magical might. Only those who stood by Æder-Kadai, or were canny enough to hide their allegiance to Chaos survived.

The acting council members are:

Æder-Kadai

Lawful Elementalist



Æder-Kadai was one of the founding members of the Council of Seven and One. They are a dual spirit inhabiting a giant armor held together by powerful abjurations.

This arcane knight was resurrected by a group of adventurers after being left for dead by a cadre of chaotic sorcerers. Upon resurrection they rallied the students against the evil sorcerers, reclaiming the School and restoring Law inside its walls.

Their only purpose is to protect the Tower of the Manticore and keep its members from the lure of Chaos.

Æder-Kadai wields the Sword, the Raiment (described in tGatWT, GFA 2019), and the amulet of transcendent stasis, which prevents them from ascending upon death by dividing their spirit among the pieces of the Raiment for later resurrection.

Wizard-Protector of the Manticore: They're charged with defending the Tower from any threat, a duty they carry with zeal and honor. For that purpose, they command the order of Wizard-Protectors and ride the Manticore to battle.

Mentoring: Æder-Kadai is too busy organizing the Tower defenses to take apprentices, but students who earned their trust can ask to be taught force manipulation, magic missile, shatter and dispel magic.



Quests

- 1 "You must convince the Underdragon* to trap its soul into this magical orb. The Council is ready to transfer it into a greater dragon in exchange for service to the Tower." *(D05, tGatWT, GFA 2019)
- 2 "A group of bandits calling themselves 'the Knights of the Baronet' prowl the road, raiding from the ruins of an old castle. You must suppress their activities."
- 3 "The Manticore has grown weak and malnourished in my absence. You must take it hunting and exercising. But heed my words: don't trust its deceitful tongue."
- 4 "One of our alumni are returning to their alma mater for research. They are a prestigious court wizard, and also a vampire. For the security of them and our students you must act as an escort."
- 5 "A renegade senior is organizing a revolt, rallying novices under the patronage of Obitu-que. They must be stopped before their demonology takes root among the students."
- 6 "Someone tampered with the gargoyles that protect the Tower, now they're wreaking havoc around town. You must protect the townsfolk and rail them back to position."

Notes

Master Zulchan

Chaotic necromancer of Sezrekan



Up until recently Master Zulchan was the Wizard-Protector of the Manticore, recently “promoted” to Seneschal after the former official was disintegrated by Æder-Kadai.

An ambitious sorcerer, he only cares about pursuing ultimate power. To that end he has bound himself to Sezrekan, and carefully recruits lesser wizardings into his fold.

For years he and a secret group of members of the Council of Seven and One were dedicated to spreading the dark influence of Chaos inside the Tower. Now that the tables have turned, he conspires against Æder-Kadai and their allies to surrender the Tower to Sezrekan and be granted dominion over its power in return.

He carries a handful of tachyonic stones to divert divinations, a brooch of command which lets him exert power over his minions and a scorching staff.

Seneschal of the Tower: Master Zulchan oversees the administrative needs of the Tower and its constant changes, expansions and reparations. These new obligations interfere with his schemes by pushing him closer to the spotlight. He fulfills them resentfully.

Mentoring: Master Zulchan only takes a select number of 2nd or 3rd level wizard students. He sows deadly rivalries between apprentices and teaches invoke patron/patron bond (Sezrekan), sequester, ray of enfeeblement and eldritch hound to those who survive.

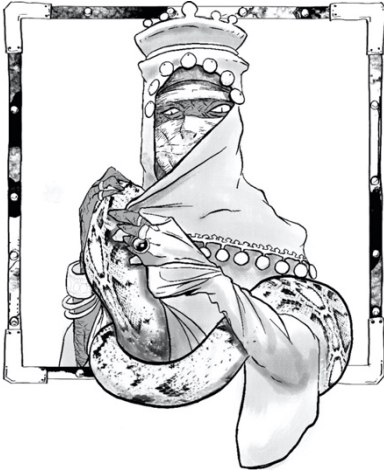


- 1 "A cursed grimoire of Obitu-Que was lost under the catacombs*. I would be honored to take it to a secure location. I have conveniently found a... replicate to place in its stead." (D08, tGatWT, GFA 2019)
- 2 "High Priestess Teutan has become a nuisance, she already failed an inquiry against me and is preparing another. It would be a shame if an accident happened to her."
- 3 "Cast this scroll (invoke patron [Sezrekan]) upon the altar of the Hidden Lord, too long has that deity siphoned the secrets of the Tower."
- 4 "It seems Æder-Kadai has forgotten about lending me their amulet of transcendent stasis. Recover it and bring it to me to conduct some long due 'experimentation'."
- 5 "Seniors are pestering me about the seals of Ithha wearing off, and air elementals are popping up around the school. Re-bind them for me before the Tower collapses."
- 6 "A group of my students got themselves caught while invoking Sezrekan. Silence them."

Notes

Vex-Zerad

Chaotic necromancer of Azi Dahaka



Vex-Zerad is a powerful sorceress and appointed Headmistress of the School. Most importantly she's an elder member of the Zerad family, an influential line of highborn mages.

Members of the Zerad family are bound to Azi Dahaka, and as an elder member Vex-Zerad shows advanced signs of patron taint. Signs she desperately tries to hide.

Due to her allegiances, it took a long time to earn the trust of the Council of Seven and One, and she won't step from her seat without a fight.

Her plan is to extend the influence of her family to the School, and from that vantage point position members in the most powerful courts of the land.

She has acquired a handful of tachyonic stones to conceal her schemes, and a veil of dust form in case she needs to escape a compromising situation (or the annoyances of her position).

Headmistress of the School: Vex-Zerad is in charge of the School, running its curriculum and overseeing the student's body. Vex-Zerad cares little for wizardings and only keeps her duties to maintain a seat in the Council of Seven and One. She does, however, foster a sense of rivalry among the students to keep them sharp, and get rid of weak practitioners.

Mentorship: As Headmistress of the School, Vex-Zerad has no time for lesser spellcasters. The only way to earn her mentorship is to reach 3rd level and apply or pledge allegiance to her family. Those who pledge are taught invoke patron/patron bond (Azi Dahaka) first and all further patron spells. Those who don't can only learn read magic, invisible companion and write magic.



- 1 "Sssome annoying ghost of a dead student hauntsss the library. Have it exorcised before it's parentsss file a complaint."
- 2 "My brother and hissss family are coming over, but the guesthouse isss occupied by that damnable elven ambassador. Drive him off. Dissscreetly."
- 3 "One of the sssstudents thinks to have sssen my figure at the bathsss. Ssslip this viper into his chambers before he opens hissss excerebrose mouth."
- 4 "Some idiotsss are flapping their mouthsss about me having bonded with Azi Dahaka. Plant thissss mummified salamander on Adaluz Grey's chambers to keep them dissstracted."
- 5 "Valuable information isss seating wide open in the treasurer's chambersss. Sssneak in, get a hold of lassst year'sss ledger, make a copy and bring it back to me."
- 6 "One of our initiatesss will duel against a wizarding of a rival school. For the sssake of the Ssschool name he isss to win. At all cosst. At all cosst."

Notes

Grand Oracle Kehenna

Neutral sorceress of the Three Fates

Grand Oracle Kehenna holds the mixed blessing of prophecy. She acts as the official diviner, protecting the Tower with her foresight.

She also acts as a representative of the Temple of Permanence, stuck with the compromising position of keeping both evil and the inquisitive nature of her sisters at the temple from destroying the Tower.



As Oracle she foresaw the resurrection of Æder-Kadai and secretly prepared their return in hopes of bringing a new era of order. Her gifts alone make her the greatest weapons the Tower of the Manticore has. For that reason, she was trusted with a series of ghost keys that let her access every chamber in the School, a diadem of radiance and a wizard aegis.

Master Diviner: Kehenna uses her powers to foresee the fate and fortune of the Tower. She functions as a representative of the Temple of Permanence as well, securing peace between the two organizations.

Mentorship: The Grand Oracle is eager to recruit wizards under the patronage of the Three Fates. Aspiring apprentices must pass a detect evil test before being accepted. If approved she teaches invoke patron/patron bond (the Three Fates), detect evil, ESP and warp & weft.



- 1 "A corrupting force walks among the students, calling the name of Sezrekan inside these walls. Take this scroll (detect evil), invoke its power tonight at the dining hall, find the corruptor, and present them to the Council."
- 2 "The graduates we sent to be selected as court wizards will be captured and burnt to the stake. Intercept them, rescue them from the fires of betrayal and bring them back."
- 3 "Some council members are carrying tachyonic stones that interfere with my divining powers. I bid you to find who they are, and why they are hiding from my sight."
- 4 "Quick! My sisters at the Temple of Permanence will break into the Tower at any moment to bring an inquisition to the students. You must delay them, make time for the Council of Seven and One to prepare before this ends in murder!"
- 5 "I have received a terrible and secret revelation. Take these sealed scrolls and bury them in a safe spot under the Tower. They are to be revealed when the stars are right again."
- 6 "I sense the dormant elder brain we keep in the laboratory is influencing our novices telepathically. As outsider agents with no compromising information on the Tower, you must confront it before it wakes."

Notes

Magister Yaozhu

Lawful elementalist



Magister Yaozhu originally came to the Tower as an ambassador. He fell in love with the libraries of arcane knowledge held inside its walls, abandoning his former imperial position to take permanent residence in the School.

He found purpose in mentoring newcomers into a responsible and safe pursuit of magical mastery, organizing the student

body and eventually gaining a seat in the Council of Seven and One as Constable. Now he's dedicated to keep the rule of law inside the School and remain vigilant against mages who may pose a threat against their peers. He truly believes that through order the Tower of the Manticore can be consolidated and turned into a bastion of civilization.

Magister Yaozhu replaced one of his eyes with an eye of aura reading and keeps a fan of storms in case battle breaks out.

Constable: as Constable he preceeds over the laws of the School, conducts hearings, regulates infractions, enacts sanctions and acts as judge in litigations.

Mentorship: Magister Yaozhu is an avid tutor and takes on large groups of students. Only those who excel can proceed in his program, Yahoozhu takes pride in his strict tutoring. He teaches detect magic, runic alphabet (mortal), arcane affinity and breathe life.



- 1 "I suspect wizards inside the Tower have bonded with patrons forbidden by the code. Investigate this issue."
- 2 "My latest project, a set of living statues bound to patrol the School corridors has gone haywire and need to be destroyed before they harm any students!"
- 3 "The old titles that hold property over the Tower of the Manticore have been lost during the secession against the Baronet; you must recover them from the old castle nearby."
- 4 "Unregulated spell components have been cropping up around the School. This hints of a smuggling ring acting inside the Tower. It deems further investigation."
- 5 "The king and queen of Anuria are filing a lawsuit after the School failed to turn their son back to human. Rescue the missing Halfrog Prince* from the catacombs before the messenger arrives." *(G05, tGatWT, GFA 2019)
- 6 "A gang of wizarding pranksters are harassing the townsfolk. They must be stopped, captured and sanctioned."

Notes

Master Calabar

Lamful elementalist

Master Calabar is the most recent member of the Council of Seven and One. He earned a seat after rallying the students against the renegade sorcerers that fought for the side of Chaos upon Æder-Kadai's return. With the former Liaison disintegrated, he gladly took over, working hard to reverse the infamous reputation the former council gave the Tower of the Manticore.



But Master Calabar holds two convenient secrets: he's not only the Liaison, but the Tower's master spy and the head of the Hidden Hand. As leader of the local thieves' guild and main representative of the Tower he has cultivated a deep net of informants; contacts he uses to keep the Tower safe from traitors and outsider influences.

Secretly controlling magic items trafficking, he carries a ring of shadows to move around the School unseen, a wand of chill touch to deter enemies and boots of the spider in case he needs to do a clean getaway. He also counts on the services of Dantalion, a feline familiar who spies for him.

Liaison: he represents the interests of the Tower when dealing with outsiders of importance.

Mentorship: Master Calabar keeps a close eye on students, only those who have a potential to serve the Tower of the Manticore are taken under his wing. After being invited, they are bound to a secret oath to the Tower. Those who accept are trained, those who don't, simply forget all about it. He teaches Ekim's mystical mask, sleep, forget and haste.



- 1 "Some novices stole a scroll of invoke patron from the library. Stop them before they do something stupid and recover the document."
- 2 "There is a letter waiting for me at the Purple Scroll. Take it and discreetly leave it in my lecture room. Remain unseen."
- 3 "Sources tell me one of the students is a doppelganger spy for a rival school. Discreetly capture it and bring it to my chambers."
- 4 "Unidentified familiars have been sighted roaming the Tower. Hunt them down, that security breach must be sealed."
- 5 "An invisibility cloak was misplaced in town. Recover it."
- 6 "The location of the hidden reserve vault of the Tower was lost with the disintegration of the Treasurer. Only this smokey key remains. Find the keyhole. The vault is rumored to be located inside an extra-dimensional pocket."

Notes

Adalux Grey

Neutral sorcerer



The most unassuming member of the Council of Seven and One, Adalux Grey holds the most menial responsibilities of the Tower, but he also hides a secret: he's a dimensional analog impostor of the real Adalux, who he replaced years ago after a failed experiment. Despite his supernatural grey complexion and irradiating eyes, none seem to have taken notice.

His wizarding ambitions conflict with his desire to keep his identity a secret, and as such he bows down to the rest of the Council of Seven and One. He hopes to gain enough notoriety to earn the title of Treasurer and climb to a more respectful and influential position among his peers. He holds a grudge with the Lurking Lord (another impostor) who almost blew his cover. Adalux Grey spends sleepless nights worrying for the day the necromancer returns and reveals his true nature.

He was secretly given a handful of tachyonic stones by Master Zulchan, completely oblivious of the Seneschal maneuver of misdirection. He also keeps a portable hole tucked inside his robe in case he needs to hide.

Chamberlain: as Chamberlain he administers the accommodations and supply line for the members of the Tower, an obligation he considers demeaning and to which he's completely inadequate for.

Mentorship: Adalux Grey yearns for recognition amongst his peers, a goal he tries to accomplish by taking an increasing number of students. His classes are crowded, loud and disorganized. Those who can actually get any mentoring done will learn cantrip, comprehend languages, levitate and planar step.



- 1 "That damnable Lurking Lord* is plotting against me, I know it! Vanquish him, trap its squidly body in this jar and bring it to me!" *(B04, tGatWT, GFA 2019)
- 2 "This is a disaster! A vellum and parchment shipment was attacked by a mummy-worshipping cult! Go! Take it back!"
- 3 "Oh no, my expenses report is overdue! Please sneak into the archives to turn it in before the Council freezes my allowance!"
- 4 "We got an albino four-armed ape-man for the School. The students will love it! Deliver it to the Tower."
- 5 "I might have need for a potion of polymorph for... personal reasons. Get one to me and you will get rewarded."
- 6 "An imp is interchanging the senior student's robes! The pest must be exterminated before graduation day."

Notes

The Treasurer

The last Treasurer—next to the former Seneschal and Liaison—was obliterated during the return of Æder-Kadai. Now the sacred number of the Council Seven and One is broken, and a vital position for the Tower, completely unoccupied.

Momentarily the Council of Seven and One is locked in the decision to name the next official. Both Vex-Zerad and Adalux Grey have shown interest in the seat but are biding their time to make an open claim, but they must act before a powerful wizard rises from the Tower and takes the seat for themselves.

THE TOWN OF THE MANTICORE

This settlement grew gradually from demi-humans taking refuge under the Tower against the monster infested wilderness and the tyrannical lordings who hold the surrounding lands. The locals are either the descendants of the serfs who survived the secession war against the Baronet, travellers who decided to settle in or wizards who dropped out of the School.

Although nominally their land, the Council of Seven and One shows no interest in extending their power over the town. Without any centralized government the townsfolk work together as a commune, free from feuding lords and keeping the peace while providing for the Tower. This makes it a perfect safe spot for adventurers, vagrants and outcasts.

Individual wizards do hold some power over the common people, being able to cast powerful spells and all, but years living near these human timebombs made the townsfolk resilient against their sorceries: everyone has their tricks, charms and hidden magics to ward off the dangers of the Tower.

ACCOMMODATIONS

Characters walking around town can find the following accommodations fitting for the adventuring life.

The Curst Cauldron Inn



Owned by Valton “the Claw” and “Jasper-Eyed” Morrion—a couple of veteran Knight Protectors enjoying their retirement—The Curst Cauldron Inn hosts travellers, merchants and applicants of the School.

- They offer bed, two meals, ale, access to the privy and a bath for 3 sp a day.
- Locked rooms or chests are offered as well for an extra 2 gp.
- Traveling rations can be bought at normal rates.

Using their military experience, they keep the peace amongst their strange patrons. Other than their old swords they keep a staff of dragonfire under the bar.

Notes

Valton and Morrion bought the namesake cauldron at the Tower, not knowing of its previous use. Now its magical effects are one of the main attractions of the inn.

- Every meal has a cumulative 5% chance to work as a potion. Roll a d24 on the make potion spell table to discover its effects. On a 23-24, roll on the mayor corruption table instead. Reset the percentage after a character undergoes a magical effect.

The Curst Cauldron has an open notice board where the townsfolk post for services. Roll to see what kind of adventuring work is available:

d6	Result
1	An escaped cockatrice is wreaking havoc around town and the Council of Seven and One refuses to do something about it. We gathered a 30 gp reward for whoever catches it.
2	My husband's health has taken a turn for the worse: his skin is ashen, he's unbelievably cold and suffers cravings for meat. I'll give my dowry to anyone who can cure him. -Sybil.
3	A meteorite crashed in the mountains near the Tower. I want to get my hands on that metal and will forge a great weapon for anyone who brings me the material. -Odelkynn the Smith.
4	I need troll fat to fulfil a special offer. I'm willing to pay 5 cp per pound. -Luminaire the Candlemaker.
5	That cursed old cat is sneaking into everyone's houses! The neighbors have collected an 80 sp reward for anyone who can catch it.
6	My chickens and goats keep disappearing and nobody knows why. Last time the thief left a dark grey pointy hat behind. I'll give one of my goats, a hen and four chickens to whoever finds the vandal. -Old Mirna.

Groom's Stable

Although technically a part of the Curst Cauldron Inn, Valton and Morrion have leased the stables to Groom, a mute halfling who seems to have seen his fair amount of combat back in the day. He offers:

- Stabling for 1 gp per week.
- Barding, saddles, bridle and bit at normal rates.
- Since he has a soft spot for adventurers, he also offers one (1) free night of sleep at the hayloft.

Although Groom is not in horse trading, all horses have a month grace period after its owner stopped paying board. Groom sells overdue work horses for 1gp, riding horses for 5gp and warhorses for 50gp. There's a 25% chance he has a horse available at any given time.

The Purple Scroll Tavern

Owned by Zyzer Hood, this tavern is a den for raunchy wizards, thirsty outlaws, jaded travellers and sneakygrifters.

The Purple Scroll offers:

- Food and a mug of beer, wine or spirits for 5 sp.
- Dice and card tables.
- Private booths for an extra 8 cp.
- A magically sealed meeting room for 1 gp.
- An assortment of magical scrolls and trinkets left by broke wizardings and for 2d5*10 gp.



The Purple Scroll also doubles as the secret headquarters of the Hidden Hand. By showing the secret sign to the tavern staff, members are escorted to a trapdoor leading to the Hidden Hand's underground base.

The tavern is ripe for rumors and gossip. The staff is willing to share some information for a generous tip:

d6	Result
1	Amber is hiding a lycanthrope among the workers of the Coterie by brewing potions of polymorph.
2	The elven ambassador lures students with secret magics to bind them to the King of the Elflands.
3	Mortimer the gravekeeper eats living creatures. Stay clear of the graveyard at night.
4	Secret tunnels connect the Tower with the smithy, the Temple of Permanence and this same tavern!
5	Groom, the stable hand, is a fugitive, and has buried his loot somewhere in the stable.
6	The former Seneschal was a powerful demonologist, his surviving apprentices want to bring him back from the dead.

A mangy, weird-eyed cat roams the taproom. This is Dantalion, Master Calabar's familiar who spies on patrons of the Purple Scroll.

Notes

The Guest House

A luxurious manor near the Tower, this house is reserved for prestigious visitors: ambassadors, merchant lords, nobles, etc. Although modest in size, it can hold up to a dozen occupants. Those who live in the Guest House benefit from:

- High cuisine, freedom to use the house as they please, a tailor-made noble outfit, laundry, a private bath and privy.
- The service of a full staff of servants.
- Magically summoned feasts on request.
- Invitations to social events and a chance to meet with the Council of Seven and One or the members of the Temple of Permanence on request.

It is currently occupied by Dalassar, an elven ambassador interested in securing collaboration between his elven school of magic and the Tower of the Manticore. As negotiations take their time, the ambassador occupies his by exploring the area, interviewing travellers and surreptitiously introducing novice wizards to the magic of the King of the Elflands.

Special mentorship: Dalassar is eager to share the knowledge of his people, teaching invoke patron/patron bond (King of the Elflands), forest walk, wizard staff and runic alphabet (fey) to anyone who asks. Learning under his wing will raise the suspicion of Master Calabar and Master Zulchan, and the outright rejection from Vex-Zerad.

Notes

House

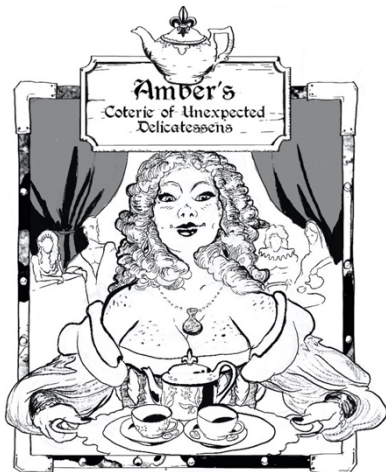
Characters may want to get a place of their own under the Tower, either by renting, buying or building a property.

	Rent	Buy	Build	Maintain
Cottage for 1-2 people	9 cp/ trimester	3 gp	1 gp and it takes 3 months	1 gp/year
House for 1-6 people	5 sp/ trimester	10 gp	5 gp and it takes 5 months	1 gp per resident/year
Manor for 1-12 people	N/A	500 gp	50 gp and it takes a year	50 gp + 1 gp per resident/year

Maintenance represents the cost of day to day wear and tear of a home. If the cost is not met, the home falls into a state of disrepair. Maintenance does not cover unexpected incidents (like a spell blowing the windows up or a gargoyle tearing the roof off).

Since there's no ownership to the land around the Tower, no one can stop adventurers from building a new house. However, in order to benefit from the collaboration of the townsfolk and be protected by the wizards, newcomers can ask 10 prominent neighbors to vouch for them to the Council of Seven and One. After that the Seneschal will grant them a permit recognizing them under the protection of the Tower of the Manticore and approve the construction.

Amber's Coterie of Unexpected Delicatessens



This bakery and brothel is owned by Amber, a former student of the School. During her senior years she unionized the night workers that performed in and around the Tower to maintain her studies. With her growing profits she bought the old bakery, turned it into a brothel while learning the trade and established herself as madame.

The Coterie offers:

- Baked goods and exotic infusions for 1 gp.
- Sex work, from dance shows to prostitution for 1 gp a night. The staff is particularly talented in exotic performance due to the weird requirements of its wizarding clientele.

Amber is a talented potion maker as well, a talent she uses to look after her staff's health. She can be convinced to brew potions of gaseous form, growth, healing, longevity, polymorph and speed for 2d7*10 gp per dose.

The Coterie also works as an unofficial neutral ground for the different factions that influence the town. Any conversations held at the Coterie are discreet and reasonably secret.

Cemetery

This small cemetery is where students and townsfolk alike find their final rest. It is tended by Mortimer, a former student who's secretly a wight in disguise.

- A proper burial costs 9 sp.
- A marked gravestone costs 3 gp.
- A full-on tomb costs 27gp.
- Vagrants and students behind their payment are thrown into the common pit. The older bodies fall into the catacombs, feeding the Lurking Lord's skeletal army. (B02, tGatWT, GFA 2019)
- Unless a priest is brought, the wight secretly commits every dead soul to Malotoch.

Mortimer brokers an illicit resurrectionist ring for students who want to take some extracurricular experimentation. He pays 2d4 copper for rotten or badly injured corpses, 2d6 silver for fresh corpses and HD in gold for exotic monster corpses. He also sells necromantic spell components for 1d5*10 gp and has a stock of rope for sale at normal rate.

Notes

CRAFTS, GEAR & EQUIPMENT

Odelkyn's Smithy

Odelkyn the dwarf was brought by the Council of Seven and One to provide any smithing needs the wizards might have. He's under the Tower's payroll and fulfills its requisitions for free. He also makes silver on the side by doing odd jobs for the townsfolk.

Work is usually boring and slow, so Odelkynn is eager to take weapons and armor orders at normal rate. The time it takes for the dwarf to deliver depends on the order:

- Axes and shields: 3 days.
- Hammers, maces and swords: 1 week.
- Chainmail and scale mail: 1 month.
- Banded mail, half and full plate: 6 weeks.

Any other requests are delivered by the end of the day.

Dragonhide's Tannery

Is owned by Yenell Dragonhide, a veteran adventurer whose skin was turned to dragonhide after an unfortunate encounter with a sorcerer. She sells:

- Leather boots and gloves at normal rate.
- Any kind of leather armor or shield at normal rate.
- A basilisk cuirass on display she may part with for 120 gp.

Yenell loves to craft equipment out of monster hides and will turn any hide delivered to her into armor or clothes for a regular fee.

The Gaunt Brother's Carpentry & Fletchery

This pair of lumbering brothers run the local carpentry shop.

- They take any carpentry request at normal rate, time ranging from 1 day to 1 week.
- Since they hunt for their own food, they've taken to fletchery and sell arrows and bows as well. Arrows are always on stock. Bolts on request.
- Crossbows can be bought, but it takes them a week to produce.

It is rumored the Gaunts work for the Hidden Hand disposing of their bodies.

Undine's Laundry

Undine takes most, if not all, the laundry work of the Tower. She also repairs damaged clothes and removes any kind of stain for 2d4 silver pieces.

Due to students regularly disappearing from the School, Undine sells their clothes if not claimed in a month. Among the pieces she keeps a cloak of invisibility, which she's willing to part with for 100 gp.

Unbeknownst to the townsfolk Undine is literally an undine, although she has learned to sing for herself to avoid any magical mishaps.

The Brick-a-Brakery

Once a week traders and farmers gather at the town square, setting up an open market they call the Brick-a-Brakery. Some trades adventurers may take interest in:

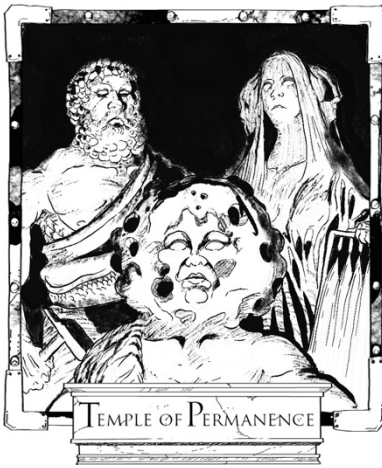
- Arpil's Family Baggerie: a family of halflings who sell bags, backpacks, pouches and sacks.
- Arturus Primp's Pottery: for any ceramic related needs.
- Dolkressian Glass Implements: this dwarf glassmaker sells flasks, bottles, mirrors and beads, and is open to any glassy requests.
- Maese Luminaire's Candles and Lamps: this loud and ostentatious peddler sells candles, lamps, burning oil and torches.
- Severine's Haute Couture: Severine is the town's high fashion tailor. He sells out of season outfits and takes requests at the market.
- Other common items like food, produce or farming tools are vastly available as well.

Notes

TEMPLES AND SHRINES

The wizards at the Tower figured out rather quickly that clerical aid was needed to keep any escaped demon or necromantic malpractices from threatening the School. To that end they reached out to the Cult of Permanence, a fringe cult of Choranus who spouses the god with the Three Fates as two entities of creation.

The Temple of Permanence



Standing an hour's walk from the Tower, its marble columns are carved on the side of a hill overlooking the town. Inside, the temple is divided in three altars: the altar of Choranus, who created the world, the altar of the Three Fates, who threads fate, destiny and doom, and the altar of Shul, first son of creation and protector of humanity.

For a tithe of 1d7x10 gp any supplicant can receive the aid of its priests. They will cast spells on donors and immediately recognize if they incur on the fury of their lawful deities by helping an enemy of the faith.

The altar of Choranus is tended by High Priest Mitrac, a cold and distant old man who oversees the maintenance of the temple. Its priests bless buildings and weddings, service funerals and baptize newborn children.

The altar of Shul is tended by new acolytes. They bless crops, heal the sick and deliver children.

The altar of the Three Fates is tended by High Priestess Teutan, a stern old woman who spent her youth battling evil. She keeps an inquisitive eye on the Tower and is eager to dispatch her priests to battle any chaotic creature they may summon (or any wizards who strays from the path of Law).

Her priests break curses and protect against Chaos.



To further the force of Law, High Priestess Teutan demands the following quests in exchange for their priestly services.

- 1 "A group of brave exorcists must go return to the Tower catacombs and bane Trinity (R05, tGatWT, GFA 2019). Our clerics have already fallen to its power, and its presence is a sour reminder of our failure to fulfill our oath."
- 2 "An augury of the Three Fates revealed that the Seneschal is plotting to bring forth a host of demons inside the Tower by tricking Chamberlain Adalux Grey into summoning it. Either wizard must die to keep the Tower of the Manticore from falling into Chaos."
- 3 "Rumour abounds that the gravekeeper is an undead servant of Malotoch. It needs to be turned and destroyed."
- 4 "There is a ring trafficking unregulated spell components into the Tower. They must be stopped and their shipment seized for the Temple. It is paramount for them to be captured outside the Tower's jurisdiction."
- 5 "A fraternity of novices is wreaking havoc around town: disrupting events, smashing taverns and overall harassing the townsfolk. They are due a good smiting."

The Wing of Amun Tor

One of the library wings inside the Tower of the Manticore is overseen by priests of Amun Tor. Few know about its contents, and access is granted by the Council of Seven and One on a case-by-case basis. Students do know that it is the place where final theses are kept, but few are aware of the other secrets it holds.

The priests of Amun Tor work as scribes, teach wizards how to cypher their notes and can be hired to protect grimoires with a curse against book thieves for 120 gp.

The Shrine of the Hidden Lord

Due to the secrecy and petty rivalries that plague the Tower, the worship of the Hidden Lord has taken hold in the area. Wizards who want to secure their magical theorems, sabotage competitors or who desperately need to know the answers to their next exam usually cast a whispered prayer to this dark god. Its obsidian altar has been reported to appear at different spots around town, revealing itself only to those who invoke it in a time of need.

Lighting a black candle upon the altar works as a +2 divine aid request, with additional bonuses at +1 per 10gp of tributes. But beware, for the Hidden Lord is cruel and quick to retribution.

Notes

ORGANIZATIONS

The Tower of the Manticore

Although the Tower of the Manticore is the governing organization in the land, they are too preoccupied with internal strife to exert their authority to the townsfolk.

Their distant leadership is a double-edged sword, for mischievous wizardings regularly unleash their power upon the local population, turning the locals weary against the Tower's arcane prowess.

Those who study in the School are granted lodging, supplies and a chest upon acceptance. Climbing its ranks depends on spell level mastery:

- Novices are students who are still mastering their first spell. They are granted a dark grey robe and cap.
- Initiates have mastered at least four level 1 spells. They are granted a purple robe.
- Seniors have mastered 2nd level spells. They are permitted to graduate or apply to teaching in the School. They are granted a brooch and a cloak depending on their specialty: lavender for illusionists, yellow for summoners, black for necromancers, silver for transmuters, orange for pyromancers and red for demonologists.

The Wizard-Protectors of the Manticore

Warriors who pledge their allegiance to the Tower of the Manticore and swear the oath of Æder-Kadai are sworn under the order of Wizard-Protectors: knights bound to bolster the forces of the Tower, protect its members and the lands around it.

All members live in the barracks attached to the School.

Ranks can only be earned by exemplary service and are granted by the seating Wizard-Protector:

- Knights are given a badge, a gambeson, a basinet, a halberd and a dagger.
- Officers are given a chainmail with a tabard, sword and shield.
- Commanders are granted a full plate, a horse and a sash.
- Grand Commanders are granted a magical item and a medal.

The Hidden Hand

On the surface the Hidden Hand is a thieves guild that controls the contraband in and around the Tower of the Manticore, producing forbidden items both magical and mundane.

In actuality the Hidden Hand is a secret society of agents who control the flow of magic items around the Tower and use their smuggling network to keep the land from outsider influences.

Its ranks work closer to a mystery cult than a thieves guild, with members interacting exclusively with their peers and their immediate superiors:

- Rookies are given assignments by experienced thieves until they are noticed by a superior.
- Once they get enough reputation, they are approached by either Zyzer Hood (owner of the Purple Scroll and second in command) or Verona (master enforcer of the guild) and granted entry into the guild's secret hideout and assortment of safehouses.
- Exceptionally competent members of the guild are taken to a secret chamber and given a cursed scroll to read. The scroll deals 6d6 damage to Chaotic creatures. Those who survive are informed about the guild's allegiance to the Tower and sworn in as agents by Master Calabar. Those who fail are either killed or made to *forget*.

Members of the guild are granted lodging, requisitions necessary to fulfill their assignments, safe haven and a share of the earnings of any given mission.

The Temple of Permanence

The Church of Permanence was deemed heretical for their beliefs that Creation is a combination of the creative forces of Choranus and the threads of time and destiny controlled by the Three Fates. Without a temple of their own they were brought in by the Council of Seven and One to help them deal with the magical threats that escaped their dominion and granted land to erect a temple.

Although their deal was amicable at first, the clerics found that most threats were originated by the wizard's irresponsible use of magic.

Priests of the Temple of Permanence struggle to keep their allegiance to the Tower while fighting against the magical threats that endanger the land.

Clerics who follow Choranus, the Three Fates or Shul can join the Temple of Permanence, getting lodging, vestments and a holy symbol. They lower the cost of sacrifices to 30 gp per point of approval when conducting rites inside the temple.

Due to their oath, casting divine abilities on any member of the Tower of the Manticore reduces disapproval in one step, regardless of alignment.

Quests Accepted

HAMLET HAPPENSTANCES

By The Neon Space Wizard

Villages, towns, ports, cities, and hamlets are the epicenter of NPCs, rumors, blacksmiths, taverns, and all of your adventuring needs. Indeed, the lifeblood of all your fantasy campaign needs. Why not spice things up and make matters interesting for the roving band of murderhobos at your table? Use the tables below as inspiration to seed events and adventure hooks right into the happenings of daily villager life.

In doing so, you will make your towns and cities feel more dynamic and alive. Feel free to charter through this mini adventure prompt anytime you think the party has gotten too comfortable in civilization. This is especially helpful at lower levels where parties often head back to the same village for shelter and supplies. Many of the results are purposely left open ended for the Judge to flesh out.

HAPPENSTANCES

d14	Result	Table
1	Strange weather	A
2	Weirdos and travelers appear.	B
3	An event will happen to a NPC you're familiar with.	C
4	An event will happen to a NPC you're <i>not</i> familiar with.	C
5	The following group of people are looking for you.	D
6	A festival, event, or celebration is about to occur.	E
7	Wandering monster	F
8	Sudden NPC death	G
9	Sudden death of a stranger	G

10	A curse has befallen the town.	H
11	The local law enforcers are looking for you.	I
12	A mystery is all the locals can talk about.	J
13	A new shop has opened up in town.	K
14	The winds of fate are shining brightly upon thee.	L

TABLE A: WEATHER

d5	Result
1	It's raining. Barely a sprinkle at first, but it rapidly turns into a torrid downpour that culminates into a storm of frogs that crashes down from the swirling heavens.
2	The weather changes to the extreme opposite of the current season. It doesn't let up and only gets worse with each passing day.
3	It's unseasonably temperate. Everyone in the village can't stop talking about how beautiful the weather feels. With each day that passes, people openly display mirth and jocularly. Many folks start walking around in their skivvies or nothing at all.
4	A freak snow squall dumps a few feet of snow on the village. Oddly, the snow is blood red and has a bitter metallic taste.
5	It slowly becomes dreadfully humid. The air becomes stale. There is no wind. Corpulent flies lazily buzz about. Swarms of gnats and mosquitos nip and bite whenever you stop moving.

TABLE B: TRAVELERS

d4	Result
1	Bandits ride into town on massive horses. Each shady henchman displays a handlebar mustache more impressive than the last. They're rowdy and take over the local tavern by force.
2	At high-noon, a wandering cleric of Justicia collapses in the center of town. Her body is covered in bites, claw marks, and otherworldly injuries.
3	An old wizard who is drunk or stoned stumbles into town. He tries hitting on a comely resident and gets rejected. In a fit of rage he casts a powerful spell. Roll once on Table A.
4	A band of merry halfling gypsies rides into town. They bring wonderful entertainment, odd trinkets to purchase, salves and elixirs of dubious claims and more.

TABLE C: CITIZEN EVENT

d8	Result
1	A villager will die of a horrible venereal disease in 1d3 days.
2	One of the townsfolk is OBSESSED with a PC. They send them secret love letters with clues.
3	The villager is having a baby in 1d10 hours. This happens even if they didn't appear remotely pregnant last time they spoke with the PCs.
4	A person has gone missing. There are crudely drawn posters all about town.
5	This person knows a terrible secret about one of the PCs.
6	A villager has recently been arrested for a crime they claim they didn't commit.

7	This citizen is secretly a demon, trying to run a scheme to collect and devour dreams.
8	A townsfolk has inherited a strange artifact from a recently deceased quirky Uncle. This artifact can be a device from the Purple Planet, MCC, or Umerica.

TABLE D: SEARCHERS

d5	Result
1	A few farmers have heard of your harrowing heroics. They wish to learn your ways of sword and sorcery to become adventurers in their own right.
2	A group of flamboyantly dressed elves ride into town on steeds of fey elks. They've been dispatched by the King of Elfland who seeks an audience with the PCs.
3	A curious group of bi-pedal toad-folk (who hate to be mistaken as frogs) sneak into your sleeping quarters. One of the PCs was born with the mark of the tadpole (Bobugbabilz).
4	While at the local tavern, an abomination that looks like a human made of stitched together body parts buys you a beer and asks to listen to his tale. He's exquisitely eloquent and a passionate storyteller.
5	Cultists or followers of a previous entity you encountered in a funnel or another adventure seeks to destroy your party.

TABLE E: FESTIVALS & CELEBRATIONS

d4	Result
1	A young couple is about to be wed. Everyone in town is invited to the celebration.
2	There is a funeral. You expect it to be a somber affair, but the villagers are about to blow the roof off this joint.

3	The local harvest festival is about to occur. There will be eating, drinking, songs, mirth, merriment, and the slaughter of innocents. Wait what?
4	Festival of Wayward Souls. A celebration of lights to help guide dead residents to the afterlife. There are costumes, cider, ghost stories, and skeleton decorations. Those that willfully ignore the rules are risking slaughter by the realm of death.

TABLE F: MONSTER/BEAST

d7	Result
1	A hungry, three-headed quadruped, covered in fur, and an unfathomable amount of teeth wanders into the outskirts of town.
2	A preposterous floating Eyeball with a leathery eyelid and tiny wings floats down from a nearby mountain.
3	A bartender takes an ancient bottle off the top shelf of the bar. Upon rubbing the label, a spout of neon mist fills the tavern. A tiny inebriated purple humanoid riding a lizard skin flying carpet and wielding a trident starts wrecking the tavern.
4	A headless corpse carrying a bucket of sentient sludge jaunts into the center of town.
5	Screams are heard from a nearby farmhouse. Crops have grown to human size and have started eating the local farmer's family.
6	Hombres Lunares have appeared! These little buggers stand 2' tall. Their bodies look like smiling crescent moons molded out of pale mayonnaise colored cheese. Dangerously nimble, hands and feet protrude out of their head-like bodies.
7	A bright white skeleton, with a musketeer stache and goatee, lavish cape, bejeweled eyes, and wooden clogs rises from a grave. It cavorts around town causing calamity and mischief. Roll on Table C.

TABLE G: DEATH OF A CITIZEN

d6	Result
1	Stabbed over an argument about whether lederhosen is still fashionable.
2	Overdosed on a new drug that everyone seems to be addicted to.
3	Drawn and quartered by horses via an angry mob. Probably over simple-folk superstition.
4	Scorned their lover who was a practicing wizard. Death by magic missile and jealousy.
5	Throat slit by a shadowy assassin while stumbling home drunk. Their body is oddly desiccated as if the corpse had been exposed to desert conditions for weeks on end.
6	Public execution by way of beheading. They were secretly an evil cult member.

TABLE H: CURSES!

d4	Result
1	The town is stuck in a time loop distortion. The same day repeats over and over. Only the PCs are aware of the loop. Each morning you wake to hear a minstrel singing the same tune.
2	It's a musical. Everyone sings and dances their way through everyday life. It's a bloody nightmare. PCs can roll Will saves (DC 10) to see if they are afflicted.
3	Upon waking up, everyone is made up of confectionary treats. Walking cookies, dancing muffins, anthropomorphic cakes. The buildings and earth are also edible delicacies.
4	A star has fallen into the town. The surrounding crater is full of lush and vibrant plant-life. Everyone and everything that comes into contact with the ever-expanding greenery becomes vegetation. If afflicted roll 1d20. On a natural 20 your DCC character becomes a MCC Plantient.

TABLE I: COPS AND ROBBERS

d3	Result
1	You are charged with multiple accounts of adventuring and heroics. Before your antics rope the town into certain doom you've been proactively arrested.
2	The local law needs some mercenaries to join their ranks. A monster has recently caused havoc and they need more able bodies. Roll on Table F for monster description
3	A nearby wizard is paranoid and requests from local authorities that a nightly patrol near his tower is to be conducted. He claims there are clergymen trying to steal his secrets.

TABLE J: MYSTERIOUS WAYS

d5	Result
1	There is a halfling that is new in town. He is a lothario whose pleasures know no bounds. Neither man nor woman cannot resist this dashing halfling. Is this wee man actually pilfering people's hearts?
2	A new general store has opened up. Everyone is talking about it. You hear stories and rumors of people purchasing lavish items for practically nothing. This new store will have whatever material item you desire most. Guaranteed. But at what cost?
3	An eccentric peddler of sweets and chocolates was recently in town. The day after he leaves several children go missing.
4	People are excited that the beggars and vagrants have seemed to disappear. They also can't stop talking about the new meat pie shop that has a line around the block.
5	The local noble keeps holding beauty contests for his new wife. This is the fifth new bride he is seeking this month.

TABLE K: BUSINESS IS BOOMING

d7	Result
1	A new Barbershop is open. Grooming options that are guaranteed to change your life.
2	An Elvish Tobacconist. It's expensive, but worth every penny.
3	An underground Dwarven Mud-wrestling Pit. Place your bets!
4	A retired cleric has opened an Occult Books and Oddity Shoppe.
5	An elderly woman has opened a Tinkerer's Toy Shop. Home to little mechanical doo-dads and zibbly-wubs.
6	A new Haberdashery has opened up. It's secretly a front for a brothel. Which is secretly a front for an assassin's guild.
7	The new apothecary has everyone abuzz. It's run by a snake oil salesman, who's tinctures and potions are more likely to slowly poison you than help in any meaningful way.

TABLE L: LUCKY YOU

d8	Result
1	A local crew of Gongfarmers has recently discovered an underground gold mine.
2	During a night of carousing you accidentally solve a mystery. Roll on Table J. You are to be handsomely rewarded.
3	A citizen that has died by [Roll on Table G] has listed a PC as their sole benefactor. You now own their house and whatever secrets are found within.
4	One of the PCs finds a treasure map tucked underneath their mattress at the inn.

5	An adorable puppy without a home becomes your new best friend. If fed and well kept, it eventually gets its powers back and manages to revert back into it's true form, a resplendently gorgeous warrior priestess. She is now a fierce shapeshifting ally whom you can summon with a magical horn.
6	A beautiful woman, of proper rank and nobility, drunkenly mistakes you for old acquaintances. She confides a plot to murder a prince who didn't go through with their arranged marriage. Before anyone can decline, she pays you upfront with a purse full of gems to do her bidding. She stumbles off into the fog never to be seen again.
7	One early morning you come across some grave robbers who were horribly slain. Thankfully whoever did the killing didn't care about the loot the robbers had on them.
8	The innkeeper likes hearing your tales. He offers you free room and board if you keep him entertained with your violent escapades.

Notes

CHARACTER OCCUPATIONS FOR SKILL CHECKS: A PRIMER AT LEVEL 1

By The Neon Space Wizard

In DCC RPG the Darkmaster has thankfully rid players from the shackles of skill lists. Nowhere on a DCC character sheet will you find a list of two dozen skills with little dots scribbled in like a nervous middle schooler's standardized test. Instead, the sage-like advice of using your character's zero level occupation to logically role-play if they know how to perform a skill replaces those unnecessary lists.

Despite this brilliant guidance, I've seen many players struggle with this system at the table. This is especially true if they have recently come over from another fantasy tabletop RPG system. I would suggest that once a PC has survived a funnel, the leveling up process includes figuring out your skills. This does NOT mean to have a player write down a shortlist of skills that they're proficient in. What I am suggesting is that the player and Judge work out a few short sentences that provide background, roleplaying, and experiences from said starting profession. A maximum of five will do. Doing this will help enrich the character and you'll feel all the worse when they get eaten by some gluttonous, nether-dimension frogizoid before reaching level 2.

As an example, there can be no profession more perfect than the titular Gongfarmer. Not only is it one of the more difficult jobs for a new player to wrap their mind around, but it also requires some digging to figure out how this crappy profession will give an adventurer useful skills.

As a Judge, we'll try and get five useful skills from our made up Gongfarmer who goes by the name, Beetleman Skaggswurth.

Each of these sentences should be general and at no point should they reference rules or mechanics of the game system. You're not looking for a list of sentences that give the character a bonus to a specific save or a boost to a specific skill. The PC will need to roleplay and it's up to the Judge to figure out if this person's occupation is befitting of any sort of benefit beyond merely rolling a d20 to attempt the skill check. Let us begin.

JUDGE:

"So Mr. Skaggsurth could you please tell me what are five useful skills from your occupation of *looks at paper* gongfarming that will help you as an adventurer?"

BEETLEMAN:

- 1 I'm adept at working in tight and dangerous spaces. Climbing and scaling structures is never a problem for me.
- 2 Being a nightman, I'm practically invisible to society. Folks go out of their way to ignore me.
- 3 I have an iron stomach and I'm not easily affected by stench or hazardous vapors.
- 4 I know my way around horses, carts, shovels, cordage, and buckets.
- 5 My mates and I are particularly adept at pranks. When you have an endless amount of night-soil, the practical joke possibilities are only limited by one's twisted imagination. Do you know how flammable this stuff is?

JUDGE:

"Ahem... I believe that is sufficient Beetleman. Your answers have been most...enlightening. Please proceed towards the exit and for the love of Justicia please don't touch anything with your hands."

Just like that you've worked out a few simple ways that gongfarming could translate into the dangerous job of adventuring.

By having these sentences scribbled on the back of a dead level 0 character sheet as a reference will make the PC think of creative ways to solve problems by roleplaying instead of simply asking for a roll. As a Judge you should REWARD players for attempting to tie their profession into the game. For our pal Nurpleton, I would award him +1D up the dice chain for resisting a poisonous fume, or maybe lower the DC of climb check for him. It's reasonable for Nurpleton to excel at these things because he has spent most of his adult life knee-deep in other people's fecal slop. DCC's skill system relies on the judge to be lenient and encourage creativity. If a player explains a skill check by referencing their profession and it makes logical sense, the Judge needs to reward that creativity.

In my experience, encouraging players to go through this process while advancing their character to Level 1 will make further game sessions all the more rewarding. If a player is having trouble coming up with 4-5 sentences, have the table collaborate or maybe do a quick online search. You'll be surprised by what everyone comes up with.

With that, we bid you farewell Nurpleton Skaggs, sweet prince of poop. You left behind a life of noxious odors and carts of crap to obtain gold n' glory. Never forget who you were and what led you to the point of being an adventurer. You never know when your knowledge of heaving up a bucket of shit will be exactly what saves the party from a TPK.

Handout: Occupation Skills

*What are **five useful skills** from your occupation?*

Player/PC:

Occupation:

Details:

I.

II.

III.

IV.

V.

you're no hero.

you're a baby:

An infant,

a tot,

a wee bairn,

a shot-nosed toddler

Learning new things every day.

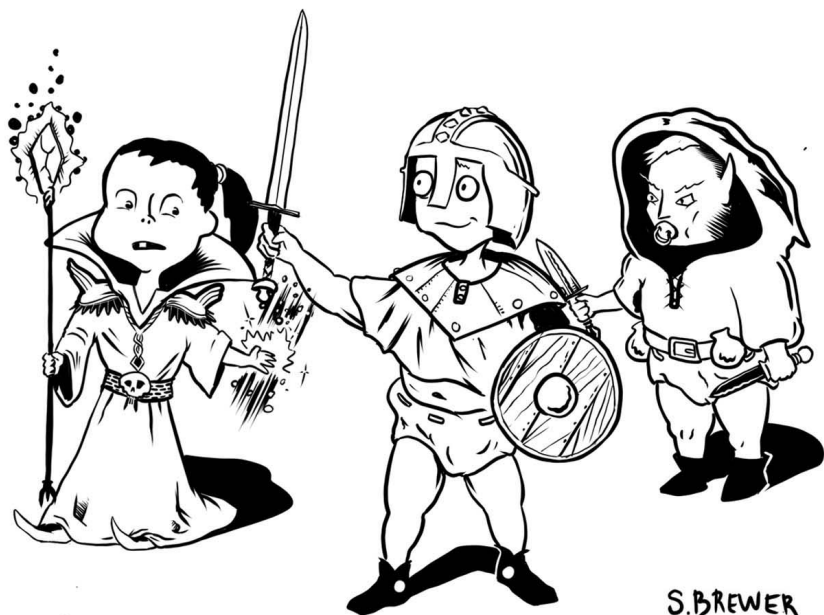
you seek naps and snacks,

winning them with tantrums and
antics,

caked in the mud and filth of the
playground, the diaper rash,
and the boogers.

There are toys to be won

In far corners of the daycare,
and you shall have them!



DIAPER CRAWL CLASSICS

DIAPER CRAWL CLASSICS

By Kevin Heuer and Michael Jones
Illustrations by Shawn Brewer

Special Thanks to the Asheville DCC RPG Crew!

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JUDGE'S BACKGROUND

Diaper Crawl Classics is meant as an homage to classic imagination-filled cartoons about babies and toddlers that have fantastic adventures like Muppet Babies and Rug Rats. It is also meant to celebrate the adventures and imaginations of our tiniest player characters. Much like the inspirational materials, it is meant to be light-hearted and fun, but not without peril for the PCs. That being said, if a PC runs out of HP it means they have a dirty diaper that must be changed by a daycare teacher (no fatal consequences from actions).

Presented here are the four main classes from level 0-2 with their original DCC names, but with some very different abilities. Included are tables for equipment, spells, and a select bestiary of common foes. Ability scores and saving throws remain unchanged.

CLASSES

Levels: In DiaperCC, your level is your literal age. As in regular DCC, tots only choose a class after reaching first level.

0-LEVEL

A 0-level is less than one year old. As such, your only locomotion will be crawling, and you will not have any words grown-ups can understand. Baby-babble may be understood by other babies and tots. Roll 3d6 for stats, 1d4 for HP and 1d30 for random equipment in your cubby. You have no occupation or background. You were born yesterday.

CLERIC

Some babies seek to make peace in the playroom. These are PCs who offer up a blanket, pacifier, or favorite stuffed animal to soothe another. Clerics may call upon the aid of their stuffed animal companions, and in dire situations summon the all-powerful aid of a daycare teacher. Roll 1d8 for HP and choose (or roll) a favorite stuffed animal: (1) Bear (2) Lion (3) Dinosaur (4) Shark (5) Whale (6) Monkey (7) Duck (8) Frog (9) Puppy (10) Kitty (11) Tiger (12) Eyeball Beast (or other monster).

THIEF

This type of scamp is a mischief maker, acrobat, and/or an escape artist. Using a blanket as a rope or to hide in plain sight, these tots can get out of a jam and into things they shouldn't. Expert climbing and surprising levels of coordination and agility allow thieves to help the crew in a variety of ways. Roll 1d7 for HP and choose (or roll) a blanket color: (1) Sky blue (2) Pink (3) Camo (4) Heart pattern (5) Dinosaur print (6) Hand-woven rainbow (7) Your parents are geeks: Roll 1d5: (1) Space Wars (2) Sea Explorers (3) Boy Wizard (4) Science (5) Dungeon Crawl Classics



WARRIOR

These are the strongest or at least the most durable in the nursery. Warriors are often instigators and ring leaders of crews of tots as others look to them for protection. They scream the loudest, throw toys the furthest, and can take several tumbles between diaper changes. Roll 1d12 for HP, gain lucky toy (weapon), roll 1d10: (1) Car (2) Truck (3) Plane (4) Dinosaur (5) Rubber Duck (6) Train (7) Doll (8) Rattle (9) Robot (10) Ball. Add your level to hit and damage with your lucky toy.

WIZARD

Though slight in frame and perhaps appetite, these babies are always ahead of any developmental milestones. They learn words in their favorite items: books. Wizards can cast spells by learning words in their books and invoking them during adventures. Spell checks are rolled as in DCC but are instead a measure of how clearly the word is pronounced. If unintelligible, the spell does not work. If clearly enunciated, it works to greater effect than if mumbled. Roll 1d4 for HP, choose (or roll 1d7) for three books known: (1) Bedtime Stories (2) Vehicles (3) Nursery Rhymes (4) Alphabet (5) Farm Animals (6) Colors (7) Dinosaurs

CUBBY CONTENTS

d30	Result
1	Cloth Bib, +2 Will Saves
2	Bag of Building Blocks, (as caltrops)
3	Plastic Pants, +1 AC
4	Velcro shoes, +2 Ref Saves
5	Teething Ring, +2 to Fort Saves
6	Extra Diaper
7	Ring of Giant Plastic Keys
8	Blanket
9	Stuffed Tiger (or another animal)
10	Floppy Ears Hat, +1 to AC
11	Rubber boots, +1 AC

12	Random Crayon (1) Black (2) Blue (3) Red (4) Yellow (5) Green (6) Purple (7) Orange (8) Pink
13	Popping Mower (two handed ram attack)
14	Teddy Bear
15	Bag of Cheesyfish (heal 1hp)
16	New jar of playdoh
17	Pacifier, +1 to all Saves
18	Rubber Dinosaur
19	Sippy Cup, Half Empty
20	Wooden Block, Ranged Weapon, 20' range, 1d4
21	Toy Monster Truck
22	Sippy Cup, Heal one HP 1x per adventure
23	Plastic Unicorn
24	Stuffed Fairy
25	Princess Doll
26	Tutu
27	Plastic Bib, +1 AC
28	Plastic Crown
29	Bubble Wand and Liquid, +1 to Hide Checks
30	Toy Mobile Phone

WIZARD SPELLS

	Spell	Reference
1	Bedtime Stories	<i>Sleep</i>
2	Vehicles	<i>Force Manipulation</i>
3	Nursery Rhymes	<i>Word of Command</i>
4	Alphabet	<i>Runic Alphabet (Mortal)</i>
5	Farm Animals	<i>Animal Summoning</i>
6	Colors	<i>Color Spray</i>
7	Dinosaurs	<i>Enlarge</i>

CLERIC ABILITIES

- Lay on Hands
- Turn Unfriendly
- Summon Teacher (as Divine Aid, DCC Rulebook Pg. 34)

Cleric Spells: In Diaper Crawl Classics, 1st level Clerics begin with 2 spells chosen from the following list: Blessing, Food of the Gods,

Paralysis, Protection from Unfriendly (as Protection from Evil), or Word of Command. They may also choose bonus spells based on their Personality score.

Cleric Patrons: In Diaper Crawl Classics, clerics have the companionship of a powerful stuffed animal from a dimension beyond. This stuffed animal can animate and help the cleric and their friends in rough times.

Stuffed Animal: Init +2; Atk +1 Melee (dictated by form); AC 10; HD 1d6; hp 4; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; AL (as cleric). Additional abilities may be available at Judge discretion.

BESTIARY

Monster under the Crib: Init +1; Atk claw +1 melee (1d3+1) or growl (special); AC 14; HD 1d8; hp 6; MV –; SP growl (DC 8 Will or stunned); Act 1d20; SV Fort +1, Ref +3, Will +1; AL C.

Invisible (to adults) Creature: Init -1; Atk bite +2 melee (1d4); AC 10; HD 1d6; hp 3; MV 10'; SP none; Act 1d20; SV Fort +2, Ref -1, Will +0; AL N.

Older Sibling: Init +6; Atk shove +3 melee (1d6 and Ref save vs attack roll or prone); AC 12; HD 3d6; hp 11; MV 20'; SP tattle (DC 12 Will or flee as Turn Unfriendly); Act 1d20; SV Fort +2, Ref +6, Will +1; AL L.

Playground Bully: Init +0; Atk bite +0 melee (1d3) or thrown toy +1 missile fire (1d4); AC 11; HD 1d8; hp 5; MV 15'; SP none; Act 1d20; SV Fort +3, Ref +0, Will -1; AL C.

Tickle Monster: Init +3; Atk tickle +4 melee (1d5 plus paralyzation); AC 14; HD 3d8; hp 13; MV 30'; SP paralyzation; Act 1d20; SV Fort +2, Ref +6, Will +1; AL C.

Toy Chest Guardian (Stuffed Dragon): Init +6; Atk bite +5 melee (1d12) or tail slap +5 melee (1d20) or breath weapon (special); AC 16; HD 5d12+1; hp 43; MV 20', fly 40'; SP breath weapon (sleep gas, DC 15 Fort save or nap for 1d3 hours); Act 1d20+1d16; SV Fort +3, Ref +2, Will +3; AL N.

Session Notes:

Date/Theme

Players/PCs

NPCs

Locations

Encounters/Events

Items & Loot

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