The Gongfarmer's Almanac

Volume #9 , 2020

The 2020 Gongfarmer's Almanac:
A Dungeon Crawl Classics RPG Zine

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

Axes, Beasts, and Collections
VOLUME 9 OF SIXTEEN BOOKLETS

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WEAPONS WITH WHICH TO DRIVE THINE ENEMIES

By Benjamin Boro
Illustrations by Cheese Hasselberger

The pleasure of parading your beaten, chained enemies through the main street of a capital city is one of the special privileges of the conqueror. However, conventional weapons tend to leave foes bloody lumps of flesh. This article presents three weapons for someone who wants their enemies taken alive: the man catcher, the net, and the whip. These weapons are of use not only to the bounty hunter and the slaver, but the bailiff and the prison guard as well.

MAN CATCHER

Description: There are many different possible designs for a man catcher, but it usually takes the form of a polearm with a semicircular head with two backward facing prongs. Some man catchers are constructed with spikes lining the inside of the head. A man catcher is used to grab the neck, arms, or legs of an assailant, and keep them at arm's length until they are subdued.

Special Combat Rules: If an attacker wielding a man catcher hits their target with an attack roll, the attacker and target make an opposed skill check. (If the man catcher is spiked, damage is dealt before the opposed roll.) The attacker adds their Strength modifier, and the target adds their Strength or Agility modifier, whichever is higher. If the target loses the opposed skill check, they are pinned, and cannot take any meaningful action until they break free with a successful opposed skill check. This exchange is not unlike grappling (see DCC RPG rulebook, page 96). If the man catcher is spiked, the attacker can use an action to deal damage to the pinned target without making any additional attack roll. If the attacker takes one or both hands off the man catcher for any reason, the pinned target escapes from the pin without needing to make an opposed skill check.

Mighty Deeds: A man catcher is a versatile weapon, able to be used with many pushing, tripping and disarming maneuvers. It also has a unique Deed: If an attacker succeeds on a Mighty Deed of Arms against a mounted target, the target is unhorsed in addition to the other effects of the attack.

Weapon	Damage	Range	Cost in gp
Man catcher*	-	-	12
Man catcher, spiked*	1	-	15
Net	-	5/10/15	20
Whip	1d3**	-	10

Two-handed weapon. Characters using this weapon use a d16 on initiative rolls.
*** Damage is always subdual.*

NET

Description: A net made for combat is finely woven, with weights arranged along its edges. When thrown correctly, the net wraps around the target and entangles itself about their body. In gladiator pits, a popular kind of fighter known as a retiarius fights using both a net and either a spear or a trident simultaneously.

CHEESE!

Special Combat Rules: All attacks with a net are treated as ranged missile attacks. If an attacker throwing a net hits their target with an attack roll, the attacker and the target make an opposed skill check, modified by their Agility. If the target loses the opposed skill check, they are pinned, and can take no meaningful action until they break free with a successful opposed skill check. This exchange is not unlike grappling (See DCC RPG rulebook, page 96). If a target pinned by a net has a light, sharp edged weapon such as a dagger or short sword, they can cut their way out in 2 rounds without needing to make an opposed skill check. A net may be used for two-weapon fighting if the other weapon is either a spear or a trident.

Mighty Deeds: A net can be used for disarming and tripping at close range, but its shape makes it unsuited for other maneuvers.

WHIP

Description: The type of whip in question has a single tail, is made of braided leather, and measures more than ten feet long from tip-to-tip.

Special Combat Rules: A whip can be used to attack targets up to ten feet away, outside of the normal melee range. Damage dealt by a whip is subdual. A whip is light enough to be used for two-weapon fighting.

Mighty Deeds: In trained hands, a whip is a dynamic and precise weapon. It can be used for blinding attacks, trips, and precision shots. It also has a few unique Deeds of its own. On a successful Mighty Deed of Arms with a whip, the attacker may choose to disarm the target, and there is a 50% chance that the weapon is brought to the attacker's empty hand (assuming that hand is not already occupied). Alternatively, the attacker may choose to wrap their whip around an overhanging structure (such as a tree branch or a chandelier) and swing across a gap. The whip unwraps from the structure at the end of the swing.

ANOTHER MAN'S TRASH...

By Ann Wycoff
Illustrations by Matt Sutton

Have you ever found yourself mentally sighing as you say (yet again), "You find sixteen coppers and a bunch of trash on the bodies, and some other junk in the room." Well, sigh no longer, fellow judge, for behold! Here is a list of 100 random items your players' characters can discover, ponder over, repurpose or toss aside as they will.

Some "treasures" are obviously useful while others, such as the ball of earwax, might require a little player creativity. There is even a small chance of an object being blessed or cursed. Perhaps some cast off bit of trash might inspire ideas for further adventures and quests?

TABLE A: ITEMS

Roll 1d100. If the result is an item you've already used with this group of players, add or subtract 1 from the roll if you wish. You can just pick something too. You are the judge and it's your game!

d%	Item Result
1	A big, dusty lump of coal.
2	Large, wooden gaming die (loaded, so it always rolls a 6). Most of the yellow paint is worn off and the side with a 1 is greatly worn.
3	Moldy, slightly rotten archer's glove for a left-handed shooter.
4	Wooden holy symbol from an unknown deity. Brittle and defaced with symbols of goblinoid gods cut into it with some artistry.
5	Plain woman's shoe with brass buckles, sized for a giantess.
6	Small, round hammerstone meant for use as a flint knapping tool. Some mark or rune is faintly scratched on the rock.
7	Hardwood baby rattle shaped like a pig on a stick. Has been chewed on, probably by an infant with very sharp, little teeth.

8	Half of a torn spell scroll on vellum paper, folded up into a wad. There is slight evidence the other half was used as toilet paper.
9	A wallet of fine needles and some empty bobbins. Also, a bronze bone lever for taking out teeth and dealing with fractures.
10	Ornate tin pomander with most of the chain missing. It is held closed with a wound string because the clasp is broken.
11	White clay pipe with a broken stem, but still usable. The bowl is shaped like a voluptuous woman with the head of a cobra.
12	Firesteel ring from a tinderbox set in a pouch of moldy tinder.
13	Sponge-stick for toilet use. Immaculately maintained with a two foot, braided cord of red and black leather.
14	Blade from a small spade. The rotten wood in the socket could be reamed out and replaced with a new handle.
15	A pocketful full of various types of common bird feathers. No two are from the same type of bird. Wait. Is that a pixie wing?
16	Handful of dried seeds or beans.
17	Some compounded balls made of salt and sage for rubbing onto the teeth to render them "clean, white, and sweet."
18	A bull-roarer: a thin slat of wood on a cord which when whirled around makes a low noise that can be heard far away.
19	A dark brown, glazed pottery shard that fits in the hand nicely as a scraper.
20	A time-keeping candle with the hours marked off in a common script. It is good for six more hours of burning. Jasmine scent.
21	Somewhat warped detangling comb made from teak with bone spines. About half the spines are broken.
22	Gourd water bottle with no stopper.
23	A pouch of decorative clay, bone, and metal marbles. Includes a couple of glass headers; one of them looks like an eye.

24	Copper bedpan with slight corrosion. Small-sized, probably for a child or maybe a halfling.
25	Heel chain from a horse harness. Not immediately obvious, but one of the links is weak.
26	A large snail shell filled with a type of wax useful for keeping leather and suede in good condition.
27	Tiny silver coin worn so that any identifying marks are illegible.
28	A large paint brush where the bristles are stuck together with dried pitch. Probably used to grease wagon axles and the like.
29	Battered balance scale with the pan missing from one side. The beam is bent and the chain to hang the scale is missing.
30	Chipped, wooden cup with a crack in the bottom that was unsuccessfully repaired with pitch.
31	Heavy, iron hinge suitable for a prison door. Frozen into an L-shape with rust. A sizable crack in the metal was repaired by reforging at some point in the past.
32	An empty, much-patched mattress bag that has evidence of having been stuffed with straw as well as pine boughs.
33	A thick, knotted bit of rope where the knot is magically warded so it can't be untied, even with common unbinding magic. If untied somehow, award a blessing (see table B below). If the knot is cut apart then bestow a curse (See table C below).
34	A bag of pinecones treated so they will burn with various delightful colors when thrown onto a fire.
35	Glass fragment of a claw-shaped funnel or tube. Blackened and stained by a strange, orange residue. No smell whatsoever.
36	A plain, "platinum" ring. Useful for casting certain spells, but in fact is mere plated and won't work well as a spell component.
37	Bulky necklace made from the dried skulls of mice and rats.
38	Good beard wig of real ginger-colored dwarven hair.
39	A potato with nails. A sort of semi-edible caltrop?

40	Ball of yellow wax bigger than a hobgoblin's head. Wrapped in cheesecloth. (An earwax collection amassed over many years!)
41	A tiny, roughly-made pottery tea pot. Functional, but the nozzle is broken so it doesn't whistle when the water is boiling.
42	A steel ornament of an eagle with wings outstretched. Has a hole in the bottom where it could fit onto a rod or the top of a suitable helmet.
43	Half of a smithing tong, carried as an improvised back-up club.
44	Miniature crude wooden elliptical casket with a clay "curse doll" inside, along with a scrap of blue cloth and some hairs.
45	An old mule shoe bent straight and sharpened into a sort of dull knife. The name "Manjit" (in a strange script) is scratched deeply into the metal.
46	Tiny vial of the type used for two dose healing potions. Turns out it is filled with a couple shots of fine, strong liquor.
47	Worn wood and brass whistle worn around the neck on a cord. It bears a decorative, old-fashioned number ten.
48	Small black stone cylinder seal that can be used to impress a desert scene into clay of a man in a chariot, with his smaller, spear-armed companions, shooting arrows at a two-headed lion.
49	Lead sling bullet with little fins on the front and back. An obscure raised rune cast into the metal means, "Take that!"
50	Glass doorknob with an ornate "A" that has the barest traces of gold leaf.
51	Clothespin that is carved to roughly suggest a mermaid flutist.
52	Wooden juggling club that has white paint, and a red band around the fat part of the body. The paint is mostly worn off the handle.
53	A single crossbow bolt that is completely black. The hunting tip is bent as if it hit a bone or punched through heavy armor.

54	Small honey pot with a mended crack. A wooden honey dipper is stuck to the bottom by the hardened remains of crystallized honey. Is there something living inside that jar?
55	A wide, studded leather collar for a fighting dog. Looks old but it is still stiff and likely has never been worn. Buckle is hammered silver.
56	Tiny round bell like might be found on a jester's hat. It has bits of torn, green threads still attached. Smells faintly of spices.
57	A wooden bucket wound with rope for reinforcement. There are eye holes cut into it for use as an improvised great helm.
58	A metal mold for forming eight tiny, rectangular ingots.
59	Forearm sheath for concealing three small throwing knives. Wear on the strap holes suggests the owner had very skinny forearms. The worn leather is stained with sweat.
60	Bronze flat-bladed tweezers with one of the blades bent so it is curled back and warped.
61	Thin bangle bracelet formed out of two strands of twisted metal. One is copper. The other strand is an odd, bright green metal.
62	Stretched out sock with a big hunk of red and dun lye soap in it.
63	Jagged boar's tusk. Brittle and blackened, probably roasted in a fire. Cunningly carved so that a plug conceals a small, hidden compartment, and another yet smaller compartment within that.
64	Serviceable gardening trowel with a heavy, burnt umber-colored handle that is bright as if recently painted and varnished.
65	Trading token made of nickel with a beaver or some rodent on one side and a symbol on the other that is probably a number.
66	An absurdly long, moth-eaten scarf of many colors.
67	A cylindrical stone fishing weight and two pieces of lead shot rigged up to look like a phallus by someone with a filthy mind.

68	A dried hawk's talon and beak. The beak is oddly cold.
69	A stained cloth bag smelling of pipeweed. The bag also contains a goodly quantity of dried cockroaches, which are sort of shaped like people. Pixie cockroach corpses?
70	Top part of the shell from a medium box turtle. "Achilles won the race at last," is scratched on the inside part.
71	Long, thick braid of black hair tied with string where it was cut, the other end secured with a ragged, pink ribbon. It is coiled up in a jar that smells of anise and mustard seed.
72	A threadbare linen towel that you can almost see through if you hold it up to the sun or a bright light.
73	Metal cuff link depicting a smiling, gentlewoman's portrait with an old style letter on each side, which stands for "Queen Ann."
74	More than a pound of good quality, dried pasta noodles in a waxed cloth bag secured with a drawstring.
75	A good-sized fragment of human (elf, etc.) rib with tally marks scratched onto it in groups of five, totaling 42.
76	A nasty metal probe of the type orcs (and other barbarian-types) typically use to sharpen their teeth and torment captives they want kept alive.
77	Square pewter belt buckle with a starburst relief on the front.
78	Whisk broom with greasy dirt worked into the ends of the bristles.
79	Dress hook used to fasten outer garments or drape up skirts.
80	Metal, heart-shaped trinket so encrusted with hard mineral deposits that it is hard to tell what the actual shape is without spending some time cleaning it up.
81	Smallish picture frame of lacquered green wood with various brown and tan acorn and oak leaf accents.
82	Small, rusty frying pan made of thin metal. The bottom is corroded out in places.
83	Gold-plated thimble for a small sized person where the top has been worn through to the tin through use.

84	Blackened, square pottery ashtray. If cleaned up it has a nice, reddish glaze that is worn in the middle.
85	Deer antler hand pick used as a general tool. Tip is worn blunt through use.
86	Heavy crowbar/hammer tool that has vestiges of gray paint remaining on it.
87	Washboard for cleaning clothes. Grimy, bleached out wood but good, solid construction.
88	Torn, slightly curved piece of wickerwork made of branches. Might have been from the back of a chair or something.
89	Four cedar shingles. One of them is split in two pieces.
90	Grubby bronze and lead tap. Frozen up and plugged with black, rocky sediment.
91	Broken top fragment from a crutch. The pad is (probably) horsehair wrapped with linen stained with dirt and dried blood.
92	Necklace with a pendant that looks like half of an oval with half an engraved message: "A true reaches… hand a… your."
93	Front of a large drawer, stained dark and varnished, with brass handles. Rigged up as an improved shield and has some slash marks on it.
94	Circular mirror of the type commonly used for signaling.
95	A glossy, intricately painted wooden toy soldier, depicting an armored dwarf with an axe and round shield.
96	A battered box with metal-reinforced corners containing a well packed and fully equipped flea circus.
97	A bauble or little brooch of polished black onyx with a strange, raised gilt symbol or rune.
98	Blessed! Roll again and then roll on table B.*
99	Cursed! Roll again and then roll on table C.*
100	Cursed and Blessed! Roll again then roll once on both tables B and C.*

If you roll 98-100, re-roll to learn what item is blessed or cursed. You may ignore and re-roll further rolls of 98-100 or count them so that an item has multiple curses and/or blessings.

TABLE B: BLESSED ITEM

The item in question is blessed. Roll a 1d7.

d7	Blessed Item Result
1	Someone wants this item and will reward you for giving it to them. They could be a collector, a victim of blackmail, etc.
2	Imparts a perfect sense for the passage of time when carried.
3	Makes a similar copy of itself once per day (week, etc.?) at dusk.
4	The item is in fact something else that is more valuable. Some possibilities include:

    a. The item can be used as a key to open something.

    b. Will break a curse or grant a boon if used in a certain way. Some examples include the glass slipper in Cinderella or the Grail from Arthurian legend.

    c. Contains a secret compartment with something inside.

    d. A powerful illusion causes the item to appear as what you originally rolled on Chart A. When the illusion is broken, the item's true nature will be revealed.

    e. It is or hides a treasure map that is fairly accurate.

d7	Blessed Item Result
5	Soul Ward. You always pass Luck checks for people recovering your body (see *DCC RPG*, page 93).
6	Possession of the item is a gateway towards gaining the initial favor of a god or patron of some sort.
7	The item imprisons a jinn, who can be summoned if you rub the item three times and say the magic words (perhaps a quest to obtain in their own right?). The jinni will be grateful and give their liberator three wishes. If the player character's wishes are overly greedy or cruel, the jinni will become angry and curse them instead. (The jinni's anger may be lessened by the player

character passing a Personality check at a DC value set by the judge.) Some possibilities include:

    a. Grants the wish but twists it in some way. What happens depends on how disgusted or mad they are at you.

    b. Revokes any further wishes. They might even reverse or twist the wishes they have already granted.

    c. Teleports you (and maybe your party) someplace else.

    d. "I will come back and take your life in a year and a day unless you…." They then vanish.

    e. Roll on or pick an appropriate curse from table C.

TABLE C: CURSED ITEM

The item in question is cursed. Roll a 1d14. The curse(s) generally can't be broken by destroying the item. You need to go on some sort of quest!

d14	Cursed Item Result
1	Corruption: Minor (1-50%), Major (51-90%), or Greater (91-100%) or judge's choice. See the corruption tables in the DCC RPG core rulebook, pages 116-119. A few other possibilities include:

    a. Bloody, black ichor drips continuously from your hands.

    b. Your tongue turns into a lurid, writhing centipede.

    c. Other people smell like hot, rotten garbage to you.

    d. You grow a feeler that has a mind of its own.

    e. You hear food screaming while you eat it.

| 2 | Can't get rid of the item. If you throw the object away, it will find its way back to you somehow. Destroy it and you'll find another. Keeping destroying them and the curse will worsen. |

3	The item often comes to life, when no one is watching, and plays pranks. You can cause it not to do anything harmful by leaving little, thoughtful offerings. If you do, it might even come to like you after a fashion and perform unasked for services.
4	Infects the carrier with scarlet fever or chicken pox or both.
5	Causes you or one of your associates, even if you aren't present, to say what they are truly thinking at random moments. The judge may offer the speaker a DC 15 or DC 20 Will save in life-or-death circumstances or as caprice dictates.
6	Gives you hit points equal to your level (or double or even more at the judge's discretion) when you carry it, but if it is destroyed then you die and cannot return to life, even by direct, divine intervention unless your dead spirit completes a quest for the god of Death. The god will take possession of the item in any case.
7	Unlucky. The first 1d3 die rolls of each day are at -1d. Player attempts to circumvent this by any means, including purposefully trivial rolls, causes the character to lose 1 Luck.
8	You and your group have a greater chance of becoming lost while traveling in the wilderness. (Judge's discretion.)
9	Age at ten times your usual rate. Full elves do not age but suffer a cumulative 1% chance per week of giving way to crushing melancholy and disappearing from the campaign forever. The same for dwarves but their weakness is greed, not sadness.
10	Blood Bound. For every 5 hit points you inflict you take 1 hit point of damage that cannot be avoided by any means.
11	You have recurring nightmares involving a certain place. When you find that place, take a -4 penalty on all rolls for the next major battle in those environs. If you survive, the curse ends.
12	A treasure map that is false and/or leads to extreme dangers that are not even close to balanced for the party's level.

13	The Beast Curse. You change into the first normal animal you see after each sunrise. If you see no animals on that day then you remain as you are. Each week (or day?) you spend in animal form there is a cumulative 1% chance that your mind changes to that of your current animal form permanently. This curse can be broken. How, you ask? Why, through questing, of course! Either by you or your allies, should you have fully succumbed to your bestial nature.
14	Gain the baleful attention of a devil or some other powerful entity. Perhaps the item is the being's soul jar, is somehow a key to its true name or is a potent charm against the creature.

ITEM TRACKER

Item/Description:	NPC/Location:
Blessing/Curse:	Value:
Notes/Pic:	

Item/Description:	NPC/Location:
Blessing/Curse:	Value:
Notes/Pic:	

ITEM TRACKER

Item/Description:	NPC/Location:
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Blessing/Curse:	Value:
Notes/Pic:	

MONSTROUS ENCOUNTERS

Expanding the Repertoire of Monstrous Encounters

By R.S. Tilton

Illustrations by Bobby Jackson
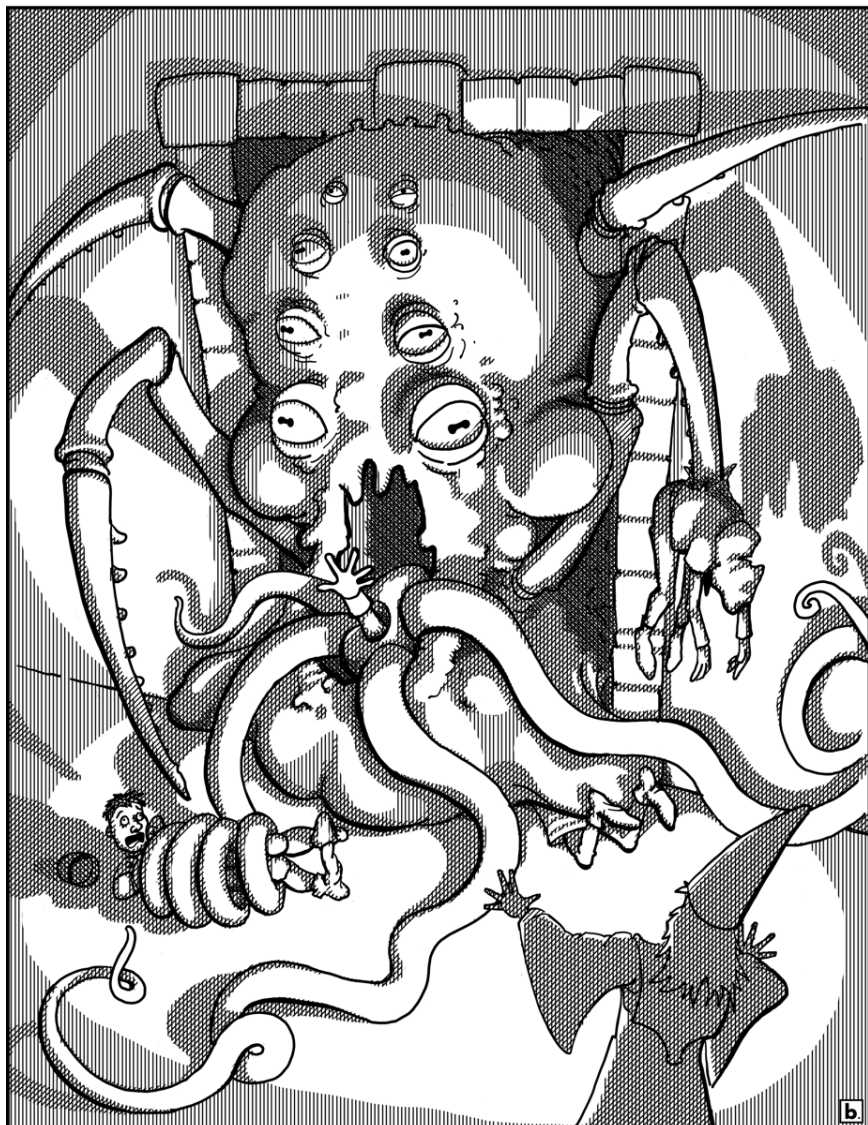
This is a preview of the full Monstrous Encounters article which will appear in Meanderings #5. As I've stated numerous times in the past, the deed die is one of the greatest contributions to DCC RPG. Heroes have Mighty Deeds; truly monstrous opponents should have a similar mechanic.

MONSTROUS DIE

A monster with a monster die uses it exactly the same as a Warrior uses Mighty Deeds of Valor to trigger effects. A truly terrifying monster may even add the deed die to attack and damage rolls as a Warrior does. This is just another item in the Judge's toolbox. As a general guideline, I wouldn't use the Monstrous die until characters are at least 2nd level, and would generally limit the effects to Level+1 = Monstrous die max. So, you wouldn't see the final results on these tables till level 8, normally. However, that's just a guideline; it's your game.

BEARHUG

Bears, Owlbears, and other massive creatures can perform a devastating hug.

3	Monster grabs the victim for a few seconds, causing +1d4 damage, before the character escapes.
4	Monster grabs the victim for a few seconds, causing +1d6 damage, before the character escapes.
5	Monster grabs the character in a powerful hug, crushing the character's lungs while setting up a massive bite. +1d10 damage.
6	Monster grabs the character in a powerful hug, crushing the character's lungs while setting up a bite. +2d6 damage
7+	Monster grabs the character in a powerful hug, crushing the character's lungs while setting up a massive bite. +3d6 damage, character is unable to act for 1d4 rounds.

RIP & TEAR

Some monsters have natural weapons designed to rip their prey causing bleeding.

3	A deep laceration rips into the unfortunate victim. Bleeds for 1 damage per round for 1d3 rounds, or until healed.
4	A long tear rips the unfortunate victim. Bleeds for 1d2 damage per round for 1d4 rounds, or until healed.
5	A bloody gash is torn in the character. Bleeds for 1d3 damage per round for 1d6 rounds, or until healed.
6	A vicious wound tears the victim's vital organs. Lose 1 Stamina per round for 1d6 rounds, or until healed.
7+	A massive bloody chunk is torn in the target. Bleeds for 1d6 point of damage per round for 1d6 rounds. Causes 1d6 points of Stamina damage. Will Save DC 25 or be knocked unconscious until healed. Healing DC is 25.

IMPALE

Creatures with large piercing natural weapons, such as elephants, or hook horrors, unicorns, and minotaurs have the ability to impale. Horn is used as the default, additional natural weapons might be spikes, tusks, or stingers.

3	Character is skewered momentarily by a horn. Suffer 1d4 additional damage.
4	Character is skewered by a horn. Suffer 1d4 additional damage +1 damage each round impaled. DC14 Str Check to pull free.
5	Character is impaled by a horn. Suffer 1d6 additional damage +1d2 damage each round impaled. DC15 Str Check to pull free.
6	Character is completely impaled by a horn. Suffer 1d6 additional damage +1d3 damage each round impaled. DC16 Str Check to pull free.
7+	Character is fully impaled on the horn(s) of the monster. Suffer 2d4 damage per horn plus 1d4 damage

	each round impaled. Character must make a DC 15+deed Will save or lose consciousness for 1d6 rounds. A DC 15+deed check is required to be pulled free of the horn(s), inflicting another 1d8 damage.

GRAB & STUFF

An ability of giants, to grab a character and stuff them in a sack. (Or a fun Option for deed die use for Characters under the effects of an Enlarge spell.)

3	The giant successfully grabs the character, but has to grab and open the sack. The character's arms are free to attack still.
4	The giant successfully grabs the character, but has to grab and open the sack. The character arms are pinned, and the character is grappled.
5	The giant grabs the character and dumps them standing into a large sack. The character can easily cut their way out of the sack by inflicting 3 damage on the sack.
6	The giant grabs the character and dumps them into a large sack. The character can cut their way out of the sack by inflicting 3 damage on the sack, however damage is made at -2, minimum 1.
7+	The giant in one swift motion grabs the character and stuff them headfirst into a very small sack with great force, 1d4+Str damage. Damage inflicted on the sack is at -3 and may be 0.

I would love to see additional ideas, either as an idea, or as a series of similar tables for publication in future issues of Meanderings.

Additional Monstrous Die tables in Meanderings 5 and beyond.
- Grab & Drop - a table for large flyers.
- Grab & Hurl - Another Giant table.
- Swallow Whole - a table for monsters with massive appetites.
- Knockdown/Trip - Can't escape if you're on the ground.
- Drag - Some monsters like to drag their victims.

- Overrun/Trample - Getting run over by massive creatures hurts.
- Charge - A table for creatures that use speed and size.
- Tentacle Grapple - Lots of tentacles means lots of grapples.
- Hamstring - Can't escape if you're crippled.
- Pack Hunter - A terrifying table for pack hunters.

ENCOUNTER NOTES

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ENCOUNTER NOTES

ANIMAL-MEN GENERATOR

A tool to create unique foes and NPCs for DCC RPG

By Ryan Smith
Illustrations by Bobby Jackson
Additional illustrations from Project Gutenberg

Animal-men are magical creatures created by curse, spell, or dark alchemy. Some are thought to have been created by mischievous gods long ago. Animal-men bear the traits of a donor animal species and of common men, and the particular mix may be weird or fearsome.

Whatever the original reason for the creation of a species of animal-men, they have since gone feral. The influence of their human side causes them to live in bands or colonies and helps them develop a primitive culture. The influence of their animal soul gives them special animalistic abilities.

With this generator you will choose a donor animal, a breed, and then create a stat block for the resulting creature.

This is a creation tool and you are encouraged to embellish as you see fit!

DONOR ANIMAL

Select an animal species from the table below. In addition to the natural attacks listed, all animals bite, so most animal-men will bite, too. An animal may have one or more defining attributes, such as Strength (STR), Agility (AGI), Stamina (STA), and Intelligence (INT), which will be used below when generating animal-man stats.
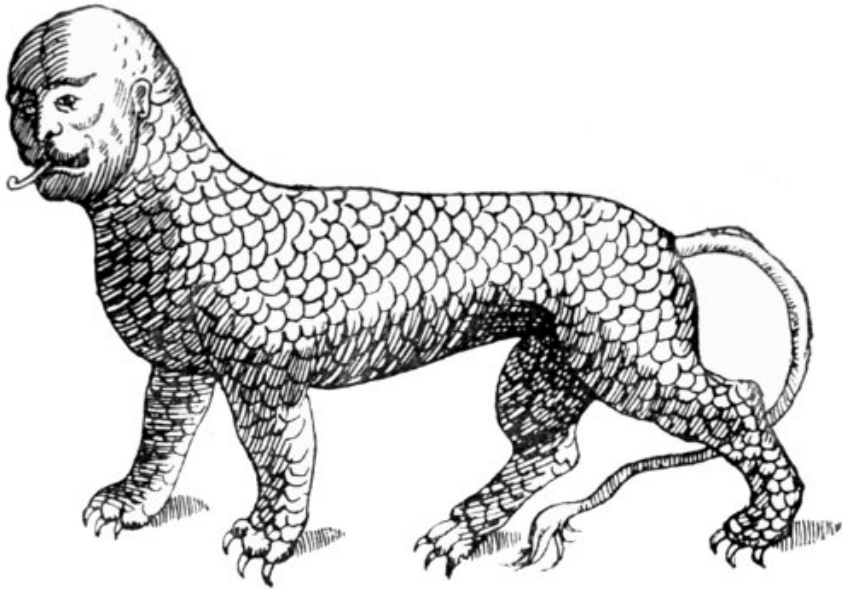
d50	Donor Animal	Attack	Attributes
1	Alligator	Claw +0 (1d8)	STR, STA
2	Ant	Pincer +2 (1d4)	AGI, INT
3	Armadillo	Claw +0 (1d2)	STA
4	Bear	Claw +0 (1d6)	STR, STA
5	Beetle	Pincer +0 (1d3)	
6	Bison	Hoof +2 (1d4)	STR, STA
7	Boar	Tusk +0 (1d4)	STA
8	Cassowary	Beak Peck +2 (1d6)	

9	Centipede	Pincer +2 (1d4)	AGI
10	Cod	Tail Lash +0 (1d3)	AGI
11	Dog	Claw +0 (1d3)	INT
12	Dove	Beak Peck +0 (1d3)	
13	Eel	Tail Lash +2 (1d3)	AGI
14	Elephant	Trample +0 (1d12)	STR, INT
15	Elk	Horns +0 (1d4)	
16	Ferret	Claw +0 (1d3)	AGI
17	Fox	Claw +2 (1d3)	AGI, INT
18	Gazelle	Horns +0 (1d3)	AGI
19	Hare	Kick +2 (1d3)	AGI
20	Hawk	Talon +2 (1d4)	AGI
21	Horse	Kick +2 (1d6)	STA
22	Hyena	Claw +0 (1d4)	STA
23	Jackal	Claw +2 (1d3)	INT
24	Jellyfish	Tentacle +0 (1d3)	
25	Lion	Claw +2 (1d8)	AGI, INT
26	Macaw	Beak Peck +0 (1d3)	
27	Mammoth	Trample +0 (2d8)	STR
28	Mongoose	Claw +2 (1d4)	AGI
29	Moth		AGI
30	Muskox	Charge +0 (1d10)	STR, STA
31	Narwhal	Tooth-horn +2 (1d8)	INT
32	Orangutan	Thrash +2 (1d6)	STR
33	Ostrich	Talon +0 (1d6)	
34	Otter	Claw +2 (1d3)	AGI
35	Owl	Talon +0 (1d4)	AGI

36	Porpoise	Tail +2 (1d4)	AGI, INT
37	Salamander	Claw +0 (1d3)	STA
38	Seal	Claw +0 (1d3)	INT
39	Shrew	Claw +0 (1d3)	AGI
40	Skunk	Claw +0 (1d3)	
41	Sloth	Claw +0 (1d2)	
42	Squid	Tentacle +2 (1d4)	AGI
43	Squirrel	Claw +0 (1d3)	AGI, INT
44	Tapir	Hoof +0 (1d3)	
45	Termite	Pincer +0 (1d4)	STA
46	Walrus	Tackle +0 (1d12)	STR, STA
47	Weasel	Claw +0 (1d3)	AGI
48	Wolf	Claw +2 (1d4)	INT
49	Vole	Claw +0 (1d3)	
50	Vulture	Talon +0 (1d6)	INT

BREED

Mixing an animal soul with a human one is no simple task. Some animal-men are runts while others can be superior to the strongest men. Animal-men are usually man-sized. Depending on the donor animal they can be somewhat smaller or larger, ranging in size from halfling to bugbear.

True animal-men often live in small kin groups. The more human a species is, the more social it is. The more animal a species is, the more it will follow its animal nature. Any breed can be solitary. Select the breed of animal-man from the table below.

ANIMAL-MEN BREEDS

d5	Breed	Appearance	Behavior and Alignment	Language and Utterances
1	Beastman	Mostly human with obvious animal features; human with animal ears or snout; vestigial wings/appendages; talons; snout	Human dominant; animal tendencies suppressed and purged; Lawful	Command of Common with meaningful animal noises to aid communication with own kind
2	Bastet	Human body with an animal head	Human and animal tendencies in conflict; Neutral or Lawful	Animal communication exclusively
3	True Animal-Man	Half-human and half-animal; features intermingled and strikingly beautiful	Harmony between human and animal tendencies; Neutral	A unique language that is a blend of Common and animal sounds while transcending each
4	Shedu	Animal with a human head	Human and animal tendencies in conflict; Neutral or Chaotic	Common exclusively and poorly
5	Beastling	Mostly animal with unsettling human features; animal with human hands, eyes, skin, hair, or beard	Animal dominant; human tendencies suppressed and purged; Chaotic	Mostly animal noises with jarring words and phrases in Common; parrot-like

INITIATIVE (INIT)

An animal-man's initiative in combat depends on its intelligence and agility. Fast and smart animal-men can easily gain the upper hand in an encounter.

Attribute	Init
INT & AGI	1d4+2
INT or AGI	1d4
Neither	1d4-3

ATTACKS (ATK)

The different breeds of animal-men are known to use different manners of fighting, including the weapons of men. Agile and strong donor animals make faster and more lethal attacks. True animal-men are formidable opponents.

Breed	Atk
Beastman	bite +0 melee (1d4); club or dagger +0 (1d4)
Bastet	bite +0 (+3 if AGI) melee (1d4 or 1d8 if STR) and donor animal attack only if head-based, such as horns
True Animal-Man	bite +0 (+3 if AGI) melee (1d4 or 1d8 if STR); donor animal attack; short sword or flail +3 (1d6)
Shedu	donor animal attack
Beastling	bite +0 (+3 if AGI) melee (1d4 or 1d8 if STR); donor animal attack

ARMOR CLASS (AC)

Agility means the animal-man inherits the animal's innate ability to dodge attacks. Stamina allows the animal-man to take a beating without damage.

Attribute	AC
AGI & STA	12 + 1d8
AGI	10 + 1d6
STA	10 + 1d4
Neither	8 + 1d4

HIT DICE (HD)

Strength and Stamina in the donor animal increase the number of blows an animal-man can endure.

	HD (d3)		
Attribute	1	2	3
STR & STA	2d6	2d8	2d10
STR or STA	1d6	1d8	1d10
Neither	1 hp	1d4	1d6

MOVEMENT (MV)

All animal-men can walk and run. Some animal-men inherit other modes of locomotion from the donor animal. Weak breeds have impaired movement. The speed of movement depends on breed and whether the donor animal is agile.

Breed	AGI	No AGI
True Animal-Man	40', Fly/Swim/Climb 40' (per donor animal)	30', Fly/Swim/Climb 30' (per donor animal)
Shedu OR Beastling	35', Fly/Swim/Climb 35' (per donor animal)	25', Fly/Swim/Climb 25' (per donor animal)
Bastet OR Beastman	30'	20'

ACTION DICE (ACT)

True animal-men gain from both lineages and have action dice of 2d20. All other animal-men have a single action die of 1d20.

SPECIAL (SP)

An animal-man's psyche taps into the animal realm. It may use abilities specific to its donor species or to animalkind.

Select 1d2 special abilities from the table below using a d20. If the donor animal is intelligent (INT), select one additional ability using a d20. If a rolled special ability cannot logically be used by your selected donor animal or breed, re-roll, but don't let the donor animal limit you too much. After all, there are birds that burrow and venomous mammals!

d20	SP	Effect
1	Heightened Sense of Smell	Cannot be surprised if downwind (50% chance unless otherwise known)
2	Keen Eyesight/Hearing	Always surprises
3	Infravision	Range of 30'
4	Venom	On successful bite, DC 14 Fort save or take 1d4 permanent strength damage; successful save results in 1 temporary strength loss (per black widow in DCC RPG rulebook)
5	Leaping	Can leap 20'; init +2
6	Threatening Display	Hirelings and NPCs suffer -4 penalty to moral checks
7	Prehensile Tail	Extra action die of 1d16 for tail; tail can grip dagger or club for +0 melee attack (1d4); tail can grip a small item

8	Indiscriminate Carnivore	Will eat enemies of all kinds killed in combat; may heal 1d3 hp once per day by consuming a dead foe
9	Burrower	Can burrow underground at rate of 3' per round
10	Noxious Odor	Foes must make a DC 13 Fort save at start of combat or roll at -1d for all actions (attacks, spells, etc.) for the entire combat
11	Plays Dead	Upon first taking damage in combat, will fall to the ground as if dead; will fight or flee if attacked again
12	Camouflage	DC 15 Intelligence check to notice; +2 AC
13	Pheromone Trail	Roll 1d6 at end of each round, on a roll of 1, 1d4 additional Animal-Men arrive; this can occur up to twice per combat
14	Web/Mucus	Attack +2 ranged (1 dmg); Foe must make a DC 13 Ref save or become entangled, even on a successful save, foe suffers a -1d penalty to subsequent attacks this combat; a DC 13 Strength check may be made on subsequent rounds to break free
15	Water Breathing / Gills	Can swim and remain underwater indefinitely
16	Poisonous	DC 15 Ref save on contact with skin (alive or dead) or take 1d6 dmg and a permanent rash or burn scar; a successful save results in a painful but non-damaging permanent rash or burn scar
17	Locking Bite	Successful bite attack causes 1 hp dmg per subsequent round unless broken by opposed Strength check (STR animal-man rolls 1d24 for check)

18	Sting	Attack +2 melee (1d3); DC 15 Fort save or take 3d6 dmg; successful save is 1d6 dmg (per giant wasp in DCC RPG rulebook)
19	Regeneration	Returns to full hp the next day; lost limbs regrow after 1 week
20	Sprinter	Movement rate doubled for 1d6 rounds, once per turn

SAVES (SV)

How well an animal-man makes saves depends on the donor animal's characteristics.

Save	Bonus
Fort	+0 or +2d4 if STA
Ref	+0 or +2d4 if AGI
Will	+5 - 1d8

ALIGNMENT (AL)

The alignment of an animal-man depends on its breed. See the table under that section. The human aspect pulls to lawful; the animal draws in chaos. True animal-men are always neutral.

NAME

Animal-men are generally known in Common as their donor animal species with the suffix "-Men." For example, Ostrich-Men, Ostrich-Man, or Ostrich-Woman.

CREATION MYTH

Each species of animal-men has its own creation story that is shared by elders and sages.

Select a creation myth from the table below. The actual telling of this story may be greatly distorted by time.

d10	Creation Myth
1	Created by an alchemist to spite his teacher
2	The natural descendants of a wizard who suffered disfiguring corruption from the misfire of the spell animal summoning
3	Created by a forgotten god as a servant race to be used by all gods
4	Created by a deity to serve as her personal guardians and attendants
5	Created by a patron to be a race of slaves
6	Created when a cleric tried but failed to lift a witch's curse from a village.
7	Created by a pair of court wizards to serve their prince as a ferocious regiment of warriors
8	Created by arcane experimentation by an extinct race
9	Mysteriously appeared shortly after the passing of a comet
10	Created by a powerful but drunk wizard to win a bet

DEATH THROES

At time of death, especially if a violent death, the latent tension between the human and animal essences is released.

d8	Death Throes
1	Death Yelp: The creature emits a terrifying and supernaturally loud howl/screech/cry/squeak of the donor animal; NPCs and hirelings must make a morale check or flee in terror
2	Animal Remains: The human parts vanish in strings of angry smoke, leaving behind the remains of only the animal parts
3	Human Remains: The animal parts vanish in a burst of scintillating light, leaving behind the remains of only the human parts
4	Animal Corpse: The creature's corpse transforms into the corpse of the donor animal (changing size as well); the animal corpse bears the same wounds
5	Human Corpse: The creature's corpse transforms into the corpse of a human that bears the same wounds
6	Dry Heap: The creature's corpse turns into a heap of fur, talons, teeth, skin flakes, horns, and other inert animal parts; no flesh or blood remains
7	Animal Vision: The slayer of the creature is overwhelmed by a vision of a noble example of the living donor animal and must make a DC 13 Will save or become a senseless babbling idiot for 1d4 rounds
8	Animal Curse: The slayer of the creature must make a luck check or be cursed; the curse causes all members of the donor animal species to pester, nip, howl at, spit upon, stalk (or other suitable animal behavior) the cursed person until the curse is lifted; the species will not outright attack the cursed person

Name:

Breed: **AL:**

Init: **MV:**

Atk:

AC: **HD:**   **Act:**

SP:

Fort: **Ref:**   **Will:**

Picture:

Creation Myth:

Death Throes:

Notes:

Name:

Breed: **AL:**

Init: **MV:**

Atk:

AC: **HD:**   **Act:**

SP:

Fort: **Ref:**   **Will:**

Picture:

Creation Myth:

Death Throes:

Notes:

FARMYARD FAMILIARS: A NEW OPTION FOR FINDING FAMILIARS

By Matt Rayburn
Illustration by Samuel Dillon

After having a character(s) successfully survive a 0-level funnel, a DCC player understandably becomes excited by the shiny new possibilities that gaining a class brings to their chosen character. With the allure of spells and deeds, how quickly we forget our character's humble peasant beginnings! The purpose of this optional rule set for familiars is to encourage wizards to pay homage to their meek farmer former life by questing with their farmyard friends.

The rules for summoning a familiar (DCC RPG core rulebook, pages 316-319) state that the familiar summoned through a successful find familiar spell is randomly determined by table 7-5 of the DCC RPG core rulebook. While a randomly generated familiar is in line with the spirit of DCC RPG and the options on table 7-5 of the DCC RPG core rulebook are delightfully weird, a wizard may already have a trusty animal as part of their occupational trade goods. What if a former farmer-turned-wizard had the option to transform their beloved hen (especially if that hen survived a 0-level funnel) into a familiar?

Per table 1-3 of the DCC RPG core rulebook, based on their occupation, a 0-level character may have an animal as part of their starting trade goods. An animal trainer owns a pony, a dwarven herder a sow, an elven falconer a falcon, a farmer a hen, and a herder a herding dog. If there are multiple farmers or herders in the party, then subsequent farm animals are determined randomly from the following options: sheep, goat, cow, duck, goose, or mule. With the exception of a dog (and an eagle or hawk as close proxy for a falcon), none of these animals have familiar equivalents in the DCC RPG core rulebook.

Under the new optional rule presented here, the find familiar spell is expanded to allow a wizard to cast the spell upon an existing animal they own if (1) that wizard's 0-level occupation has an animal as a trade good and (2) that animal has not already been killed, sacrificed, abandoned, traded, etc. In my experience as a judge, death of the animal is a very real possibility since funnel players are known for using their trade good animals as bait for monsters, triggers for traps, and meat shields. I fondly remember a 0-level animal trainer who intentionally led her pony into the line of fire to be hit by multiple spears in a certain trap from The Portal Under the

Stars, and I've lost track of all the times hens and geese have been thrown into something, fed to something, or otherwise mistreated in the name of dungeon crawling.

If a wizard uses this new rule and casts find familiar on their existing animal, they are thematically attempting to either invoke their patron to infuse the animal with magic power or to summon a spirit or demon to take possession of it. The spell still requires a ritual with a casting time of one week and the player still rolls on tables 7-4 and 7-6 of the DCC RPG core rulebook to determine familiar type and personality. Table 7-5 of the DCC RPG core rulebook is not used since that table would randomly determine the physical configuration of the familiar (i.e. the type of animal or creature). Of course, the wizard must have the find familiar spell as one of their randomly generated spells in order to take advantage of this new rule. If not, they will need to appropriately quest to learn such forbidden knowledge.

Table 1 below presents stats to turn any trade good animal listed in table 1-3 of the DCC RPG core rulebook into a familiar. All basic familiar rules (DCC RPG core rulebook, page 316) still apply unless noted otherwise.

TABLE 1: CONVERTING OCCUPATIONAL TRADE ANIMALS INTO FAMILIARS

Animal	Attack[1]	Natural Ability[2] (applies to familiar and master)	Arcane Spell[3]
Cow*	Gore (sprouts horns when attacking)	Defense against cow-tipping. +2 bonus on Reflex saves to avoid being tripped, pushed, or thrown.	Magic milk. New spell; see more information below.

Duck	Bite	Waterfowl. +4 bonus to checks for swimming or floating in water.	Feather fall. While falling, any affected creature is covered by feathers and quacks uncontrollably. Upon landing, 20% chance feathers remain in place indefinitely.
Falcon	Talons	Excellent vision. +4 bonus to INT checks for spotting.	Magic missile. Missile manifests as a falcon-shaped beam of energy that swoops down upon its target.
Goat	Head butt	Agile and surefooted. +4 bonus to AGI checks for climbing or balancing.	Magic shield. The shield manifests as a bleating ram's head.
Goose	Bite	Migratory. +4 bonus to INT checks related to direction and navigation.	Animal summoning, but can only summon flocks of birds.
Hen	Peck	Like a chicken with its head cut off, you defy death. +2 bonus on Luck checks when recovering the body.	Choking cloud. Cloud reeks like a chicken coop and manifests as gaseous vapors vaguely shaped like countless chickens.
Herding Dog	Bite	Expert herder. +4 bonus to PER checks related to commanding or intimidating others.	Ropework. The rope manifests as a leash protruding off of the dog familiar.

Mule*	Hoof kick	Stubborn. +2 bonus to Will saves.	Force manipulation. The sphere or wall of force manifests as a kicking hoof.
Pony*	Hoof kick	Galloper. +10 feet to base movement speed (40' instead of 30')	Reduce (reverse of enlarge). Wizard does not gain enlarge.
Sheep	Head butt	Wooly. Ignore up to 4 points of damage taken from cold. If more than 4 points of cold damage is taken, subtract 4 from the total.	Wizard gains the cleric spell resist cold. Can only cast resist cold, not resist heat. Anyone affected by the spell becomes covered in wool. Upon the spell ending, 20% chance the wool remains.
Sow*	Gore (sprouts tusks when attacking)	Omnivorous, aggressive and invasive, pigs are adaptive survivors. +2 bonus to Fort saves.	Enlarge. Enlarged target temporarily gains boar tusks and a gore attack that deals damage = 1d8 + caster level + any regular damage modifiers (e.g. strength, deed die).

[1] *Attack bonus and damage is determined by the familiar type (guardian, focal, arcane, or demonic). See DCC RPG core rulebook, pages 316-317.*

[2] *If a familiar has a natural ability, their master gains a +4 bonus when using that same ability (DCC RPG core rulebook, page 316). In table 1 above, bonuses to certain skills are +4 (in line with the*

DCC RPG core rulebook), but bonuses to saves are +2 so as not to wildly overpower characters.

[3] *An arcane familiar grants their master access to a spell or power they may not have otherwise possessed (DCC RPG core rulebook, page 317). Though normally randomly generated, this alternate rule system identifies a specific 1st-level spell for the familiars presented here. If their master already knows this spell, gain a random 1st-level spell bonus spell instead. Judges and players are encouraged to create appropriately themed results for misfire and corruption of these spells.*

* The DCC RPG core rulebook says all familiars have AC 14 "due to small size and agility." However, cows, mules, ponies, and sows are not particularly small nor agile and thus have AC 12 (or AC 14 if they are a guardian familiar, since all guardian types get +2 AC). If such a familiar is a guardian type, its master may stand behind it to use the familiar as cover (-2 to attacks against the wizard while behind cover per table 4-1 in the DCC RPG core rulebook). The wizard should be cautioned that if a familiar dies while its master cowardly hides behind it, the master immediately takes damage equal to three times the familiar's hit points (instead of the normal two times) and receives a permanent penalty to future castings of find familiar (judge's discretion as to the extent of the penalty).

MAGIC MILK

New spell for wizards with a cow familiar

Level: 1	Casting Time: 1 turn, cannot be cast during combat
General	Once per day, a wizard with a cow familiar may make a spell check to milk its udders. A successful spell check result yields one serving of milk with magical healing properties. The milk spoils quickly and must be immediately consumed to have any benefit. It cannot be preserved or bottled.
Corruption	Roll 1d4: (1) wizard's skin takes on the distinctive black and white spot pattern common amongst dairy cows; (2) wizard frequently lactates an unnatural milk from their nipples; (3) awkward udders sprout from the wizard's nether region; (4) wizard becomes lactose intolerant, can no longer consume milk, and as such can no longer partake of their familiar's healing milk.

1	Lost, failure, and worse! Roll 1d6 modified by luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3 patron taint); (4+) misfire.
2-11	Lost. Failure.
12-14	Target consuming milk heals 1 HD. Hit points restored cannot exceed a character's maximum hit points.
15-17	Target consuming milk heals 2 HD (not to exceed class level). Hit points restored cannot exceed a character's maximum hit points.
18-20	Target consuming milk heals 3 HD (not to exceed class level). Hit points restored cannot exceed a character's maximum hit points.
21-23	Target consuming milk heals 4 HD (not to exceed class level). Hit points restored cannot exceed a character's maximum hit points.
24+	Target consuming milk heals up to 5 HD (not to exceed class level). Hit points restored cannot exceed a character's maximum hit points.

Session Notes:

Date/Theme

Players/PCs

NPCs

Locations

Encounters

Items & Loot

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