

# 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



## MCC - Mutants & Machines

VOLUME 14 OF SIXTEEN BOOKLETS

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# SCHOLAR

Written by Tim Snider

Scholars are the self-proclaimed keepers of Ancient lore. They can be found spending their days pouring over any and all manuscripts, tomes, scripts, scrolls, and other printed texts handed down from the elder librarians. They feel that only through study of the Words Of Those Who Came Before can Terra A.D. reclaim the advanced society that was lost.

## **SCHOLAR ABILITIES**

Scholars habitually collect and hoard any Ancient written works they discover, whether they are important tomes of forgotten knowledge or even comic books and instruction manuals. Although their actions border on obsessive, it is this single-minded focus that makes the Scholar a self-proclaimed “expert” on Ancient lore. They are indispensable when it comes to translating Ancient texts or imparting a long-forgotten historical fact when one is needed most.

**Hit Points:** Scholars gain 1d6 hit points at each level.

**The Written Word:** Due to their studies, Scholars can read and write the language of the Ancients with a high degree of accuracy. When presented with anything written in an Ancient language, the Scholar should roll d% vs. their Translate Text ability (see Scholar table). Success means that the Scholar can accurately transcribe the general meaning behind the text, if not an exact word-for-word translation.

**Ancient Lore:** Because of their deep immersion into the Ancient texts, Scholars have amassed an incredible amount of trivial minutiae about the ways of the Bygone tribes. If the Judge decides it is appropriate (or if the players could use a hint in-game), the Scholar should be allowed a DC 20 Intelligence check to recall some little-known bit of information about their current situation.

**Artifacts:** Scholars have a natural affinity for understanding the artifacts of the Ancients, resulting in a bonus to artifact checks (see Scholar table).

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

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

**Archaic Alignment:** Scholars may begin as members of either *The Clan of Cog* or *The Curators*.

### **Scholar Titles**

<u>Level</u>	<u>Title</u>
1	Scribe
2	Cataloger
3	Bibliosoph
4	Librarian
5	Scholar
6	Abecedarian

## Scholar Table

Lvl	Atk	Crit Die / Table	Action Dice	Ref	Fort	Will	AF Check	Transl Text
1	+0	1d6/II	1d20	+1	+0	+1	+2	60%
2	+1	1d6/II	1d20	+1	+1	+1	+3	65%
3	+1	1d8/II	1d20	+1	+1	+2	+4	70%
4	+2	1d8/II	1d20	+2	+2	+2	+5	75%
5	+2	1d10/ II	1d20	+2	+2	+2	+6	80%
6	+3	1d10/ II	1d20+1 d14	+2	+3	+3	+7	85%
7	+3	1d12/ II	1d20+1 d16	+3	+3	+3	+8	90%
8	+3	1d12/ II	1d20 (x2)	+3	+4	+3	+9	95%
9	+4	1d12/ II	1d20 (x2)	+3	+4	+4	+10	99%
10	+4	1d14/ II	1d20 (x2)	+4	+5	+4	+11	100%



Illustration by  
Lester B. Portly

## MASTERMIND

Written by Tim Snider

Masterminds possess powerful mental abilities and are an offshoot of the Mutant class. A Mastermind appears similar to a Pure Strain Human, except they possess an enlarged, bald cranium that houses their highly developed brain.

Masterminds can be aloof, egotistical and haughty, due to their increased intellect, although they are rarely malicious. They often think they know the correct thing to do in any situation, though they may overanalyze a situation to the point of near inaction.

## **MASTERMIND ABILITIES**

Masterminds are physically weak and frail, reflected in lower hit dice and saving throw bonuses. However, due to their advanced mental capacities, Masterminds receive a +2 bonus to their Intelligence score upon reaching 1st level. One other interesting characteristic: Masterminds do not physically “speak.” Instead, they communicate through an innate *Neural Telepathy* ability, broadcasting their thoughts directly into the minds of others where it is picked up as an audible “voice.” (This ability does not give the Mastermind the ability to read the thoughts of others, nor is it counted as one of the Mastermind’s mental mutations.)

**Hit Points:** Masterminds gain 1d4 hit points at each level.

**Mutations:** Upon reaching first level, a Mastermind gains a random 1d5 mental mutations (see Table 3-2: Mutations). A Mastermind never gains physical mutations.

**Reverse Evolution:** If a Mastermind should ever lose all of their mutations for any reason, that character’s genome hardens and they become a Pure Strain Human. The former Mastermind must enter one of the PSH classes at 1st level. The character cannot gain mutations ever again.

**Artifacts:** Masterminds have a natural affinity for understanding the artifacts of the Ancients, resulting in a bonus to artifact checks (see Mastermind table).

**Radburn:** Masterminds exposed to radiation or other mutagens may develop or possibly lose mental mutations (see Chapter 3: Mutations).

**Glowburn:** Masterminds may elect to use glowburn when activating a mutant power to boost that mutation's effect (see Chapter 3: Mutations).

**AI Recognition:** Because their appearance is very similar to Pure Strain Humans. Masterminds neither gain a bonus or suffer a penalty to AI recognition rolls.

**Archaic Alignment:** Masterminds may begin as members of either *The Clan of Cog* or *The Curators*. However there is a group of Masterminds called *The Think Tank* that is rumored to exist, where they silently commune with each other and formulate a plan for reviving the Ancient civilizations. Confirming the existence of this mysterious alignment could be a lifelong quest for a Mastermind.

### **Mastermind Titles**

<u>Level</u>	<u>Title</u>
1	Intellectual
2	Genius
3	Philosopher
4	Psychic
5	Mastermind
6	Thought-Master

## Mastermind Table

Lvl	Atk	Crit Die / Table	Action Dice	Ref	Fort	Will	Artifact Check
1	+0	1d6/I	1d20	+0	+0	+1	+2
2	+1	1d6/I	1d20	+0	+0	+1	+3
3	+1	1d6/I	1d20	+1	+1	+2	+4
4	+1	1d8/I	1d20	+1	+1	+2	+5
5	+2	1d8/I	1d20+1 d14	+1	+1	+2	+5
6	+2	1d8/I	1d20+1 d14	+2	+2	+3	+6
7	+2	1d10/I	1d20+1 d16	+2	+2	+3	+7
8	+3	1d10/I	1d20+1 d16	+2	+2	+3	+8
9	+3	1d12/I	1d20 (x2)	+3	+3	+4	+9
10	+3	1d12/I	1d20 (x2)	+3	+3	+4	+10

# INSECTAUR

Written by Tim Snider

Insectaurs are a mutant hybrid of man and insect that is an offshoot of Manimal. Most Insectaurs have the size and general build of a basic humanoid (5-6 feet in height, two arms/legs, stands upright, etc.) with the general features of an insect (multifaceted eyes, hard exoskeleton shell, antennae, etc.). It is assumed that the Insectaur has a rudimentary human-like intelligence that enables it to function in various societies.

## INSECTAUR ABILITIES

Insectaurs retain an insectoid-like outlook on their existence, for example, calling their village a “hive” or “colony,” taking on a societal role such as worker, drone, or soldier, referring to their superiors as “queen,” etc. The player should initially roll on the Insectaur Species Table (see below) to determine what insect the PC resembles. This may also help in determining appropriate mutations.

### Insectaur Species Table

01-04 Ant	53-56 Hornet
05-08 Bee	57-60 Ladybug
09-12 Beetle	61-64 Locust
13-16 Butterfly	65-68 Mosquito
17-20 Centipede	69-72 Moth
21-24 Cockroach	73-76 Praying mantis
25-28 Cricket	77-80 Scorpion
29-32 Dragonfly	81-84 Spider
33-36 Dung beetle	85-88 Stinkbug
37-40 Firefly	89-92 Termite
41-44 Flea	93-96 Tick
45-48 Fly	97-00 Wasp
49-52 Grasshopper	

As well as their mutations, Insectaurs also receive 1d3 additional random benefits/drawbacks from the Insectaur Features Table below. The Judge should work with the PC as to how these features would be incorporated in the character.

### **Insectaur Features Table (Beneficial)**

- 1-7      **360-Degree Field of Vision.** The Insectaur can "see" in a 360-degree arc around themselves, through their multifaceted eyes, antennae or other sensory organs, and thus can only be surprised on a roll of 1 on 1d6.
- 8-14     **Complete Wing Development.** Treat as per the *Wings* mutation on page 64 of the core rulebook.
- 15-21   **Flatten Body.** The Insectaur can literally squeeze their body to fit through a crack of no more than 1 inch in height. This ability is useful for slipping under doors, behind cabinets, or through other tight openings. The character's mass remains the same, so squeezing through a pipe or small opening is not possible.
- 22-28   **Hard Outer Shell/Carapace.** Increases the Insectaur's AC by +1.
- 29-35   **Insect Communication.** The Insectaur can communicate freely with any and all forms of insect life – mutant or otherwise. It is left to the Judge to determine intelligence levels of these creatures. Insects may be coerced or convinced into following simple commands as well.
- 36-42   **Leaping.** The Insectaur's legs enable it to leap up to a height of 100 feet and a distance of 200 feet.
- 43-49   **Multifaceted Eyes.** The Insectaur can see all known light spectrum ranges including infrared and ultraviolet. Treat as having the *Ultravision* mutation on page 63 of the rulebook.
- 50-56   **Multiple Limbs.** The Insectaur has 1d4 extra arms on their torso. Each extra arm gives the character one extra attack per round.

- 57-63 **Pheromone Trail.** The Insectaur can leave a scent trail that only they can follow. The trail will be detectable for 4 months before fading.
- 64-70 **Stench Gland.** Twice a day, the Insectaur can release a pungent odor from a gland that causes all creatures within 15 feet to save versus Will or be rendered incapacitated with nausea for 1d6 rounds.
- 71-76 **Wall Crawling.** The Insectaur can cling to any surface, scuttling over walls and ceilings as if they were no different from the floor. They can support their own weight and carry up to 10 times their Stamina while crawling vertically or upside down.

### **Insectaur Features Table (Drawbacks)**

- 77-81 **Diminutive/Actual Size.** The Insectaur is the actual size of the insect species that was rolled up. They still have the same stats and hit point totals, however they are no bigger than a common insect of their species.
- 82-86 **Instinctual Overload.** The Insectaur is barely able to hang onto what human-like intelligence it has. The character has a 10% cumulative chance of reverting back to a primal insect-like instinct whenever they are successfully hit in combat. (Upon a successful hit, there is a 10% chance. Upon the second hit, 20%, and so on.) If this save is failed, the PC will fly into a berserk rage, attacking the nearest creature (either friend or foe). The PC will be unable or unwilling to communicate. This overload lasts until combat has ended, at which time the character's normal personality will reassert itself.
- 87-91 **Phobia.** The Insectaur has a paralyzing fear. Whenever they come face-to-face with the object of their fear, they will flee in the opposite direction for 1d4 rounds. Roll 1d6 to determine phobia: 1-2. Fire 3-4. Water 5-6. Smoke. so squeezing through a pipe or small opening is not possible.

92-96 **Sensitivity.** The Insectaur is extremely susceptible to damage from a specific source. Attacks with this source will deal double damage to the character. Roll 1d4 to determine sensitivity: 1. Sonics/Sound-based 2. Light/Laser-based 3. Fire/Flame-based. 4. Cold/Freeze-based.

97-00 **Small-Brained.** The Insectaur is sub-evolved and remains at a lower level of human intelligence. Divide the Insectaur's Intelligence score in half, rounding up.

**Hit Points:** Insectaurs gain 1d6 hit points at each level.

**Mutations:** Upon reaching 1st level, an Insectaur gains 1d2 random physical and 1 random mental mutation (see Table 3-2: Mutations).

**Artifacts:** Insectaurs have no natural affinity for understanding the artifacts of the Ancients, but do receive bonuses with experience (see Insectaur table).

**Radburn:** Insectaurs exposed to radiation or other mutagens may develop or possibly lose mutations (see Chapter 3: Mutations). If an Insectaur should ever lose all of their mutations for any reason, they devolve into their base insect stock permanently.

**Glowburn:** Insectaurs may elect to use glowburn when activating a mutant power to boost that mutation's effect (see Chapter 3: Mutations).

**AI Recognition:** Because of their insect appearance, Insectaurs suffer a -4 penalty to AI recognition rolls.

**Archaic Alignment:** Insectaurs may begin as members of either *The Clan of Cog* or *The Chosen Zuu*.

**Songs of the Many:** Insectaurs have the ability to communicate with other insectoid mutants, such as ant-men, croachlings, hoppers, and woolers (see appropriate entries for each in the rulebook), receiving a +3 Personality bonus when dealing with these creatures.

### **Insectaur Titles**

Level   Title

- 1      Bug
- 2      Drone
- 3      Worker
- 4      Soldier
- 5      Insectaur
- 6      Hive Queen

### **Insectaur Table**

Lvl	Atk	Crit Die / Table	Action Dice	Ref	Fort	Will	Artifact Check
1	+1	1d6/II	1d20	+1	+0	+0	+0
2	+1	1d8/II	1d20	+1	+1	+0	+0
3	+2	1d8/II	1d20	+2	+1	+1	+0
4	+2	1d10/II	1d20	+2	+1	+1	+1
5	+3	1d10/III	1d20+1d14	+2	+2	+2	+1
6	+3	1d10/III	1d20+1d16	+3	+2	+2	+1
7	+4	1d12/III	1d20+1d16	+3	+2	+3	+2
8	+4	1d12/III	1d20 (x2)	+3	+3	+3	+2
9	+5	1d14/III	1d20 (x2)	+4	+3	+4	+3
10	+5	1d16/III	1d20 (x2)	+4	+3	+4	+3

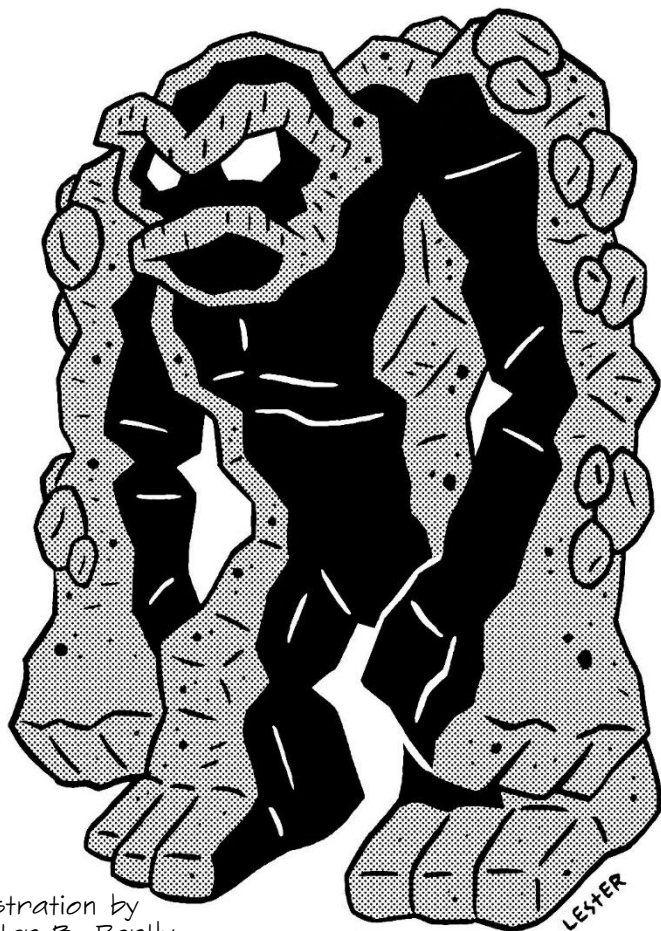


Illustration by  
Lester B. Portly

## GEOLOGIAN

Written by Tim Snider

Geologists are a mysterious and seldom-encountered race of mineral-based creatures who seem to be constructed of living rock. Geologists are usually a roughly humanoid shape (two arms/legs, stands upright, etc.) although they are

a bit taller, averaging 6-7 feet in height, as well as being much heavier than normal humanoids, nearing a half-ton for some specimens.

Geologists may have some metallic isotopes and minerals within their structure but not enough to be considered made of metal. It is unknown how or if Geologists are actually "alive," as organic materials are not found in their chemical makeup, however they require air, food, and water just like any other living creature. Some theorize that Geologists are comprised of some sort of silicon-based DNA, rather than the carbon-based life usually found on Terra A.D. Others assume that Geologists are actually made up of billions of microscopic robotic nanites that have bound themselves to sand and stone and then to each other to form a colony-like sentient being.

### **GEOLOGIAN ABILITIES**

Geologists are usually encountered in large, barren, rock-strewn locations -- large blast craters, Ancient abandoned quarries, deep underground caverns, any place with massive amounts of exposed stone and little animal or plant life. They are encountered alone and do not seem to have social structures. Many Geologists have no formal name, but will give themselves a name for others to call them, usually using whatever stone makes up a majority of their composition. Names such as "Flint," "Granite," and "Gypsum" have been encountered.

Geologists are never found wearing clothes and rarely wear armor, feeling that their own body structure is armor enough. To determine the Geologist's initial AC, the player rolls 1d4 and adds this to a base AC 10. Geologists cannot be healed through artificial means because most normal healing supplies and techniques are for carbon-based creatures. (It is left to the Judge's discretion whether to allow concrete or other stone-based compounds as a Geologist healing agent.) As well as their mutations, Geologists also receive 1d3 additional random benefits/drawbacks from the Geologist Features Table below. The Judge should work with the PC as to how these features would be incorporated in the character.

### **Geologist Features Table (Beneficial)**

- |       |   |
|-------|---|
| 1-7   | <b>Diamond Hardness.</b> The Geologist's rock-like outer surface is denser than typical stone, giving the PC an additional +2 AC modifier.  |
| 8-14  | <b>Earth Mover.</b> A Geologist can move up to 60 feet of loose earth per turn at will. Neither solid stone nor large boulders can be moved in this way, however.   |
| 15-21 | <b>Environmental Immunity.</b> The Geologist's metabolism does not require air to function. They can stay underground, underwater, or in an airless vacuum forever without harmful effects. The Geologist is also immune to airborne hazards such as poisons, parasites, and disease. |
| 22-28 | <b>Fissure Sense.</b> The Geologist is able to "sense" naturally occurring stress points and weaknesses in any object. This gives the PC an additional 1d4 damage bonus in combat.  |
| 29-35 | <b>Gigantism.</b> Treat as per the <i>Taller</i> mutation on page 62 of the rulebook.   |

- 36-42 **Hyperburrowing.** The Geologist can move through dirt and earth as easily as others swim through water. This ability does not work on stone or metal surfaces. When *hyperburrowing*, the Geologist can move through the ground at one-third their above-ground movement rate. The mutation cannot be used for excavation purposes because the ground closes up behind the *hyperburrowing* Geologist.
- 43-49 **Ice/Fire Immunity.** The Geologist is immune to all heat and cold-based attacks. They are also able to withstand near absolute-zero temperatures as well as heat up to 2000 degrees Fahrenheit (just below the melting point of rock).
- 50-56 **Increased Physical Attribute.** One of the Geologist's physical attributes is increased. Roll 1d6 to determine the specific effect: 1-3 = Increased Strength: The character receives an additional 1d6 points added to their STR score. 3-6 = Increased Stamina: The character receives an additional 1d6 points added to their STA score.
- 57-63 **Light Refraction.** Small flecks of crystallized materials coat the Geologist's outer surface, making them immune to all light and laser-based attacks. If attacked, the Judge should roll to see if the reflected beam strikes another target or the attacker himself.
- 64-70 **Lodestone.** The Geologist's structure contains a strong magnetic field under their control. Using this field, they can attract and repel metallic objects with a maximum weight manipulated up to his normal carrying capacity. This ability has a range of 50 feet.
- 71-77 **Vibrational Sense.** The Geologist can feel vibrations in the earth from up to 200 yards away. They can use this sense like a radar, "feeling" the approximate position of nearby characters and objects. This sense only works when the target is moving along the ground. Still objects cannot be "felt."

## Geologian Features Table (Drawbacks)

- 78-84 **Mute.** The Geologian is completely incapable of speech and can only communicate through pantomime or writing (if the character has learned how to write).
- 85-90 **Pain Insensitivity.** Because the Geologian does not feel pain, they never know how badly they are truly injured. The Judge should keep the character's current hit point score secret from the player. Damage should be rolled secretly as well so the player never knows their character's current hit point total.
- 91-96 **Reduced Mental Attribute.** One of the PC's mental attributes is decreased. Roll 1d6 to determine the specific effects: 1-3 = Decreased Intelligence: The character loses 1d6 points from their INT score. 3-6 = Decreased Personality: The character loses 1d6 points from their PER score. A character's INT or PER score cannot drop lower than 3.
- 97-00 **Slow Mutant.** Treat as per the *Stumblebum* defect on page 98 of the rulebook.

**Hit Points:** Geologians gain 1d12 hit points at each level.

**Mutations:** Upon reaching 1st level, a Geologian gains 1d2 random physical and 1 random mental mutation (see Table 3-2: Mutations).

**Artifacts:** Geologians have no natural affinity for understanding the artifacts of the Ancients, but do receive bonuses with experience (see Geologian table).

**Radburn:** Geologians exposed to radiation or other mutagens may develop or possibly lose mutations (see Chapter 3: Mutations).

**Glowburn:** Geologists may elect to use glowburn when activating a mutant power to boost that mutation's effect (see Chapter 3: Mutations).

**AI Recognition:** Because of their appearance, Geologists suffer a -4 penalty to AI recognition rolls.

**Archaic Alignment:** Geologists either begin as members of *The Clan of Cog* or unaffiliated with any group.

### Geologist Titles

Level Title

- 1 Sandstone
- 2 Metamorph
- 3 Igneous
- 4 Basalt
- 5 Geologist
- 6 Rock Lord

### Geologist Table

Lvl	Atk	Crit Die / Table	Action Dice	Ref	Fort	Will	Artifact Check
1	+1	1d8/III	1d20	+0	+1	+1	+0
2	+1	1d8/III	1d20	+0	+1	+1	+0
3	+2	1d10/III	1d20	+0	+2	+2	+0
4	+2	1d10/III	1d20	+1	+2	+2	+1
5	+3	1d12/III	1d20+1d12	+1	+2	+2	+1
6	+3	1d12/III	1d20+1d14	+1	+3	+3	+1
7	+4	1d14/IV	1d20+1d16	+2	+3	+3	+2
8	+5	1d16/IV	1d20(x2)	+2	+4	+3	+2
9	+6	1d20/IV	1d20(x2)	+3	+4	+4	+3
10	+7	1d24/IV	1d20(x2)	+3	+4	+4	+3

# MCC: Items Found in the Dwellings of the Ancients

Written by Keith Nelson

Illustrated by Cheese Hasselberger

Not everything the Ancients left behind is fathomable and not everything appears to be immediately useful for your wasteland rover, mutant, manimal or other murderhobo. However, there are abundant shiny things and detritus that can be found in any Ancient structure. Table 1: Junk Tech Items below contains a list of some of these.

**Table 1: Junk Tech Items**

Chance to Find	Item	Tech Lvl	CMPLX Modifier
1	Light globe <i>(Lights up in 5' radius when touched. Changes colors.)</i>	2	1
2	Headset with stored audio <i>(Random songs, podcasts discussing seemingly meaningless games)</i>	2	1



3	Personal alarm clock <i>(Small disc adheres to skin. Vibrates and sounds increasingly loud tone when goes off)</i>	2	2
4	Data pad <i>(Full of paranormal romance novels)</i>	3	2
5	Baby Wet & Dry <i>(PSH doll that pees at random times – produces up to 2 quarts of water a day from atmospheric humidity)</i>	3	1



6	Robo-dog <i>(Bonds to one character and follows them around, occasionally begging for them to throw a stick)</i>	4	1
7	Self-driving toaster <i>(For the mutant who has everything.)</i>	3	1
8	Automatic toilet snake <i>(No one wants to know what the Ancients used this for...)</i>	3	3
9	Compressed gas cylinder <i>(Air, helium, hydrogen, freon, etc.)</i>	1	2
10	Automatic Heat/Cool Thermos <i>(Keeps drinks at the temperature they were at when added to thermos)</i>	2	1
11	Unbreakable glassware <i>(It bounces!)</i>	3	1
12	Rad-roach lollipops <i>(Disgust your parents! Amaze your friends!)</i>	1	1
13	Super absorbent towel <i>(Absorbs gallons of water! Never need another!)</i>	1	1
14	Atomic lighter <i>(Harnessing the power of the atom to light your cigars! Available only through this special offer.)</i>	3	2
15	Magnifying glass/Fresnel lens <i>(“The light...it burns!”)</i>	1	2
16	Thermite fire starter cubes <i>(“Pull tab to ignite with the fury of a tamed sun”)</i>	2	2

17	Voice Recorder <i>("Note to self: pitch lovable family of furry polygamists move in next to head of Conservative Unitarians for Satan...Hijinks ensue")</i>	2	3
18	15' mobile optic cable with attached camera <i>(sigmoidoscope?)</i>	2	3
19	50' fiber-optic line with attached eyepiece	3	1
20	Solar powered calculator	2	3
21	Roll of duct tape <i>(So sticky! Get it off us!)</i>	1	1
22	Laser pointer <i>(See the pretty red/green/blue dot, manimal?)</i>	2	2
23	Laser scribe <i>(Can engrave 0.5 mm deep lines in any surface)</i>	3	2
24	Hologram projector <i>(Preprogrammed with a selection of action movies)</i>	3	4
25	Tattoo implanter <i>(Implants a tattoo of a unicorn, flower, barbed wire, or Tasmanian devil when held on skin and activated. User can potentially alter tattoo motifs...)</i>	3	2
26	Costume holo projector <i>(Necklace that projects a single name-brand character costume over the clothing of the wearer)</i>	4	2
27	Self-chilling flask <i>(Contains 8 oz of bracingly cold perfect martini)</i>	3	1

28	Souvenir snowglobe <i>(Not only “snows” inside when shaken, but also forms a 5’ radius area of light snowfall around it)</i>	5	2
29	Epi-pen <i>(Functions as a cut-rate stimshot)</i>	2	2
30	Magic 8-Ball <i>(The oracle speaks...)</i>	1	1
31	Holo mask <i>(Headband that projects branded manimal character on face of wearer)</i>	3	2
32	Visitor ear-bead <i>(When inserted, gives rambling commentary on a specific region of an amusement park/ museum/ landmark)</i>	3	2
33	Visitor map-pad <i>(Can project simplified map of the building as it once existed)</i>	2	4
34	Free refill cup <i>(Activates automatic dispensers at 20’ range. Auto dispensers may not function well...)</i>	2	2
35	Souvenir keychain with laser light show <i>(May sync with headphones to play music)</i>	3	2
36	Miniature baseball bat with logo	1	1
37	Photosensitive branded clothing <i>(Programmed to disintegrate in 4d20 hours)</i>	4	3
38	Plastic bead filled manimal dolls <i>(25% chance to talk in random phrases)</i>	1	1
39	Noise cancelling headphones <i>(Increased chance of being surprised when wearing)</i>	2	2

40	Spray tan in a can <i>(Comes in a multitude of colors...but mostly Cheetos orange)</i>	2	2
41	Makeup dispenser <i>("One squeeze to refresh your natural beauty"...if you normally look like a clown crossed with a small child who got into the makeup drawer)</i>	3	4
42	Umbrella headband <i>(Projects a 2' diameter rainbow-striped dome over the wearer, fending off rain and minor UV radiation)</i>	3	2



43	Rubber ducky boots <i>(Keep your feet dry while looking good...)</i>	1	1
44	Multicolored pen <i>(Click... "Ooo, red"...click..."Ooo, green"...click..."Ooo, purple glitter"...click..."Ooo, p..." "STOP IT!!!")</i>	1	2
45	Handwarmer <i>(20% chance of overheating and burning anything near it)</i>	2	2
46	Handheld juicer <i>(Pulps any vegetable or fruit matter in front of device and extrudes a glass of refreshing greenish fluid)</i>	3	4
47	Campfire in a can <i>(Just pull the tab!) – 75% just produce the smell of woodsmoke. 25% produce a roaring fire.</i>	2	2
48	Small purple bag <i>(Contains small faceted gems with numbers on facets)</i>	1	1
49	L-shaped object with a disc on the top (label maker)	1	2
50	Be-dazzler <i>(Make any surface beautiful with the sparkle of cubic zirconia! Even usable on skin! Read small print for warnings...)</i>	2	2

## This image shows a full page of handwriting practice paper. It features multiple sets of horizontal dashed lines spaced evenly down the page, providing a guide for letter height and placement. The background is white, and the lines are black. There is no text or other markings on the page.

# Datum of the Computarchs

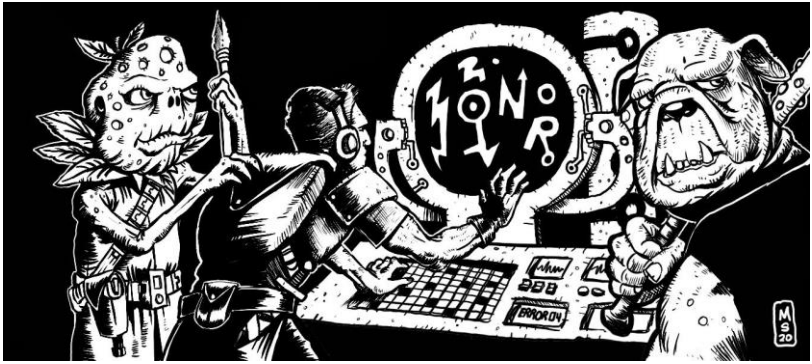
Written By James A. Pozenel, Jr.

Illustrated by Matt Sutton

*The cabalistic and powerful Computarchs built the WorldNet, governed its growth, established its laws and conventions, and seemingly retired from their world changing creation. They left their tools and programs scattered throughout the network. Some have been found by seekers such as yourself and have been passed down from generation to generation. Collectively these independent pieces of wetware are known as Datum of the Computarchs.*

In *Gongfarmer's Almanac 2019*, vol. 4, I presented a collection of mechanics and two wetware programs to enable judges to give the shaman class some additional access to wetware that is independent of the Patron AI paradigm presented in the *Mutant Crawl Classics RPG rulebook*. This year I present three new level 1 wetware programs for use in your campaigns. I will not be re-printing the mechanics presented in GFA 2019 here; it is available online and free of charge (go get it already).

## Programs



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### Decrypt/Decompile

Level: 1	Range: 5'	Duration: Varies	Activation Time: 1 round
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Save: None

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**General:** The user can decompile programs from their optimized computer readable formats (e.g. - object code, assembly language, machine code, opcodes, or binary) into human readable source code. Decompiling allows the user to comprehend inactive software without activating the program or understand machines in real-time at higher levels of effect. This program can also decrypt and/or uncompress data. In certain cases, data decryption is an all or nothing procedure. Dataset lengths or encryption algorithms exceeding the program's capabilities will result in the dataset remaining encrypted. If data is in another creature's language, other programs like *translate* may be needed to gain a full understanding when run at lower levels of effect.

The user can learn the reverse of this program, called *encrypt/compile*, which renders source code into an efficient program, encrypts files with increasingly difficult algorithms, or hashes data into an unintelligible string of characters that humans and machines cannot understand (even with the aid of this program).

-----

**Manifestation:** Roll 1d4: (1) letters and symbols flicker and change until the entire text is readable; (2) each letter changes one after the other until the entire text is readable; (3) letters and symbols flip through possibilities until the entire text is readable; (4) letter and symbols become fuzzy and move from one location to the another and refocus upon completion.

-----

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      The program decompiles a program into human readable source code for 1 round, long enough to read a single method, class, or command sequence. He retains understanding of these constructs even after the duration ends. Reading a complete program typically takes 1 turn per program level, so this is not enough time to read a complete program. Data or documents with a length up to a short book and secured with simple encryption techniques may be permanently deciphered.

14-17      The program decompiles a program into human readable source code for 1 turn, long enough to read a level 1 program. He retains an understanding of the structures, design patterns, and algorithms employed in the software even

after the duration ends. Data or documents with a length up to a long book and secured with simple encryption techniques may be permanently deciphered.

- 18-20 The program decompiles a program into human readable source code for 2 turns, long enough to read a level 2 program. He retains an understanding of the structures, design patterns, and algorithms employed in the software even after the duration ends. If the user has access to CPU signals or logs, the user can also read basic opcodes, enough to decipher the general intent of a running program. Data or documents with a length up to 10 large volumes and secured with simple encryption techniques may be permanently deciphered.
- 21-23 The program decompiles a program into human readable source code for 3 turns, long enough to read a level 3 program. He retains an understanding of the structures, design patterns, and algorithms employed in the software even after the duration ends. If the user has access to CPU signals or logs, the user can also read basic opcodes, enough to decipher the general intent of a running program. Data or documents equivalent to a small library and secured with moderate encryption techniques may be permanently deciphered.
- 24-27 For 1 hour, the program may tap into a running program and convey to the user and one adjacently compiled and running machine code as if it was source code. Data or documents equivalent to a small library and secured with moderate encryption techniques may be permanently deciphered.

- 28-29 For a period of 1 day, the program may tap into running programs and convey to the user and all allies within 20' compiled machine code as if it was source code and translates 1d4 additional mundane written languages, starting with the first unfamiliar language encountered during the duration and ending after the number of languages have been encountered. Data or documents equivalent to a medium library and secured with moderate encryption techniques may be permanently deciphered.
- 30-31 For a period of 1 week, the program may tap into running programs and convey to the user and all allies within 20' compiled machine code as if it was source code and translates 1d4+2 additional mundane written languages, starting with the first unfamiliar language encountered during the duration and ending after the number of languages have been encountered. Data or documents equivalent to a large library and secured with complex encryption techniques may be permanently deciphered.
- 32+ For a period of 1 month, the user can read all writing and code. If there is any text, machine code, or other computerized output present within line of sight, the user can read it. Data or documents equivalent to several large libraries and secured with complex encryption techniques may be permanently deciphered.



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### Dynamo

Level: 1	Range: Touch	Duration: Varies	Activation Time: 1 action
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Save: Will vs program check (see below)

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**General:** The program generates a powerful electrical field around the user's hands.

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**Manifestation:** Roll 1d4: (1) the user's hands crackle with blue energy; (2) the user's hair stands on end; (3) the user emits a strong odor of ozone; (4) electricity visibly arcs across the user's entire body.

---

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 The user's hands are charged with electrical energy! On the next round, the next creature the user attacks takes an additional 1d6 damage. Robots and other technological constructs/creatures take an additional 2 points of damage. An unprotected circuit in a room overloads and must be reset.
- 14-17 The user's hands are charged with electrical energy! On the next round, the user receives a +2 to attack rolls, and the next creature the user attacks takes an additional 1d6 damage. Robots and other technological constructs/creatures take an additional 2 points of damage. Unprotected circuits in a room overload and must be reset.
- 18-19 The user's hands are charged with electrical energy! For the next turn, the user receives a +2 to attack rolls, and every creature the user attacks takes an additional 1d6 damage. Robots and other technological constructs/creatures take an additional 2 points of damage. Unprotected circuits in the room and adjacent rooms overload and must be reset.
- 20-23 The user's hands are charged with electrical energy! For the next turn, the user receives a +2 to attack rolls, and every creature the user attacks takes an additional 2d6 damage. Robots and other technological constructs/creatures take an additional 2 points of damage. Unprotected circuits in the room and adjacent rooms overload and must be reset.

- 24-27 The user's hands are charged with electrical energy! For the next turn, the user receives a +4 to attack rolls, and every creature the user attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Robots and other technological constructs/creatures take an additional 4 points of damage. Unprotected circuits in the room and adjacent rooms overload and must be reset.
- 28-29 The user's hands are charged with electrical energy! For the next hour, the user receives a +4 to attack rolls, and every creature the user attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Robots and other technological constructs/creatures take an additional 4 points of damage. Unprotected circuits on the same level of a building or installation overload and must be reset.
- 30-31 The user's hands are charged with electrical energy! For the next hour, the user receives a +6 to attack rolls, and every creature the user attacks takes an additional 3d6 damage as well as 1d4 points of Strength loss. Robots and other technological constructs/creatures take an additional 6 points of damage. Unprotected circuits in the room short and fuse. Additionally, unprotected circuits in adjacent rooms and levels overload and must be reset. Protected circuits in the affected areas may make a DC 15 Fort save or also overload and must be reset.

32+ The user's body glows a sickly blue light as he crackles with withering electrical energy. Any creature within 10' of the user takes 1d6 damage each round it stays within the field; robots and other technological constructs/creatures within the field instead take 2d6+2 damage. For the next 24 hours, the user receives a +8 bonus to all attack rolls, and every creature the user attacks takes an additional 3d6 damage. Robots and other technological constructs/creatures suffer an additional 8 points of damage. Unprotected circuits in the room short and fuse, rendering them useless. Additionally, unprotected circuits in an entire building or installation overload and must be reset. Protected circuits in the affected areas may make a Fort save vs the program check or also overload and must be reset.



## Glitch

Level: 1	Range: 30' or more	Duration: 1 round or more (see below)	Activation Time: 1 action
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Save: Will save vs. program check

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**General:** The user transmits software code and/or commands that purposefully causes an artificially intelligent computer-reliant piece of technology to pause, twitch and/or glitch. The target(s) receive Will saves to resist.

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**Manifestation:** See below.

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- |       |  |
|-------|--|
| 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 | The user chooses a robot, AI, or computerized target within 30'. If the AI fails its save, it emits a quiet buzz, and does nothing for one round.  |

- 14-17 The user chooses a robot, AI, or computerized target within 30'. If the AI fails its save, it emits a quiet buzz, and does nothing for 1d6+CL rounds.
- 18-19 The user chooses a robot, AI, or computerized target within 60'. If the AI fails its save, it emits a loud hum, and does nothing for 1d6+CL rounds.
- 20-23 The user chooses a robot, AI, or computerized target within 60'. If the AI fails its save, it twitches uncontrollably, emits a loud hum, and does nothing for 1d3+CL *turns*. The twitching strains the target's servos and actuators and reduces all its forms of movement by 10' until it performs a reboot and maintenance scan.
- 24-27 The user chooses up to six robots, AIs, or computerized targets, all of whom must be within 60' of the user's location and within their line of sight. Each target gets its own saving throw. If an AI fails its save, it twitches uncontrollably, emits a loud hum, and does nothing for 1d6+CL *turns*. The twitching strains each target's servos and actuators and reduces all its forms of movement by 10' until it performs a reboot and maintenance scan.
- 28-29 The user chooses up to 1d6 robots, AIs, or computerized targets per CL, all of whom must be within 200' of the user's location and within their line of sight. Targets with less than 2 HD are automatically affected; higher HD targets get their own saving throw. If an AI fails its save, it twitches uncontrollably, emits a loud hum, and does nothing for 1d7+CL *days*. The twitching strains each target's servos and actuators and reduces all its forms of movement by 10' until it performs a reboot and maintenance scan. Each

target receives a new Will save each morning; on a successful save, the AI recovers full function. For each day spent twitching after the first, their movement rates are degraded another 10'.

- 30-31 The user chooses up to 50 robots, AIs, or computerized targets per CL, all of whom must be within one mile of the user's location and within their line of sight. Targets with less than 2 HD are automatically affected; higher HD targets get their own saving throw. If an AI fails its save, it glitches uncontrollably, repeating error code messages, stuttering in random directions, and using attack mode for  $1d7+CL$  *days*. The glitching may cause the AIs to randomly attack each other or anyone else within range until each performs a reboot and maintenance scan. Each target receives a new Will save each morning; on a successful save, the AI recovers full function.
- 32+ The user affects all robots, AIs, or computerized targets he can see. He may choose to *exclude* up to 10 targets per CL, but otherwise all targets within their line of sight are affected. Targets with less than 3 HD are automatically affected; higher HD targets get their own saving throw. If an AI fails its save, it glitches uncontrollably, repeating error code messages, stuttering in random directions, and using attack mode for  $1d7+CL$  *days*. The glitching may cause the AIs to randomly attack each other or anyone else within range until each performs a reboot and maintenance scan. Each target receives a new Will save each morning; on a successful save, the AI recovers full function.



# Wetware

OF THE  
**ROCK  
GODS**

INCLUDES

**4**

HEADBANGING  
HITS

## WETWARE OF THE ROCK GODS

*Featuring*

Stairway To Heaven ■ Magic Carpet Ride

Welcome To The Jungle ■ Silent Lucidity

***A MUTANT CRAWL CLASSICS STEREO CASSETTE***

# **By Cory “DM Cojo” Gahsman**

**Illustrated by SGT Dave**

Patron A.I.s have access to a plethora of music selections from the time of the Ancients. Sometimes, a patron A.I. will even use songs as the baseline track for wetware programs. Any patron A.I. may use the following wetware programs/songs to empower their shamen. If patron taint results, the PC should roll on the appropriate table for their specific patron A.I.

The manifestation for these wetware programs involves a spectral image of the rock god in question, appearing above and behind the shaman, playing the specific song that the wetware is based upon. The music can be heard in the immediate vicinity, for the duration of the wetware program.

Available wetware/songs described as follows, are:

- Level 1: Stairway to Heaven
- Level 2: Magic Carpet Ride
- Level 2: Welcome to the Jungle
- Level 3: Silent Lucidity

The Judge is encouraged to use this concept to create wetware based on their own favorite songs!

# Stairway to Heaven

## (Generic Wetware)

---

Level: 1	Range: Line of Sight	Duration: Varies
Activation Time: 1 Round		Save: None

---

**General:** The shaman harnesses the power of the music to create a translucent stairway of solidified sonic energy, for the purpose of traversing barriers in the terrain. The stairway thus created may be dispelled by the shaman at any time. The stairsteps may go up or down (or a combination of both) as desired by the shaman. The shaman may choose a lesser result on the table if it better suits their needs.

---

**Manifestation:** See general description of this type of wetware, for details.

---

- |       |  |
|-------|--|
| 1     | Lost, failure, and patron taint!   |
| 2-11  | Lost. Failure.   |
| 12-13 | The shaman creates a translucent stairway (up to 20' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time. |
| 14-17 | The shaman creates a translucent stairway (up to 50' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time. |

- 18-19 The shaman creates a translucent stairway (up to 100' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.
- 20-23 The shaman creates a translucent stairway (up to 200' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.
- 24-27 The shaman creates a translucent stairway (up to 300' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.
- 28-29 The shaman creates a translucent stairway (up to 500' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.
- 30-31 The shaman creates a translucent stairway (up to 1000' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.

- 32+      The shaman creates a translucent stairway (up to 1 mile tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.

## Magic Carpet Ride

(Generic Wetware)

---

Level: 2      Range: 100'      Duration: 1d12 + CL Turns  
Activation Time: 1 Round      Save: None

---

**General:** The shaman is able to weave the music into a physical manifestation, of a thin floating disc (in the shape of a flying carpet), to carry objects or people. The disc must always stay within 100' of the shaman, or it automatically dispels.

---

**Manifestation:** See general description of this type of wetware, for details.

---

- 1            Lost, failure, and patron taint!
- 2-11        Lost. Failure.
- 12-13      The shaman creates a translucent, flat disc of solidified sonic energy ( 4'x 6') which can carry up to 250 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.

- 14-17 The shaman creates a translucent, flat disc of solidified sonic energy ( 6'x 9') which can carry up to 500 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.
- 18-19 The shaman creates a translucent, flat disc of solidified sonic energy (10'x 15') which can carry up to 750 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.
- 20-23 The shaman creates a translucent, flat disc of solidified sonic energy (16'x 24') which can carry up to 1000 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.
- 24-27 The shaman creates a translucent, flat disc of solidified sonic energy (24'x 32') which can carry up to 1500 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.
- 28-29 The shaman creates a translucent, flat disc of solidified sonic energy (36'x 50') which can carry up to 2000 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.
- 30-31 The shaman creates a translucent, flat disc of solidified sonic energy (50'x 75') which can carry up to 2500 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.
- 32+ The shaman creates a translucent, flat disc of solidified sonic energy (66'x 100') which can carry up to 3000 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.

# Welcome to the Jungle

## (Generic Wetware)

---

Level: 2      Range: Varies      Duration: 1d6+CL rounds  
Activation Time: 1 Round      Save: None

---

**General:** The shaman harnesses the energy of a rock god, to control and alter the vegetation around themselves. The shaman may select a lower result on the table if it is more situationally appropriate.

---

**Manifestation:** See general description of this type of wetware, for details.

---

- 1            Lost, failure, and patron taint!
- 2-11        Lost. Failure.
- 12-13      1d6+CL, small-sized plants (e.g. flowers or weeds) within 50' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC16 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Piranha Bats" on pg. 194 of the MCC Core Rulebook).
- 14-17      1d6+CL, medium-sized plants (e.g. bushes) within 50' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC18 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Gopher-Men" on pg. 194 of the MCC Core Rulebook).

- 18-19 1d6+CL, large-sized plants (e.g. trees) within 50' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC20 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Morticon-66" on pg. 194 of the MCC Core Rulebook).
- 20-23 1d10+CL, small-sized plants (e.g. flowers or weeds) within 200' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC16 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Piranha Bats" on pg. 194 of the MCC Core Rulebook).
- 24-27 1d10+CL, medium-sized plants (e.g. bushes) within 200' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC18 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Gopher-Men" on pg. 194 of the MCC Core Rulebook).

- 28-29 1d10+CL, large-sized plants (e.g. trees) within 200' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC20 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Morticon-66" on pg. 194 of the MCC Core Rulebook).
- 30-31 1d14+CL, small-sized plants (e.g. flowers or weeds) within 500' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC16 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Piranha Bats" on pg. 194 of the MCC Core Rulebook).
- 32-33 1d14+CL, medium-sized plants (e.g. bushes) within 500' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC18 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Gopher-Men" on pg. 194 of the MCC Core Rulebook).
- 34+ 1d14+CL, large-sized plants (e.g. trees) within 500' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in

place (DC20 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for “Morticon-66” on pg. 194 of the MCC Core Rulebook).

## Silent Lucidity

### (Generic Wetware)

---

Level: 3 Range: Varies Duration: Varies Activation  
Time: 1 Round Save: Will vs. program check

---

General: The shaman is able to plant suggestions in the dreams of any individual in range, which may then be carried out when the target awakens. The target gets a Willpower save vs. the program check roll to avoid performing the suggested action. The target will NEVER perform an action that will lead to self-harm. The target can be any intelligent creature, and the shaman need not speak the same language of the target, in order to implant the suggestion.

---

Manifestation: See general description of this type of wetware, for details.

---

- 1            Lost, failure, and patron taint!
- 2-11        Lost. Failure.
- 12-13      The shaman implants a suggestion in the target person’s dream. The target must be known to the caster, and be within 100’. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 1 hour of waking.

- 14-17 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 200'. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 2 hours of waking.
- 18-19 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 500'. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 4 hours of waking.
- 20-23 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 500'. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 8 hours of waking.
- 24-27 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 2000'. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 12 hours of waking.
- 28-29 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 1 mile. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 24 hours of waking.

- 30-31 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 10 miles. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 3 days of waking.
- 32-33 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 100 miles. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 1 week of waking.
- 34-35 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 1000 miles. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 1 month of waking.
- 36+ The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be anywhere *in the same dimension*. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 1 year of waking.

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# A Free and Unofficial Zine for DCC RPG

