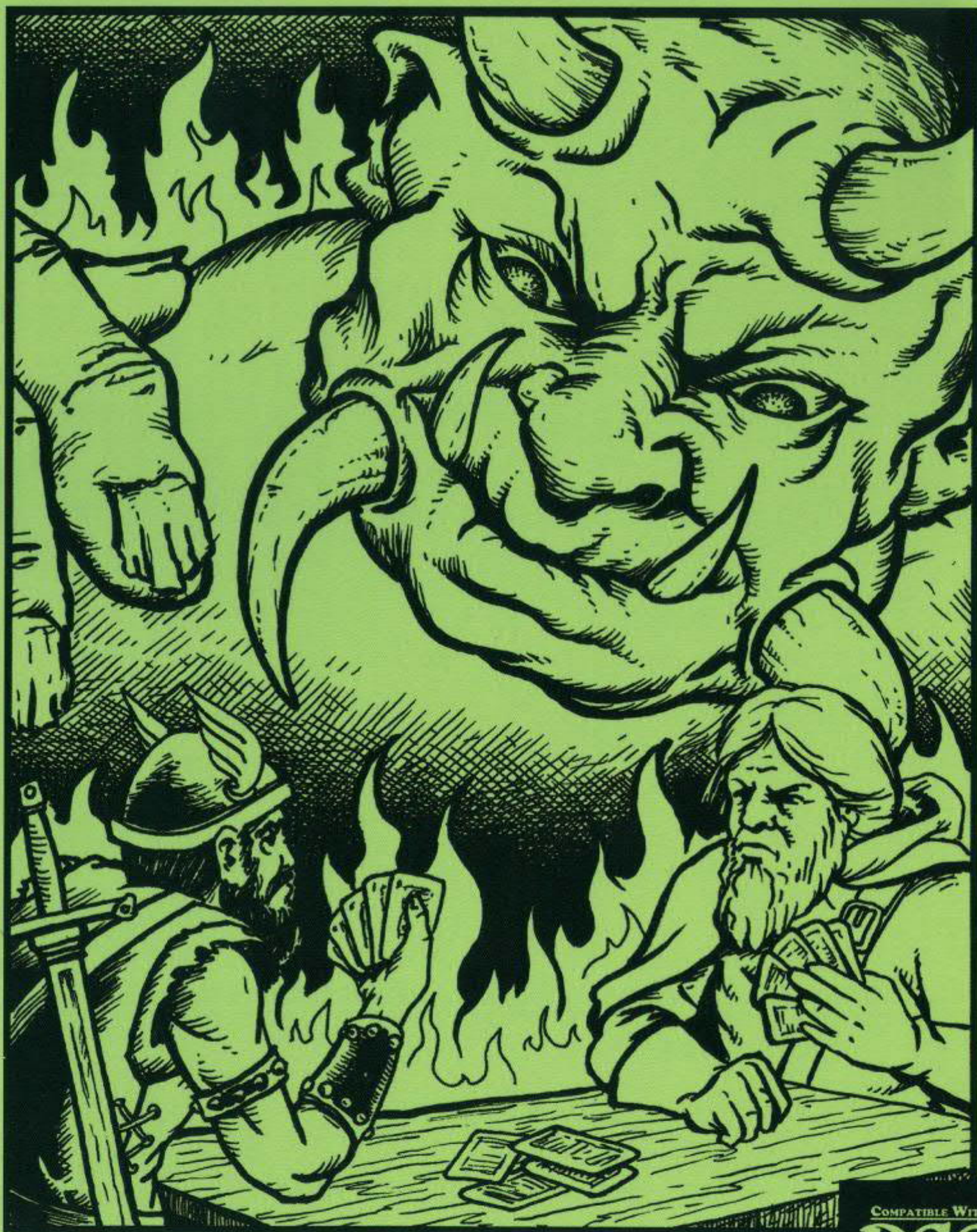


WE ARE THE ROAD CREW



SUMMER 2020 • ISSUE #2

COMPATIBLE WITH
**DCC
RPG**



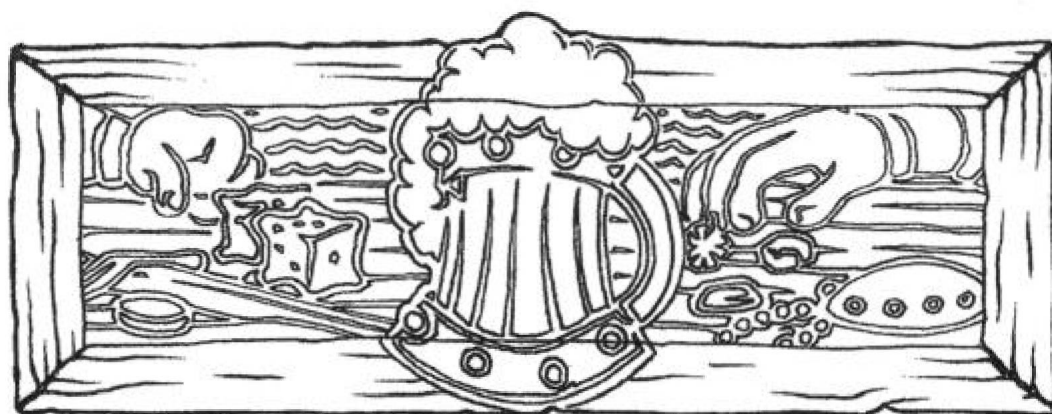
C.V.

WE ARE THE ROAD CREW

ISSUE NUMBER TWO

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Special thanks to: YOU and all the other members of the illustrious and ever growing Road Crew, cleaving its way across the world, leaving a wake of characters stained with the red ink of our "Dead" stamps. May we never repose.

Across the known realms there are thousands of places where adventurers meet. Some are small shops lost in seas of swarming streets, while others are massive gatherings of hundreds of thousands of gaming fans, enough to fill several city blocks! The majority of these locations lie somewhere in-between. Find out about them all, here in...

TAVERNS, TEMPLES AND TRADING POSTS

Weird Realms

11508 Lorain Ave, Cleveland, OH 44111

216-694-8525

weirdrealms.com

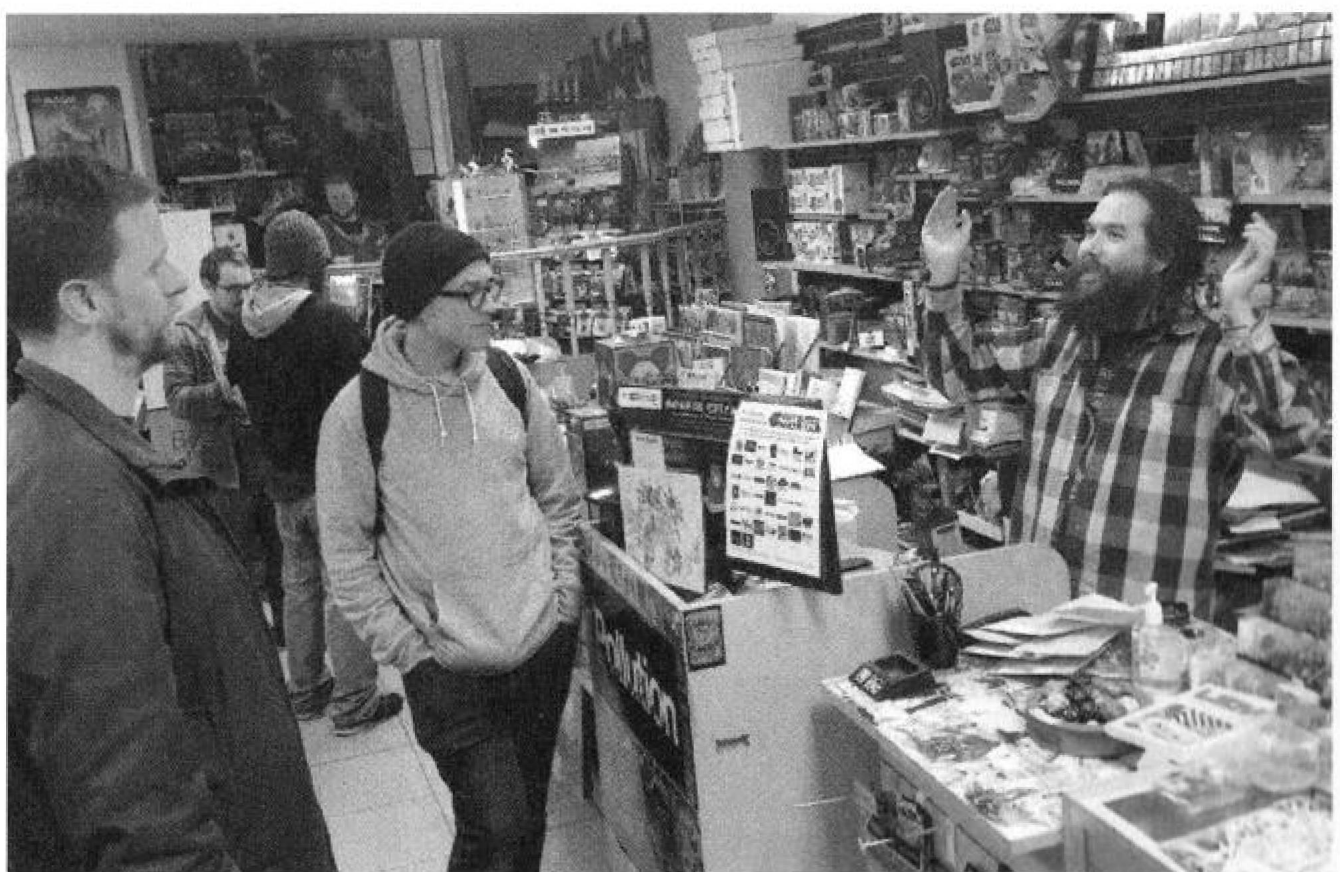
In the distant and magical kingdom of Ohio lies a city known as Cleveland. Within this mysterious city is a shop that specializes in gaming and has a special love for the dark magics found within the Dungeon Crawl Classics library. This shop known as Weird Realms is open Monday, Thursday, and Friday from 1-8 p.m., Wednesday from 3-8 p.m., Saturday and Sunday from Noon-8 p.m., and they are closed on Tuesdays. But you can expect the most DCC action Thursday nights at 8!

This store feels like an aging dungeon punk's clubhouse, like a showspace that no longer does shows, it just has games in which the idealism of the squat has given way to the crass commercialism of collectible card games. An Anarchist bookstore hiding amongst the rubble of a Thundarr playset. This eclectic visual style is nicely complemented by a soundtrack consisting of a lot of Hawkwind, Jeffrey Lewis's 12 Crass songs, Mash Out Posse, Boot Camp Click, Brian Eno, Forma, Mortiis, Not as much Sabbath as there should be, and a lot of Love and Rockets, I guess because they're named after a comic.

But don't let the tough style fool you, Weird Realms has a really diverse group of interesting people that love role-playing games. They are not squares and insist on friendliness and camaraderie. On top of being stand-up individuals, they have one of the widest

selections of vegan jerky in the state of Ohio, other snacks too. The cooler is stocked with sodas interesting and mundane. They do allow outside food and drink - according to our contact "It is cool if you're cool and give us some money."

Open for three years, Weird Realms strives to offer more than the sterile office decor found at so many other similar stores, we spoke to Beckett Warren about what some of the cool DCC-style stuff going on at the shop and he had this to say: "Doug [Kovacks] running Meat Planet and hanging out was pretty cool. We dig each other's sensibilities and it is always fun to hang out. Jeff [Goad] running some playtests was also cool, and hearing about how Weird Realms is a good spot on Spell Burn was cool. It is a good feeling to hear that you are respected by your peers that you in turn respect. The thing that is the coolest happens every few months, someone from the neighborhood will come in and say 'holy sh-- I can't believe a store like this is in my neighborhood, I feel so at home.' We're in the city of Cleveland around a bunch of mattress shops and furniture rental places, not in some hip and cool area or some lame suburb. It makes me feel like I'm contributing something actually valuable to the community in which I live. Kids and adults have said things like this to me, it's a warm fuzzy feeling, which I guess isn't cool, but maybe better. My friend Jake Kelly did a really cool mural. That is cool." They went on to elaborate that if you are visiting for the first time to "park in the back off West 115 Street, tell me [Beckett] that you are looking for the cool role-playing stuff and then I'll probably talk too much. If you don't want to talk to me, be weird and not even say hello when I say hi and then I will just give a look but you can shop in peace."



Road Crew Judges come from across the globe to bring awesomeness to the tabletop. From mutants to dinosaurs you'll find it all at a Goodman Games Road Crew table. These veritable rockstars of the dice have tons of exciting wisdom and experience to share from...

BEHIND THE SCREENS

"I first discovered DCC through a friend of mine, who played it at NTRPG Con, a great old school con in Dallas, TX. We both enjoyed that Appendix N style of pulp fiction, grit and grime, RPG. I got into a different system about a year earlier and then he got the DCC bug. I thought the adventures for DCC were really great, so that's what we started playing... Let me go with two pieces of advice. If you're just starting out, your players won't realize most of the mistakes that you make, they don't know that the path was supposed to go right, and you told them left. As long as everyone has a good time, you're golden. Don't be scared, jump in there and give it a try. Second, no matter how long you've been running games, continue to seek improvement. There's always a new trick, a new house rule, etc., that can make you a better judge and/or your games more entertaining to the players."

Judge Eddie Bartlett, Adventure Writer: *Carnage in the Casino* for MCC, Co-creator of The Long Con held at Geek World in Tyler, TX (facebook.com/TheLongConRPG)



"I have been playing and judging DCC since Gary Con 2019. I played an amazing first game with Judge Hector Cruz, Jon Hammersley, and Chris Nicholson. I fell in love with DCC and I immediately went to the Goodman Games booth and bought the core book and a t-shirt.

I went home and really wanted to play more but no one in my area was playing it. So I decided to judge. In July, I approached my FLGS,

River City Hobbies, and asked if they would let me run DCC Road Crew open table games on Tuesday evenings and they enthusiastically agreed. I have been running DCC every other Tuesday ever since. I also ran Road Crew games at our local con, Coulee Con, and at GameHole Con. I should have 20 games in by the end of the year. I printed up Judge Fuzzbang business cards and hand them out as a spread the word everywhere I go! The DCC Family are some of the most accepting, welcoming, and helpful people I have ever met.”



-Judge Fuzzbang (Twitter: @fuzzbang)



“I’ve been running Road Crew games since 2014 at conventions and in store events such as Free RPG Day, but after a number of years of mostly running DCC one shot sessions I was keen to try and run a DCC RPG campaign, ‘Road Crew style’, which to me means allowing drop in/drop out play and encouraging new players. After a short-lived campaign at my friendly local (but very crowded!) gaming store I managed to find a pub who would let us use their function room for games.”

“We kicked off our first session last November at The Organ Grinder which couldn’t have been more aptly named when I ran our first DCC funnel! I ran Hole In the Sky by Brendan La Salle for a full table, and



more folk showed up the following month for the festive The Old God’s Return. Pretty soon the table was getting crowded and I was really pleased when a couple of players, Matt and Zach, offered to step up and judge a second table. The pub staff are fantastic, provided tea, coffee and biscuits for those who are driving, whilst the rest of us enjoy a pint of ale whilst we play. We’ve played almost every month for the last year, only taking a break when the UK Games Expo, our biggest con of the year, clashed with our planned dates.”

-Judge Bruce (of England)

Since the dawn of Tabletop Role Playing Games, homebrew content has been the bread and butter of countless tables. Here, we would like to offer you a space to share your own home-brewed content, rules, and inspirational ideas. Welcome to...

THE HOME-BREWERY

GORGAR

The demon lord of chance, Gorgar is a demon that inhabits the dimensional crossroads known as the Planes of Dimness. He is most easily invoked by those at their wit's end, men who have been driven to recklessness. To form a bond with Gorgar, the recently dead body of a pauper must be incinerated upon the altar of any deity associated with the virtue of prudence. Gorgar demands those that partake of his boons gamble at least fifty percent of their treasure away at the earliest opportunity.

***Invoke Patron* check results**

- 12-13 The caster is blessed with the forked tongue and gains a +5 bonus to bluff checks for an hour.
- 14-17 Gorgar turns all gold within a 15' radius of the caster into lead. This effect lasts for an hour per CL.
- 18-19 The caster's closest enemy must make a Luck check or slip and take a nasty fall, taking 1d6 damage.
- 20-23 Gorgar sends a swarm of rats which burst forth from the mouth of the caster's nearest enemy in 1d2 rounds, doing 2d5 damage (Fort save against the spell check result for half). The swarm proceeds to climb all over the enemy and through their clothing, biting and generally distracting them (-4 to all Agility related actions and to tasks that require concentration).
- 24-27 Gorgar sends an enormous chrome sphere. It stays for 1d6 rounds and obeys the caster's commands. This demonic

sphere can be directed to roll over enemies, crushing them unless they make a DC 15 Reflex save. Chrome sphere: Init +4; Atk crush +4 melee (2d6); AC 16; HD 4d8+2; hp 20; MV 30'; Act 1d20; SP impervious to non-magical attacks; SV Fort +6, Ref +4, Will +1; AL N.

- 28-29 Gorgar sends a cloud of inky black smoke to surround the caster in a 10' radius. Any enemies attempting to harm the caster must attempt roll against 50% concealment. Enemies attempting close combat attacks or who are trapped in the cloud take 2d4 acid damage for each round they are in contact with the cloud. The caster is immune from this damage and may see freely through it.
- 30-31 Gorgar sends an avatar in the form of a demonic halfling, armed with two daggers, who bursts forth from a bubbling tarpit that forms on the ground and remains for 2d6 rounds, during which time it fights and expends Luck (begins with 6 Luck) to assist the caster. Demonic halfling: Init -1; Atk bite -1 melee (1d3) or as weapon -1 melee; AC 12; HD 1d6-1; hp 3; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL C.
- 32+ Gorgar sends a demonic halfling avatar (as above), and imbues the caster with a sinister Luck. The caster gains a temporary +2 bonus to Luck checks as long as the avatar remains present.

Patron Taint: Gorgar

When patron taint is indicated for Gorgar, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
1	When casting any spell, the caster's hands begin to shake uncontrollably. Besides a slight annoyance, the caster is able to function normally. If this result is rolled a second time, the effect is amplified such that a distracting amount shaking returns with each spell. The caster's shaking hands make it difficult to grasp any wands, staffs, scrolls, potions, or other items forcing a DC 10 Reflex save to prevent dropping the item. If this result is rolled a third time, the shaking bedevils the caster constantly, day and night, whether he is casting spells or doing anything else.

- 2 The caster is constantly thirsty, as if they had trekked a long distance in a dry desert, and their skin becomes reddish and dry with cracks, their eyes sensitive to bright light. This makes it painful for the caster to remain long in sunlight. If this result is rolled a second time, the caster is barely able to function during the daylight hours and feels compelled to sleep during the day and remain awake at night. If this result is rolled a third time, the caster must start making a DC 12 Fort save twice daily if awake during daylight hours. A failure results in the caster uncontrollably falling asleep for 1d4 hours.
- 3 The caster's eyes turn a solid milky yellow color. Horns begin to break through the skin of their forehead, and each day they lose body hair until they are completely bald. Their skin reddens and hardens, taking on a sandpaper-like quality. If this result is rolled a second time, the caster's ears become pointed, a barbed tail begins to grow its way out of the base of their spinal column, and their tongue splits into a fork. When speaking, their voice is gravelly and deeply unsettling. If this result is rolled a third time, the caster takes on a completely demonic air, with long black talons that will grow back within minutes of being trimmed, making it difficult to interact with items like quill pens and wands. The caster's teeth become sharp fangs and the stink of sulfur and brimstone follows them everywhere. The caster leaves scorched, smoking footprints behind wherever they walk, and grows a small pair of vestigial bat wings.
- 4 Every time the caster casts a spell, there is an acrid black smoke that pours forth from their mouth and nostrils. If this result is rolled again, the smoke constantly issues forth from the caster's nostrils and mouth when they breath, leaving a heavy brimstone stink and an easily followed trail of smoke behind. If this result is rolled a third time, the caster begins to constantly glow from within, as if their body is filled with a living flame, making it very difficult hide. In the company of normal humans they are instantly mistaken for a demon or some such vile creature.
- 5 Whenever the caster casts a spell, their legs bend backwards and change their joint structure, and they are unable to speak, bleating uncontrollably as a goat would for 1d4 rounds after the casting, at which point the legs return to normal. (If a spell effect interacts with this, the spell effect takes precedent). If this result is rolled a second time, the

caster's legs become furry and their feet become hooves, truly resembling a goat's legs for 1d4 turns. . If this result is rolled a third time, the caster's legs permanently change into that of a goat. They gain the ability to climb impossible looking sheer mountainous terrain with a +10 bonus, leaping from dangerous outcrop to dangerous outcrop as if it were child's play.

- 6 When the caster casts a spell, 1d10 small red serpents, seemingly made of blood, are vomited forth from the caster's mouth. The serpents slither around the caster's feet, but quickly move away into any spot they can find to hide. If this result is rolled a second time, the serpents appear not just when the caster casts a spell but also 1d4 times randomly each day, at odd times, and usually in the most inconvenient of situations. If this result is rolled a third time, the caster vomits forth the serpents upon waking after sleep, and they stay with him throughout the day, slithering around his feet, and climbing his body. The serpents will not leave the caster's presence willingly, though they may be killed very easily. Inflicting more than 1 point of damage causes them to explode in a mess of black-red ichor that stains whatever it falls upon and stinks of brimstone. Consuming one of the serpents whole heals the caster for 1d2 hit points. If anyone else tries to eat one of the serpents, they must make a DC 15 Fort save or become sickened, temporarily losing 1d4 Stamina, which can be recovered with a full night's sleep.

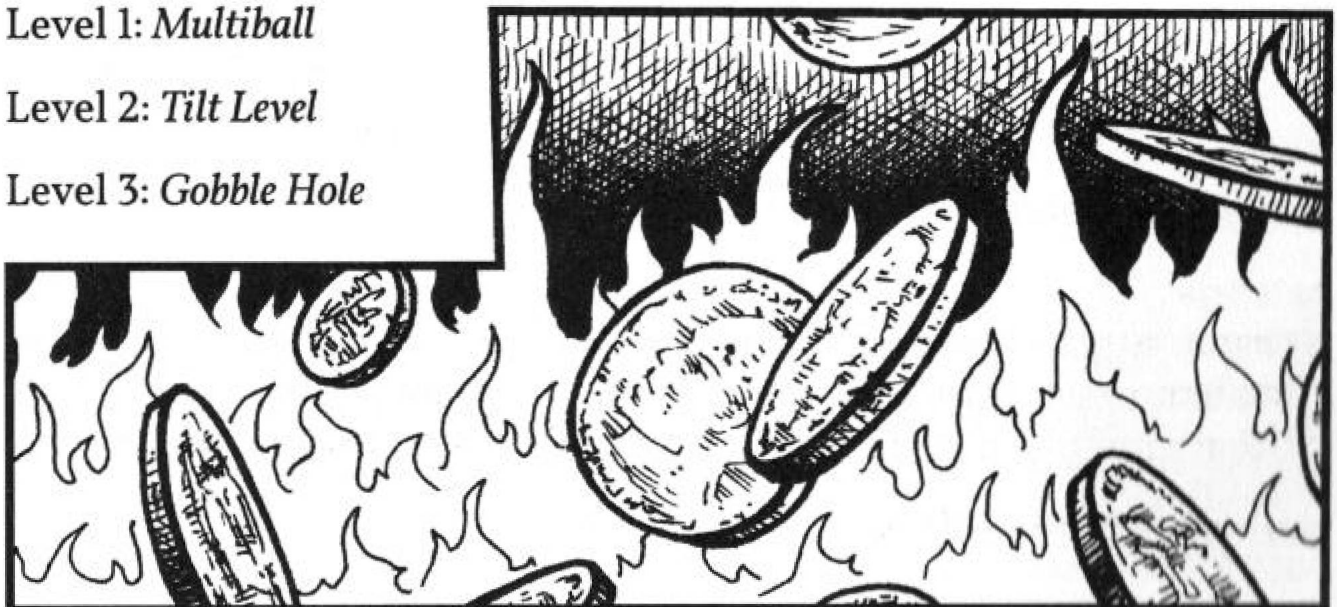
Patron Spells: Gorgar

The demon lord of chance grants three unique spells, as follows:

Level 1: *Multiball*

Level 2: *Tilt Level*

Level 3: *Gobble Hole*



Spellburn: Gorgar

Gorgar delights just as much in his follower's failures as he does in their successes. Whichever way the wheel spins, Gorgar wins. When a caster utilizes spellburn, roll 1d4 on the table below when a request is made.

Roll	Spellburn Result
1	Gorgar requires the caster to swallow a handful of silver coins. The caster feels dragged down and heavy (expressed as Strength, Agility, or Stamina loss).
2	Gorgar demands the eyes of a humanoid. If the caster sacrifices the eyes to Gorgar before nightfall (any humanoid will do) they may spellburn up to 10 points of an ability score loss and take no spellburn. If the caster fails to find such a sacrifice, they take half the points, distributed across ability scores at the judge's discretion, and become completely blind for 24 hours.
3	Gorgar possesses the caster, forcing them to do a complicated, physically and mentally tasking ritual dance, whirling about in a frenzy and spinning uncontrollably, all the while chanting in a deep, demonic voice. While the caster dances, a heavy wind blows through the area, carrying with it the stench of death and decay. Vegetation in the immediate vicinity withers and turns black, and all water within a 50' radius of the caster turns foul and becomes diseased. Upon finishing the dance, the caster collapses, physically spent, and is weakened by whatever extent he sacrificed ability score points for spellburn.
4	The caster bleeds heavily from the eyes, mouth, and ears. The pooling blood coalesces and forms into a number of homunculi, equal to the spellburn, who all look like miniature versions of the caster. The creatures immediately scatter, cackling madly and disappear into the surroundings wherever they can cause the most mischief. If the caster or anyone else destroys these beings before they scatter, the spellburn fails. Otherwise, the beings will find the nearest group of innocents to bedevil with Gorgar's foul intent. The caster feels weakened (expressed as Strength, Agility, or Stamina loss). As the ability points heal, one of the homunculi will return each night and crawl down the gullet of the slumbering caster.

Multiball

Level: 1 (Gorgar) **Range:** 15' **Duration:** 1d6 rounds
Casting time: 1 round **Save:** None

General Those who deal with Gorgar are often slaves to the whims of fate. Although the demon lord finds endless amusement in their failures, he finds much more amusement when chaos can be spread and experienced by all. To this end, he sometimes gifts his repeat clients with abilities that let them gain the advantage, even if it means upsetting the fragile balance of odds. But only if he is repaid with blood and pain. This spell heavily weights the odds in that favor.

Manifestation See below.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 1d4 small chrome spheres appear that stay for 1d4 rounds and obey the caster's commands. These demonic spheres can be directed to fly and strike enemies. Small chrome sphere: Init +4; Atk +4 missile fire (1d4); AC 18; HD 1d4+2; hp 4 each; MV fly 50'; Act 1d20; SP impervious to non-magical attacks; SV Fort +6, Ref +8, Will +1; AL N.
- 14-17 As above, but 2d4 small chrome spheres appear.
- 18-19 1d4 medium-sized chrome spheres appear that stay for 1d6 rounds and obey the caster's commands. These demonic spheres can be directed to fly and strike enemies. Medium chrome sphere: Init +4; Atk +4 missile fire (1d6+3); AC 16; HD 1d6+2; hp 5 each; MV fly 30'; Act 1d20; SP impervious to non-magical attacks; SV Fort +7, Ref +6, Will +1; AL N.
- 20-23 As above, but 2d4 medium-sized chrome spheres appear.
- 24-27 1d4 large chrome spheres appear that stay for 1d4 rounds and obey the caster's commands. These demonic spheres can be directed to roll and crush enemies. Large chrome sphere: Init +4; Atk crush +4 melee (2d6); AC 16; HD 4d8+2; hp 20 each; MV 30'; Act 1d20; SP impervious to non-magical attacks; SV Fort +6, Ref +4, Will +1; AL N.
- 28-31 As above, but 2d6 large chrome spheres appear that stay for 1d8 rounds. They can be directed to roll and crush enemies or fly through the air.
- 32+ A single enormous chrome sphere appears that stays for 1d8 rounds and obeys the caster's commands. It can be directed to

roll and crush enemies or fly through the air, and can be ridden with ease by the caster. **Enormous chrome sphere:** Init +2; Atk crush +8 melee (4d6); AC 12; HD 7d8+2; hp 34; MV 20' or fly 20'; Act 2d20; SP impervious to non-magical attacks, if destroyed the sphere will crack open, spilling out 1d6 demonic halflings who begin attacking all enemies within sight and who will burn Luck to assist the caster (demonic halfling: Init -1; Atk bite +2 melee (1d4) or as weapon +1 melee; AC 12; HD 1d6-1; hp 3 each; MV 20'; Act 1d20; SP infravision 60', beginning Luck of 7; SV Fort -2, Ref +1, Will -2; AL C); SV Fort +8, Ref +1, Will +1; AL N.

Tilt Level

Level: 2 (Gorgar) **Range:** 30' **Duration:** Varies
Casting time: 1 round **Save:** Reflex vs. spell check DC

General The demon lord of chance does not take kindly to those who would foil its machinations, and would see their physical forms bashed to a pulp rather than risk losing a devotee. To these devotees he grants the ability to manifest a force that ensnares their enemies and bashes them to a pulp.

Manifestation Roll 1d4: (1) an invisible energy force grabs hold of the enemy; (2) an enormous wraithlike serpent appears in a flash of light and grabs hold of the enemy; (3) a giant demonic clawed hand bursts from the ground and grabs hold of the enemy; (4) a crackling red energy field emanating from the caster's eyes grabs hold of the enemy.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-15 A force manifests for 1d4+CL rounds and attempts to grab hold of a nearby enemy of the caster's choosing. If successful, the force violently shakes the enemy, doing 1d6 damage per round that the enemy remains in its grasp. Once grabbed, a DC 14+CL Strength check is needed to force the gate open from the inside and escape.
- 16-18 A force manifests for 1d4+CL rounds and attempts to grab hold of a nearby enemy of the caster's choosing. If successful, the force violently shakes and thrashes the enemy doing 1d6 damage per round that the enemy remains in its grasp. Once grabbed, a DC 14+CL Strength check is needed to escape. For each additional round held this way after the first,

an additional 1d3 damage is inflicted as the force bashes the enemy into the ground repeatedly. The enemy falls to the bottom of the initiative count in the next round.

- 19-22 A force manifests and attempts to grab hold of a nearby enemy of the caster's choosing. If successful, the force violently shakes and thrashes the enemy doing 1d6 damage per round that the enemy remains in its grasp. Once grabbed, a DC 14+CL Strength check is needed to escape. For the second round held this way, an additional 1d3 damage is inflicted as the force bashes the enemy into the ground repeatedly. If held for a third round, the force hurls the enemy 30', causing 3d6 falling damage. For every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the target permanently loses 1 point of Strength or Agility (judge's choice). The affected limb, rib, or vertebrae never heals quite right and affects the target in some fashion from then on.
- 23-26 A force manifests for 1d6+CL rounds and attempts to grab hold of a nearby enemy of the caster's choosing. If successful, the force violently shakes and thrashes the enemy doing 1d6 damage per round that the enemy remains in its grasp. Once grabbed, a DC 16+CL Strength check is needed to escape. For the second round held this way, an additional 1d6 damage is inflicted as the force bashes the enemy into the ground repeatedly. If held for a third round, the force slams the enemy, pinning them and crushing them into ground, doing 4d6 damage. For every damage die that comes up a 6, the victim permanently loses 1 point of Intelligence or Stamina (caster's choice).
- 27-30 A force manifests for 1d8+CL rounds and attempts to grab hold of a nearby enemy of the caster's choosing. If successful, the force violently shakes and thrashes the enemy doing 2d6 damage per round that the enemy remains in its grasp. Once grabbed, a DC 16+CL Strength check is needed to escape. For each subsequent round held this way, an additional 1d6 cumulative damage is inflicted as the force shakes the enemy like a rag doll, and the foe must make a DC 15+CL Fort save or suffer amnesia. The foe is stunned for 1d4 rounds, regardless.
- 31-33 A force manifests for 1d8+CL rounds and attempts to grab hold of a nearby enemy of the caster's choosing. If successful, the force begins to shake and squeeze the enemy, inflicting 4d6 damage. If the enemy fails a DC 15+CL Fort save, this crushes their spinal cord, causing an additional 2d12 damage, and the foe must make a second DC 15+CL

Fort save or suffer permanent paralysis. One more round of crushing reduces their internal organs to jelly, after which, death is inevitable in 1d8 rounds.

- 34+ A force manifests for 1d8+CL rounds and attempts to grab all enemies within a 15' radius of the caster. If successful, the targets are continuously crushed together into a writhing ball of flesh, taking 2d12 damage each. Once grabbed, a DC 18+CL Strength check is needed to escape. For each round that the enemies remain in the force's grasp, they must make a DC 15+CL Fort save or be completely crushed into a bloody mass of bone and flesh, which explodes, doing 1d6 damage to anyone caught within a 20' radius (DC 15 Reflex save for half).

Gobble Hole

Level: 3 (Gorgar) **Range:** 60' **Duration:** Varies
Casting time: 1 round **Save:** None

General Gorgar's appetite for the flesh of his enemies can sometimes be insatiable. To satisfy this hunger, he has gifted certain of his devotees the ability to open small dimensional rifts that can swallow an enemy whole or partially. Gorgar is not too picky, so long as some portion makes it through to him.

Manifestation Roll 1d4: (1) an enormous slavering, needle-toothed mouth opens under the enemy's feet; (2) a gigantic forked tongue bursts forth from the ground; (3) a huge, glowing, sulfurous crack appears in the ground; (4) a black disc the size of a door appears behind the enemy, from which creeps forth a mass of slimy black tentacles.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.
- 16-17 A doorway to Gorgar's realm opens for 1d4+CL rounds, and each round attempts to pull in a nearby enemy of the caster's choosing within 20'. The enemy must make a DC 12+CL Strength check or be pulled into the door. Once swallowed, the door begins to close and the enemy begins to be digested, taking 1d4 acid damage per round. The victim may attempt to escape with a successful DC 15+CL Strength check.
- 18-21 A doorway to Gorgar's realm opens for 1d4+CL rounds, and each round attempts to pull in a nearby enemy of the cast-

er's choosing within 20'. The enemy must make a DC 12+CL Strength check or be pulled into the door. Once swallowed, the door begins to close and the enemy begins to be digested, taking 1d6 crushing damage per round as the pocket dimension gets smaller and smaller. The victim may attempt to escape with a successful DC 15+CL Strength check. Add +2 to the difficulty of this check for every round past the first.

22-23 A doorway to Gorgar's realm opens for 2d4+CL rounds, and each round attempts to pull in a nearby enemy of the caster's choosing within 20'. The enemy must make a DC 14+CL Strength check or be pulled into the door. Once swallowed, the door begins to close and the enemy begins to be digested, taking 1d8 piercing damage per round as the pocket dimension continuously chews them up. The victim may attempt to escape with a successful DC 15+CL Strength check. Add +2 to the difficulty of this check for every round past the first.

24-26 A doorway to Gorgar's realm opens for 2d4+CL rounds and each round attempts to pull in a nearby enemy of the caster's choosing within 20'. The enemy must make a DC 14+CL Strength check or be pulled into the door's rapidly opening and closing maw. If captured, there is a 50% chance the victim will take damage from the snapping jaws of the portal as they are pulled in. Roll on Table 1-1. Once swallowed, the door begins to close and the enemy begins to be digested, taking 1d8 piercing damage per round as the pocket dimension continuously chews them up. The victim may attempt to escape with a successful DC 16+CL Strength check. Add +2 to the difficulty of this check for every round past the first.

27-31 A doorway to Gorgar's realm opens for 2d6+CL rounds, and each round attempts to pull in a nearby enemy of the caster's choosing within 20'. The enemy must make a DC 15+CL Strength check or be pulled into the door's rapidly opening and closing maw. If captured, there is a 60% chance the victim will take damage from the snapping jaws of the portal as they are pulled in. Roll on table 1-1. Once swallowed, the door begins to close and the enemy begins to be digested, taking 1d8 piercing damage per round as the pocket dimension continuously chews them up. The victim may attempt to escape with a successful DC 16+CL Strength check. Add +2 to the difficulty of this check for every round past the first.

32-33 1d4 doorways to Gorgar's realm open for 2d6+CL rounds, and each round attempt to pull in a nearby enemy of the

caster's choosing within 20'. The enemy must make a DC 16+CL Strength check or be pulled into the door's rapidly opening and closing maw. If captured, there is a 75% chance that the victim will take damage from the snapping jaws of the portal as they are pulled in. Roll on Table 1-1. Once swallowed, the door begins to close and the enemy begins to be digested, taking 2d8 piercing damage per round as the pocket dimension continuously chews them up. The victim may attempt to escape with a successful DC 16+CL Strength check. Add +4 to the difficulty of this check for every round past the first.

34-35 1d6 doorways to Gorgar's realm open for 2d6+CL rounds, and each round attempt to pull in a nearby enemy of the caster's choosing within 20'. The enemy must make a DC 16+CL Strength check or be pulled into the door's rapidly opening and closing maw. If captured, there is an 85% chance that the victim will take damage from the snapping jaws of the portal as they are pulled in. Roll on Table 1-1. Once swallowed, the door begins to close and the enemy begins to be digested, taking 2d8 piercing damage per round as the pocket dimension continuously chews them up. The victim may attempt to escape with a successful DC 16+CL Strength check. Add +4 to the difficulty of this check for every round past the first.

36+ The caster's body is split apart and opens, forming a doorway to Gorgar's realm for 2d6+CL Rounds, and each round attempts to pull in 1d8 enemies of the caster's choosing within 20'. The enemies must make a DC 16+CL Strength check or be pulled into the door's rapidly opening and closing maw. As they are pulled in, the victims take damage from the snapping jaws of the portal. Roll on Table 1-1. Once swallowed, the door begins to close and the enemy begins to be digested, taking 2d8 piercing damage per round as the pocket dimension continuously chews them up. The victim may attempt to escape with a successful DC 18+CL Strength check. Add +6 to the difficulty of this check for every round past the first. After spell's duration, the caster's body slowly, and disgustingly mends itself back together, and the caster gains 1d6 temporary hit points for each victim trapped within at the time of the portal's closing. These hit points fade after 12 hours. In addition, the caster regains back any ability loss spent during spellburn for this casting.

Table 1-1

Roll d24	Result	Damage
1	Left leg cut off	2d12 plus 1d6 permanent Stamina damage, -20' MOV
2	Right leg cut off	2d12 plus 1d6 permanent Stamina damage, -20' MOV
3	Left foot cut off	2d8 plus 1d6 permanent Stamina damage, -15' MOV
4	Right foot cut off	2d8 plus 1d6 permanent Stamina damage, -15' MOV
5	Left foot toes cut off	2d6 plus 1d4 permanent Stamina damage, -10' MOV
6	Right foot toes cut off	2d6 plus 1d4 permanent Stamina damage, -10' MOV
7	Right leg crushed	1d12, -15' MOV
8	Left leg crushed	1d12, -15' MOV
9	Left foot crushed	1d8, -10' MOV
10	Right foot crushed	1d8, -10' MOV
11	Right foot toes crushed	1d6, -5' MOV
12	Left foot toes crushed	1d6, -5' MOV
13	Left hand fingers crushed	1d6*
14	Right hand fingers crushed	1d6*
15	Right hand crushed	1d8**
16	Left hand crushed	1d8**
17	Left arm crushed	1d12**
18	Right arm crushed	1d12**
19	Left hand fingers cut off	2d6 plus 1d4 permanent Stamina damage**
20	Right hand fingers cut off	2d6 plus 1d4 permanent Stamina damage**
21	Left hand cut off	2d8 plus 1d6 permanent Stamina damage**
22	Right hand cut off	2d8 plus 1d6 permanent Stamina damage**
23	Left arm cut off	2d12 plus 1d6 permanent Stamina damage**
24	Right arm cut off	2d12 plus 1d6 permanent Stamina damage**

*unable to fight two-handed

**unable to fight two-handed or climb

GONZO CHARACTER BACKGROUND GENERATOR

Once you have gone through the character funnel and you have a level 1 character, you can roll your funky dice and answer some questions about your former life as a peasant with these tables. Used best at the beginning of a campaign or when introducing a new level 1 character to the party. Pair with the "Not Another Pretty Face" tables from Crawl! Issue #10 for level 1 characters that are way too fleshed out and ready to be properly mourned. Feel free to roll or make your own choices on the following tables except tables d6 through d14. Work with the judge to create future adventures for the campaign.

D3 - Alignment

1. Lawful.
2. Neutral.
3. Chaotic.

D4 - How you became trained in your class

1. Through solitary work and dedication.
2. With the help of a mentor in your chosen class.
3. By studying a written manual of knowledge from your chosen class.
4. With the help of a group of people from your chosen class.

D5 - Parentage (roll again minus 2 for living siblings)

1. Both parents dead.
2. Both parents alive.
3. Only mother alive.
4. Only father alive.
5. Alternate origin or parentage (judge's discretion).

D6 - Your Life. Roll a d6 on this table 1d3 times.

1. You've met some interesting folks (roll on the D8 - Acquaintances table).
2. You had some tough times (roll on the D10 - Bad Times table).
3. You've had some good times (roll on the D12 - Good Times table).
4. You've had some ominous times (roll on the D14 - Ominous Times table).
5. You've had some crazy times (roll on the D10 - Crazy Times table).
6. You've had some boring times (roll on the D7 - Boring Times table).

D7 - Boring Times

1. Your occupational clothes have a patch sewn on them from some kind of minor workplace accident that resulted in no other misfortune.
2. You have an occupationally appropriate hat with your name written on it.
3. You have a strange, but not repelling odor. If lawful, it is vanilla or sweet, if neutral it's pine, ocean, or fresh soil. If chaotic it's cinnamon, spice, or ginger.
4. You have a meaningless birthmark on an area of skin that isn't usually visible beneath normal clothing. It doesn't even look like anything cool.
5. You had an animal once. It died of old age. It was pretty sad.
6. Your favorite food is soup. Any and all soup is your favorite food.
7. Once worked with someone of a random profession and learned enough of one skill that you can make skill checks with that skill with a d12 instead of a d10. For example, a dock worker could learn how to identify mushrooms with a d12 check from a dwarven-mushroom farmer. The die used for the check increases by +1d at 3rd level, 6th level, and 9th level.

D8 - Acquaintances

1. You made friends with a wild animal. It doesn't follow you around all the time, but sometimes it shows up and sometimes you feed it, maybe it will come to your aid one day, after you've fed it quite a bit. Roll a d5 modified by Luck: (1) mouse; (2) rat; (3) squirrel; (4) small bird; (5) fox; (6) badger; (7) deer; (8) bear.
2. You have a best friend who you always fart around with. This friend can also be an occupationally appropriate animal of 1 HD.
3. You meet a weird goblin. Roll as desired on tables 9-1 through 9-4 on page 380 of the DCC Rulebook until you have a goblin from a distant culture and unknown origin. Maybe they want to go home? Maybe there is a language barrier? Maybe they are friendly or maybe they are awful. You only know one of them.
4. You are best drinking buddies with a guard in your hometown who has helped keep you out of trouble.
5. You met someone claiming to be the child of a duke and got drunk with them. Maybe you made a good enough impression that they remember you.
6. You met a fortuneteller who told you that you would die in agony someday.
7. You met a grizzled old adventurer who tells you tall tales and rumors of forgotten treasures.
8. You became close friends with someone of another profession and you learn a skill they would have with a d14 dice check instead of a d10 for untrained. Roll on the d100 occupational table or use an existing character's occupation from the party.

D10 - Crazy Times

1. You've been corrupted by magic most foul. Roll a d10 on Table 5-3: Minor Corruption in the DCC RPG core rulebook p. 116.
2. You have discovered or otherwise learned of a riddle or poem that speaks of a lost treasure or location.
3. You learned of a combination of herbs that creates a hallucinogenic compound when ground together into a paste and aged in a clay jar buried in the ground for two weeks.
4. Ancient whispers you have heard in your sleep have told you of your future. During one cinematic moment, most likely a boss battle (judge's discretion), and with a successful Luck check, you and any companions you can speak to receive a +1d bonus to all attacks, checks, and saves for the duration of the encounter. One use only.
5. You have gained the enmity and ire of a small animal. It attacks with a -2 and can only do 1 point of subdual damage, or otherwise mocks the player, potentially over a personal loss or tragedy (e.g. The Raven by Edgar Allen Poe). God knows what you did to anger it, but it shows up every now and again no matter how many times you trap it, push it away, or kill it.
6. You dream of a dead god trapped in a prison beneath the sea. The dreams occasionally cause you to write or craft things with glyphs in a dead language you may or may not have the magical ability to decipher on your own.
7. Someone or something is killing and maiming people in a local village near you. Someone you know was the latest victim.
8. You have heard local farmers have reported a strange creature stalking amongst their crops. Descriptions vary wildly - what could this creature actually be?
9. You disappeared for 1d12 months last year, and have just reappeared with all your gear and no recollection where you have been.
10. You are followed around by a spirit that only you can see. Oftentimes it is innocuous, but at times of the judge's choosing, it may do things that others may or may not be able to experience the effects of. This works best when tied to another element of the character such as the spirit of a lost loved one or a malevolent spirit wishing to sow seeds of chaos.

D10 - Bad Times

1. You were once rich and powerful. However, a betrayal at the hands of a family member lead you to spend your life as a peasant.
2. You have a leg injury that makes you limp. You cannot charge (unless you already have in a previous encounter, then reroll this result).
3. You lost an eye to an occupational hazard.
4. You lost an ear to an occupational hazard.
5. Your house caught on fire and you lost everything and had to start over again.
6. You had a childhood bully who is now in a position of power in the town you live in.
7. In your youth you saved up 100 copper coins and buried them somewhere. But you've now forgotten where.
8. You made an enemy for life somehow. Maybe it's a misunderstanding. Maybe it isn't.
9. You gained the ire of witch through a misfortune. She cursed you with a minor corruption.
10. You were never quite good at that. Choose an occupational skill you haven't yet used. You must always roll that skill with a d16. For example, a farmer might be able to identify plants with a d20, but must roll a d16 to identify seeds.

D12 - Good Times

1. You located a map that will guide you to an unknown location nearly 100 miles away from home.
2. You saw a unicorn once. It got away. But no one believes you.
3. You inherited 1d16 gold pieces.
4. You find a small jar filled with 100 copper coins.
5. You made friends with a wild animal. It doesn't follow you around all the time, but sometimes it shows up and sometimes you feed it, maybe it will come to your aid one day, after you've fed it quite a bit. Roll a d5 modified by Luck: (1) mouse; (2) rat; (3) squirrel; (4) small bird; (5) fox; (6) badger; (7) deer; (8) bear.
6. You meet a ghost pirate who is haunted by their lost treasure and cannot rest until someone can locate and unearth it. Only you can see or hear the pirate. The presence of the ghost pirate makes spooky stuff happen at the judge's discretion.
7. You somehow save the life of a leathersmith and have a free custom set of studded leather armor.
8. You dream of a potential hazard from a future adventure (judge's discretion).
9. You help a lost traveler, and in exchange they tell you of a nearby town where you can stay at the inn for a reduced rate if you mention the traveler's name.
10. You learn of a nearby caravan that may wish to hire on a group of adventurers.
11. Somehow you learn of a cave so dangerous that it was boarded up years ago in the hopes that everyone would just forget about it.
12. You find an old scroll detailing the location of a first level spell.

D14 - Ominous Times. You received a vision, had some kind of hallucination, or you witnessed something supernatural that sparked a fascination or repulsion with a specific entity. This incident was minor but left an impression. A dream or hallucination is obvious choice but judges are encouraged to get creative for the sake of future campaign storylines.

1. Bobugbubilz
2. Sezrekan
3. Azi Dahaka
4. The King of Elfland
5. The Three Fates
6. Yddgrrl
7. Obitu-Que
8. Ithha, Prince of Elemental Wind
9. Demon
10. Dragon
11. Devil/demon
12. Giant
13. Undead
14. Other monster (judge's discretion)

D16 - Compulsion/Vice

1. Alcohol
2. Money
3. Food
4. Pipeweed
5. Romance
6. Trinket creation
7. Graffiti
8. Knowledge
9. Trophy collecting
10. Swindling/grifting
11. Lying
12. Souvenir collecting
13. Trying to one-up everyone
14. Stealing
15. Poison collection
16. Bartering/selling

D20 - Motivation

1. Money
2. Fame
3. Power
4. Knowledge
5. Strength
6. Ridding the world of evil
7. Solving a mystery
8. Stopping an enemy
9. Overthrowing a government power
10. Impersonating a rich person
11. Avenging a loved one
12. Protecting the defenseless
13. Vice
14. A loved one needs money
15. Making a discovery
16. Lifting a curse
17. Defeating a villain
18. Bring glory to ancestors
19. Settle a debt
20. Free a prisoner

D24 - Traits

1. Cowardly
2. Angry
3. Timid
4. Humble
5. Generous
6. Sly
7. Vindictive
8. Lazy
9. Proud
10. Respectful
11. Impolite
12. Boisterous
13. Personable
14. Loves a certain kind of animal
15. Hates a certain kind of animal
16. Is terrified of a certain kind of vermin
17. Is morally opposed to a certain deity
18. Allergic to pollen (sneezing fits)
19. Clumsy
20. Hotheaded
21. Distrusts magic users
22. Wary of elves
23. Suspicious of dwarves
24. Unsure of halflings

D30 - Personal Saying

1. "Everything in moderation."
2. "Don't let your eyes eat more than your mouth can chew."
3. "Health is better than wealth."
4. "A bend in the road is not the end of the road... unless you fail to make the turn."
5. "Out of sight. Out of mind."
6. "Love will find a way."
7. "Wonder is the beginning of wisdom."
8. "A drink is a wonderful thing."
9. "Coin can be a better lubricant than hogs grease."
10. "Death has a way of finding people and making sure all debts are paid in full."
11. "Good conversation, like fresh milk, can sour over time."
12. "Never let a fox watch the chicken pen."
13. "A hidden snake is a deadly animal, but an even better ally."
14. "My friends and my enemies will come to know me, by reputation, before we shall ever meet."
15. "Trees keep secrets. But they can also tell them."
16. "Forgiveness is for the weak."
17. "A good breakfast never did anyone a disservice."
18. "A game of dice is a good way to break up the doldrums and make some coin at that."
19. "Never tell a secret outdoors."
20. "The stomach is the brain of the heart."
21. "Hold on to your bootstraps, this is going to get dicey!"
22. "No one touches me unless I want them to."
23. "Information is more valuable than gold."
24. "Written words hold secrets beyond what many can perceive."
25. "My soul struggles with a darkness from beyond the stars themselves."
26. "Nothing can't be solved by a warm fire and hot chocolate."
27. "Death is only the beginning."
28. "Look at me now!"
29. "I am the morning light, diffracted by dew."
30. "The ice is slick, my steel is cold, and the sun is burning."

Uncle Silas

A Short Shutter Mountain Scenario

By Ian Zebarah Shears

This short DCC scenario can be a horror one-shot played on a rainy evening, or inserted into an ongoing Shudder Mountains campaign. The PCs enter the dense forest at the base of the mountains expecting a simple search and rescue, but they encounter something more than bargained for when meeting Uncle Silas, a crazed cannibal cursed by the King of Elfland for vile behavior.

PCs need to be quick to outwit him, or look for help in an unassuming woodsman that knows how to navigate off the trails.

The Tale

"Young folks enterin' the woods 'round here have a habit a never turnin' back up. Papa used to tell of a poor farmer with no growin' skills that went a wanderin' lookin' for food after he his lands turn fallow. Lackin' woodcraft, he went mad with hunger. Now his ghost a roams the trails, takin' folks and cooking 'em up for dinner. I'd not stray too far out there if I were you. Them kids are good as gone."



Background

A few days past, in whatever hollow or village the PCs are staying at, some children went out gathering morels in the forests located around the mountains' base. The PCs overhear this while in downtime as well as the tale of Ol' Uncle Silas. But there is more to Uncle Silas than just a tall tale of cannibalism.

Decades past, Silas was a simple farmer of some sort, not particularly good at it, but not horrible either. (The judge may roll on the o-level background table to determine which kind, if desired.) At some point, a famine struck the region and many people were going hungry, several ended up dying. Daring to be a hero, Silas entered the woods surrounding the mountains. He quickly became lost, and lost his mind, and soon his soul as well. The woods changed him. He soon began to prey on travelers, kidnapping them and taking them to his shack surrounded by constant mist deep in the forest. One evening, he chose the wrong wanderers, a party of elves on their way to another wood. The moment he struck down the last of them, the dying wizard whispered a curse on the madman:

"As you have chosen hunger over decency, So ye shall be changed. A beast ye shall be, your hunger never sated, and by the will of the King of Elfland, the forest shall be forever thy enemy."

Silas since has since become a bogey to the country folk and haunts the forest as some sort of un-dead thing. He can only be laid to rest by primitive hunting traps and weapons favored by simple wood-folk, or weapons used to bring down game: axes, bows, spears, and firearms used for hunting. He can also be harmed by the forest itself. The exact nature of these weaknesses are ultimately up to the judge to tweak and make the scenario easier or more difficult as desired.

Jeremiah

Jeremiah is a simple woodcutter and hunter of game that lives in a humble cabin just on the edge of town. He is a pleasant sort of man and mostly keeps to himself. If the PCs engage him and bring up the situation, he will be willing to help them for a reasonable price, not necessarily gold, but a task of equal work will suffice.

He is a 1st level adventurer of a class the judge feels would be useful to the party. If you make use of *Crawl!* magazine, the ranger class from issue #6 would be most suitable. He can be hired by the PCs to help navigate the woods, and ultimately bring down Uncle Silas. He is knowledgeable about setting pits, snares, animal traps, and other

ways of taking game. He can instruct the PCs in woodcraft if the judge would rather not use him as a henchman, or if the judge plans on having him killed to increase tension.

Into the Woods

PCs entering the woods have two choices: trailblaze, or follow the path that the villagers use. If the first option is chosen, the PCs encounter nothing, except dense, pine trees that grow unnaturally close together and a thick ground cover of brown needles that is several feet deep. In the wild part of the woods, they may encounter an ancient shrine dedicated to the spirits of the forest and its guardian, Necklavee, a kith with a sour demeanor and overall disdain for humanity. (More on this encounter below.)



The foot trail is a meandering shortcut to the next hollow. It is a footpath kept worn by the feet of wanderers and woodsmen alike. It's a grueling trail that goes uphill and follows a nameless river closely. About two miles down the path in a swampy section of the woods, it is split by a barely noticeable deer trail, only visible by a line of grey dirt that snakes through the underbrush. It is a long way down this path that the first encounter is located: a giant, wounded bear crashes through the woods into the PCs located in the center of the marching order!

As you get used to navigating the deer trail, you suddenly hear a loud crashing sound as a massive, black bear slams into you, a madness prevails within its eyes as they remain locked forward and a white viscous foam drips from its lips! You can see that it is most likely rabid as it brings its clawed paw down to maul you.

Make an attack roll for the bear with a +2 to its roll against affected PCs.

Rabid bear: Init +0; Atk bite +8 melee (1d8+2) or claw +6 melee (1d6); AC 14; HD 5d8; hp 32; MV 20' or climb 10'; Act 2d20; SP rabid; SV Fort +6, Ref -1, Will +8; AL N.

Anyone bit by the rabid bear must make a DC 14 Fort save to avoid

taking 1d2 Intelligence and Personality damage each day. Someone suffering from this disease must make three consecutive daily saves to rid themselves of the infection. Any damage done by the illness is cured at 1 point each day, or through supernatural/divine intervention. Any higher power that gives this aid will require compensation, of course. Anyone who dies from this illness rises as a zombie with this ability the following night.

Anyone examining the corpse of the bear will find bloody, infected bite marks made by a human.

Every hour the PC's spend wandering this trail, roll a d4:

1. Uncle Silas as a "helpful citizen."
2. The altar of the woods.
3. Giant boar.
4. 1d6 witchfire rotters.

Witchfire rotter: Init: +0; Atk claw +2 melee (1d3); AC 9; HD 2d6; MV 40'; Act 2d20; SP un-dead traits, witchfire (at 0 hp, explodes dealing 1d6 damage in a 5' radius. DC Ref 8 to avoid catching fire), flicker (after all actions, the creature may move to an unoccupied space as if it teleported); SV Fort +0, Ref +1, Will +0; AL C.

Witchfire rotters are skeletal remains that flicker with spectral, green flame.

The Altar of the Woods

Nestled deep in the woods is an old, neolithic stone altar. Engraved upon it is a serpentine dragon asleep, deep under the forest. A pair of beeswax candles are placed on either side of the slate table, as are offerings of holly berries, lined wrapped packets of elven pine candies and bones from various animals.

Nucklavee watches the PCs concealed by a glamour. He waits to make sure they behave themselves. If they damage or deface the mural, he will place a curse on them and disappear. If they give an offering, or pray, showing some kind of reverence, he will appear to them and ask them what their business is. If they mention that they are after the missing children and hope to bring down the cannibal, he will give them this trinket:

Vine snare pendant: Once a day, the user can command the forest to snare a target. They must make opposed attack rolls to determine if the target has been captured. If used on Uncle Silas, he will be snared with no attack roll being needed.

The dragon depicted is Gorthrax, an ancient linnorm who is a guardian to the natural world. Nuckelavee knows that he will be stirring soon, planning to wipe out humanity for its sins against the natural world. The dragon is indifferent to dwarves, tolerates halflings and is friendly towards elves and fey. Placating the dragon is beyond the scope of this short scenario, but could be featured in a later one.

The Cabin

The trail comes to an end at the top of a hill deep in the woods. The trees have all been poorly cut down. Jagged stumps jut from the ground like diseased, broken teeth. The remains of rotting vegetable patch are located next to a large, ramshackle hut, off to the right of that is an old a storage shed. The ever-present mist has thickened, obscuring the rest of the nearby environment.

Once this locale has been entered, the PCs are stuck in the forest. It goes on and on, and paths bend and take them back to this clearing. They can only escape by slaying Uncle Silas, or by ending up on his next plate. At the time of the PC's arrival, he is stoking the fire in his cast iron woodburner and welcomes the party inviting them "to dinner". He will sit them down at his table and disappear into his woodshed, taking a long time to return.

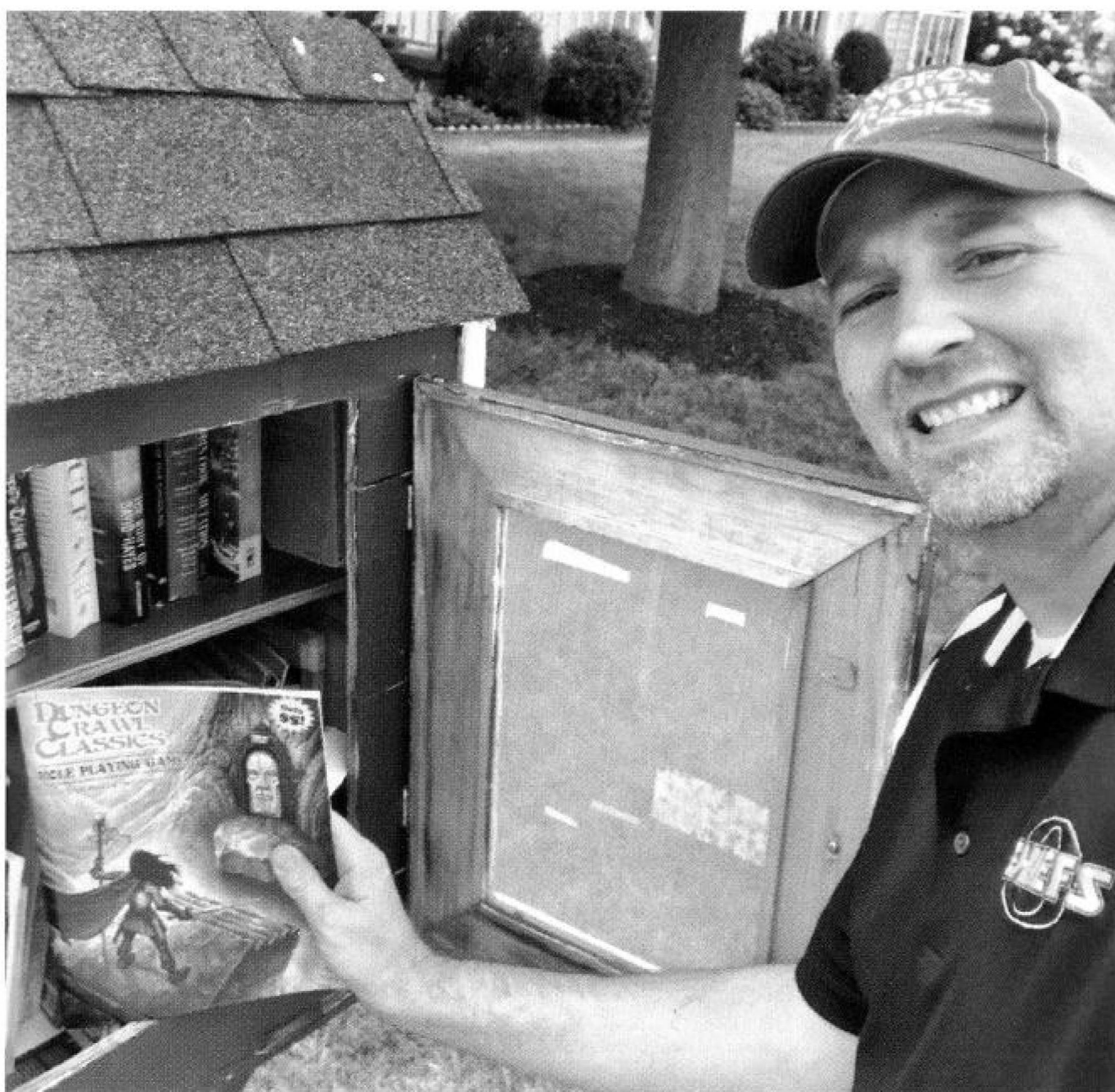
If the group goes to check on him, he is sharpening an axe surrounded by six children stuffed into a large cage. They are all alive, but very scared. They begin crying for help upon seeing a stranger. When the PCs enter, Uncle Silas snarls and swings his axe at the snoops.

Uncle Silas: Init +3; Atk axe +5 melee (1d8+6) or bite +3 melee (1d3 plus rabies); AC 14; HD 3d12; hp 21; MV 30'; Act 2d20; SP un-dead traits, rabies, can appear behind fleeing enemies; regenerates if dropped to 0 by conventional means; SV Fort+4, Ref +2, Will -1; AL C.

Uncle Silas is a vicious and devious combatant. He swings his axe at the weakest targets first and attempts to bite the warriors, hoping they eventually succumb to his disease. Like famous slasher monsters, he can teleport right behind PCs if someone isn't walking backwards, and he will always appear to be at the edge of sight. If he is killed by weapons made for war, or by sorcery, he will resurrect the next dawn, trapping the PCs in the forest overnight.

Conclusion

Defeating Uncle Silas and rescuing all children earns each PC a point of Luck and the favor of the King of Elfland. How he repays this debt should be mysterious and whimsical. Depending on how the party treated with Nucklavee, he will pose a dangerous foe, or he will have work for them in a future adventure. The village mayor will pay each PC 50 gp if all children are safe and can vouch for the cannibal's demise.



Judge Cory bravely places the forbidden scripture of the Dark Master within a free lending library. Gods know what poor soul was corrupted by its esoteric teachings, I shudder to think, dear reader, for mayhap 'twas thee.



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