

The Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, and Produced by
the DCC RPG G+ Community



MEN & MAGIC VOLUME 1 OF FIVE BOOKLETS

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Assassin Class

By Julian Bernick



You are a lawless angel of death, a silent killer, a free agent in the war between the living and the dead. You take an artist's pride in your repellent work and you count no living man among your allies. You take many shapes and wear many faces, but all men know you as death-for-hire.

Even among the backstabbing, treacherous orders of thieves, the assassin stands alone as the most vile and antisocial. To be an assassin is to forswear society and to walk the road of the damned alone forever.

Hit points: An assassin gains 1d6 hit points at each level.

Weapon training: As a master in all ways of dealing death, an assassin may use all weapons. Assassins may wear any armor, although this affects the use of their skills such as Sneak Silently and Hide in Shadows.

Alignment: Though they sometimes work on behalf of lawful thieves or other powers, assassins themselves are chaotic, despising the laws and mores of civilization and trading in death.

Thieves' Cant: Assassins are fluent in all Thieves' Cants. In addition, assassins have their own cant, only spoken by the shadowy few devoted to murder. Only thieves of 5th level or higher know of the secret assassins' tongue and they may recognize it, but never understand it.

Hidden Weapon: Each assassin travels with one concealed weapon that may be drawn and used in one round. This is typically a stiletto in the boot, a long needle in a belt sash, a dagger-hairpin or some other item easily concealed but within quick reach. The small nature of these weapons means that they are limited to doing 1d4 of damage (all other damage modifiers apply).

Skills: The assassin has the following skills exactly as listed for the thief class: Backstab, Sneak Silently, Hide in Shadows, Disguise Self.

Unlike the thief, the assassin is a master of poison and requires no Poison Handling skill roll to properly handle and administer poisons. However, on a fumble, it is possible that a poisoned weapon may affect the assassin's allies. The assassin is immune to his or her own poisons because of the rigorous conditioning to withstand the ones he handles.

Gift of Venom: Assassins rarely fight without having ensured the odds are in their favor. To this effect, assassins frequently poison their blades to inflict additional damage upon their foes. When the assassins attack, they roll an extra Poison Die and add this die to their attack die and damage die. On a roll of 3 or higher, a man-sized creature will be poisoned.

The victim must roll a fortitude save against the total attack roll value or be poisoned, with a result from the following table. (Roll d7, modified by the assassin's luck.)

d7 Roll	Poison Effect Result
1	Slowed: Opponent half movement for d20 rounds.
2	Dazed: Opponent is mildly stunned and all skills and attacks are at -4 penalty.
3	Weakened: the opponent can move but not attack, and use no skills requiring Strength.
4	Inflict d7 extra hp of damage - opponent foams at mouth and wound.
5	Opponent completely immobilized by nausea and dizziness for d14 rounds, can not attack or move.
6	Poison causes shock, opponent completely stunned for 1d4 rounds and suffers additional 1d7 damage.
7	Opponent is slain.

Note: Poison affects opponents of different sizes in different ways. Generally, the more mass an opponent has, the less likely it is to affect the victim. In this case, the assassin should use +1d for the Poison Die when fighting smaller opponents, no modifier for roughly man-sized opponents, and -1d for the Poison Die when fighting larger opponents. For huge opponents (dragons and giants), the Judge will rule on the penalty and whether the Poison Die affects the creature at all.

There is no Poison Effect Result on creatures that are categorically immune to poison.

If the assassin chooses not to fight with poison, he treats the Poison Die as a modifier to attack and damage only; it represents the assassin's training in ruthless accuracy and anatomical prowess. There is no extra effect on a hit, and no saving throw required.

Poisons are expensive, exotic and hard to acquire. The Judge may decree that an assassin must quest for poison ingredients or must undertake dangerous negotiations to buy the reviled stuff. Generally, upon reaching a new level, the assassin must spend the amount of gold equal to his level multiplied by 100 to purchase an amount of poison that will last him until the next level. The escalating cost reflects the increasing intensity of the venom acquired.

Assassinations

When given time to plan and prepare, an assassin is a most lethal practitioner of his deadly art. When the assassin is able to deal a blow against a target outside of normal combat, thereby taking the victim by complete and total surprise, the assassin inflicts all normal damage, and if he achieves success on his Poison die, any victim of equal or lesser level or hit dice to the assassin's own must make a Fortitude save against the Assassin's to-hit roll or die instantly.

Note: This is not merely "surprise." In combat, individuals are braced for attacks from all sides and can not be assassinated. Assassins may only act thus when taking a victim completely unawares. In rare circumstances, the assassin might even be near the victim but not even vaguely imagined by the victim to be a threat. At his or her discretion, the Judge may modify the attack roll or saving throw according to the victim's circumstances and some creatures and individuals may be completely immune to this power.



Level	Attack (Poison Die)	Crit Die/ Table	Action Dice	Fort	Reflex	Wis
1	+d3	d10/II	1d20	+1	+1	+1
2	+d4	d12/II	1d20	+1	+1	+1
3	+d5	d14/II	1d20	+2	+2	+2
4	+d5	d16/II	1d20	+2	+2	+2
5	+d6	d20/II	1d20	+3	+3	+3
6	+d6	D24/II	1d20+1d14	+3	+3	+3
7	+d7	d30/II	1d20+1d16	+4	+3	+3
8	+d7	d30+2/II	1d20+1d16	+4	+4	+4
9	+d8	d30+4/II	1d20+1d20	+4	+4	+4
10	+d10	d30+6/II	1d24+1d20	+5	+4	+4

Level	Title
1	Clipper
2	Butcher
3	Dropper
4	Eliminator
5	Assassin
6	Liquidator
7	Problem-Solver
8	Maestro
9	Paragon of Death
10	Destroyer



The Dervish

By Edgar Johnson



The Dervish is, at heart, a warrior; but it shares some aspects of the ranger and paladin classes, and even a bit of the monk class, for it is, most importantly, a holy warrior. The dervish is on a quest for the perfection of self, through addition of those traits that are praise-worthy and purging of those that are corrupt.

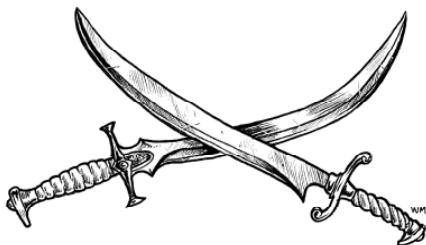
They believe that all gods are but aspects of a unified godhead, and that through study, diligent practice of bodily disciplines, and asceticism, they may attain unity with the godhead in life. It is of no small consequence that such an attainment leads to extremely long life (for a human), and perhaps, it is said of the greatest dervish master, Larkun Ba'Davi, immortality. However, dervishes are best known to outsiders as implacable holy assassins, men and women who track and bring to justice any who transgress against the godhead, in any of its worldly aspects. Those who defile a holy site, destroy a holy artifact, or loot a tomb on hallowed ground (no matter what weird cult might consider it "holy") should be careful to remain anonymous, lest a dervish band undertake a geas to bring the miscreants to account for their blasphemies.

Hit Die: A dervish gains 1d10 hit points at each level

Alignment: Dervishes are of Neutral alignment in their dealings with those outside their orders, but that's only in matters of religion. They have a very strict code of ethics regarding the sanctity of religion, worship practices, and things and places considered holy, by whatever religion they are considered to be so. Should anyone desecrate, destroy, or otherwise defile something holy (including any burial places), a dervish from the order will swear an oath to bring that person to account. In that sense they are Lawful.

Weapon Training: Dervishes may use any melee weapon, but specialize in the weapon of their particular order. Swords are most common, but some orders use axes, spears, polearms, or even whips or nets. They may use a Deed Die when using this designated weapon, but not when using any other. However, they shun missile weapons, as ranged weapons separate the dervish from the visceral experience of divine justice. Dervishes may wear any armor. Note that the Dervish's Deed Die is a d2 at 1st level. This die will affect attack rolls and damage, but cannot produce a "3" roll, so no Mighty Deed can be accomplished until the Dervish reaches 2nd level.

Holy Rite: Each dervish order (there are many) has a particular Holy Rite sacred to its physical disciplines. Some engage in self-flagellation, some in martial practice with holy weapons, some dance their sacred dances, and some seek the Divine through musical performance. Any player who decides on the dervish class must designate such a physical discipline as his or her Holy Rite.



Lay on Hands: A dervish may Lay on Hands as a cleric, once per day, per level. If the attempt fails, the dervish may not use this power again until he or she conducts a Holy Rite for an hour. Successful attempts will always be applied as if the target is the same alignment as the dervish. However, a dervish also may do so for him- or herself at will, but must take an hour's time to perform his or her Holy Rite (see above). Doing so allows the dervish to heal 1d6 damage per level, or restore 1 point of ability damage per level.

Thieving Skills: The dervish may choose two Thieving Skills from the following list: Sneak Silently, Hide in Shadows, Climb Sheer Surfaces, Pick Lock, Find Trap, Read Languages, Handle Poison, and Cast Spell from Scroll. When attempting these skills, the dervish character applies his or her Deed Die to the roll.

Tracking: A dervish is adept at tracking, and may add the Deed Die to any roll to track a target of divine retribution. Such tracking may involve a physical search for tracks and traces of passage (Intelligence modifier applies), but it also might involve inquiries among those who might have seen or encountered what the dervish seeks (Personality modifier applies). Tracking doesn't just apply to attempts to track down a defiler of something holy, but to any attempt to seek out a place or thing. Succeeding in this quest grants the dervish a significant boon of some sort. Some examples might include an additional Luck point, aid from the Power(s) for whom retribution was made (e.g., a free use of the Invoke Patron spell), or some other boon appropriate to the circumstances. Failure means that the dervish must continue the quest for retribution until he or she either succeeds or dies trying.

Survival: Dervishes are adept at determining location, finding shelter, starting a fire, and seeking out food and water, even in the most desolate and inhospitable climes. They may add their Deed Die to any attempt to do so.

Asceticism: A dervish cares little for material possessions, and what possessions they retain are of a utilitarian nature, usually their holy weapon, some useful equipment, and simple foodstuffs. They do not retain wealth beyond what is required for sustenance, at a meager level, and give away any surplus wealth to those in need (e.g., the poor, an impoverished temple or shrine, a library or repository of knowledge, etc.). A dervish who covets wealth will have his or her Luck reduced by 1 per day until he or she is able to dispose of the surplus treasure in question, and may not simply give it to another party member.

Languages: Dervishes are found in every land, and are renowned travelers. As such, they are able to learn 1d3 additional languages per level, beyond those granted by their Intelligence.

Table D-1: Dervish

PC Level	Deed Die	Crit Die/Table	Action Die	Ref	Fort	Will
1	d2	1d8/III	1d20	+1	+1	+1
2	d3	1d10/III	1d20	+1	+1	+1
3	d4	1d12/III	1d20	+1	+2	+2
4	d5	1d14/III	1d20	+2	+2	+2
5	d6	1d16/IV	1d20+1d14	+2	+3	+3
6	d7	1d20/IV	1d20+1d16	+3	+3	+3
7	d8	1d20/V	1d20+1d20	+3	+4	+3
8	d10	1d24/V	1d20+1d20	+4	+4	+4
9	d10+1	1d30/V	1d20+1d20	+4	+5	+4
10	d10+2	2d20/V	1d20+1d20+ 1d14	+5	+6	+5

Dervishes do not use titles, though each is a student to someone who is his or her master. He or she will call that person by the title "master."



Gold and Glory Beyond the Grave

Un-dead PC's in DCC RPG

By Taylor Frank

Adventuring is a hazardous path to follow. Though the rewards may be great, the risk of death is far greater. Such a path is fraught with danger and death may lurk around each corner. Most adventurers are sure to meet their end, often in grim and grisly fashion. Those few who manage to survive may only hope to prolong the inevitable, for death haunts the shadow of all who ever breathed a living breath. There are some, however, who have come to walk a different path... For these cursed few, death is not the end to their adventuring. Death is where the adventure begins...

Ghost

You are a tortured soul, cursed to live beyond the grave. You have returned from the next world to seek revenge or atonement for your past life. You are a supernatural being whose physical form is composed of pure phlogiston bound by ectoplasm, ethereal and partially incorporeal. Although you possess a mostly physical form, the world of the living is something you feel forever apart from, destined to roam for an eternity lest you complete your ghostly quest. You may appear in your living form if you wish, although you may just as easily fade into the background. You have the power to possess the forms of others or make yourself fully incorporeal for short periods of time. You do not require food or drink, although you do still require air, which you exhale in cold, icy breaths. You also require sleep, preferring to slumber in graveyards and burial grounds.



Hit points: A ghost gains 1d6 hit points at each level.

Weapon training: A ghost is trained in the use of the dagger, javelin, lance, longbow, long sword, shortbow, short sword, staff, spear, and two-handed sword.

Alignment: Many ghosts find themselves wandering aimlessly, avoiding the task which has brought them back from beyond and seeking a life of distraction or passive observation. Because of this, most ghosts tend towards a neutral alignment, bothering to take sides only when it suits their whims.

Ghostly weapon: All ghosts are able to produce and wield a supernatural weapon of the same phlogistonistic ghost-stuff as their own partially physical form. Despite the varied forms these weapons may take, the damage they deal increases with the level of the ghost as noted on the ghost class table. Ghostly weapons count as magic weapons, and may not be used on the living while a ghost is fully incorporeal. Also, a ghost may not be disarmed in the traditional fashion whilst wielding a ghostly weapon.

Stealth: Ghosts are quite good at disappearing. They receive a bonus to sneak silently and hide in shadows depending on their class level. This can be used in the same manner as a thief's skills.

Silver vulnerability: A ghost is vulnerable to Silver as per the Elf "Iron Vulnerability" rule (see core rulebook, page 57).

Possession: A ghost may attempt to possess the physical form of most other creatures, at the judge's discretion. While making physical contact with the target creature, the target must pass a Will save with a DC equal to the ghost's Intelligence score+level. If the target fails, the ghost enters and controls the target for 1 hour per the ghost's level. A possessed

creature retains their physical capabilities and voice. The ghost's presence causes the creature's skin to pale and become cold to the touch.

Incorporeal: A ghost may become fully incorporeal once per combat encounter to provide +3 AC for 1d4 rounds. During exploration this ability may be used to phase through solid objects. At level 0 this is limited to passing through a keyhole or doorjamb. At higher levels, it provides 5' of movement per level. Ghosts are composed of enough phlogiston to make their personal arms and equipment incorporeal as well as themselves, but this may have limits at the judge's discretion.

Un-dead: A ghost is an un-dead creature. As such, it may be turned by clerics, may cause fear to simple-minded folk, and has no need for nourishment beyond sleep and air. Un-dead adventurers do not gain immunities to *sleep*, *charm*, *paralysis* or any of the other special un-dead immunities of their less sentient brethren. When scoring a critical hit, a ghost may choose to roll on Crit Table U: Un-Dead (see core rulebook, page 390).

Ghost Class Table

Lvl	Attk	Crit Die/Table	Action Die	Weapon	Ref	Fort	Will	Sneak & Hide
1	+1	1d8/III*	1d20	1d3	+1	+1	+1	+3
2	+2	1d8/III*	1d20	1d4	+1	+1	+1	+5
3	+2	1d10/III*	1d20	1d5	+2	+1	+2	+7
4	+3	1d10/III*	1d20	1d6	+2	+2	+2	+8
5	+4	1d12/III*	1d20	1d7	+3	+2	+3	+9
6	+5	1d12/III*	1d20+1d14	1d8	+4	+2	+4	+11
7	+5	1d14/III*	1d20+1d16	1d10	+4	+3	+4	+12
8	+6	1d14/III*	1d20+1d20	1d10+1	+5	+3	+5	+13
9	+7	1d16/III*	1d20+1d20	1d10+2	+5	+3	+5	+14
10	+8	1d16/III*	1d20+1d20	1d10+3	+6	+4	+6	+15

* or Crit Table U: Un-Dead.

Skeleton Warrior

You are a warrior of a bygone age, a casualty of a battle long-forgotten. You have been risen from your grave to fight once more by some foul necromancy, and you march on to battle without fear of death. You retain your ancient weapons and knowledge of the lost arts by which they may be used to deal death to your foes. You have no need for nourishment or air, although you have a supernatural thirst for strong drink and you slumber as would a living warrior. You are met with fear by most living folk, although some commoners from particularly war-torn lands may be used to the sight of your kind and instead meet you with distrust and disdain. You are bound to un-life by unholy sorcery and as such you are not easily slain in battle, for enchanted bones cling to their un-death with supernatural will.

Hit points: A skeleton warrior gains 1d10 hit points at each level.

Weapon training: A skeleton warrior is trained in the use of the same weapons as a living warrior, and may wear all forms of armor.

Alignment: Most skeleton warriors have denied the sorcerous will of whichever master had sought to resurrect and control them and, as such, are fiercely neutral. Some skeleton warriors may remember their loyalties to ancient oaths and gods of other alignments and may follow law or chaos even in un-death.

Ancient warrior: A skeleton warrior is first and foremost a warrior. As such, a skeleton warrior uses a deed die, may attempt to perform mighty deeds of arms, has extended critical hit range, and has all other class features of a living warrior. Although they are un-dead creatures, skeleton warriors roll on the same critical hit tables as mortal warriors.

Favored weapon: A skeleton warrior is resurrected with their chosen weapon in hand and retain knowledge of its effective use in battle. As opposed to choosing a lucky weapon as would a living warrior, a skeleton warrior always gains a +1 to attack rolls with their weapon of favor.

Bound by will: A skeleton warrior's bones are bound to un-life by an unholy will, affording a Will save when any attack would cause them to drop to 0 hp or below. The DC of the saving throw is equal to the un-modified attack roll of the blow which caused the damage. If successful, the skeleton warrior will crumble and then return to form at the beginning of their next turn with a number hit points equal to the skeleton warrior's deed die. For example, a level five skeleton warrior would return with 8 hit points when using this ability, as its deed die is a d8.

Skeleton traits: A skeleton warrior may have special traits at the judge's discretion. As an optional rule, a level one skeleton warrior may roll on the skeleton traits table (*See core rulebook, page 426*).

Un-dead: A skeleton warrior is an un-dead creature. As such, it may be turned by clerics, and may cause fear to simple-minded folk. Un-dead adventurers do not gain immunities to *sleep*, *charm*, *paralysis*, or any of the other special un-dead immunities of their less sentient brethren. A skeleton warrior has no need for nourishment beyond a supernatural craving for ales, wines, and other libations. This craving is merely a strange effect of the magic which binds these un-dead warriors, as a skeleton warrior may become intoxicated by simply pantomiming the act of imbibing with an empty flask in hand (though they much prefer the real thing). This proclivity for strong drink often finds skeleton warriors and dwarves making fast friends... and even faster foes.



Skeleton Warrior Class Table

Lvl	Attack (Deed Die)	Crit Die/Tbl	Threat Range	Action Die	Ref	Fort	Will
1	+d3*	1d12/III	19-20	1d20	+0	+1	+1
2	+d4*	1d14/III	19-20	1d20	+0	+1	+1
3	+d5*	1d16/IV	19-20	1d20	+1	+2	+1
4	+d6*	1d20/IV	19-20	1d20	+1	+2	+2
5	+d7*	1d24/V	18-20	1d20+1d14	+1	+3	+2
6	+d8*	1d30/V	18-20	1d20+1d16	+2	+4	+2
7	+d10+1*	1d30/V	18-20	1d20+1d20	+2	+4	+3
8	+d10+2*	2d20/V	18-20	1d20+1d20	+2	+5	+3
9	+d10+3*	2d20/V	17-20	1d20+1d20	+3	+5	+3
10	+d10+3*	2d20/V	17-20	1d20+1d20+1d14	+4	+6	+4

Vampire

You are an un-dead being cursed to feed upon the blood of the living. You were human once, but in death you have been changed to something far more dreadful. Although plagued by the light of the sun, you may survive to gain great power, wealth, and superhuman abilities. You require no nourishment beyond blood and cast no reflection, but you do require sleep and must

do so during the day within a crypt, coffin, mausoleum or other place fit for the dead. A vampire will find that he cannot know sleep in any other place. The wicked shall find no easy rest...



Hit points: A vampire gains 1d8 hit points at each level.

Weapon training: A vampire is trained in the use of the battleaxe, crossbow, dagger, handaxe, javelin, lance, longbow, long sword, shortbow, short sword, staff, spear, two-handed sword, and may wear all forms of armor.

Alignment: A vampire is a selfish creature by nature... one who takes from the living to feed his urges. Younger vampires may retain a memory of their living alignment, but most vampires embrace the path of chaos as the centuries pass and their humanity grows distant.

Silver vulnerability: A vampire is vulnerable to silver as per the Elf "Iron Vulnerability" rule (See core rulebook, page 57).

Blood magic: A vampire may learn and cast spells. Each time a vampire wishes to attempt to cast a spell they must sacrifice a small amount of blood in the form of 1 hit point. Vampire's may not spellburn as would a mortal caster, but must instead offer up more of their precious vitae. For the first +1 a vampire wishes to add to their spell check, they must sacrifice 3 hp, the second 4 hp, and so on using the numbers of the die chain. For example, a vampire wishing to add +4 to a spell check would need to burn 18 points of hp= 3 hp for +1, 4 hp for the second +1, 5 hp for the third +1, and 6 hp for the final +1.

Creature of the night: A vampire cannot bear the light of the sun. Every round a vampire spends exposed to direct sunlight will cause them 1d8 points of damage. If a vampire spends more than two consecutive rounds exposed to sunlight they must also make a DC 18 Reflex save each round or catch fire as if set ablaze by a torch! While extremely uncomfortable, a vampire may travel in the sun safely whilst wearing a heavy, hooded cloak.

Thirst for blood: A vampire must consume at least 1 hp of blood per level, per day to survive. Any blood consumed beyond this amount heals 1 point of hp for each point of hp consumed. Unwilling targets must be successfully grappled. Blood is drained at 1 hp per level for every round spent drinking.

Unholy strength: A vampire receives +1 to any of the core ability scores with each advancement in level at the choice of the player. This excludes Luck.

Un-dead: A vampire is an un-dead creature. As such, it may be turned by clerics, may cause fear to simple-minded folk, and has no need for nourishment beyond blood and rest. A vampire may only regain hp through rest if they have consumed at least one hp of blood and rest during the light of day. Un-dead adventurers do not gain immunities to sleep, charm, paralysis or any of the other special un-dead immunities of their less sentient brethren. When scoring a critical hit, a vampire may choose to roll on Crit Table U: Un-Dead (*See core rulebook, page 390*).

Undying: A vampire does not die or bleed out when brought to 0 hp, but instead falls prone and is completely paralyzed until given blood or otherwise healed. A vampire may be slain while at 0 hp only by decapitation, immolation, or by driving a wooden stake through its heart.

Vampire Class Table

Lvl	Attk	Crit Die/Tbl	Action Die	Known Spells	Max Spell	Ref	Fort	Will
					Lvl			
1	+1	1d8/III*	1d20	1	1	+1	+1	+1
2	+1	1d10/III*	1d20	2	1	+1	+1	+1
3	+2	1d12/III*	1d20	3	2	+1	+1	+2
4	+2	1d14/III*	1d20	4	2	+2	+2	+2
5	+3	1d16/III*	1d20+1d14	5	3	+2	+2	+3
6	+3	1d20/III*	1d20+1d16	6	3	+2	+2	+4
7	+4	1d24/III*	1d20+1d20	7	4	+3	+3	+4
8	+4	1d30/III*	1d20+1d20	8	4	+3	+3	+5
9	+5	1d30+2/III*	1d20+1d20	10	5	+3	+3	+5
10	+5	1d30+4/III*	1d20+1d20 +1d14	12	5	+4	+4	+6

* or Crit Table U: Un-Dead.



THE LUCHADOR

BY REID "REIDZILLA" SAN FILIPPO



A mystical, bravado-fueled, unarmed warrior from the southern reaches of post-apocalyptic Umerica.

Blessed by the Bueno-god El Santo, patron of all monster slaying wrestlers, Luchadores channel the hope of their peoples and their indomitable will through outlandish mystical masks to empower their ancient unarmed fighting techniques.

Hit points: A Luchador gains 2d5 hit points at each level. These are always used as a set so when rolling a hit die, they would roll 2d5.

Weapon Training: Luchadores, by their very nature, are dedicated to fighting with their bare hands. As such they will only arm themselves when absolutely necessary. They are proficient with knives, clubs, maces, axes, crossbows, and pistols. Also, they suffer no penalties for using found heavy objects as improvised clubs. Luchadores disdain armor of all types other than belts and bracers, preferably of a highly ornamental nature. These rarely confer an AC bonus greater than +2 and have a Fumble die of d5.

Alignment: Luchadores follow an ancient code of behavior that is very black and white. Lawful Luchadores are known by their brethren as Tecnicos and chaotic Luchadores are called Rudos. There are no neutral Luchadores.

Masks of Power: Every Luchador wears a mask that symbolizes their connection to El Santos and their home community. It is the source of their strength and should it be removed they will not be able to use any of their special class abilities. In fact, the mask bond is so strong that if it is forcefully removed it will stun the Luchador for 1d5 rounds. All bonuses and abilities return after the mask is donned again. Should their mask be destroyed, it will take 2d3 days of concentrated effort and 10d6 gp of materials to construct a new one and properly dedicate it to El Santos. Many experienced and wealthy Luchadores have a spare mask, already finished and dedicated, stashed in

their packs for emergencies. Legends speak of greater masks that are artifacts of considerable magical power that many Luchadores long to find.

Unarmed Combat: The body of a Luchador is a living weapon. Unlike other warriors, their base unarmed attacks do full normal damage based on their level. Agile Luchadores may strike with both hands, per the Two-Weapon Fighting rules (DCC RPG rulebook, pg. 95). They also reduce the grappling attack roll bonus large monsters receive (DCC RPG rulebook, pg. 96) by their level, to a minimum of 0. The chance of an ally striking the Luchador when attacking a grappled foe is reduced by 5% per level the Luchador has attained. All critical hits scored while fighting unarmed roll on the Unarmed (Lucha) Crit Table.

The Power of Lucha: Luchadores all have a Lucha die they can use enhance certain rolls, but which rolls depends on whether they walk the path of the Tecnicos or the Rudos.

- * **Tecnicos Luchadores** add their Lucha die to all unarmed attack and damage rolls, and may attempt any of the Mighty Deeds of Wrestling listed below. In addition, the Tecnicos' AC is increased by 1/2 of the rolled value, rounded up, until their next action. Finally, the Tecnicos may add their Lucha die to attempts to sway lawful people to assist them or see their point of view (usually via Presence rolls).
- * **Rudos luchadores** add their Lucha die to all unarmed attack and damage rolls, and may attempt any of the Mighty Deeds of Wrestling listed below. In addition, the Rudos' Unarmed Critical Threat range is increased by 1/2 of the rolled value, rounded down, until their next action. Finally, the Rudos may add their Lucha die to attempts to sway or bully chaotic people to do their bidding or join them in their nefarious goals (usually via Presence rolls).

Table LU-1: Luchador

Lvl	Attack	Crit Die/ Table	Action Die	Unarmed Dmg Die	Ref	Fort	Will	Lucha Die
1	+0	1d10/III	1d20	1d6	+1	+1	+1	1d3
2	+1	1d12/III	1d20	1d6	+1	+1	+1	1d4
3	+2	1d14/III	1d20	1d7	+2	+1	+1	1d5
4	+2	1d16/III	1d20	1d8	+2	+2	+2	1d6
5	+3	1d20/III	1d20+ 1d14	1d8	+3	+2	+2	1d7
6	+4	1d24/IV	1d20+ 1d16	1d10	+4	+2	+2	1d8+1
7	+5	1d30/IV	1d20+ 1d20	1d10	+4	+3	+3	1d8+2
8	+5	1d30/IV	1d20+ 1d20	1d12	+5	+3	+3	1d8+3
9	+6	2d16/IV	1d20+ 1d20	1d12	+5	+3	+3	1d8+4
10	+7	2d20/IV	1d20+ 1d20+ 1d14	1d14	+6	+4	+4	1d8+5

Mighty Deeds of Wrestling

Acrobatic Strike

Roll Result

- 3 The Luchador can move an extra 10 feet this round by rebounding off of surrounding terrain.
- 4 The extra movement is increased by 15 feet and can incorporate up to 8 feet of vertical movement.
- 5 The extra movement is increased by 20 feet and can incorporate up to 12 feet of vertical movement.
- 6 As above, but all strikes next round do +1d4 damage due to added momentum.
- 7+ As above, but the momentum damage bonus is increased to +1d6.

Blinding Attacks: (DCC RPG rulebook, pg. 89) (Rudos only)

Choke-out

Roll	Result
-------------	---------------

- | | |
|----|--|
| 3 | The Luchador can grapple the neck of a creature no larger than himself. The creature rolls future grapple checks to break free with a reduced die (based on the dice chain). |
| 4 | As above, but the hold now inflicts 1d2-1 Sta damage per round against foes of equal size. |
| 5 | As above, but the Luchador can inflict 1d2 Sta per round against equal size foes and 1d2-1 Sta per round against foes up to 150% his size. |
| 6 | As above, but the Luchador can hold up to two foes equal to his size at the same time. |
| 7+ | As above, but foes are held for 1d3 Sta damage per round regardless of size. |

Demoralizing Taunt

Roll	Result
-------------	---------------

- | | |
|----|--|
| 3 | Foe is wary and suffers a -1 to its next action |
| 4 | Foe is intimidated and suffers -1 to all actions next round |
| 5 | Foe is intimidated and suffers -1 to all actions for the next 1d3 rounds |
| 6 | As above, but action penalty is -2. |
| 7+ | As above, but all other foes within 20 feet must make a Will save (DC 10 + PC level) or suffer -1 to all actions next round. |

Pushbacks: (DCC RPG rulebook, pg. 90)

Trips and Throws: (DCC RPG rulebook, pg. 90)

Unarmed (Lucha) Crit Table

Roll Result

- | | |
|----|--|
| 0 | A very risky maneuver that inflicts +1d10 damage to the foe and 1d3 damage to yourself. |
| 1 | Clever jab! Inflicts +1d8 damage. |
| 2 | Attack knocks foe off his feet. Foe is prone until its next move action. |
| 3 | Foe knocked prone. Immediately make an additional attack against this foe. |
| 4 | Head slam! Inflicts +2d4 damage plus 1d3 temporary Int damage. Foe stunned for 1d3 rounds. |
| 5 | Forceful disarm. Foe's weapon is knocked away 2d6 feet and must make a Fort save (DC 10 + PC level) or hand is useless for 2d14 minutes. |
| 6 | Torso slam! Inflicts +2d6 damage and foe must make a Fort save (DC 12 + PC level) or drop action dice by one type for 1d5 rounds. |
| 7 | Piled-river! Inflicts +2d7 damage and foe is pushed back 2d3 feet. |
| 8 | Foe is knocked senseless. They are stunned for 1d4 rounds and then dazed for 1d8 more rounds. |
| 9 | Knee slam! Inflicts +2d6 damage and foe's movement is reduced by half. |
| 10 | Eye gouge! Foe must make a Fort save (DC 14 + PC level) or be blinded by pain for 1d4 rounds. |
| 11 | Head slam! Blow causes massive cranial bleeding. Unless foe receives magical healing, they die in 1d3 hours. |

- 12 Choke-slam! Inflicts +1d10 damage and foe must make a Fort save (DC 14 + PC level) or stagger about gasping for air for 1d4 rounds.
- 13 You go loco! You are overcome by battle rage and must immediately make an additional attack against this foe.
- 14 Back cracker! Inflicts 1d4 Agi damage and foe's movement is reduced by half.
- 15 Shoulder slam! Inflict +1d12 damage and a randomly determined arm hangs loosely in its socket and is useless until healed.
- 16 Leg breaker! Inflicts +2d8 damage and foe's move is reduced to 5 and AC is lowered by 4.
- 17 Below the belt! Inflicts +3d5 damage and foe cowers prone for 1d5 rounds.
- 18 Face smash! Inflict +1d10 damage with this blow plus the foe suffers 1d4 points of Per loss and is dazed for 1d6 rounds.
- 19 Devastating hit! Inflicts +2d12 damage.
- 20 Back breaker! Inflict +3d7 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer permanent paralysis.
- 21 Organ rupture! Foe loses 50% of his remaining hit points and vomits copious amounts of blood.
- 22+ Ultimo slam! Inflict +5d7 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die in 1d3 rounds.

MARTIAL GRANDMASTER

Init +8

Move 40

Melee Atk

- to damage +5 (1d14)
- to knock prone +6 (target is in a heap)
- to impair +3 (special; see below)
- to stun +3 (1d6 + special; see below)
- to guard +3 (1d6 + special; see below)
- by weapon +5 (by type +4)

Ranged Atk

- by weapon +5 (by type +1)

AC 11+

HD 5d10+7

Act 1d24 + 1d20 + 1d16 + 1d14

SP badass, special AC

Fort +4 — Ref +5 — Will +6

AL N

Crit M/1d16



Whether using Kung-Fu, Baritsu, Venusian Aikido, Llap-Goch, Omni-te, or another esoteric fighting style appropriate to your campaign, a Martial Grandmaster is a highly dangerous opponent. Moving with lightning speed, and deadly accuracy, the Grandmaster can take on multiple opponents at once and emerge victorious. Masters of all weapons, they pick up proficiency in even the most foreign weapon within 1d6 rounds of hands-on use. The Martial Grandmaster's melee attacks are listed by the effect he wishes to create, and can be delivered by punch, chop, kick, roundhouse, elbow-drop, eye-poke, etc. The special results are as follows:

IMPAIR: The target of this attack loses 1d3 off of their base attack bonus for 2d4 rounds, returning at 1 point per round after the rolled time has elapsed. If used against a foe with an attack bonus Die (e.g., Deed Die), the die size drops one step down the Dice Chain on each successful hit. This attack can be used multiple times against a target, at most reducing them to a zero bonus.

STUN: The target loses their largest Action Die on their next turn. If this attack exceeds the target's AC by more than 5, they lose their next 1d3 Action Dice.

GUARD: If this attack is successful, the Grandmaster gains a maximum 2-point bonus to their AC regarding the target struck until the top of MG's next round.

AC SPECIAL: The amount by which the Grandmaster's d24 attack roll exceeds that target's AC is added to the Grandmaster's base AC until the top of his next round — the better he fights, the better he is defended. Also, a Grandmaster can burn any Action Die to gain +1d4 to AC for a round. In surprise situations, the Grandmaster adds 2d4 to his AC base as an instant effect.

BADASS: The Martial Grandmaster starts each and every fight with 1d8 Luck points that he can spend freely to add to attack rolls, damage rolls, effect rolls and effect durations. A "killed" Grandmaster gets a Roll the Body check on a d10 vs. his unspent Luck to return at a later date for revenge (unless he was disintegrated, disemboweled, etc.).

— bygrinstow

The Sword Monger A DCC Optional Class

"Once the head leaves the neck.."

By David Baity



The Gods are a fickle lot, constantly challenging and arguing amongst themselves in the far realms that host them. Most view humanity as a simple tool for the energies of belief, which in turn fuel their God-fires; the power to create and destroy those on the Prime.

During a court gathering of minor and major powers centuries ago, the topic of human greed became the topic of much debate. With no concise answer to prove one side over the other, a suggestion for a game was made. The Gods are known for their love of games involving those trying to survive the day to day struggle of life on the Prime, and so rules were formed to truly test mankind and the question of their inherent greed through contest.

Each Patron would be allowed to choose 777 humans to represent them. The chosen would be given gifts to elevate them high above their kin, in addition to the knowledge that slaying others of their kind would give them even greater power while moving them one step closer to the ultimate prize.

Would the chosen slay one another in the quest for power? Or look for peace and use their abilities to better serve their fellow man."

You are a warrior chosen by a higher power. You started your life learning early of fortunes to be had by selling your blade for the right price, or perhaps you fought for a cause, lending your skill to fight for the commoner.

However your started would come to an abrupt end upon being visited by the divine. The Patron swallowed you, allowing you to swim in the secrets of the cosmos, forever changing you at the core and leaving you with a slight spark of the God Seed. In the blink of an eye you were spat back out, retaining knowledge of a secret game. A game you have been recruited to be a participant in willing, or not. Kill or be killed, as only one will remain in the end and the champion of Gods will be rewarded with power beyond comprehension when only one remains.

Hit Points: Sword Mengers gain 1d10 hit points at each level.

Weapon Training: A sword monger must abide by the tenet of the blade. Gods want their pawns to settle the contest by combat, and swordplay was decided to be the chosen tool for severing the silver cord. Sword mongers are only allowed to use swords (Any type) as their weapon of choice. Use of any other weapon results in -1d on the chain and is viewed cowardly by others of their creed.

Alignment: Sword mongers should first choose the Patron that recruited them to play the game. They were chosen because their belief structure fell in line with their cosmic benefactor and alignment should be reflected as such.

Attack Modifier: Unlike other classes sword mongers do not receive a fixed attack modifier. At first level the sword monger receives a random die roll to add to each attack and damage roll, called a deed die. This ability is only given if the sword monger uses a sword. This is similar to the warriors deed die, but different in that it starts at a higher die type while suffering the tenet of the blade that all sword mongers are engrained to follow. The d4 is used at 1st level.

Blade Deed: Prior to any attack roll, the sword monger made call for a blade deed. The deed represents the sword monger's constant training with their sword of choice. The constant training and use of the sword is almost religion to each chosen, and each is quite capable of extraordinary feats. Successful blade deeds do not add additional damage on top of the bonus listed under the attack modifier, but it may result in additional effects. For example, cutting above an opponent's eye could cause the resulting blood to blind the target, or cutting through an armor strap might factor towards a lowered armor class. Keep in mind, the sword must be integral to the execution of the deed.

Critical Hits: As with warriors, sword mongers excel in the art of combat and have the innate ability to cause more damage from years of training and experience. Sword mongers are more likely to score critical hits, and at 1st-3rd level, a sword monger scores a critical hit on a natural roll of 19-20. The threat range increases to a natural roll of 17-20 at 9th level.

Initiative: The sword monger adds his class level to his initiative roll.

Blade Luck: The sword monger gains their Luck modifier to all attacks when using a sword of any type. This bonus is fixed and will never increase, or decrease throughout their lives.

Action Dice: A sword monger uses his action dice for attack rolls. At 5th level the sword monger gains a second attack with their second action die.

Immortality: As long as the sword monger has not suffered a decapitation result, they will not die. A sword monger may drown, be thrown from a cliff, or burned alive, but he will not suffer true death unless their silver cord has been severed (The term for the soul's tether to Patron who has chosen the sword monger. Decapitation severs this link.) This is represented by the sword monger automatically passing any recover the body checks. In addition to the random ability point loss a sword monger's personality will also be reduced by one to represent horrific battle scars. Once a negative modifier is achieved to Personality they negative can actually be used as a bonus when threats and intimidation are used.

Sense Sibling: Soul mongers have the innate ability to sense their own. The range is 100 miles x level (A 3rd level sword monger can sense others of their kind for 300 miles) The Gods want the contest to end within a reasonable time, hence the long range ability to sense. Sword mongers may track others by spending one round concentrating.

Cutting the cord: Combat between sword mongers is nothing short of epic, as blades dance in a cosmic struggle to move one step closer to the prize. Only one will walk away, and it is assumed a decapitation is scored when the loser reaches zero hit points.

The benefits of slaying a brother/sister are instantaneous. The sword monger absorbs a trace of his slain opponent's vitality before they pass on to the great beyond.

In game terms, the sword monger takes 20% of the loser's total hit points rounding down and adds them to their own. In addition to the immediate hit point increase, the sword monger's stats will all increase by 25%. Every four victories against one of their kind will result in all physical stats increasing by +1 to represent siphoned power from the fallen.

Judges are encouraged to place a fellow sword monger into game play irregularly to keep the class balanced. The Gods gave sword mongers the ability to cut the cord to tempt and give a taste of ultimate power each is destined to fight for thereby settling the debate over human greed.



Table 1: Sword Monger

Lvl	Attack (Deed Die)	Crit Die/ Table	Threat Range	Action Dice	Ref	Fort	Will
1	+d4	d12/III	19-20	1d20	+1	+1	+0
2	+d5	d14/IV	19-20	1d20	+1	+1	+0
3	+d6	d16/IV	19-20	1d20	+1	+2	+1
4	+d7	d20/V	19-20	1d20	+2	+2	+1
5	+d8	d24/V	18-20	1d20+ 1d14	+2	+3	+1
6	+d9	d30/V	18-20	1d20+ 1d16	+2	+4	+2
7	+d10	2d20/V	18-20	1d20+ 1d16	+3	+4	+2
8	+d10+1	2d20/V	17-20	1d20+ 1d16	+3	+5	+2
9	+d10+2	2d20/V	17-20	1d20+ 1d16	+3	+5	+3
10	+d10+3	2d20/V	17-20	1d20+1d16 +1d14	+4	+6	+3



Table 2: Sword Monger Titles

Level	Lawful	Neutral	Chaos
1	Condignist	Harmonizer	Insatiate
2	Concordian	Selfsame	Esurient
3	Altruist	Balance Blade	Greedkin
4	Martyr	Cord Proctor	Cord Biter
5	Blade Saint	Meridan	Godwhore

Blood Splash

By Reece Carter

Level: 1
Range: 10' or more
Duration: Instantaneous
Casting Time: 1 action
Save: None

General: By cutting and speaking the sacred words, the wizard feels the power of the ancients flow through his veins, straining against the small tubes inside of him for release. The caster cuts themselves (1d3 damage) and flicks the blood from the wound or blade onto his enemies.



Manifestation: Roll 1D6: (1) the blood splashes out from the wound in small droplets; (2) blood runs down the wizard's body and across the ground; (3) the blood gushes out of all the wounds on the wizard's body like an old 80s slasher flick when someone loses a limb; (4) the wizard vomits a mixture of coagulated and uncoagulated blood; (5) the blood flows out of the wizard and forms into a fist flying through the air; (6) the wizard has a small amount of blood trickle onto the ground which bounces towards his foes.

Corruption: Roll 1D8: (1) the caster's blood turns to acid; DC 17 Fort save or take 3D8 damage (the caster's blood now acts as acid per the core rules); (2) the wound never closes (-2 to any roll that uses that part of the body); (3) the wound never heals and the caster is constantly bleeding; anything that can smell/taste blood knows where the caster is within 100'. The caster cannot use this wound to cast this spell; (4) severed a major artery; reroll for spell effect; the caster also begins to lose a lot of blood; DC17 Fort save or start to bleed out (1D10 rounds until death); healing magic will not stop this, must be stopped using normal first aid and medicine; (5) the caster's skin becomes albino white as blood leaves through every pore in the skin; (6-7) minor corruption; (7) minor corruption; (8) major corruption.

Misfire: Roll 1D4: (1) the wizard's blood splashes onto him instead of the intended target (take 1D6 damage); (2) the blood splash spell take 1D4 rounds longer to have an effect; the blood will spring forth from a new wound in a randomly determined direction (take 2d3 damage from the new wound on the round the spell goes off); (3) the blood leaps out of your body in a randomly determined direction; anyone within range of the spell suffers 1D4 damage; (4) the caster begins to bleed from the eyes and ears (-2 to all vision and hearing based rolls for 1d3 hours).



- 1 Lost, failure, and worse! Roll 1D6 modified by luck: (0 or less) corruption and misfire; (1-3) corruption; (4+) misfire.
- 2-11 Lost. Failure.
- 12-13 A small amount of blood lands upon a foe up to 10' away, dealing 1D4+1 damage.
- 14-17 The caster's blood lands upon a target up to 10' away, dealing 2D6 damage.
- 18-19 The caster's blood lands upon the intended target up to 10' away and splashes 5' to either side, dealing 3D6 damage to the target (half damage for anyone in the splash radius).
- 20-23 The caster's blood fans out in a 30'x10' cone, dealing 3D6 to everything in the cone.
- 24-27 The caster's blood hits a target up to 10' away and then bounces off it to a different target of the caster's choosing within 20', dealing 2D8 damage to each creature.
- 28-29 The caster's blood splashes up to 50' away and hits one target, dealing 4D6 damage.
- 30-31 The caster's blood coagulates in mid-air and bursts when it hits the ground; choose a spot within 30', anything within 10' of that spot is dealt 4D6 damage.
- 32+ The caster's blood fans out in a large 50'x10' cone, dealing 4D8 damage to everything within it.

Healing Spellburn

By Gabriel Pérez Gallardi

By making a spell check, a cleric may attempt to heal ability points spellburned by any magic-wielding living creature. The cleric must physically touch the subject and concentrate for 1 action.

The spell check is made as follows: roll 1d20 + Personality modifier + caster level.

The damage healed varies according to the result. Before rolling his spell check the cleric must declare the order in which the damaged abilities are healed. If an ability is fully healed and there still are points to spend, those points go to the next ability in the previously declared order. Repeat the process until there are no points left to assign. No ability can be healed beyond the original value.

The cleric and subject alignment and god further influence the results:

- * If cleric and subject are the same alignment or have the same god, they count as "same" on the table below.
- * If cleric and subject differ in alignment by one step (e.g., one is neutral and the other is lawful or chaotic), or have different but not antithetical gods, they count as "adjacent" on the table below. Such a healing action *may* constitute sin if not done in service of the faith.
- * If cleric and subject are of opposite alignment (e.g., one is lawful and one is chaotic), or have rival gods, they count as "opposed" on the table below. Such a healing *almost* always counts as a sin unless it is an extraordinary event in the service of the deity.

Then have the cleric make a spell check and reference the table below.

	Same Alignment	Adjacent Alignment	Opposite Alignment
1	Failure! Cleric increases his disapproval by 1. Subject suffers a Minor Corruption. Both roll next spell check at -2.	Failure! Cleric increases his disapproval by 2. Subject suffers a Major Corruption. Both roll next spell check at -3.	Failure!. Cleric increases his disapproval by 4. Subject suffers a Greater Corruption. Both roll next spell check at -4.
2 - 11	Failure! Both roll next spell check at -1.	Failure! Cleric increases his disapproval by 1. Subject suffers a Minor Corruption. Both roll next spell check at -2.	Failure! Cleric increases his disapproval by 2. Subject suffers a Major Corruption. Both roll next spell check at -3.
12 - 13	Cleric heals the subject 1d5+CL points of ability damage.	Cleric heals the subject 1d2 point of ability damage. Both roll next spell check at -1.	Failure! Cleric increases his disapproval by 1. Subject suffers a Minor Corruption. Both roll next spell check at -2.
14 - 17	Cleric heals the subject 1d6+CL points of ability damage.	Cleric heals the subject 1d3 points of ability damage.	Cleric heals the subject 1 point of ability damage. Both roll next spell check at -1.
18 - 19	Cleric heals the subject 1d7+CL points of ability damage.	Cleric heals the subject 1d4-1 points of ability damage.	Cleric heals the subject 1d2-1 points of ability damage.

	Same Alignment	Adjacent Alignment	Opposite Alignment
20 - 23	Cleric heals the subject 1d2-1 points of ability damage.	Cleric heals the subject 1d4 points of ability damage.	Cleric heals the subject 1d2 points of ability damage.
24 - 27	Cleric heals the subject 1d10+CL points of ability damage.	Cleric heals the subject 1d5 points of ability damage.	Cleric heals the subject 1d3-1 points of ability damage.
28 - 29	Cleric heals the subject 1d12+CL points of ability damage.	Cleric heals the subject 1d6 points of ability damage.	Cleric heals the subject 1d3 points of ability damage.
30 - 31	Cleric heals the subject 1d14+CL points of ability damage.	Cleric heals the subject 1d7 points of ability damage.	Cleric heals the subject 1d4-1 points of ability damage.
32+	Cleric heals the subject 1d16+CL points of ability damage.	Cleric heals the subject 1d8 points of ability damage.	Cleric heals the subject 1d4 points of ability damage.



It is strongly recommended that the GM and players use this game mechanic carefully.

Every time the *Healing Spellburn* succeeds, a peculiar affinity bond is created between the healer and the one healed. How this manifests itself is up to the GM and players. It is suggested to use a geas of some kind, which forces the healer, the one healed, or both, to undertake a mission for the cleric's god(s). The quest should include situations and encounters worth a number of experience points equal to at least the number of ability points healed. More experience points should be at stake if the one healed varies in alignment from the healer.

Remember that until the quest is completed, the cleric cannot cast *Healing Spellburn* again and the subject cannot receive this kind of healing from any other source.

Roll a d11 on the table below to determine the quest.

d11 Result

1 Sacrifice a number of worshippers of the rival god equal to the number of points healed.

2 Damage the cult of the rival god for 1000 sp times the number of points healed.

3 Convert as many new followers to the cleric's god as the number of points healed.

4 Each make a donation to the cleric's god of 100 sp times the number of points healed.

5 Desecrate a number of tombs of major former worshippers of the rival god equal to the number of points healed.

6 Publicly embarrass a major figure of the rival god on their next holy day.

7 A prominent follower of your god has fallen into the hands of the rival cult. The number of points healed equals the time limit in hours to rescue him.

- 8 Defile the nearest altar of the rival god. The number of points healed equals the time limit in days to complete the quest.
- 9 Find and destroy a relic of the rival god. The number of points healed equals the time limit in weeks to complete the quest.

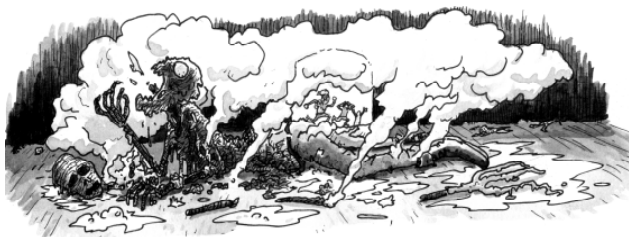
- 10 Kill the head of the cult of the rival god in the nearest city. The number of points healed equals the time limit in months to complete the quest.
- 11 Kill the rival god! The number of points healed equals the time limit in years to complete the quest.

Needless to say, the consequences of failing to complete the quest should be dire. By failing, the cleric's god(s) wrath is unleashed.

Roll a d11 on the table below to determine the punishment.

d11 Result

- | | |
|----|--|
| 1 | Lose the number of points healed. |
| 2 | Minor Corruption. |
| 3 | Major Corruption. |
| 4 | Permanently lose 1 point of strength. |
| 5 | Permanently lose 1 point of agility. |
| 6 | Permanently lose 1 point of stamina. |
| 7 | Permanently lose 1 point of personality. |
| 8 | Permanently lose 1 point of intelligence. |
| 9 | Permanently lose 1 point of luck. |
| 10 | Cursed! |
| 11 | Roll twice on this table. Do not ignore repeats. |





Sacrifice

By Doyle Wayne Ramos-Tavener

Level:	1
Range:	Self or Other
Duration:	Varies
Casting Time:	1 hour
Save:	None

General

This is a special ritual which the cleric performs in a temple or other holy place of their deity.

The ritual requires a sacrifice on the part of the individual receiving the benefit, which may be the caster or another person that the caster performs the ritual for, called the benefactor. Each deity has its own preferred sacrifices and areas of influence. The effect of the sacrifice depends on the Idol chosen from the list below, and what Idol the caster can choose depends on what deity the caster worships (Judge's discretion). The effect is capped by the value of the sacrifice. 1-500 gp = +1, 501-2,000 gp = +2, 2,001-5,000 gp = +3, 5,001-10,000 gp = +4, 10,001 gp and greater = +5.

Alternately, the benefactor of the sacrifice may receive a permanent Luck bonus equal to the result. If this latter function is used, the spell may not benefit from Spellburn. Only one blessing may be sacrificed for at a time, and no others may be gained until the blessing is used.



Idols:

The King	Any damage bonus to a single weapon. Spell check for any spell that commands others or does damage.
The Wave-Rider	Spell check involving spells to command sea life, horses and weather at sea, skill checks involving travel by sea.
The Soldier	Attack bonus for any weapon, damage bonus for any weapon.
The Smith	Any craft skill check, any spell check that involves repairing or creating permanent items.
The Sun	Any <i>Lay on Hands</i> check, archery attack or damage bonus.
The Trickster	Any spell check, any single thief skill check, any Will save.
The Huntress	Any Agility check, any hunting skill check, any Reflex save.
The Wife	Any Stamina check, any Fortitude save.
The Mother	Any Spell check involving plants.
The Lover	Any Personality check.
Thought	Any skill check (not including thief skills), any skill check involving strategy or tactics.
The Drunk	Any Spell check involving music or charming, any skill check involving performing.

Manifestation At the conclusion of the ritual, the person for whom the sacrifice is performed receives a blessing, which is dormant until invoked by the sacrifice benefactor. This invocation may be performed at any time, and does not require an action to accomplish. No magical effects are generated at this time. The effect may not be dispelled, and does not involve any unnatural sides effects such as a magical glow or strange sounds, for the magic has already taken place at the time of the sacrifice.

1-11	Failure.
12-13	+1 to a single roll associated with the chosen Idol for 1d3+CL rounds.
14-17	+2 (or cap) to a single roll associated with the chosen Idol for 1d4+CL rounds.
18-19	+3 (or cap) to a single roll associated with the chosen Idol for 1d5+CL rounds.
20-23	+4 (or cap) to a single roll associated with the chosen Idol for 1d6+CL rounds.
24-27	+5 (or cap) to a single roll associated with the chosen Idol for 1d7+CL rounds.
28-29	+5 (or cap) to two of the rolls associated with the chosen Idol for 1d8+CL rounds.
30-31	+5 (or cap) to three of the rolls associated with the chosen Idol for 1d10+CL rounds.
32+	+5 (or cap) to four of the rolls associated with the chosen Idol for 1d12+CL rounds.



Temporary Creation

By Terry Olson



Level: 1 (Cleric spell)
Range: Self to 5'
Duration: 1 turn or more (see below)
Casting time: 1 turn
Save: N/A

General: The cleric calls upon the power of his deity to draw magical energy from the void and create non-magical (mundane) non-living items for brief moments in time, after which the items vanish into nothingness. There must be a reasonable amount of space for the item to exist (one cannot create a large structure in a dense forest, or a 10' pole in a 5' by 5' by 5' cell, etc.); if there is not enough space, the item cannot be created. Although the items are mundane, the cleric must treat them as holy gifts from his god and physical manifestations of his god's power. The gods intend for items to be used to directly further their causes (e.g., creating a weapon to smite an unholy creature); it is sinful to use a created item in any other way (judge's discretion, of course). Selling temporarily-created items is also sin, as is creating currency to buy items, bribe officials, etc. Sinful use of created items may incur luck penalties, deity disfavor, or worse.

Items created are classified as small, moderate, or large. Examples follow:

Small Items: dagger, dart, garrote, sling, candle, arrow, sling stone, flask, iron spike, etc.

Medium Items: all one-handed weapons not listed as small item, shield, short bow, torch, lantern, 50' rope, grappling hook, crowbar, thieves' tools, small sack, quiver, armor with d8 fumble die, etc.

Large Items: all 2-h weapons not listed as moderate items, 10-foot pole, 10' chain, large sack, armor with d12 or d16 fumble die, backpack, etc.

In the casting effects below, one medium item "counts as" four small items, and one large item "counts as" two medium items.

Manifestation: Roll 1d4: (1) bluish mist forms in the air and condenses into the shape of the item; (2) a miniature black sphere appears and implodes, producing the item; (3) the earth is torn asunder as the item rises from cracks in the ground, then the cracks close; (4) a cloud of fire appears that gives off no heat, and the item falls slowly from the cloud.

1-11 Failure.

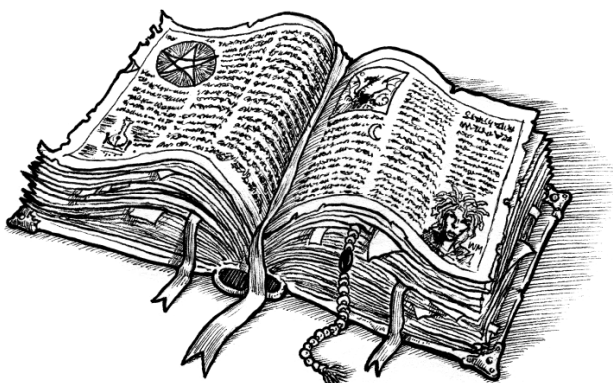
12-13 The caster invokes the powers of creation to create a small-sized mundane item. This item will cease to exist after one turn.

- 14-17 The caster invokes the powers of creation to create up to 2 small-sized mundane items. These items will cease to exist after one turn.
- 18-19 The caster invokes the powers of creation to create up to either 1 medium-sized item or 4 small-sized mundane items. These items will cease to exist after one turn.
- 20-23 The caster invokes the powers of creation to create up to either 1 large-sized, 2 medium-sized, or 8 small-sized mundane items. Alternatively, he may create 1 medium-sized and 4 small-sized mundane items. These items will cease to exist after one turn.
- 24-27 The caster invokes the powers of creation to create an item large enough for up to two people (cart, canoe, tent, etc.) or he may create up to twice the number of items listed for result 20-23. These items will cease to exist after one hour.
- 28-29 The caster invokes the powers of creation to create an item large enough for up to four people (wagon, large rowboat, large tent, unfurnished house /structure /shelter, etc.) or he may create up to four times the number of items listed for result 20-23. These items will cease to exist after four hours.
- 30-31 The caster invokes the powers of creation to create an item large enough for up to eight people (large wagon, boat, unfurnished house/structure/ shelter, etc.) or he may create up to eight times the number of items listed for result 20-23. These items will cease to exist after eight hours.

The caster invokes the powers of creation to create an item large enough for up to sixteen people (large wagon, boat, unfurnished house/ structure/ shelter, etc.) or he may create up to sixteen times the number of items listed for result 20-23. These items will cease to exist after 1 day.



Vacuity
By Chris Fassano



Level:	3
Range:	120' + 10' per CL
Duration:	Instantaneous
Casting Time:	1 round
Save:	Fort or Will (see below)

General

Expels oxygen from lungs or area of effect; drains life force and thoughts from creatures; and can create a black hole, potentially transporting objects randomly across the universe or crushing everything in reach to an infinitely small point in space. On a successful casting, the caster may choose to invoke any effect of equal to or lesser than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result. Use the original spell check result as the save DC when selecting lower spell results. At least 1 point of spellburn is required to cast this spell.

Manifestation Roll 1d3: (1) Bubbles shoot out of your mouth that rapidly fly towards the target; (2) The caster's eyes momentarily become an empty void that allow hundreds of spectral bees to fly forth and manifest the spell effect; (3) From a distance the caster pretends to crush the target's head with his thumb and index finger.

Corruption Roll 1d8: (1) The caster ages 1d8 years for every point of spellburn used to cast the spell; (2) The caster has altered how his body reacts to gravity. -5' MV; (3) A small portion of your internal organs was teleported across the cosmos. -1 to Fort saves; (4-5) Minor corruption; (6-7) Major corruption; (8) Greater corruption.

Misfire Roll 1d3: (1) The caster inadvertently damages his ear drums. -2 to spell check and defend, both, for 24 hours or until deafness is healed; (2) Caster targets himself. Roll 4d6 to determine spell result; (3) The caster becomes a super magnet for a limited number of objects. 1d4 of the nearest metal objects not already on the caster's person come flying at him. +6 missile fire attack (damage determined by object); (4) Caster catches a glimpse of a realm of existence not meant for mortal eyes. For 1 week caster receives +1d to spell checks but each casting may cause the caster to gain a mental illness (illness determined randomly by judge, Will DC 15).



- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.
- 16-17 The caster creates a force within the target's lungs that immediately removes all air (or liquid, depending on the target). The target is caught off guard by this and spends the next 1d3+1 rounds grasping for air, unable to take other actions besides movement. Effect lasts 1d5+1 rounds if target failed a Fort saving throw and only half movement. Creatures that do not breath are not impacted by this effect. Air (or liquid) in inanimate objects may be impacted by this spell also (Judge's discretion).
- 18-21 The caster creates a force within the target's lungs that immediately removes all air (or liquid). The target is caught off guard by this and spends the next 1d5+1 rounds grasping for air, unable to take other actions. 1d8+1 rounds if target failed the initial Fort saving throw and only half movement. Targets that are impacted by this effect for 5 rounds or more will need to roll under their stamina score at the end of the round. Every failed stamina check causes permanent brain damage (1d3 int) from the lack of oxygen. Creatures that do not breathe are not impacted by this effect. Air (or liquid) in inanimate objects may be impacted by this spell also (Judge's discretion).

22-23

As any above result but targets all creatures/objects in a 20' radius at any point within range.



24-26

The caster attempts to crush the very core of the target's life force. A single target within range has an ability score damaged (caster's choice, except for Luck) for 1d6 points, additional 1d6 per point of spellburn used to cast the spell. The spellburn required to cast this spell counts for the first 1d6. Creatures of 3 HD or less receive no save; others receive a Will save (or Fort for physical stats).

27-31

As result "24-26", but the caster also gains half of the ability score damage (rounded down) for a number of turns equal to the number of points of spell burn used to cast the spell. Creatures of 4 HD or less receive no save; others receive a Will save (or Fort for physical stats).

32-33

Emanating from a person or point in space within range, the caster creates a gravitational vortex that causes all objects and living creatures within a 40' radius to be pulled towards its center with great force. Objects and creatures that "fall" toward the selected point take 1d6 "falling" damage for every 10' that they "fall" to this

location, +1d6 damage for each other creature or object with relatively significant mass that is pulled into the vortex. Creatures of 3 HD or less receive no save; others must roll under their strength score to remain in their current location. For every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility.

34-35

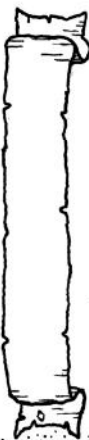
As result "32-33" but the radius increases to to 50'; the gravitational pull increases the falling damage to 2d6 per 10' of falling; creatures of 4 HD or less do not perform a roll-under strength save.

36+

The caster creates a "black hole", pulling in everything within a 50' radius, emanating from a point within the spell's range. There is a 50% chance that everything sucked into the black hole is crushed to an infinitely small point in space or transported via wormhole to an alternate universe. If the caster spell burned 20 points then he gets to choose if everything is crushed or transported via wormhole to an alternate universe, reality, planet, etc. Roll 1d7 to see where the wormhole goes or judge's choice. (1) *Purple Planet*; (2) *Crawljammer Universe*; (3) *Crawling Under a Broken Moon Universe*; (4) *Star Wars Universe*; (5) Just outside the main entrance to *Rappan Athuk*; (6) *Island of Kalmatta*; (7) Any time and/or place of caster's choice.



Dungeon Crawl Classics Character Record Sheet



Occupation Class Level Exp. Points
Equipment and Notes

Alignment Languages

Strength

Agility

Stamina

Luck

Intelligence

Combat!

Weapon in hand



armor worn

Fumble Die Check Pen.

Action Dice Crit table & Die

Hit Points Speed

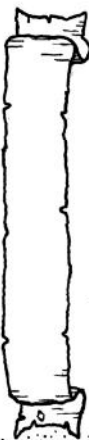
Lucky Roll

Fort

Reflex

Will

Dungeon Crawl Classics Character Record Sheet



Occupation Class Level Exp. Points
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Action Dice Crit table + Die

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Lucky Roll

Fort

Reflex

Will

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The Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, and Produced by
the DCC RPG G+ Community



MONSTERS, TREASURE & PATRONS
VOLUME 2 OF FIVE BOOKLETS

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ANTI-MATTERNAUT

Init +1d6

Melee Atk

- phasing +5 (1d8)

Ranged Atk

- energy blast Ref DC 16 (2d8)

AC 15

HD (3d3)d8+6

Move 30 fly

Act 2d20

SP energy source

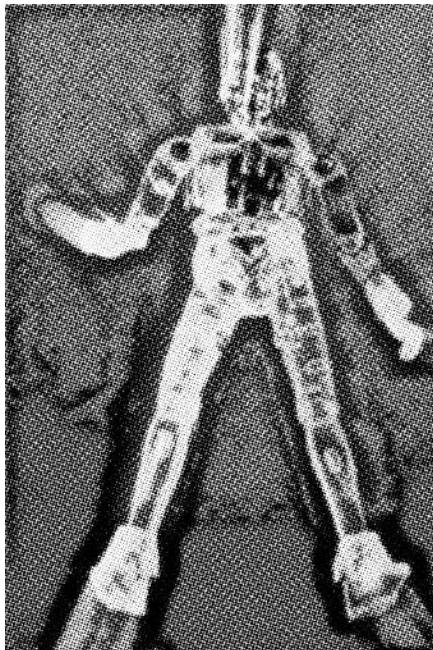
Fort +20

Ref +5

Will +20

AL N

Crit U/1d8+10



Pulled into this world from distant phases of reality when energies here are focused sharply by very sudden, intense magical manipulation (e.g., Spellburn of 12 or more points), Anti-

Maternauts both pose a threat and represent a dangerous opportunity. Their manifestation is never guaranteed, at most occurring with 1-in-30 such events.

Appearing 3" tall when dropping from the sky, the distortion clears and they stand three times the height of a man, translucent, opaque, light-bending, non-corporeal, and light-emitting all at the same time. They do not speak, though they may communicate telepathically with those they find 'interesting' enough.

An Anti-Maternaut will actually appear just before the event that summons him occurs. As such, he can potentially be used as an energy source to fuel the effect that separates him from his native reality. In the case of Spellburn, a Wizard can abort their intended Spellburn without consequence (no Ability damage) and instead move to intersect the Anti-Maternaut (if they can). The Wizard can then freely draw energy at a rate of 1d30 per round. Such energy must be used in the same round it is drawn, and can be combined with normal Spellburn. Meanwhile, the Wizard suffers 1d8 damage from the phasing effect, and may be targeted by the other attacks of the Anti-Maternaut.

Anti-Maternauts are extremely hostile to those causing their dimensional transference, attacking such individuals and their apparent allies fiercely. Just moving through a space with physical objects and creatures/characters in it causes the phasing attack to go off, not consuming Action Dice in the process (which can be used as usual to incur additional damage). The energy blast is a beam 10 feet in diameter, extending up to 1000', affecting all things within it.

Anti-Maternauts return to their home dimension 1d8 x 1d8 rounds after they are summoned.

— bygrinstow

BLIGHT SERPENT

By Matthias Weeks

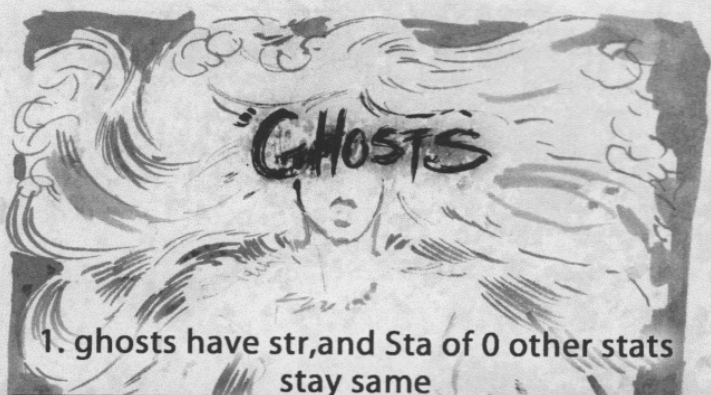
Blight Serpent: Init +3; Atk bite +7 melee (1d6 plus poison, DC 14 Fort save or paralyzed for 1d4 rounds) or blight swarm (all targets within 20' x 20' space, DC 12 Ref save or blinding attack); AC 16; HD 4d8; MV 30'; Act 1d20; SP poison, blight swarm; SV fort +5, Ref +3, Will +2, AL N.

Blight Serpents are attracted to areas ripe with disease and death. While feasting on the corpses of the dead, they ingest large amounts of insect larvae which quickly gestate inside the serpent. These hosts of flies, gnats, and other nuisance insects live around and inside the creature, forming a symbiotic relationship not unlike that of wolves and ravens. Twice per day, the serpent can spit a vast swarm of pests at unsuspecting prey, causing disorientation and blindness. Anyone caught within a blight swarm must make a DC 12 Ref save or suffer the results of a blinding attack (see DCC RPG rulebook), with a deed die equal to the amount the save was failed by (treat anything less than 3 as a 3 and disregard the permanent blindness effect on a 7+).

Blight Serpents are always accompanied by 1d4 insect swarms (see DCC RPG Rulebook). Each blight swarm attack also creates a new insect swarm.



Artwork by Michael Bukowski (yog-blogsoth.blogspot.com)



1. ghosts have str, and Sta of 0 other stats stay same
2. can talk to anyone as normal
3. can move freely between all the tables. though cannot leave large groups
4. Ghost characters can only affect the world by influencing the actions of others. Ghosts action die is a d6. They can roll this die and use it to modify one living player's action roll, positively or negatively.
- 5 Can possess lower HD enemies by winning in an opposed Will save roll off. Roll 1d20 and add entire PER score for each. This can only be tried twice per evening of real time. Higher wins. Loser becomes a ghost.
6. Ghosts can be destroyed by Turn undead spells.
7. Ghosts should retain full HP of living self
8. Ghosts can be attacked by other ghosts, in combat ghosts do 1d6 damage. Fumbles= instant final dead, Criticals= death blow to other ghosts
9. Ghosts cannot pass through walls
10. ghosts are always normally visible

Grub Knight

Grub Knight: Init +1; Atk claw +2 melee (1d6); spit +0 ranged (1d4, acid slime); AC 10; HD 1d10; MV 20"; Act 1d20; SP acid spray, acid slime; SV Fort +0, Ref +0, Will +0; AL C.

Grub Knights are drawn to the site of any large battle taking place in their native regions. If one were to tarry too long after such a battle, they would find the horizon filling with what looks like knights crawling on their knees. As the flock of grub knights close in, offering the viewer a closer inspection, they reveal the even more hideous visage of a giant grub dragging along with it the discarded weapons and twisted limbs of the dead still encased in scraps of armor.

The grubs are covered in an acid slime that will deal 1d4 damage per round to anything organic exposed to it. If threatened, a Grub Knight will violently shake causing an acid spray which covers a 10' radius around its body. Anything in that area must pass a DC 10 Reflex save or is coated with its acid slime.



Sniakon
A DCC RPG Monster
By Terry Olson

Sniakon: Init +2; Atk bite +5 melee (1d8); AC 16; HD 4d8; MV 20' or swim 40'; Act 1d20; SP *light cloud* (100' range, 20'x20'x20' cube of light, grants surprise when attacking from water); SV Fort +2, Ref +4, Will +2; AL N.

The Sniakon is a predatory species hinted at in ancient texts, but rarely discovered. Similar to a reptile, its 15' long serpentine torso is covered in shimmering iridescent scales. It has long fore flippers half-way along its body and short hind flippers at its tail; these provide maneuverability in the water as well as assistance with land-based locomotion. Its head features three large glowing eyes irregularly positioned on its skull; no two sniakons have identically placed eyes. It has small ear flaps, as well as a canine snout with a powerful jaw and extremely sharp teeth. Both head and flippers are covered in a thick black fur. Where the fur transitions to scales from head to body, the sniakon has gills that enable it to breathe underwater. It can spend six consecutive hours breathing air, but must then return to water to give its weak lungs a rest.

Sniakons are able to summon at will a "*light cloud*" to illuminate areas of interest. The cloud is composed of many tiny spheres of dim light that randomly move around within a cubic volume 20' per side. These spheres look very much like the sniakons' own glowing eyes, and it is a common tactic for a sniakon to summon a *light cloud* above the surface of the water in which it dwells. Most creatures mistake its eyes as part of the cloud, granting the sniakon surprise as it emerges from the water to attack. When outside of the water, the beast emits a putrid odor akin to rotting fish.

In combat, sniakons favor attacking lightly armored foes with their vicious bite attack, though they will not shy away from melee with those more heavily armored. On a critical hit, the sniakon usually latches its teeth onto limb, neck, or head, ripping flesh and causing severe debilitation (see table below). Note that all debilitations may be cured by a cleric's lay on hands.



There is a binding ritual, known to only a few sages, that enables one to establish a mental link with a sniakon such that he can see what the sniakon sees. The egg from which the creature hatches must be buried by the person performing the ritual.

Crit Table: Sniakon

1d7	Result
1	Tail Sweep! +1d4 damage, PC is knocked prone
2	Cripple Left Leg! +1d6 damage, left leg is mangled, broken and useless, AGI -1, MV -10'
3	Cripple Right Leg! +1d6 damage, right leg is mangled, broken and useless, AGI -1, MV -10'
4	Cripple Left Arm! +1d6 damage, left arm is mangled, broken and useless, -2d to left arm attacks
5	Cripple Right Arm! +1d6 damage, right arm is mangled, broken and useless, -2d to right arm attacks
6	Face Bite! +1d8 damage, teeth puncture eyes, permanently completely blinded (see DCC RPG, pg. 89)
7	Neck Crunch! +1d10 damage, paralyzed and helpless

Vaechrall
A DCC RPG Demon
By Terry Olson



Vaechrall (type I demon): Init +2; Atk barbed leg +6 melee (1d8) and bite +6 melee (1d10); AC 15; HD 4d12; MV 40'; Act 2d20; SP additional bite Atk if both legs hit; infernal discomfort (10' radius, 1d3+3 rounds, DC 14 Will save/round, Act d24 and crit for modified results > 19 on incapacitated victims, with natural 20-24 auto-hitting); demon traits (p. 401 in the DCC RPG Rulebook); SV Fort +3, Ref +2, Will +4; AL C.

The vaechrall (pronounced vay-kral) is a primordial agent of destruction, sent across the multiverse to do a proto-god's bidding. In the material plane, a vaechrall typically manifests as having an ivory-colored larvae-like body, 12 feet long and 3 feet in diameter, covered with thin opalescent scales. Its conical head composes the front 3 feet of its body and is capped with a deep violet skin like hardened leather. This head is entirely mouth, which opens with 5 symmetric jaws (like a grotesque 5-petaled flower opening from a bud); the inner surfaces of these jaws are covered with many fanged mouths of various sizes, each mouth having a tongue and capable of speaking independently of each other. Its tail ends with a two-pronged horn, much like a pointed wishbone.

The vaechral "sees" via echolocation using its many mouths; its barbed tongue detects scents and vibrations. It also digs by emitting frequencies that shatter stone. A vaechral's abilities are not limited to stone, however, as it can discover shattering frequencies of almost any material (e.g., woods, metals, crystals...even flesh) if given enough time. Since its mouths operate independently, a vaechral can see, dig, converse in common and infernal, etc., all at the same time. Vaechrals enjoy the company of blood-sucking insects, and will usually devote a few mouths to make sounds that attract them. Consequently, a vaechral is almost always encountered with an insect swarm.

Despite its great size, it moves rapidly by slithering its worm-like torso while propelling itself with two barbed, pointed multi-jointed legs, which radiate outward just below the head.

During combat the vaechral lifts the front third of its body off the ground, so that it may impale creatures with its barbed legs. If both legs hit the same target, the vaechral does an additional biting attack with its many mouths. It also begins melee by casting *darkness* (+4 to spell check, demon trait) to encircle itself in a blinding sphere of absolute blackness. Due to its echolocation, it is unaffected; foes in melee range will be fighting blind, however. The demon also has another defense mechanism; successfully hitting a vaechral's body with piercing or slashing weapons releases a psychoactive gas in a 10' radius. This drug causes "infernal discomfort" with sensations of extreme heat, itching, insects crawling on skin, etc., that are so real that victims immediately drop their weapons and writhe helplessly on the ground. Vaechrals use a d24 to attack these victims, with all modified results above 19 being criticals (roll a 1d4 on Crit Table DN, p. 388 in the DCC RPG Rulebook) and natural rolls of 20-24 are automatic hits.

Items to Die For

By Kyle Turner

"There is a cost to doing magic. Wizards know this. And so, there is also a cost to magic items. Wield these instruments of death at your own risk."

The Fog of War

How important was that shield, anyway?

Gray and white vapors swirl inside this glass phial.

When held: Fills one hand. While in battle, you can see through natural and magical fog as if it is not there.

When used: You throw the phial to the ground, breaking and destroying it. The swirling vapors inside surround you for 8 rounds. During this time, you are considered behind cover and enemies targeting you are considered blinded (see DCC RPG rulebook, p.78).

Harrow

There are worse ways to die, though not many.

This gnarled bow is the awful, unsettling white of polished bone. When touched, whispers and horrible cracking sounds fill your head.

When held: On a critical miss, do not roll on the chart. Instead, name a body part on the friendly creature closest to the target; the named body part is broken and useless.

When used: Name a body part on the target. Ranged attacks made with this bow have a -5 attack roll modifier. If you hit, deal no damage; instead, the named body part is broken and useless.

Yi'ao, the Flame

If you're lucky, you'll find this sword alongside its marble scabbard.

This iron sword has very real flames running down its blade. Though the iron hilt is not aflame, it is very hot. Any wood, cloth, or leather wrapped around the hilt chars and crumbles away.

When held: Deals $1d3$ fire damage to wielder every round.

When used: Deals $1d6 + 1d6$ fire damage to any targets hit.



Objects of Wonder
From the Ruins of Glittergus
By Jordan Smith

Glittergus, the ancient city of antiquity, sits alone on its plateau above the deserts of the Hudson Basin. A city older than recorded time, it draws treasure seekers in with its tales of glass spires, screaming metal dragons, and libraries of lost knowledge. Many explorers are from the Swamp Kingdoms of Jersey and the scattered lands of Brokendyn. Many dream of exploring the ruins, but few dare to enter, and even fewer come back out. But those that do are laden with great treasures from the past.

Eye of Occultation

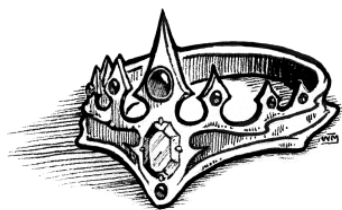
Also known as the Dark Eye, this item is whispered about in the circles of thieves all throughout Brokendyn. Believed to be the crystallized eye of the Doom Prophet Baron Laird, the eye appears as a deep purple sphere.

The one holding the eye in front of oneself is rendered invisible to those who are on the other side. If the eye is not held up directly between its wielder and the intended target the wielder will be visible. If an object passes between the intended target and the eye, the wielder will become visible.

While in possession of the eye, one begins to hear the worms of the earth. The longer one holds on, the louder the voice becomes. Foreseeing the eventual place of all flesh.

Crown of the Ape King

Several years ago a talking Ape escaped from the Wizard's tower on Randy's Plateau, a smaller spur of Glittergus.



He spoke of his life as a beast and being captured. He spoke then of being experimented on by the diabolic wizards. He was crowned King of the Apes mockingly and given a metal crown. Once crowned, the new 'King' discovered a whole world of thought that allowed him to escape.

The crown is made of a tarnished copper. It rises in four great peaks; in the center of the forehead is a metal switch. Eight tines on the bottom of the crown magically insert themselves into the brain of anyone who wears the crown. When initially donning the crown the character takes 1d6 damage and 1d6 physical ability damage. After the crown has been worn for a day the wearer can flip the switch up or down sending electrical current throughout the device. If the switch is flipped up, roll 1d8. That number is subtracted from their Strength and put into their Intelligence. If the switch is flipped down, roll 1d8. That number is subtracted from their Intelligence and put into their Strength. The switch can only be flipped once a day. If Intelligence reaches 0 they are turned into a mindless beast and must be put down. If Strength equals 0 their skull is crushed to pulp by the tines of the crown.

Steering Wand

The steering wand is a small item in the shape of a wishbone. Constructed of driftwood, it is carved with scenes of waves, rocks, and clouds on each of its respective sides. To operate, the side correlating to the mode of travel must be facing up, (ex. Clouds for mini-skiff, rocks for Alchemists Bike, waves for galleon) and it must be held with two hands. Any wizard, thief, or elf may make a spell check in place of a skill check to steer a vehicle.



The steering wand is known to have a distaste for fire and a love of strong ale. When in taverns the person carrying the rod will feel the nagging of the Wand to be submerged. The wand must also be soaked in seawater every day or suffer a cumulative 1% of failure.

Pelagian Equipment

By Bruce Clark

For centuries, U'hulu'hana had worked tirelessly for Pelagia, the Sea Goddess. He had spent years in devoted service, crafting articles and trinkets in worship of her, and he felt blessed by her. He evangelised to the world the wonders of the Sea. He had a bond with the Sea Goddess that he had never experienced with anyone else in his long life, whether on this plane or a distant one. He could ride dolphins, command fish, and commune with octopi. Sharks would cower in his presence.

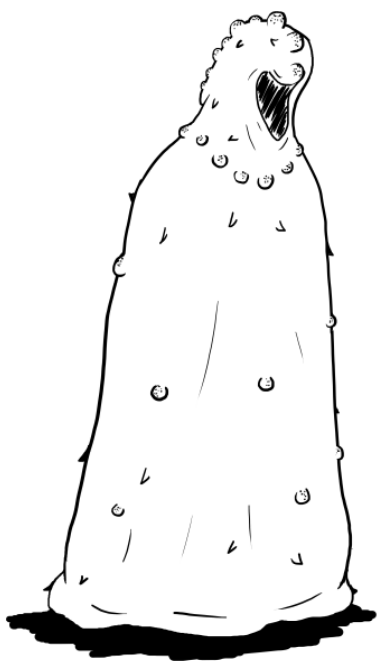
But the gods are fickle. Disapproval was always right around the corner. U'hulu'hana's command of the watery domain was rapidly dwindling. Recently, the dolphins would swim right by him, fish would obey less and less, and octopi would not listen. Sharks would not cower to U'hulu'hana.

It made his faith falter.

In order to win back approval, U'hulu'hana concocted a grand plan. He would craft the most gorgeous vestments the water kingdom would ever see. He would spend many moons crafting for her a gorgeous robe of seaweed that would enwrap the wearer in the awesomeness of Pelagia. The seaweed tendrils would obey the command of the wearer, in ultimate service to the Sea! A true druid of the Sea Goddess would bend the very fabric of the ocean at his command!

U'hulu'hana donned the robe that had consumed his last years in life. He uttered one last prayer to the Sea Goddess, and slowly crept into the waters. Perhaps this ultimate act of sacrifice would be what it took to regain the favor of Pelagia. If not, life was not worth living.

The following equipment is rumored to have been part of Pelagia's domain. Pelagia's Holy Vestments were said to be woven from seaweed from Pelagia's aquatic palace that a wandering cleric had wrapped himself in one day. The portable jellyfish was once a pet of Pelagia's that has seemingly gone astray.



Pelagia's Holy

Vestments. Robes

provide +2 AC and allow the wearer to swim up to his speed. The wearer can attempt to cast the spell *Entangle* up to three times per day.

Entangle

Seaweed sprouts from the robe, entangling the target. The seaweed will still be attached to the robe, but the wearer retains use of his hands. The target receives a Reflex save against the spell check DC to escape; otherwise, it is constrained.

A constrained target cannot move or take any action other than to talk. Once constrained, the target can attempt on future rounds to escape with a Strength or Agility check (to burst the rope or wiggle free) against the spell check DC. The seaweed can be cut with an attack from a sharp weapon: AC 16, 5+CL hp.

(Roll as if casting a spell. Deity disapproval applies.)

Die	Outcome
1-13	Failure
14-15	Seaweed extends up to 10' away and entangles one creature for 1d4 rounds
16-19	Seaweed extends up to 20' away and entangles up to 1d3 creatures for 1d6 rounds
20-21	Seaweed extends up to 30' away and entangles up to 1d3+CL creatures for 1d6+CL rounds
22-25	Same as above, plus vines cover target's entire body. Target cannot speak (including uttering incantations for spells) and takes 1d3 STA damage each round
26-29	Like a geyser, seawater bursts forth from the robe in a 5' x 30' cone, knocking each creature prone (reflex DC 10+CL save to avoid). Creatures take 1d8+CL damage
30-31	1d7+CL vines extend up to 30' and into the mouths of targets (reflex DC 10 + CL save to avoid). Targets cannot speak and take 1d5+CL STA damage
32-33	1d3+CL electric eels shoot out of the robe. The eels attack enemies of the wearer but are not controlled by the wearer. Atk shock +CL melee (2d6+CL electric dmg); AC 14; HD 3d6; MV 30', Act 1d20; SV/AL as wearer
34+	1d7+CL vines extend up to 30', each tipped as if it were a long sword. The wearer can use his action to control all the vine-swords. Each vine can move 30'/round from robe. Attack is CL+2, dmg is 1d8+CL+2

Portable Jellyfish. Can throw at a target to deal 2d6 electricity damage (missile attack). Target must make a DC 10 + CL Ref save or take 1d5 STA dmg/round, successful save takes half damage and jellyfish is flung 15' to the side. Jellyfish stats: AC12, hp 1. Attacks against jellyfish suffer -2d penalty due to size.



The WALL of KOVACS

is a barrier made of wood and stone and metal, and which appears at different places, at different times. It is a transient fixture, if you will.

Touching one side of the Wall and burning a point of Luck calls forth a single demonic creature to emerge and remain with the one who placed their palm upon the Wall for the next 1d12 x 1d12 days. Such a creature will serve when asked, as often as asked – but will secretly undermine their master when time and solitude allows.

Demonite Base Stats: Init +0, Atk +0 (1d6), AC 10, HD 1d12, MV 30, Act 1d20, SP -, Fort +1, Ref +1, Will +0, AL C, "humanoid" shape

Touching the other side of the Wall will cause a Chaotic transformation in those doing the touching. This transformation lasts for 1d20 x 1d20 days. It may wreak havoc on personal, professional, and deific relationships, depending on the specifics of the transformation (and of the relationships).

Use the following table to determine features of the demon summoned, or of any mortal's personal transmogrification. Roll 1d8 to determine the number of alterations, duplicates are ignored (making for one less trait each time).

Roll	Transformation	Demon Adj.	PC Adj.
1	Upper and lower body halves are linked by a black sphere upon which the the body pivots.	+5 to AC and Reflex	+2 to AC and Reflex
2	Body is encased in thin scrim of ice.	+2 to AC and Fortitude	+1 to AC and Fortitude
3	Leaves grow out from edges of eyelids.	+5 to Will	+2 to Will
4	Head is replaced with a like-sized stamen – senses continue to work as normal.	+10 to Initiative	+2 to Initiative
5	Face is surmounted on a head composed of 1000 worms.	+10 to Will	+2 to Will
6	One arm becomes a long, poorly-controlled, thorny tendril.	+5 to Attack and Damage	gain Slam Atk (1d6+1)
7	Gain second set of legs, like a centaur, but short and stubby.	no speed increase, but gain 1 HD and +3 Fortitude	no speed increase, but gain 1d12 hp and +2 Fortitude

Roll	Transformation	Demon Adj.	PC Adj.
8	Each major joint of the body (elbow, knee, shoulder, hip), is a hand grabbing the next portion of the limb. The hands can let go of those parts and they can move independently (speed 5).	Add a 1d20 Action Die	Gain a 1d16 Action Die
9	Mass increases by x8. Height increases by x2.	Add 2 HD	Add 3d4 hp
10	Legs are attenuated, like slim, bent twigs.	Fly 40	Ground Mv -10; Fly 20
11	Pointed horns grow from head (1d7) – the number of horns is the "+x".	Gore Atk +3+x (1d6+x)	Gore Atk (1d5+x)
12	Prehensile tail – the tip can see as an eye.	Tail Atk +2 (1d5)	Tail Atk (1d3)
13	Invisibility, as the spell (pg 172) – no "lost" nor "worse!" results.	20+1d12 Check	1d12+7 Check
14	The body gains 1d7 additional faces. These can be anywhere (chest, back, thighs, palms, etc.). Only three faces maximum can be 'active' at any time, but can sense and communicate as normal.	Acid spit Atk +4 (1d4+1, exploding die); See Invisible on 4-in-6	Acid spit Atk (1d4); See invisible on 2-in-6; on New Moon, glimpse alternate realities

NOTE: The transmogrifications a PC may go through in this process have their advantages, but Judges are encouraged to play up any negative side effects of these changes. Ain't nothing free.

BONUS? There is a hidden, red, wooden door somewhere on the Wall. Not just anyone can find it. Only the person who's recently Burnt the most Luck, or a simple 1-in-30 individuals can see and use the door (Judge's choice). If those who do find it go through it, they will discover they are in a realm of successive doors. Following the 'chain' of doors all the way to the end will transform them. They will gain +1d4 Personality (to max 18). But this journey, while only taking minutes or hours for them, will have taken 1d7 days in their world of origin once they step back through to the door to home. Alternately, the 'trip' will only take 1d24 minutes, but one randomly chosen possession will (in the next 1d30 hours): break, get stolen, become useless, meld into stone, burn whenever it is touched/used, become composed of candle wax, etc.



"Red Door #2" -DOUG KOVACS: Artist/Illustrator- ©Doug Kovacs

— bygrinstow

Suggested by Wayne Snyder

Inspired by the Art of Doug Kovacs

Ghrelin
By Randall D. Bailey Jr.



The Demon Lord of Hunger and Starvation, Ghrelin, cares about nothing but consuming. His name is both praised and cursed in hopes that he will relent and spare those in dire need of food and never darken the door of those with plenty. In order to form a bond with Ghrelin one must sacrifice everything that they own: food, possessions, sometimes even loved ones. They must know hunger in order to receive the blessings of Ghrelin.

Invoke Patron:

12-13 Ghrelin is busy starving others. The immediate area around the caster appears weak and dehydrated. Grass turns brown, plants wither, and a thirst grows in the throats of animals and humans alike. The caster is granted 1d6 stamina for the next hour. This may be Spellburned as normal.

14-17 Ghrelin sends a plague of devouring locusts that appear in 1d4 rounds. They occupy a 20' by 20' space devouring plants and trees leaving nothing but dust. Anyone caught within the cloud suffer bite marks and has any food on them devoured as well unless tightly sealed against such attack. The insects disperse within 1d6 rounds.

Plague of Locusts: Init +0; Atk bite +2 melee (dmg 1d3); AC 9; HP 35; MV 20' fly; Act 1d20; SP: Half damage from non-area attacks; SV Fort +0, Reflex +4, Will +0; AL C.

18-19 The caster's target is drained of nutrients causing 2d6 hit point damage. Additionally, everyone within 5' of the caster, friend or foe, is drained of 1d6 hit points as the area around the target is leached of its nutrients.

20-23 Ghrelin grants a boon to the caster, ravaging the land 20' surrounding the caster leaving it barren for 1d3 months and granting the caster and 1d5 party members 1d6 Stamina. Those affected will not require any other sustenance for 1d3 days.

24-27 Ghrelin summons 1d3 wasteland zombies from the very earth itself. They obey the caster's commands for 1d5 rounds and then explode into a ravenous dust cloud forcing a Will save DC 15 or spend 1d3 rounds trying to consume friend or foe.

Wasteland Zombie: Init -2; Atk Bite +5 melee (1d4); AC 10; HD 4d6; MV 20'; Act 1d20; Sp Choking Death; SV Fort +5, Reflex -3, Will +3; AL C.

28-29 Ghrelin sends forth a vampire to aid the caster for the duration of one night. The vampire arrives within 1d3 rounds. At the end of the night the vampire will offer the caster and his

party a single drop of blood that will heal 2d5 hit points worth of damage or restore 1d6 points of Stamina damage. This offer comes with a price to be negotiated by the Judge.

Vampire: Init +5; Atk claw +12 melee (dmg 2d4) or bite +8 melee (1d4+Stamina Drain); AC 17; HD 3d12; MV 40'; Act 2d20; SP Stamina Drain on a successful bite attack the vampire drains 1d6 stamina adding it to his own hit point total. A Str check DC 15 is required to remove the embrace or else take 1d6 damage automatically the next round; SV Fort +2, Reflex +4, Will +4; AL C.

30-31 For the next 2d5 rounds the caster fights with the strength of the desperate. All of his attack rolls are made at a +5, his saves are at a +4 and his damage rolls are at a +3. Anyone killed during this time grants the caster 1d8 hit points as their nourishment is transferred from their bodies to that of the caster.

32+ All plant life and vegetation for 100 feet around the caster is extinguished. The ground hardens and cracks and the spirits of all those who have died due to starvation arise and swarm the caster's enemies in an area that is 10 times the caster level squared. Anyone killed by these swarming starvation spirits has their soul separated from their bodies to join the swarm, adding 1d8 hit points, and the body itself animates as a wasteland zombie (see result 24-27 above.)



Starvation Spirit Swarm: Init +6; Atk spirit touch +12 (2d8+3 + Spirit Drain); AC 21; HD 12d8; MV 60' fly; Act 2d20; SP Spirit Drain drains 1d4 of a random physical stat (Strength, Dexterity, Stamina); SV Fort +10, Reflex +9, Will +12; AL C.

Patron Taint: Ghrelin

1d6	Result
1	When this is first rolled the caster feels famished and must consume one and a half times the normal amount of food in a day's time or suffer 1d6 Stamina loss. On the second occurrence he must consume twice the amount of food and finally on a third roll he must consume three times the amount of food.
2	The first time this result is rolled everything that the caster eats appears rotting and crawling with maggots and a Will Save at a DC of 5 must be made in order to eat. The second time this is rolled everything appears rotten and smells rotten as well. The Will save is increased to DC 10. On the third roll everything that he eats appears, smells and tastes rotten and the Will save is increased to 15.
3	The first time this result is rolled the caster loses 1d10+10 pounds and one point of temporary strength for 1d3 days. The second time this is rolled the caster loses an additional 1d14+10 pounds and one point of temporary strength for 2d4 days. The third time this is rolled the caster loses an additional 1d20+10 pounds, develops a swollen belly and loses 1 point of permanent Strength.

4 The first time this result is rolled the caster's skin cracks and peels away from his body. The second time this result is rolled the caster's hair begins to fall out leaving wisps barely covering his scalp. The third time it is rolled the caster's skin around his lips draw back revealing broken rotting teeth and reduces his personality by 1 point permanently.

5 The first time this is rolled flies will appear around the caster anytime that he tries to eat. The second time this is rolled cockroaches will play at his feet, nibbling on his toes while he sups. The third time this is rolled a vulture will claim the caster as his own. At every meal there is a 50% chance this vulture will materialize and the caster must fight or lose his food to the creature.

Soul Vulture: Init +0; Atk beak +1 melee (1d3) or Atk talon +1 melee (1d4); AC 9; HD 2d3+1; MV 40' fly or 10' walk; Act 1d20; SP Materialize wherever the caster is located (outside, indoors, underground, etc.); SV Fort +2, Reflex +1, Will +1; AL C.

6 The first time this is rolled all spells by the caster carry an odor of rotten food. The second time this is rolled all spells by the caster carry an odor of rotten food and all within 5' must make a Fortitude roll versus DC 5 or suffer -1 to all rolls. The third time this is rolled the caster exudes an odor of rotten food around himself at all times and his personality is reduced by 1 permanently.





Spellburn: Ghrelin

Ghrelin is an ever-starved demon that demands that his followers prove their dedication to his all consuming appetite. When a caster uses Spellburn, roll 1d4 on the following table.

- | 1d4 | Result |
|-----|--|
| 1 | All food on the caster's body rots and develops maggots. The caster must immediately begin eating to show his devotion to Ghrelin suffering stat damage to fuel his spells. |
| 2 | A starving man will eat anything, including himself. The caster must carve off a thick slab of flesh and eat it. If from himself he may double the points earned but take 1d4 loss of hit points in addition to the stat damage. |
| 3 | Calling on Ghrelin's aid for more power, the souls of the ravenous emerge and swirl around the caster plucking and consuming bits and pieces of the caster. |

- 4 The caster must immediately begin fasting losing 1d3 Stamina per day for 1d3 days. If his Stamina falls to zero he dies and joins the ravenous spirits at the command of Ghrelin.

Patron Spells: Ghrelin

The Lord of Hunger grants three unique spells, as follows:

Level 1: *Feeding Frenzy*

Level 2: *Leech from the Earth*

Level 3: *Ravenous Spirit Summoning*

Feeding Frenzy

Level: 1 (Ghrelin)
Range: 120'
Duration: Varies
Casting Time: 1 round
Save: Will vs. Check

General The caster causes a target to experience a hunger so deeply that they devour any food they see, raw, cooked, rotten or otherwise. In the absence of food they will set upon one another devouring flesh. If no other targets exist they will gnaw at their own flesh. The check is made at a +1d if cast upon un-dead or demons, as their appetites are already ravenous.

Manifestation Roll 1d4: (1) Clouds of green dust; (2) caster's face appears zombified; (3) wave of putrid breath; (3) black tendrils; (4) spirit's twist around target's body.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 A single target must make a Will save or begin consuming food or flesh. This lasts for a single round. The target will attack anyone but the caster.
- 14-17 A single target must make a Will save or begin consuming food or flesh. This lasts for $1d4+1$ rounds. The target will attack anyone but the caster.
- 18-19 A single target must make a Will save or begin consuming food or flesh. This lasts for $1d6+1$ rounds. The target will attack anyone but the caster and receives a +1 to all attacks.
- 20-23 The caster may target a total number of creatures up to his caster level. The targets must make a Will save or begin consuming food or flesh. This lasts for $1d6+1$ rounds. The targets will attack anyone but the caster and $1d5$ of his allies and gain +1 to all attacks as well as damage.
- 24-27 The caster may target $1d6+CL$ creatures. The targets must make a Will save or begin consuming food or flesh. This lasts for $2d6+1$ rounds. The targets will attack anyone but the caster and $1d7$ of his allies and gain +2 to all attacks as well as damage.

28-29

The caster may target $2d6+CL$ creatures. The targets must make a Will save or begin consuming food or flesh. This lasts for $2d6+1$ rounds. The targets will attack anyone but the caster and his allies and gain +2 to all attacks as well as damage.

30-31

The caster may target $3d6+CL$ creatures. Targets of equal or less HD than the caster do not receive a save. Those of greater HD must make a Will save or begin consuming food or flesh. This lasts for $3d6+1$ rounds. The targets will attack anyone but the caster and his allies and gain +3 to all attacks as well as damage.

32+

The caster may target large groups of people, up to 100, as long as they are within his line of sight. There is no range limit. Targets of equal to or less HD than the caster do not receive a save. Those with greater HD make a Will save. Failure means that the targets must consume food or flesh. This lasts for $3d6+Caster\ Level$ rounds. The targets will not attack the caster or his allies and all attacks and damage made by those affected receive a +4.



Leech from the Earth

Level: 2 (Ghrelin)
Range: Varies
Duration: Varies
Casting Time: 1 action
Save: N/A

- General The caster calls up Ghrelin and leaches nutrients from the surrounding area to infuse himself and his allies with health and vitality.
- Manifestation Roll 1d4 (1) Large 3 foot worms rise from the surrounding earth attaching to the caster and allies; (2) Flies surround the caster, briefly landing on him and then fall dead to the ground, (3) Surrounding plant life grows to wrap the caster in a cocoon before drying out and breaking open; (4) Caster's body is covered in a sheen of dry dust.
- 1 Lost, failure and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-15 One target the caster touches, including himself, has his Stamina raised to an 18 (+3 bonus) for 1d6 rounds. All plant life surrounding him, out to 5', withers and dies.
- 16-19 One target the caster touches gains a Stamina score of 18 (+3) with an additional +2 to his fortitude for 1d6+1 rounds. All plant life surrounding him, out to 5', withers and dies.

- 20-21 One target the caster touches gains a Stamina score of 20 (+4) for 1d6 turns. The ground surrounding the caster, out to 10', withers and dies.
- 22-25 Two targets of the caster's choosing gain a Stamina score of 20 (+4) for 1d6 turns. The ground surrounding the caster, out to 10', withers and dies.
- 26-29 All allies of the caster out to 25' gain a Stamina score of 18 (+3) for 1d7+1 hours. The ground surround the caster out to 50' withers and dies.
- 30-31 All allies of the caster within 25' gain +10 to their next fortitude save. Additionally, they gain a Stamina score of 18 (+3) for the next 2d7 hours. The ground surround the caster out to 75' withers and dies. Nothing will grow here for the next 1d3 seasons.
- 32-33 All allies within 50' gain a Stamina score of 20 (+4) for 2d3 days. The ground surrounding the caster out to 100' withers and dies. Nothing will grow here for the next 2d3 seasons.



The caster must complete a 1 month fast. During this time he may only eat and drink what he must to live. He will take 1d3+2 points of temporary stamina damage every week. He must also burn an additional 8 points of stat damage from his strength, agility or both. If he dies because of the stamina damage then he will rise as a ravenous spirit to be commanded by Ghrelin. If he survives the month, then he may add 1 point of permanent Stamina to his score. He must then roll 1d3 and subtract that permanently from his personality. If this is attempted for someone other than the caster then they both must fast and suffer the damage. If one of them dies they are both consumed by Ghrelin. The ground surrounding the caster out to 200' yards withers and dies. Nothing will ever grow here again.

Summon Ravenous Spirit

Level:	3 (Ghrelin)
Range:	20'
Duration:	Varies
Casting Time:	1 turn
Save:	none

General This spell summons a ravenous spirit to do the caster's bidding. The spell requires 3 points of spellburn with the effects varying according to the spellcheck. The spirit is under the caster's control so long as he remains true to the principles of Ghrelin. If commanded to do something antithetical to Ghrelin's principals a Will save vs

spell check is required. Failure indicates that the spirit has turned upon its caller.

Manifestation Roll 1d4: (1) A shimmering portal to the underworld opens; (2) The earth cracks pouring forth the spirit; (3) The spirit bursts forth from the chest of the caster; (4) The caster grows a third eye birthing forth the spirit. The eye remains until the spirit returns.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-17 **Minor Ravenous Spirit:** Init +0; Atk claw +3 melee (1d6+4); AC 13; HD 2d12; MV 30' Fly; Act 1d20; SP *Infravision* 30', 1/2 damage from non-magical weapons, Ghastly appearance requires a Will save DC 12 or +1d4 damage + fear (frightened creatures flee for 1d6 turns or if cornered fight with -4 to attack rolls; SV Fort +4, Ref +4, Will +0; AL C. Duration 1d4+1 rounds.

18-21 **Minor Ravenous Spirit:** Init +0; Atk claw +3 melee (1d6+4); AC 13; HD 2d12; MV 30' Fly; Act 1d20; SP *Infravision* 30', 1/2 damage from non-magical weapons, Ghastly appearance requires a Will save DC 12 or +1d4 damage + fear (frightened creatures flee for 1d6 turns or if cornered fight with -4 to attack rolls; SV Fort +4, Ref +4, Will +0; AL C. Duration 1d4 turns.

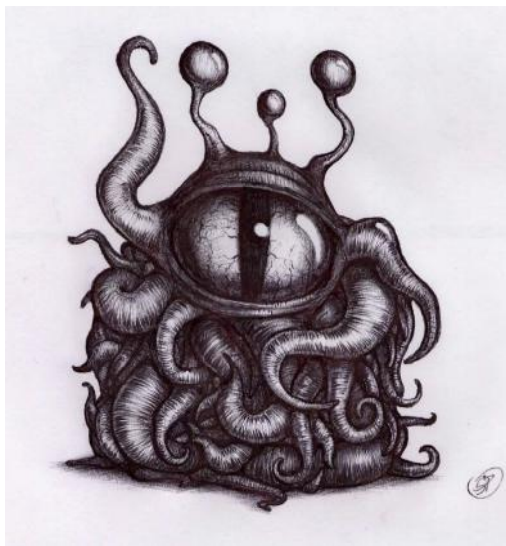
- 22-23 **Ravenous Spirit:** Init +4; Atk claw +8
melee (1d8+ Stat damage); AC 15; HD
5d12; MV 30' Fly; Act 2d20; SP
Infravision 30', Immune to damage from
non-magical weapons or natural attacks
from creatures 3 HD or less, Stat drain
on successful hit requires a Fort save
DC 16 or 1d4 Stamina Damage; SV Fort +6,
Ref +6, Will +8; AL C. Duration 1d4+1 rounds.
- 24-26 **Major Ravenous Spirit:** Init +6; Atk claw
+10 melee (1d8+4); AC 18; HD 9d12; MV 30' Fly;
Act 2d20; SP *Infravision* 30', immune to damage
from magical weapons less than +2 or natural
attacks from creatures of 5 HD or less, a
swirling dust cloud surrounds the spirit doing
1d3 damage a round to all within 5'; SV Fort +8,
Ref +8, Will +10; AL C. Duration 1d4+1 rounds
- 27-31 **Greater Ravenous Spirit:** Init +8; Atk
claw +12 melee (1d8+6); AC 21; HD 12d12; MV
50' Fly; Act 2d20; SP *Infravision* 30',
immune to damage from magical weapons
less than +3 or natural attacks from
creatures of 7 HD or less, every successful
hit against the spirit requires a Reflex
save vs DC 21 or the attacker is
paralyzed for 1d4 hours; SV Fort +12, Ref +10,
Will +12; AL C. Duration 1d4 rounds
- 32-33 **Ravenous Spirit Avatar:** Init +8; Atk
claw +15 melee (1d8+8); AC 23; HD 15d12; MV
60' Fly; Act 2d20; SP *Infravision* 30', Immune
to damage from magical weapons less than
+4 or natural attacks from creatures of
9 HD or less, every successful attack
against the spirit requires a Reflex
save DC 23 or suffer +1d6 damage from a
spiritual backlash; SV Fort +14, Ref +12,
Will +14; AL C. Duration 1d4 rounds.

34-35

Greater Ravenous Avatar: Init +10; Atk claw +22 melee (1d10+possession); AC 25; HD 25d12; MV 60' Fly; Act 3d20; SP *Infravision* 30', immune to damage from magical weapons less than +4 or natural attacks from creatures 9 HD or less, every attack requires a Will save DC 26 or else the target is possessed for the duration of the summoning; SV Fort +16, Ref +14, Will +16; AL C. Duration 1d4+1 rounds.

36+

Greater Ravenous Avatar: Init +10; Atk claw +22 melee (1d10+possession); AC 25; HD 25d12; MV 60' Fly; Act 3d20; SP *Infravision* 30', immune to damage from magical weapons less than +4 or natural attacks from creatures 9 HD or less, every attack requires a Will save DC 26 or else the target is possessed for the duration of the summoning; SV Fort +16, Ref +14, Will +16; AL C. Duration 1d4+1 turns.



THE GIANT EBONY HAND

GEH is as inscrutable a Patron as one can have. You can talk to the Hand, but it doesn't talk back (as silent as one hand clapping) – leaving you in the dark (hence the ebony coloration).

ACQUISITION

In addition to the rules in the Core Rulebook, to acquire GEH as a Patron you must have previously been slapped in the face by a Giant, a Dragon, or a Demon (and survived the experience, obviously).



INVOKE PATRON

Manifestation: A giant, ghostly hand appears, defending the caster. It is not big enough to crush the saucer section of a starship ...yet. The hand lasts for 1d4+CL rounds.

- 12-13 The hand interposes itself to block attacks, granting a +2 to AC.
- 14-15 The AC increases to +3.
- 16-19 The AC rises to +4
- 20-21 The AC remains at +4, but can also protect one individual of the caster's choice who in physical contact with the caster.
- 22-25 The effect now also allows a Will Save vs. DC 20 against spells that don't normally allow a Save (e.g. Magic Missile). This also applies to chosen individual.
- 26-29 As above, but the Will Save drops to 18, and AC increases to +5.
- 30-31 The caster can include up to 3 other individuals in the effect (AC and Save) if they are within 10' of the caster; the Will Save drops to 16.
- 32-33 AC increases to +6. The duration is 1d12 rounds longer.
- 34+ AC increases to +8. The duration is now 2d8 rounds longer.

PATRON TAINT

- 1 The first time this is rolled, the caster develops a sixth finger on each hand. The second time, they develop a seventh finger on each hand. The third time, they develop a second thumb on each hand.
- 2 The first time this is rolled, the caster's toes elongate by two inches each. The second time, the foot shortens and it takes special shoes (or going barefoot) to not suffer from a 5' reduction in speed. The third

time, the caster has useful hands where his feet were, and can brachiate at Speed 20, and can re-roll any failed climb check.

- 3 The first time this is rolled one of the caster's hands turns as black as obsidian. The second time, when they cast a Patron spell that hand will try to punch the caster (roll normal to hit and damage rolls). The third time, the ebony hand will attempt to crush the 'normal' hand whenever a Patron spell is cast; if the attack roll is a crit or the damage roll is max, spellcasting (and other activities as per the Judge) is at -1 for 1d3 days.
- 4 The first time this is rolled, the caster's fingers all develop an extra segment (including a knuckle) making them each about an inch longer. The second time this is rolled, an extra knuckle develops (without lengthening the fingers). The third time this is rolled, the caster can bend his knuckles in either direction and he gets a 2-point bonus to casting Patron spells (or all spells at Judge's discretion).
- 5 GEH's power is too great for mortals to wield: The first time this result is rolled, the caster's fingers and hands shrivel, losing mass, but not length or width. The second time this is rolled, the caster develops painful arthritis in his hands and a 1-point penalty for spellcasting. The third time this is rolled, the caster develops a palsy in their hands causing an additional 1-point penalty for spellcasting.
- 6 The first time this result is rolled, whenever the caster meets someone new face-to-face, the power of GEH compels them to immediately slap the person across the face on a 2-in-5. The second time this result is rolled, the Wizard can once per day lay his hands on another person to heal up to CL hit points. The third time this is rolled, the touch of the Wizard can instantly calm a person, as if they had just been meditating for an hour.

PATRON SPELLS

Level 1: *Sign Language*

Level 2: *Ybgib's Hand, Fingerpoke of Doom*

Level 3: *Manual Control*

SPELLBURN

- 1 The caster must break one finger on one hand. [Agility or Strength damage]
- 2 The caster must cover their eyes for 1d3 rounds, able to see nothing, suffering the physical drain thereby. [Agility or Stamina damage]
- 3 The caster must lay hands on another individual or creature in order to cast the spell they are spellburning for, which transfers their spellburned points to that entity [which fade at 1 pt per Turn].



- 4 The Giant Ebony Hand manifests and crushes the caster in its grip. Whatever points the caster was spellburning, 1d4 extra points are lost – from other physical attributes if the caster was only burning from one or two attributes. [Random]

SPELLS:

SIGN LANGUAGE

Range: 30'+

Casting Time: 1 round

Level: 1 (GEH)

Duration: CL rounds

Save: none

General The caster can communicate through hand gestures alone, and cannot be misunderstood.

Manifestation Roll 1d4: (1) affected targets see subtitles (if illiterate, they see cartoons); (2) affected targets hear the words in their heads; (3) affected targets simply understand the gestures; (4) fingers of light connect the caster and the affected targets for the duration.

1 Lost, failure, and patron taint.

2-11 Lost and failure.

12-13 Everyone with a 30' radius who can see the caster can understand anything he tries to communicate through hand gestures alone.

14-17 The range increases to 50', and the caster can exclude 2 targets from the understanding effect.

18-19 The range increases to 70' and the caster can exclude 2d3 targets in range.

20-23 The range increases to 90' and the caster can exclude 2d3+2 targets in range.

24-27 The range increases to 100' and the caster can exclude any targets they choose.

28-29 As above, and the caster can choose 1d3 targets that can communicate back to himself in the same manner.

30-31 As above, and the caster can choose 2d6 targets that can communicate back to him.

32+ The caster can specifically choose any targets within 120' with who can communicate unerringly through hand gestures with each other for the duration of the spell.

YBGIB'S HAND

Range: 40'

Casting Time: 1 round

Level: 2 (GEH)

Duration: CL+1 rounds

Save: none

General: A tower shield-sized ghostly hand appears, doing the caster's bidding at range — like visible telekinesis. Other spells may be cast while Ybgib's Hand is up, but spellchecks are at -2 (concentration on the hand is needed; this penalty does not apply to Invoke Patron (GEH) — but if both spells are in effect, there is just the one hand for each, and it can perform one or the other spell result, switching 'roles' as needed; both spells now last the longest of the two Durations).

Manifestation: A giant hand appears — weren't you reading? It's the same as Invoke Patron.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost and failure. |
| 12-13 | The hand can work devices and/or lift and move up to 100 lbs at up to 30' per round. The hand is as dextrous as the caster, using his Agility score (and other such traits) as its own. The hand must stay within the casting range of the caster. |
| 14-15 | As above, and it can throw the lifted objects for 2d6+(weight/30) damage; range is 20/40/60 and uses the caster's own ranged attack bonus. |
| 16-19 | As above, but it can lift up to 300 lbs. |
| 20-21 | As above, but it can move out to 80' from the caster, and the hand can move at 50' per round. |
| 22-25 | The range increment for throwing attacks becomes 40/80/120. |
| 26-29 | The hand can manipulate up to 1000 lbs (max damage 2d6+16), and can move up to 160' away from the caster. |
| 30-31 | The hand functions as if with an Agility score twice that of the caster. It can move at a rate of 80' per round. |
| 32-33 | The hand can manipulate up to 2000 lbs (max damage 4d6+16). |
| 34+ | The speed of the hand becomes 120' and the range increments are 60/120/180. |

FINGERPOKE OF DOOM

Level: 2 (GEH)

Range: 60'

Duration: instant

Casting Time: 1 round

Save: Fort

General: The caster causes damage to the target by jabbing his finger(s) in their general direction. There is a Save for half damage. At higher casting results, the Fingerpoke is utterly deadly.

Manifestation: Roll 1d3: (1) A "woo-woo-woo" sound accompanies the gesture; (2) a phantom finger floats to the target, growing in size; (3) the image of the caster stretches out and pokes the target.

1 Lost, failure, and patron taint.

2-11 Lost and failure.

12-13 The jab causes 1d6+CL damage to one target.

14-15 The jab causes 1d12+CL damage to one target.

16-19 The jab causes 2d12+2CL damage to one target, or 1d12+CL damage to each of two targets within 30' of each other.

20-21 The jab causes 3d12+3CL damage to one target, or 1d12+CL damage to each of up to three targets within 40' of each other.

22-25 The jab causes 4d12+4CL damage to one target, or 1d12+CL damage to each of up to four targets within 50' of each other.

26-29 The jab causes 6d12+6CL damage to one target, or 1d12+CL damage to each of up to six targets within 60' of each other.

30-31 The jab causes 6d12+6CL damage to one target, or 1d12+CL damage to each of up to six targets within 60' of each other. OR it can force a single target to make a Fort Save vs. DC 12 or die from their head being burst by the jab.

32-33 The jab causes 8d12+6CL damage to one target, or 2d12+CL damage to each of up to six targets within 60' of each other. OR it can force a single target to make a Fort Save vs. DC 16 or die from their head being burst by the jab.

34+ The jab causes 8d12+6CL damage to one target, or 3d12+CL damage to each of up to six targets within 60' of each other. OR it can force a single target to make a Fort Save vs. DC 20 or die from their head being burst by the jab.



MANUAL CONTROL

Range: 120'

Casting Time: 1 round

Level: 3 (GEH)

Duration: CL rounds

Save: Will

General: The caster interferes with the targets control of their own hand. At higher casting results, the caster can completely control the target's hand, and even detach the target's hand and control it as a familiar. A successful Save completely negates the effect.

Manifestation: The Giant Ebony Hand slaps the targets and they immediately suffer the effects of the spell.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but spell is not lost. |
| 16-17 | A single target has their manual dexterity messed with – for any attack rolls or skill uses where their hands are involved, they suffer a penalty of 2. |
| 18-21 | Up to three targets have their manual dexterity messed with – for any attack rolls or skill uses where their hands are involved, they suffer a penalty of 4. |
| 22-23 | Up to six targets have their manual dexterity messed with – for any attack rolls or skill uses where their hands are involved, they suffer a penalty of 6. |
| 24-26 | One target of this spell has his hands completely under the control of the caster (though not his arms, shoulders, etc.). The caster can cause them to release items, grab objects and not let go, etc. This can completely foil the target's attempts to attack others or to defend themselves, as the Judge sees fit. Additionally, up to 2 other targets have their manual dexterity messed with – for any attack rolls or skill uses where their hands are involved, they suffer a penalty of 6. |
| 27-31 | Two targets of this spell have their hands completely under the control of the caster (though not their arms, shoulders, etc.). The caster can cause them to release items, grab objects and not let go, etc. This can completely foil the target's attempts to attack others or to defend themselves, as the Judge sees fit. Additionally, up to 3 other targets have their manual dexterity messed with – for any attack rolls or skill uses where their hands are involved, they suffer a penalty of 6. |

- 32-33 Two targets of this spell have their hands completely under the control of the caster. The caster can cause them to release items, grab objects and not let go, etc. This can completely foil the target's attempts to attack others or to defend themselves, as the Judge sees fit. Additionally, the caster can move the target's hands around by virtue of controlling where the hands are in space, if the target fails a second Save. This movement may 'drag' the target behind their own hands, if they are attempting to break free from the control. The speed of the controlled hands is 10' per round (up to 30' if the target is willing to move), in all directions (up and down, too).
- 34-35 Two targets of this spell have their hands completely under the control of the caster. The caster can cause them to release items, grab objects and not let go, etc. This can completely foil the target's attempts to attack others or to defend themselves, as the Judge sees fit. Additionally, the caster can move the target's hands around by virtue of controlling where the hands are in space, if the target fails a second Save. This movement may 'drag' the target behind their own hands, if they are attempting to break free from the control. The speed of the controlled hands is 30' per round (up to 40' if the target is willing to move), in all directions (up and down, too).
- 36+ The caster may invoke any one lower spellcasting result of this spell in addition to the following effects. The hands of one target detach and come under the complete control of the caster. They essentially become an ersatz Familiars to the caster. If the caster already has a Familiar, that Familiar will leave, never to return. No new Familiar can be summoned while the caster has even just one 'hand' Familiar (multiple hand Familiars are possible). Stats for a hand are below.

HAND FAMILIAR: HD 1d4+1; AC 13; Saves +1; Speed 5, fly 15; Atk Punch +2 (1d4), INT 5

- The Wizard can feel what the hand(s) feel, such as temperature, vibration, texture, etc.
- The hand(s) can move away from the caster up to 300'. If taken beyond this range, they become inert, normal hands.
- Note that not all the usual rules for Familiars apply, e.g., the Wizard does not gain bonus hp, for one thing.



— bygrinstow

Inspired by Todd McGowan's tchotchke

Improved by DCC Google+ Community Members

Patron: Hecate

By Doyle Wayne Ramos-Tavener



Hecate is the patron of witches. She sends nightmares, allows one to raise the dead and speak to them with dark rites, and is associated with the Underworld and Night. Yet for all these attributes, she is accounted as one of the Titans who is an ally to the Gods. Hecate may never be invoked during the day.

Invoke Patron check results:

12-13 Torches dim, shadows lengthen, and the presence of Hecate is felt, giving the caster a surge of energy in the form of +1d6 Luck for the next hour. This Luck may be burned for spell checks.

14-17 Hecate sends a fright of ghosts to harass the enemies of her servant. The spirits arrive from glowing cracks in the ground in 1d4 rounds and disperse in 1d3 rounds.

Fright of Ghosts: Init +4; Atk Moan +4 (spell check) against all in 15'x15' area (dmg 1d3); targets must make a Will save vs. the spell check or flee, ghost-ridden, for 1d6 rounds, and must pass a DC 10 Morale check to return to confront the caster; AC 10; HD 1d8; HP 5; MV 30'; Act 1d20; SP un-dead traits; SV Fort +0, Ref +4, Will +4; AL N.

The fright of ghosts is a swarm which collectively occupies a space of fifteen feet by fifteen feet, and can overlap with other creatures. The spirits attack all enemies of the caster and Hecate within this space. Anyone in the area of the fright at the end of its turn takes 1d3 damage and must save. The fright can only be damaged by fire, magic, or magic weapons. The fright can be turned.

18-19 Hecate curses the caster's most dangerous nearby opponent with a vision of her might and power. The victim screams in agony and may take no action for 1d3 rounds unless he passes a Will save (DC equal to the spell check result) each round. The enemy automatically suffers 1d4 points of damage per round as his eyes bleed from the revelation.

20-23 A giant image of Hecate appears behind the caster for 1d4 rounds. She places her chill and holy hand upon the caster's shoulder and blesses him with her presence. Others cannot see the image, but they are still subject to its effects. All foes of the Invoker currently present must successfully make a Will save vs. *fear* or flee from the Invoker for 1d6 + CL rounds. Foes who are cornered or forced to fight before the *fear* ends strike at -2 to hit.

24-27 Hecate sends a pack of her blessed children, savage wild dogs, to attack the foes of the Invoker. 1d6 of the beasts arrive in 1d4 rounds. They obey the Invoker's commands until Hecate needs them elsewhere (caster must make DC 20 spell check every hour or the pack departs; or judge's discretion). If the dogs have no foes to attack when they arrive they turn and attack the Invoker's allies.

Children of Hecate: Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL N.

28-29 Hecate sends a minor servant, one of the hungry dead. This horrid creature rises from the nearby darkness and wails hideously, then begins striking down foes and consuming them with gusto. It remains for one hour.

The Hungry Dead: Init +1; Atk Bite +3 melee (1d4 plus paralyzation) or claw +1 melee (1d3); AC 12; HD 2d6; MV 30'; Act 1d20; SP un-dead traits, *paralyzation*, *infravision* 100'; SV Fort +1, Ref +0, Will +0; AL C.

A humanoid creature bitten by the Hungry Dead must make a DC 14 Will save or be *paralyzed*, unable to move or take any physical action for 1d6 hours. The Hungry Dead wail and meep constantly. They are un-dead, and thus can be turned by a Cleric. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison, *sleep*, *charm*, and *hold spells*, as well as other mental effects and *cold* damage.

30-31 Hecate sends a hag. This terrible dam smites the caster's enemies, cackling all the while. It remains for 2d6 rounds, during which time it fights ferociously.

Hag of Hecate: Init +6; Atk claws +5 melee (1d8 + *life drain*); AC 16; HD 4d6; MV 40'; Act 1d20; SP Un-dead traits, *life drain*; SV Fort +0, Ref +3, Will +2; AL N.

Hags are extremely agile, but the features of their once living souls have waned, leaving them emaciated and feral. Hags have long claws that they use to rend flesh from bone. Those touched by a Hag must succeed a DC 16 Fort save or lose 1d6 Stamina temporarily. Stamina returns at a rate of 1 per turn.

32+ Hecate sends an avatar and also imbues the caster with an infusion of Luck. The caster gains a +6 bonus to Luck as long as the avatar remains present. The avatar, a triple-faced (dog, horse, and lion) giant, rises from the nearby darkness to attack the caster's enemies. It remains for 1d6 rounds. This creature is an Avatar of Hecate and cannot be harmed by mortals. If confronted by a god or godlike entity, a stalemate will usually ensue unless one of the Great Cosmic Laws dictate that one deity holds sway in the current situation. Each round Hecate's avatar is present, roll on the following table to discover what action it takes.

1d5 Result

- 1 The avatar grabs a single foe and tears at its heart with the lion head. Foe dies instantly.

- 2 The avatar grabs a single foe and tears at its face with the dog head. Foe dies instantly.

- 3 The avatar's horse head cries out and one foe dies instantly. His spirit is bound to the place of its death for eternity as a ghost.

- 4 The avatar tucks one single foe under its arm and carries it off to the Underworld when it departs. Foe dies.

- 5 The avatar cries out and all hearing her dread voice (including the companions of the Invoker) must make a successful Will save vs. the *Invoke Patron* check or flee in fear for the remainder of her dreadful presence.



Patron Taint: Hecate

Those who follow Hecate are marked when they invoke her magics. These marks are fabled in story and song. When patron taint is indicated for Hecate, 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 for more.

1d6 Result

- | | |
|---|--|
| 1 | Warts. The Invoker develops warts on the 1) body, 2) face, 3) arms, 4) or legs. The first time this taint is rolled, the warts appear normal, if unattractive. On the second and subsequent rolling of this result, they become bloated and fecund. The warts may be used to feed the familiar of the Invoker. |
| 2 | Hair. The hair of the Invoker begins to change. The first time this is rolled the hair changes to iron-gray. The second time it turns white, while the third time indicates that the hair becomes spiky and frizzy, and is repellent to the touch. |
| 3 | Skin. The skin of the Invoker begins to change, first becoming deathly pale. Repeated rolls result in it turning a nasty shade of orange-brown, then dull gray, and finally turning a lustrous and slick blue. |
| 4 | Nails. The nails of the Invoker begin to change, first becoming extremely long, then developing a natural point, then becoming hard and black, and finally turning into full fledged iron talons. |
| 5 | Voice. The voice of the Invoker begins to change, first becoming high-pitched, then developing a frog-like croak, and then developing a hideous, nearly uncontrollable cackle. |

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- | | |
|---|--|
| 6 | Eyes. The eyes of the Invoker begin to change, first becoming permanently bloodshot, then developing a solid black iris, finally the entire eye turns uniformly black, sclera and all. |
|---|--|
-

Patron Spells: Hecate

Hecate is the mistress of magic and has many spells that she can gift to her servants. A level one spell is included below, but doubtless other dark magics are within her capacity to grant.

Level 1: Curse of Hecate

Spellburn: Hecate

When a caster utilizes Spellburn, roll 1d4 on the table below for some possible choices. Note that these are not the only options available, others exist.

1d4	Result
-----	--------

- | | |
|---|---|
| 1 | Hecate respects the sacrifice of blood. The caster makes cuts in their arms, draining blood (and thus statistics) from their body. These cuts are both obvious and notable, and may generate accusations of the practice of malign sorcery. |
| 2 | Hecate agrees to send a monstrous lover to the Invoker during the next night. If the Invoker accepts the monstrous creature into his or her bed, the Invoker may Spellburn up to 10 points immediately with no reduction in statistics. However, if the lover is refused, all 10 points are drained from whatever combination of statistics the Judge chooses, and the caster suffers a +5 spell check result on The Curse of Hecate the next time it is most inconvenient. The consequences of such an awful liaison are for the Judge to determine. |
-

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- 3 Hecate accepts Vows and Sacrifices made by the caster in lieu of statistics. If the caster voluntarily accepts a *geas*, then she becomes most disposed to the Invoker, allowing him or her to Spellburn up to 10 points freely, without a reduction to their statistics. Each *geas*, if broken, causes the immediate permanent loss of up to 10 points from a random stat. Notable *geas* include never bathing or swimming in water, never becoming exposed to the light of the sun, or sacrificing an innocent every full moon.
-
- 4 Hecate demands that the Invoker vow to go to the nearest crossroads on the next dark of the moon, and then fulfill the wishes of the first person or thing that comes and asks a boon in the name of Hecate. Failure to do so results in a +10 spellcheck result on *The Curse of Hecate* the next time it is most inconvenient. Hecate then allows the Invoker to Spellburn up to 10 points immediately.
-



Curse of Hecate

Level: 1
Range: Sight
Duration: Varies
Casting Time: 1 round
Save: Will save vs. spell check DC

General The caster calls upon the power of Hecate to bring her *curse* to the caster's foe.

Manifestation (1) torches around the caster in a 20 ft radius flare up, providing twice the light they normally would, then flare out after 1d3 rounds; (2) dogs can be heard to howl, far off in the distance; (3) snakes appear on the ground near the caster, they are colorful but harmless; (4) pregnant females in a one mile radius spontaneously abort, unless they have sacrificed to Hecate during their term.

Corruption Roll 1d8: (1) Caster loses ability to conceive children; (2) caster's hair turns white; (3) caster's skin grows deathly pale; (4) caster grows 1d6 large warts on face & neck; (5-6) minor corruption; (7) major corruption; (8) greater corruption.

Misfire (1) the caster is subject to their own curse (roll again for effect); (2) the curse affects another, usually a loved one or important ally of the caster (roll again for effect); (3) the target is affected by blessing equal in strength to that of the curse (roll again for effect); (4) the caster loses 1d3 Luck permanently.

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck bonus: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint; (4+) misfire.
- 2-11 Lost. Failure.
- 12-13 The target is *stunned* by the power of Hecate and may not act (except to defend oneself) for 1+CL rounds unless it makes a successful Will save.
- 14-17 The target is thrown into a frenzy of *fear* and doubt, and flees from the caster for 1d3+CL rounds unless it makes a successful Will save.
- 18-19 The target is seized with excruciating pain and can take no actions for 1d4+CL rounds unless it makes a successful Fort save.
- 20-23 The target is blinded by burning tears of blood for 1d5+CL rounds unless it makes a successful Fort save. It also takes 1d3 of damage each round from the burning tears..
- 24-27 The target is confronted by ghosts of their dead friends and family for 1d6+CL rounds. Each round the target must make a successful Will save or do nothing, as it is distracted by the pleas of its loved ones.

28-29

The Chthonic Dogs of Hecate bite and tear at the flesh of the target for 1d7+CL rounds, doing 1d6 of damage each round. These beasts are immaterial, and cannot be harmed except by magic.

30-31

The power of Hecate reaches into the heart and soul of the target, and gives the gift of *death*, unless the target makes a successful Fort save.

32+

The target is blasted by the incarnate visage of Hecate. If the target fails a Will save they immediately die and their soul is dragged to the Underworld by **Hecate's Chthonic Hounds**. If they save, they are haunted by the promise of Hecate to claim their soul upon death, and must make a successful Morale check or attempt to parley with the caster to renounce the curse



THE EYE OF OBITU-QUE

By Matthias Weeks

Several thousand years ago the Xelthun Empire was at the height of its power, controlling the entirety of the Northlands through brutal subjugation and fear. While much of the written history of this era has been lost, the horror inflicted by the Xelthunites and their sorcerer-king Dol-volkor is often misrepresented as myth in tavern tales and children's fables. Dol-volkor was a malignant and powerful wizard who used dark magic and necromancy to overwhelm the barbarian nations. His power was said to be derived from a perfectly formed red ruby known as the Eye of Obitu-Que. Rumors say that the gemstone was actually one of Obitu-Que's five eyes, left in the mortal realm after his defeat by the unified northern chiefs. How this gemstone came into Dol-volkor's possession is unknown, but through meticulous study and direct communion with his patron, Dol-volkor's power increased several times over – giving birth to one of the greatest wizards since Sezrekan.

Dol-volkor ruled over the Xelthun Empire for several hundred years until he was ultimately defeated by an allied host from the south led by King Vrigar. Yet it wasn't the military might of King Vrigar that ultimately defeated Dol-volkor, it was the theft of the gem.

Rakar the Red, King Vrigar's most trusted advisor and a powerful wizard in his own right, discovered the true source of Dol-Volkor's power and sought to put an end to the Xelthun Empire. He spent several years tracking down a pair of cunning rogues able to carry out his mission. While their names were never recorded, tales of the victory were, and it wasn't long before Dol-volkor's sorceries began to unravel and lay claim to their weaver.

The Eye of Obitu-Que was spirited away and kept safe until the Xelthun Empire had crumbled. During that time, several attempts to destroy the Eye of Obitu-Que were made, yet none were successful. It was eventually decided that the Eye should be secretly interred with the remains of King Vrigar upon his death in a hidden crypt beneath a guarded temple. Scores of men perished simply transporting it to the crypt where it was then protected by powerful magic and deadly traps, allowing King Vrigar to keep watch over the Eye in this world and the next.

Over the years, the descendant nations of Vrigar fractured and waned. The glory of past days faded into obscurity and with it the written history concerning Dol-volkor and his terrible reign. The guarded crypt eventually fell into ruin as the importance of what lied within was forgotten...

The Eye of Obitu-Que is a dangerous and powerful magic item. It is not something that is content to just be discovered and it will actively seek out a creature to dominate in order to find its way to a true servant of the balor general. The presentation of this item assumes that it is imprisoned by magical wards or otherwise cut-off from the mortal realm, but this is not mandatory. It could perhaps already be in the possession of a dangerous foe...

The Eye of Obitu-Que: Appearing as a perfectly formed red ruby the size of a man's fist, the gem harbors the cancerous intent of its original owner. The Eye will attempt to destroy or subjugate anyone who comes into contact with the gem. Only those stout of heart and mind, or those truly devoted to Obitu-Que, have the slightest chance of withstanding its power for the shortest period of time.

The Eye serves as a vessel of Obitu-Que's will which manifests itself as a powerful demon. Whenever someone takes possession of the gem, the demon will react accordingly based on the bearer's alignment:

Law/Neutral: The demon senses its existence is in danger and immediately bursts forth from the gem and attacks.

Chaos: The demon will attempt to dominate the creature (see below) in order to do Obitu-Que's bidding or test a wizard's devotion to the balor general.

The Will of Obitu-Que (type III demon, third eye of Obitu-Que): Int +4; Atk maw +8 melee (1d10+2); AC 18; HD 5d8; MV 40' or fly 40' or return to gem; Act 2d20; SP pit flames (one target, 30' range, 2d6+1d6 burn damage on the following round) or domination (DC 14 Will save or dominated), demon traits (projection only to gem); SV Fort +5, Ref +5, Will +5, AL C.

The demon appears a multi-eyed skull, wreathed in flames. The Will of Obitu-Que can dominate a creature and compel it to act in Obitu-Que's interests. The dominated creature can attempt to reassert control of its body once per hour thereafter with another DC 14 Will save. Domination attempts require one action, and once a creature is dominated, the demon must use one action each round to maintain control of the creature. Up to 2 creatures can be controlled in this way. When a creature makes a successful Will save, when the demon fails to use an action to control the creature or when the demon is killed, the domination ends.

Creatures dominated by the demon will first and foremost be commanded to protect the gem and release it from any form of imprisonment. Once secured, the demon will command the dominated creature to seek out a worthy wizard in the service of Obitu-Que. The demon cannot physically move the gem.

In lieu of movement or any actions during a round, the demon may elect to immediately vanish and reappear from the gem on the following round. Emerging from the gem heals the demon for 2d5 hit points. The demon must remain within 100 feet of the gem at all times or it immediately dies.

If slain, a new demon manifests itself within the gem at sunrise the following morning.

True servants of Obitu-Que can harness the power of the gem and gain direct access to the vile machinations of their patron. After initially picking up the gem, and each following sunrise, the demon will attempt to dominate the wizard once per day. Every time a wizard serving Obitu-Que succeeds in resisting the demon's

domination attempt, a burning brand (dmg 1d3) in the shape of a fiery eye appears on the wizard's forehead. If at any point the wizard is dominated by the demon, all the brands disappear. Once a wizard bears five brands, the demon no longer attempts to dominate him and he gains the following traits:

- +1d5 on all invoke patron checks to contact Obitu-Que. If a 5 is rolled, the wizard immediately gains an additional 1d16 action die for the current round.
- The ability to call forth and command the demon. The demon communicates via speech and acts on its own initiative, but is completely under the control of the wizard. If the demon dies, the wizard immediately suffers 5d3 points of damage as all five brands on his forehead glow bright red. A new demon manifests itself within the gem at sunrise the following morning.
- +1d5 temporary points of Personality while in possession of the gem.
- Bane: lawful creatures. When battling bane, the wizard's weapons also inflict a terrible blight that drains 1d4 points of Strength.
- The gem can absorb up to 5 hp of fire damage inflicted on the wizard each round. All damage absorbed in this fashion immediately heals the demon for an equal amount.
- -4 Luck penalty.

The wizard must maintain constant possession of the gem. If separated from the gem for any period of time, the wizard loses all granted abilities, brands and connection with the gem. If the gem is retrieved, it will treat the wizard as a new creature and once again attempt to dominate him.

The gem cannot be destroyed or damaged by any known methods.



Artwork by Michael Bukowski (yog-blogsoth.blogspot.com)

Dungeon Crawl Classics Character Record Sheet



Occupation Class Level Exp. Points
Equipment and Notes

Title Alignment Languages

Strength

Personality

Luck

Luck

Intelligence

Intelligence

Agility

Agility

Stamina

Stamina

Lucky Roll

Lucky Roll

Fort

Fort

Reflex

Reflex

Will

Will

Combat!

Weapon in hand



armor worn

Fumble Die Check Pen.

Action Dice Crit table + Die

Hit Points Speed

Hit Points Speed

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armor worn

Fumble Die Check Pen.

Action Dice Crit table + Die

Hit Points Speed

Credits

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A Dungeon Crawl Classics RPG Zine

Written, Illustrated, and Produced by
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ADVENTURES VOLUME 3 OF FIVE BOOKLETS

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Hemlock Bones Mystery Adventure #1

The Coal Snoot

Written by Clint Bohaty

Illustrated by Jay Rasgorshek and Jack Kotz

Inspired by the works of Sir Arthur Conan Doyle



INTRODUCTION

Welcome to the first *Hemlock Bones Mystery Adventure*! This adventure-cue can be dropped into any campaign, presenting an exciting new side-quest for your PCs. It is written to be flexible, and therefore is not a complete, ready-to-run adventure module. It should be paraphrased, adapted, and expanded upon by the judge prior to running.

WHAT IS QUAFF-TIDE?

Once every ten years, the Lord of the Lanesbarrow hosts a celebration known as Quaff-tide, a day of royal hospitality shared by all... Or at least shared by all except Sniveling Pete, who has a habit of oversleeping and nobody bothers to wake. During its opening ceremony, one lucky peasant is selected from the crowd to share the king's drink. Holding the ceremonial cup known as the Witching Chalice, the king offers his chosen countryman the first quaff, before he himself follows suit. Once the chalice is empty and upturned, the king declares the official start of Quaff-tide, which commences a day of free ale and bread. To many outsiders, the event seems a simple excuse to consume barrels of drink on the king's coin, but as locals will tell, it's the ritual's magical history which holds greater importance. It is claimed that those who drink from the Witching Chalice, whether they be ailing man or sickly child, are blessed with ten years of good health. Of course, the tradition is centuries old and has surely been empurpled by storytellers.



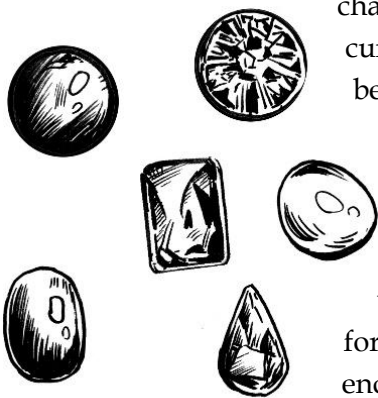
As it's told, mostly by grannies in squeaky rockers, the late King Handrick III was greeted one night by a storm-beaten woman whose skin loosely wrapped her bones. Presented to him by his courtiers in jest, she begged Handrick for shelter in his palace when no other rooms in the village remained. The King balked at her request, and took offense that one of such low standing and great stench would waste his time so audaciously. Before the echoes of laughter could die within his court, the woman cursed Handrick, wishing him sleepless nights upon a bed as hard as his heart!

For weeks, the King tossed and turned with the woman's words echoing through his mind, until finally he could stand it no more. He had his guards seek out the woman and bring her to his

chamber, where he begged her to lift her curse and promised that his lesson had been learned. *"Lessons quickly learned are quickly forgotten,"* she retorted.

But taking pity on him, she lifted her curse under the condition that every ten years to the day, the King would perform a ritual of hospitality for all. From her sleeve she dropped six enchanted gems into the King's grasping hands. *"In a goblet adorned by*

these gems, you and all of your kin must offer the lowest of this land the first quaff," she chanted. *"As long as this ritual is held, good health will flow. But if you or your blood fail to keep this oath, the kingdom you will lose... and the feather beds of this castle will turn to stone!"* Handrick III hastily accepted, and gave the crone a drink from his chalice, before decreeing the day of Quaff-tide.



ADVENTURE START

The adventure begins when the PCs hear rumor of a peculiar man staying with the local baker. It is rumored that the man travels the countryside seeking out mysteries, yet reaps no rewards from their resolution. If true, he certainly has come to the right place, for there are whispers of a girl found dead in the King's vault with no indication as to how she entered!

Table I: Mysterious Rumors (1d4)

The next time the PCs are in town, they're likely to hear several new rumors. Each rumor should ultimately lead to the characters meeting Hemlock Bones. Whether they meet him in the baker's home, as is written, or at some other juncture will depend on how the adventure naturally progresses. The judge can either deliver his favorite rumors, or let the dice decide!

Roll	Rumor
1	<i>"That daft baker's been playin' 'is blasted horn all night! Didn't even know he was musical. Could 'ear the thing all down the street! Sure, living next door's good for the smelling and all, but try catching a wink with that racket soundin'. I'd pay a man good coin to give him a piece of m'mind for me!"</i>
2	<i>"Now don't go jabbering, but I heard from a cousin that one of the castle maids was found dead as a digit with her tongue cut out. Trying to keep it all hush, the castle-folk are, but they've already arrested a guard! Mrs. Woodbottom's husband I hear..."</i>
3	<i>"Don't hold me to it, but I hear Quaff-tide may be canceled... but nobody's saying as to why exactly. It'd be the first time in centuries, says Pa. Bad luck I say, canceling tradition... Especially with all its witchery 'round it!"</i>

Table I: Mysterious Rumors (1d4) (cont.)

Roll	Rumor
4	<i>"That poor baker's been all stressed since that strange man arrived last night. Marleen seen him... She tells me he was dressed funny. Robe and a pointy hat and the like. Probably a wizard, she thinks. Anyways, he didn't even open shop this morning, the baker that is. My mum was expecting me to bring home two loaves, but I haven't the heart to go home and tell 'er."</i>

If the PCs confront the baker about the peculiar man, they are invited in to see him, but are warned that he is currently with Mrs. Woodbottom. As the PCs enter the baker's home, read or paraphrase the following:

You enter a small, cluttered visiting room filled with strange trinkets. Fragile reliquaries balance upon stacks of colorful tomes whose virgin bindings have not yet been cracked, and a dented flugelhorn rests against an old patched armchair. Warming the air is the smell of fresh bread as the baker returns to his kitchen. Light streaming through a dusty window illuminates the sunken and cadaverous face of a man standing before you.

The gangly, pasty figure towers above the cushioned chair, easily seven feet in height and as pale as a nun's bosom. His plaid robe and strange staff bespeak wizardry, while his clogged pores and fecal odor bespeak... wizardry. Habitually, he smooths his finger along a single bushy brow which languishes above his grey eyes like a convulsing caterpillar. Upon his head he wears a pointed, fur-edged cap with ear flaps dangling so low as to brush his knees, holding pockets crammed with small books and tightly-bound scrolls. Topping his scabrous, blackwood staff is a transparent glass disk whose surface swirls with a smoky mist. Peering through the disk, he calls you forward in a snide but knowledgeable tone.

"Please...hrumph...come in, but mind the objects. Although they appear quite harmless, appearances are not always what they seem. Or... are they everything they seem to appear!? Let me introduce myself, more out of tradition. Hemlock Bones, chaser of conundrums and wizard of veracity. Now let us gallop past the...hrumph... politeness and get right to the race. There is a mystery which hovers over this community like a raincloud, and I must dissolve...hrumph... resolve it! It is through you lot of...healthy...bodies which I shall unpuzzle this plight!"

This is a great opportunity for Hemlock to show off his skills of observation and deduction by having him call out the PCs' skills, traits, personalities, and backgrounds. Try to link his verbal disclosures with small physical clues, like the way a PC may stand, or a telling scar!

Accompanied by the sound of clinking porcelain, a small yellow creature with the smallness of a halfling and the grim features of a dwarf scampers out from the clutter with a tea set precariously balanced upon his head. He toddles to a corner which you once thought empty, but in which stands a young woman whose eyes are locked upon you. Her face appears mournful and weary, as if she'd been crying. She nods in thanks to the hospitable creature, and turns her gaze upon Hemlock.

"Don't be frightened of Werb... most are. I saved him, emaciated, as a pup from a hunter's pit. Now, Mrs. Woodbottom, please repeat the tale you were just telling for my friends here. From the beginning, if you will. Although their minds are quite...hrumph... I'll still be needing their assistance, which requires full understanding of events."

With a gentle nod and eyes cast downward, the woman recites her tale in a fashion which hints that this isn't the second, nor third time she's told it.

“Well, it’s like this. My husband Ralph is a member of the royal watch, and this week being the week of Quaff-tide, he was put up on guarding the Witching Chalice. He stands in front of the door and no one goes in or out all night. Well, this morning when they open up the vault, they find the body of young Doris Hampersheck dead on the floor, having her throat throttled and her face all blue. There ain’t no way in or out beside that locked door, and ain’t even Ralph has the keys, only the king. Being that he saw her leave that night, there ain’t a way beyond magic that got her into that room.

Ralph’s being held in the dungeons on account he’s suspect, but I know he’d never kill. It’s not like him. He tells me that she was all in a hurry last night, but with the Quaff-tide being tomorrow, thought nothing of it besides nerves. So how could a dead girl get in that room with it being locked. The guard claims Ralph must’a had another key! You gotta help him Mr. Bones, else he’s sure to get the noose before Quaff-tide!”

After a final plea for help, a teary eyed Mrs. Woodbottom is awkwardly escorted from the room by Hemlock’s assistant Verb, whose shoulders twist upward in a reaching effort to hold the woman’s slender hand.

Hemlock Bones will answer as many of the PCs’ questions as he can. He may know much or little, depending on how large or small of an adventure the judge chooses to create. Furthermore, he may or may not have the king’s permission to explore the castle for clues. Hemlock agrees to gift any acquired treasures to the PCs, but in exchange, the credit for solving the mystery must be in his name alone. The mystery must be solved before the watchman’s hanging at nightfall. Hemlock will join the PCs in their investigation once they are ready to explore the castle.

Hemlock is always first to spot a clue, but somehow always last to vocalize it. Often times he'll speak with and above an adventurer, miraculously saying the same words at nearly the same time. On other occasions he'll simply agree with the observant PC, noting how obvious the clue was and how long it took *them* to see it. His brashness has its perils however, and always results in Hemlock's gruesome death early in the adventure - whether that be from antagonizing an enemy into combat, or triggering a hidden trap. Somehow, he always returns unscarred and unshaken the moment PCs are revealing their discoveries, touting a remarkable explanation on how he faked his own death! Treasures looted off Hemlock's "body" are suddenly seen as masterful fakes, or as never having really existed!

A MYSTERY REVEALED

As players will discover, the truth behind the chambermaid's body in the vault is more than just the deadly urges of a single watchman. The mystery revolves around the ancient tradition of Quaff-tide, and a fool's hope that the magic of the Witching Chalice would have the power to save an ailing mother.

Four months ago, the king was approached by his royal sculptor with a request. The request, in the sculptor's mind, was quite simple: For the king to select the sculptor's own mother from the crowd at Quaff-tide, giving her the first drink and the health it was fabled to bestow; After all, his mother was suffering from ailments beyond the help of priests. The king refused, claiming that tradition decrees the choice be random. Of course, to argue with a king is to argue with stone, and the sculptor returned to his studio to chisel away his frustration. In desperation, he plotted to steal the enchanted Witching Chalice' gems, replacing them with intricately sculpted glass duplicates. Because his studio sat beside the castle's vault, he'd only need to chisel his way in. Meticulously, he chipped away at the mortar of the wall, knocking loose its limestone blocks... but what he discovered was of surprise: Instead of breaking into the vault, he breached a narrow, 4' cavity between the walls!

This narrow cavity led deep into the underbelly of the castle's foundation. It was said that Lanesbarrow Castle was built upon the ruins of a primal but wealthy civilization, but all assumed it was simply fable. The sculptor wanted to explore further, but with the vault's wall still intact and Quaff-tide looming, he only had time to chisel loose a small stone block hardly large enough for his young sister, Doris, to pass through.

The sculptor's sister Doris, like many young attractive maidens, was in the king's employment as a maidservant. Busily, she helped her housemother prepare for Quaff-tide, unpacking and polishing ceremonial decorations from the king's vault - where the Witching Chalice was always guarded. Like her brother, she'd do anything to save her dying mother, and plotted with him to steal the chalice's gems. Around her neck she wore a choker on which hung the fake gems, and constantly she compared them with the enchanted gems of the Witching Chalice, reporting the inconsistencies to her brother.



On the eve of Quaff-tide, the siblings' final chance at saving their mother began. That night, the sculptor led his sister through the breached passage into the vault, being careful not to disturb the ruins between. She quietly passed the chalice through the wall to her brother, who began removing its gems. Unnoticed in the flickering torchlight, Doris's nostrils and gums had turned black, and her tongue began to dry and shrivel. A poisonous miasma once trapped within the ruins had wafted through the exhumed cavity. Protected by a cowl worn to filter stone-dust, the sculptor barely avoided death. His sister wasn't so lucky. Before she could let out a scream, her throat had swelled enormously; the choker, still clasped tightly around her neck, suffocated her. Hearing her

gasps, her brother fought to break it loose, but by the time the necklace was torn free, Doris was already dead. Trembling, he



finished swapping out the gems, pitched the despoiled chalice back into the vault, and sealed off the wall. In his frantic exit, he twisted his ankle upon the toppled stone of the ruins and fled limping from his studio draped in his sister's cloak, leaving behind his tools, torch, and the necklace chain!

QUESTIONS STILL REMAIN

- What evil dwells beneath the castle?
- Where do the ruins lead?
- Where is the sculptor? Is he alive?
- What danger does the miasma present the PCs?
- What reward can Mrs. Woodbottom offer the PCs? A family heirloom?
- Why was Ralph *really* accused?
- What happens if the PCs drink from the Witching Chalice?
- Who else in town knows Doris? Who else could be suspect?

WHAT NEXT?

There are many ways for PCs to uncover the truths behind Doris Hamershek's murder: They may inspect the treasure vault and sculptor's studio; they may question relatives and acquaintances about the accused; they may acquire leads and confessions through magic. To keep the players feeling like detectives, and to avoid frustrating dead-ends, finding evidence should be fluid rather than rigid. For example, rather than requiring PCs to search in a specific spot (i.e. the ashes of the sculptor's fireplace) to discover the sculptor's parchment of royal summons, the judge should fluidly place the clue in a location which both makes sense within the adventure and is searched based on solid reasoning!

If the players seem completely lost: Have Hemlock nudge them in the right direction; have a watchman who was standing guard over the girl's body succumb to the miasma poisoning; have the creatures lurking within the ruins begin to surface, making horrific sounds between the walls of the vault and studio. Basically, draw your players to the ruins, which will get them back on the path to solving the mystery!

Suggested readings on running mystery adventures:

- *Advice on Running Mysteries in RPG's* by Dave Van Domelen
- *Three Clue Rule* by Justin Alexander



**Hemlock Bones Mystery Adventure #1,
The Coal Snoot © Clint Bohaty 2015**

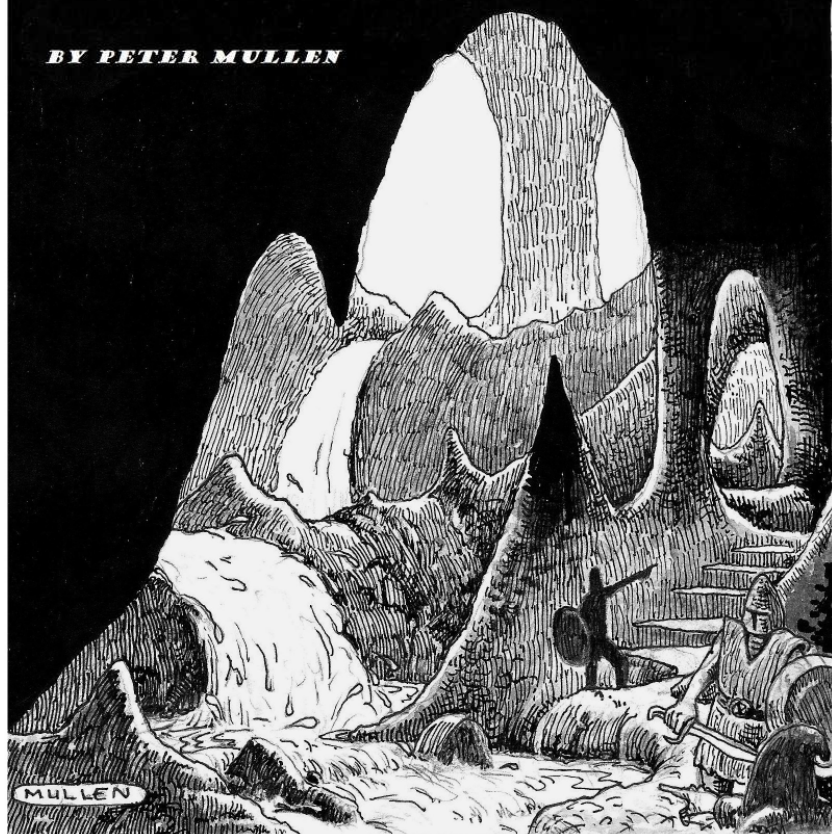
SEARCHING FOR MORE? WATCH FOR THESE UPCOMING ARTICLES!

- *Who is Hemlock Bones? A Character Profile and History*
- *The Magical Tools of Hemlock Bones*
- *Hemlock Bones Mystery Adventure #2*

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THE MARVELOUS MYRIAD MYCONID CAVERNS

BY PETER MULLEN



Deep in the Endless Dungeons of Acererak among the labyrinthine tunnels and hidden grottoes gurgles a stream known locally for its wondrous, albeit unpredictable, properties. Sometimes the "Yimmer" will glow, other times it will heal wounds, neutralize poisons, or cure diseases. Conversely it may burn, blind, or mutate those that drink or bathe in it. Once a thriving section of the Dungeons, the caverns have become vacant and uninhabited.

Where once lush gardens were meticulously maintained now all are overgrown and abandoned; clear paths are now choked with rubble and detritus. Those that still scratch out an existence here are very furtive and attribute the change to a huge mysterious monster. Many of the old denizens have fled the area from fear and those travelers that do venture through these caverns are rarely seen again.

1. Dungeon Directory

Shoe-horn Jones is a Morse troll who lives under the pentagonal flagstone towards the East cave entrance. Designed by Acererak long ago to give directions to lost denizens, the Morse trolls communicate with each other over long distances using codes via tapping and scratching to ascertain what lies ahead and various areas sought can be found. The veracity of such information depends on mood and food given to it in exchange for directions. Morse trolls admire complicated knocks and secret codes, Morse being their favorite!



As any troll, they regenerate 3 HP per round unless fire or acid is applied. Picking fights with these little imps can be dangerous though as they can and will send out an APB to any large or numerous denizens that a wealthy group of adventurers are over at complex B8! Go get them before your old rival Rhughast the yellow ogre and his brothers in the C12 district gets there first! Any dwarf in the party will recognize the pentagonal stone they live under as a Morse troll directory.

2. Crashing Rocks

Seismic Slime coats the ceiling of this cavern and if any loud sounds pass below this patch will begin to emit ultrasonic frequencies into the stone and cause the ceiling to collapse on the heads of those that pass by. Such a tunnel collapse will cause 4d10 dmg unless a DC 14 Ref save is made for half damage. Fire burns it away quite handily though it is difficult to spot due to its transparency.

3. Dungeon Punks

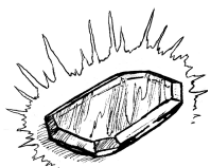
This fairly large cavern has several exits and is mostly devoid of debris and overgrowth. In the far corner is probably the most life-like stone sculpture of a horse you have ever seen. Over the years the degenerate locals have carved their initials and drawn graffiti all over it. Some of these degenerates are the dungeon punks a quartet of cave gremlin teen-agers that come here to smoke cigarettes, complain about their Mothers, lie about girls, look tough in their leather jackets and greased back hair, and generally hang out until they can make a nuisance of themselves.



The horse is the "centerpiece" of the little hoodlum's jokes and jeers. They are never surprised because of their incredible alertness and if adventurers show up they will attempt to steal little things and food when they sleep, or even hitch rides on a dare, but will not engage in any fight. These diminutive louts prefer to cast insults, heckle, and mock from a safe distance or hiding to make fart-jokes. They especially love to taunt dwarves! However if a party is cool and has a sense of humor and can withstand teen-agers, they may find these disrespectful little gremlins a good source of information.

They can describe "Moody Blues" the nickname they've given to Luggbodduggo as they don't know his real name, but remark about how he'll joke around with them one minute then chase after them the next -it all depends on his wild mood swings! The punks know that Edgar has been seen lurking about as well. That old spider! Surprisingly, they get very serious about "The Big Psycho-Troglodyte" whom they fear beyond words and relate the time one of them saw it emerge as silent as death out of the stream once with the most alarming look on its face, like it wasn't itself but possessed!

The Lithic Destrier is the magic steed of the long ago defeated adventurer group's wizard parked here along with the henchmen. When activated, the horse is very fast and does not tire and can bear large amounts of weight. However, after a full day of activation it must be parked for the night to recharge! Amongst all the graffiti and crude drawings with a careful search (DC 15), a wizard could find a set of activation runes on the neck. (DC 13 to successfully read and use -"Hi, Ho, Silver," or whatever the GM decides.) The saddlebags are long gone and all that remains are some of the bones of slain henchmen.



4. That Evil Arachnid

Edgar the Giant Spider has been lurking around lately as well. He hates those insolent gremlin punks but can never tell which one is the son of old Mama Cass, whom he fears! (Truth is, she is not a gremlin, only made to look like one and Edgar is one of the very few that know this and still lives!) This old oily killer has been around a long time, he's crafty, very smart, and exceedingly stealthy. However, Edgar, just like all male spiders is a "Momma's Boy" and has some unresolved family issues!

If discovered, Edgar could parley, but will stay unseen -talking to intruders is a last resort. Arrogant, stuffy, and condescending, Edgar is wickedly evil, but sensible, very patient and ultimately a survivor! If however, he can get a delicious Halfling ("Mother always liked those."), he will use subterfuge, perhaps ply "Moody Blues" to attack as a diversion, and snatch one from behind, while everyone is unawares!

Edgar's surviving siblings include his equally devious and intelligent younger sister Portia and his monstrous but very stupid older brother Barney, whom he actually checks in on every now and then because he promised his Mother he would look out for him after she was gone. Portia is far away, he hopes.

Edgar the Giant Spider:

Init +4; Atk bite +6 melee (dmg 1d10+poison Save vs. DC 16 poison or paralysis in 1d3 rounds until neutralized.); AC 14; HD 4d10; HP 35; MV 30'; Act 1d20; SP *infravision* 100'; SV Fort +3, Ref +6, Will +3; AL C.



In a satchel attached to his abdomen made out of webs Edgar keeps his prized possessions. In the satchel are three emeralds worth 50gp each in a leather pouch, several poisoned rats and large crickets, for later, a hand full of coins, an official dungeon emblem that allows access to level 5D (Where Barney lives.), and his Mother's old *Wand of Teleportation* used only in the most desperate of circumstances and to keep Portia off his trail which is difficult with the family heirloom in her possession but Edgar has used this as his back door ever since his mother's death ("Remember, my little darling (Edgar), you'll need this (wand), Portia can't forgive.") See *Wand of Teleportation* below for more information.

5. Holiday Angling

Sergeant Luggbodduggo (Nail-head Hobgoblin): Init +2; Atk battle axe +6 melee (dmg 1d10+6); AC 14; HD 4d8; HP 17; MV 30'; Act 1d20; SP *infravision* 60'; SV Fort +3, Ref +3, Will +2; AL L.

One of a rare breed of big blue hobgoblins in these parts, legend holds that a great Chaos Champion figured out a way to drive a nail into the hobgoblin's brain that allowed control over the creature's aggression depending on what "setting" the nail head is turned to. Usual settings include; berserk, assassin, guard, and kamikaze! There are others, depending on the adjudication of the GM. Lugg's is stuck on "Frenzy" which gives him a +2 to hit and dmg in melee.

This large blue hobgoblin uses a battle axe and on a hit "5" above what he needs "to hit" or on a natural "20" can attempt to bite the same foe for 1d6 dmg. Lugg's scaly hide has been branded with the chaos champion Hagrash's symbol under the allegiance rune of Errtu the pit fiend general. His treasure consists of a handful of silver and gold and his infernal "class ring" which is gold and has a lurid ruby set in it worth 50gp. A brochure advertising the "Marvelous Myriad Myconid Caverns" one of the top ten destinations in the Endless Dungeons and great fun for the whole

Family! And lastly his fishing pole and tackle. Lugg is a devoted angler and has fished most of the rivers in the Endless Dungeons. His one true ambition is to fish them all!

Lugg who is on "holiday" has found a comfy high ledge concealed from below by an overhang and is enjoying his well-earned vacation despite the caves not living up to their reputation in his brochure it is at least quiet (when the gremlins leave him be) and restful. Maybe tomorrow he'll get some fishing in.

6. Hydro Chimney

To get to the myriad fungus cavern one must climb up through the Hydro Chimney which requires a DC 16 Strength check to fight one's way up through the water. Once one makes it, a rope can be dropped to help others get pulled up.

7. Last of the Myriad Fungus Gardens

In the myriad fungus cavern the Puff-Ball Wizard works to concoct his elixir known as "Time Traveling Blues" a formula given to him by a mystical Orange Goblin. Once he's brewed enough, he plans to begin his long voyage through time and space under the auspices of this powerful potion. Inedible to Gorgosaurus and Grumgazz alike he is left to pursue his machinations, but keeps a powerful hallucinogenic powder around just in case.

Uttz the Puff-Ball Wizard of Mycetes-Thrax

Init +2; Atk dagger +2 melee (dmg 1d4+2) or spell; AC 14; HD 3d8 +2; HP 17; MV 20' or roll 40'; Act 1d20; SP Spells (W 3, spell check +5, spell:) and Camouflage / Blending ability; SV Fort +2, Ref +1, Will +3; AL C.



Utzz's ability to change color at will along with his fungus form enable him to be invisible (6 in d7) while in a fungoid environment (4 in d7) in regular overgrown areas. Stuck to his fuzz ball body are several missile weapons that he will employ to scare and confront invaders.

Balloon bombs - These look like deflated balloons that Utzz can inflate, shake, and lob at a target which on impact pops and releases spores that daze the target and anyone within 10' who doesn't save vs. DC 13 poison check. If failed, the target is -1 to hit, dmg, and AC. He possesses (4) of these missiles.

Meat Fungus Pod -This unassuming pod is blueish and has a rigid shell that is fairly easy to crack open. Once opened it gives off a powerful rotten meat smell that easily sticks to any within 10' of its breaking and especially on the individual that opened it or had it cracked on him. This pod is kept in an emergency, as it will drive the sword *Gorgosaurus* (or any big predator) into a killing frenzy to get to that smell and will arrive in d3 rounds with Grumguzz!

Stacked neatly in a small alcove are several leathery fungus wineskins four of the five are full of Time Travelling Blues. This powerful recipe enables the imbiber to travel the Astral Plane to other dimensions and possibly times. Each wineskin contains 2 full potions. The distance travelled versus amount of potion should be adjudicated by the GM in all cases.

8. Monstrous Chieftain

The odious troglodyte chief Grumguzz is without his tribe of fanatics. Once a great and valiant leader of his kind, Grumguzz was de-evolved by the powerful magic of a "sun" wizard and the invasion of the "surface-worlders" years ago, as a result he became primitive and unbalanced. The surviving fanatics were faced with a madman chief who began feeding his own tribe or any

other luckless thing to the sword. They fled these caves and absconded with whatever wealth they could pilfer.

His coffers empty, Grumguzz lives in a near perpetual state of drug-induced delirium both from the emanations of the fungus grotto below his lair and the concoctions obtained from the alien puff-ball wizard who dwells there and in his rare lucid moments will barter with. A shadow of the great chief he was, he only ventures forth now on the occasions that he remembers hunger or by compulsion of his mighty sword's.

Grumguzz's lair is full of trash; broken containers, rags, bones and just plain junk. In the middle of the cave is the chief's nest in the same state of total disrepair. The one thing that is working well is an ornate water pipe that sits next to it. Forgotten in the corner is a cask of good wine. The chief wears his golden pectoral harness with lapis lazuli stones that adorn the collar which is worth 100gp.

Roll d8 to determine which is in control at the moment remember that should the chief lose consciousness the sword will take control and devour as much as it can!

(1) Gorgosaurus is in control! (2-4) Grumguzz is besotted and Gorgosaurus takes control! (5-7) Grumguzz is drugged out but maintains control! (8) Grumguzz is alert and ready to fight!

Grumguzz, Troglodyte Chief

Init +2; Atk sword +4 melee (dmg 1d8+4) and see below*; AC 15; HD 4d8 +4; HP 32; MV 30' or climb 10'; Act 2d20; SP *infravision* 100'; SV Fort +4, Ref +2, Will +2; AL L.



Gorgosaurus Sword - this magic blade is for all intents and purposes a hand-held gorgosaurus as when it strikes, it leaves huge bite marks instead of slashes. It roars and is generally speaking the real deal theropod! It must be fed like any pet except this one consumes 30HD worth of "kills" and then goes inert for 1d3 days and acts as a regular sword. If Gorgosaurus goes days without eating, after a state of torpor, it will get restless and even take control of the wielder when their defenses are down such as when they sleep or if they are in a comatose state etc. They will awake to find there have been some gruesome murders around them but will have no memory of anything amiss (very similar to lycanthropy).

*Because of Gorgosaurus's ability to control Grumguzz depending on his state of coherence there are some circumstances where the sword will be in control. In this state the sword strikes at +10 melee and does 4-24 dmg per bite and can consume 30HD worth of victims before being sated and going inert. On a natural "20" it will swallow whole anything small sized such as a halfling or dwarf. It also has an incredible sense of smell and can track prey over long distances. When inert it works like a normal sword +1 and does the standard 1-8 dmg as any long sword.

Wand of Teleportation - This powerful wand enables its user to instantly travel by *teleportation* to a location within range, however it can be risky. To determine "charges" or power left in the wand, roll (1d12-1), if a "1" is rolled (i.e. 0) the wand uses its last bit of energy and must be recharged by a wizard.

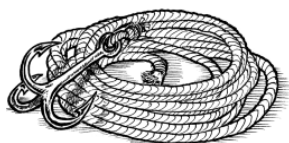
The use of this wand also requires the wielder to make a Luck check every time it is employed to determine the success of the *teleportation*. Characters can burn luck to increase their chances to succeed. In the hands of a wizard or elf, the character can spell burn points to do the same. The distance travelled depends on who is

using the wand; non-wizards can travel 1d20 X100 feet away from the original location while an elf or wizard can travel 1d20 X100 miles!

The wielder may also elect to try and *teleport* a "guest" along with them. This would require two Luck checks and two charge determinations on the part of the travelers. If however the "guest" is unwilling to go with the wand holder they would have to be grabbed which would require a successful attack and then would get a saving throw to resist the *teleportation*.

Should their Luck roll fail, consult the following list of possibilities:

- 1-14 Failed. No *teleportation* occurs and left to face whatever you are running from.
- 15 *Teleport* into an occupied space! You are now magically integrated into/with some other organism and must figure out a way to jointly pursue finding a means of reversal. Team work!
- 16 Sucked into another dimension.
- 17 Crash land on the Purple Planet!
- 18 Your body remains but your psyche/mind are *teleported* into another body -minds possibly switched (in which case the displaced mind may run off or wander away with their new body or track themselves down seeking vengeance!) or not switched and royally peeved at you for attempting to usurp their body!
- 19 The *teleportation* works but you find yourself in the same spot, only 800000 years in the future! A blaring siren from afar suggests there might be someone there who may know a way back to your own time....
- 20 Phased into a solid object which results in instant death.



Fungoid Fisticuffs

Level: 1
Range: Touch
Duration: Varies
Casting time: 1 action
Save: None (see below)

General The caster produces large fungoid gauntlets over his fists to fight opponents with.

Manifestation The wizard's hands metamorphose into big fungoid fists to bash at opponents with. As the spell increases in power the gauntlets grow in size and duration.

Corruption Roll 1d4: (1) hands swell into mushroom fingers that give a -2 to spell checks, (2) touch spoils any food caster attempts to eat 25% of the time, (3) body hair replaced with fungoid fuzz in color of GM choice but usually bright and garish, (4) caster is unable to stand sunlight and is -2 to any roll while outside during the day at night or underground the caster is normal!

Misfire Roll 1d4: (1) Instead of fists the fungus goes to the caster's feet impeding movement by -10', (2) all comestibles in wizard's possession become moldy, mildewed and generally inedible, (3) The fungus fists are great puff-balls that swell up and explode shooting hallucinogenic spores into a cloud 20' feet in diameter.

All within cloud must make a DC 12 poison save or are -2 to hit and dmg for 5-8 rounds, (4) the (2) fungus fists are sentient and attack the wizard doing 1d8 dmg per round for 1d4 rounds.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.

2-11 Lost. Failure.

12-13 Fungi Fist. Hands turn into enlarged (+1 to hit) fungoid clobbering gloves for 1d3 points of damage on any successful strike. In addition, the fungus gloves are mildly poisonous and the opponent must save vs. DC 11 poison or be -1 to hit and dmg. The duration for this manifestation is 1-4 rounds.

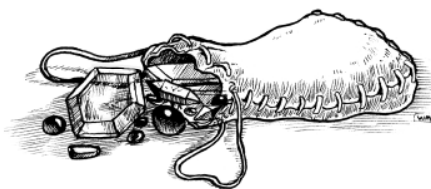
14-17 Fungi Fist. As above, the wizards hands turn into enlarged (+2 to hit) fungoid clobbering gloves but for 1d6 points of damage on any successful strike. These fungus fists are poisonous as well and inject stinging spores from projections that the opponent must save vs. DC 12 poison or suffer -2 to hit and dmg. The duration for this manifestation is 2-5 rounds.

18-19 Myconid Mitts. These big mitts are (+3 to hit) with two attacks a round and do 1d6+CL points of damage on any successful strike. They are poisonous and puff out hallucinogenic spores in their opponent's face that must save vs. DC 13 poison or suffer -3 to hit and dmg. The duration for this manifestation is 3-6 rounds.

- 20-23 Myconid Mitts. As above, these mitts are (+4 to hit) with two attacks a round and do 1d6+CL points of damage on any successful strike. They are poisonous, as well, and puff out hallucinogenic spores in their opponent's face that must save vs. DC 14 poison or suffer -3 to hit and dmg. In addition, if the caster can strike with 5 above what is needed to hit his opponent or on a natural "20" he pulls off the classic Moe Howard Eye Jab that blinds his opponent for 5-8 rounds! The duration for this manifestation is 4-7 rounds.
- 24-27 Myconid Mitts. As above, these mitts are (+5 to hit) with two attacks a round but do 2d6+CL points of damage on any successful strike. They are poisonous, as well, with hallucinogenic spores that opponents must save vs. DC 15 poison or suffer -3 to hit and dmg. In addition, if the caster can strike with 5 above what is needed to hit his opponent or on a natural "20" he delivers Curly's Gut Punch which drops the opponent to the ground retching and prone for 1d4 rounds! The duration for this manifestation is 5-8 rounds.
- 28-29 Mushroom Mallets. These mighty mallets are (+6 to hit) with two attacks a round and do 2d6+CL points of damage on any successful strike. They are poisonous, as well, with hallucinogenic spores that opponents must save vs. DC 16 poison or suffer -3 to hit and dmg. In addition, if the caster can strike with 5 above what is needed to hit his opponent or on a natural "20" he delivers Larry's Liver Shot which ruptures one of the opponent's organs and renders them prone until they are helped or healed! The duration for this manifestation is 1d3 turns.

30-31 Mushroom Mallets. These mighty mallets are (+7 to hit) with two attacks a round and do $3d6+CL$ points of damage on any successful strike. They are poisonous, as well, with hallucinogenic spores that opponents must save vs. DC 17 poison or suffer -3 to hit and dmg. In addition, if the caster can strike with 5 above what is needed to hit his opponent or on a natural "20" he delivers Shemp's Ugly Uppercut which knocks his opponent out of the melee and lands stunned and dazed with broken bones and possibly internal bleeding which will be fatal in 5-8 rounds unless healed. The duration for this manifestation is 1d3 turns.

32+ Zygo-Mauler. These Mycological maulers are (+8 to hit) with two attacks a round and do $3d6+CL$ points of damage on any successful strike. They are poisonous, as well, with hallucinogenic spores that opponents must save vs. DC 18 poison or suffer -3 to hit and dmg. In addition, if the caster can strike with 5 above what is needed to hit his opponent they are knocked unconscious for 5-8 rounds and on a natural "20" he delivers The Dempsey Duke which has a 2% chance per caster level to kill his opponent outright. If this fails he knocks his opponent out of the melee until healed. The duration for this manifestation is 1d3 turns.





May Flowers
A short 0-level funnel adventure
By Daniel J. Bishop

Introduction: Each May, fallow fields are plowed, preparing them for next year's planting. Preparing a long-disused area of scrubland for a new field, Farmer Rowntree's plow struck something hard. The "rock" turned out to be a woman's head, life-sized, made of hard dark-streaked marble, attached to a buried statue. Hoping to turn his discovery to money, he sent his son, Owen, back to fetch spades. When Owen returned, the fallow field had turned into a jungle of dark flowers and thickly twisted, thorny hedges. The farmer had uncovered the rest of the statue, an icon of the ancient Chaos goddess, *Flos Tenebrarum*, the Flower of Darkness.

Standard Monsters

Plant Creatures: Critical hits against plant creatures in this adventure may require some adjudication. If a critical effect cannot harm a plant, and no analogous effect could affect the creature, the critical hit is negated. Unless otherwise noted, plant creatures suffer half damage from bludgeoning weapons, and no damage from piercing weapons, but suffer full normal damage from slashing or chopping weapons. A 0-level PC with an appropriate occupation and weapon (a woodcutter attacking a thunder log with an axe, for instance) gains a 1d3 Deed Die.



Holy Symbols: *Flos Tenebrarum's* plant creatures are unholy to Choranus, Ildaver, and other deities who represent creation or unsullied nature. Any character who boldly presents a holy symbol of these gods may roll 1d7 + Prs modifier + Luck modifier: (3 or less) The character is preferentially targeted by all plant monsters for 1d3 rounds; (4-5) no effect; (6-7) all plant monsters within 30' suffer a -1d penalty on the dice chain for 1d5 rounds; (8-9) all plant monsters within 30' take 1d5 damage; (10+) all plant monsters within 30' take 1d7 damage and suffer a -2d penalty on the dice chain for 1d3 rounds.

Blackbell: Init +0; Atk slash +1 melee (1d3); AC 9; HD 1d3; MV 0'; Act 1d20; SP plant; SV Fort -2, Ref +0, Will +0; AL C.

Blackbells are animated flowering shrubs with tiny purple-black bell-like flowers. They can slash at creatures within 5' with their thorny branches. A blackbell shrub is 1d3+4' tall and has a diameter of half its height.

Dark Lily: Init +0; Atk wooden "dagger" +0 melee (1d3); AC 12; HD 1d5; MV 20'; Act 1d16; SP entrance (Will DC 10), lead away, plant; SV Fort +0, Ref +2, Will +3; AL C.

These plant creatures appear as dark olive green women no taller than a halfling, with glossy black hair. They exude a powerful pheromone that entrances mammalian creatures within 20' who fail to make a Will save (DC 10). Entranced creatures take no action, but can be led away by the dark lilies at a movement rate of 10' each round. A creature led by dark lilies gains an additional save each round, otherwise only gaining a new save every 6 minus Intelligence modifier rounds.

Creatures whose senses are impaired (such as by a cloth wrapped around the nose and mouth) gain a +4 bonus to these saves; those who have no sense of smell, or whose sense of smell is overpowered (for example, if the same cloth were soaked in a strong-smelling substance) are immune.

Dark lilies do not speak, or vocalize in any way. Under duress, a dark lily will attack with a "dagger" of sharpened wood.

Dire Foxglove: Init +2; Atk touch +0 melee (poison); AC 8; HD 1d3+1; MV 25'; Act 2d16; SP poison (Fort DC 7, 1d3 damage), plant; SV Fort +0, Ref +1, Will +2; AL C.

A 7' tall, spindly plant with four "arms" and a dried flower "head" resembling a skull, dire foxgloves can pass through the hedge "walls" of the fane as though they were not there. Their touch does no damage, but delivers a poison doing 1d3 damage (Fort DC 7 negates).

Flower Zombie: Init -4; Atk bite +0 melee (1d3); AC 8; HD 1d8; MV 20'; Act 1d20; SP plant; SV Fort +4, Ref -4, Will +0; AL C.

Villagers reduced to 0 Stamina by a thunder log become flower zombies, and are treated as plant creatures. Their bodies sprout flowers, and they are animated by roots growing through their flesh. A plant zombie arises 2d5 minutes after death, unless the body is burned.

Man-Eating Cowslip: Init -2; Atk gore +2 melee (2d3) or bite +0 melee (1d3); AC 12; HD 2d8+4; MV 40'; Act 1d20; SP plant, swallow whole, digestion; SV Fort +2, Ref -4, Will +0; AL C.

This large creature looks almost like a bull, with thorny teeth and horns growing from a flower-like head. On a natural "20", instead of normal critical effects,

the cowslip swallows its prey whole. It can only swallow one creature, who must make a DC 10 Fort save each round to avoid 1d3 damage from the plant's digestion.

Penumbral Bees: These shadowy violet insects produce black honey as thick as treacle. Each deep-purple colored hive holds 1d3 doses of honey, each of which can be used to heal 1d7 hp damage, or be used as a component for arcane spells, adding a +1d3 bonus to the spell check. Each time a PC checks a hive for a dose, roll a DC 10 Fort save to avoid 1d3 Personality damage due to mind-altering stings. A PC whose Personality falls below 3 becomes an NPC adherent of *Flos Tenebrarum* and instantly attacks.

Pierceblossom: Climbing flowers similar to violet pea blossoms, they have muted red pods ending with a sharp thorn each. When a creature comes nearby, tendrils cause the pierceblossom to shoot forth 1d3 pods (attack +2 melee, poison Fort DC 10 or 1d3 Stamina damage).

Pit-Roses: These plants create a recess in the ground 5' in diameter and 10' deep. A thin layer of interwoven branches grows on the top. Any weight over the top causes the branches to withdraw, and the creature that stepped atop falls for 1d6 damage unless a DC 20 Reflex save is successful. Springy foliage at the bottom prevents broken bones, but thick, foot-long thorns ensure normal falling damage otherwise. The flowers grow within, feeding on anything in the pit (Fort DC 10 or suffer 1d3 Strength damage), latching on at the end of long tendrils to drain blood. The pit can be climbed with a DC 5 check, but reopening the top from within requires a DC 7 Strength check. The flowers can feed anywhere within the pit.

Thunder Log: Init -2; Atk shoot seeds +3 ranged (1); AC 15; HD 1d8+3; MV 10'; Act 1d20; SP plant, seeds; SV Fort +4, Ref -5, Will +2; AL C.

This appears to be a hollow log. Close inspection shows that four stubby branches are actually legs, and it has a number of knotholes which are actually "eyes" spread over its body. Thunder logs contain seeds which they can expel violently, targeting all within a single 10' area up to 30' away. Anyone struck by the seeds takes only 1 hp damage, but must succeed in a Fort save (DC 10) every minute, or plants growing from the seeds will cause 1d5 points of Agility, Strength, or Stamina damage (equal chance of each).

The condition can be ended by making three successful saves, by smearing 1 dose of penumbral bee honey on the wound, or with 2 dice of clerical healing. Creatures slain by these seeds arise 2d5 minutes later as flower zombies.

The Fane of Flos Tenebrarum

Start: *Owen Rowntree came pelting down the streets of your village with some wild story about his father finding a statue buried in a scrub field. Then, while Owen was sent to bring a couple of shovels to dig it up, a cathedral of flowering plants had grown where the new field had been. There was no doubting that the boy was frightened, so a group of you went out to see for yourselves. And, sure enough, a maze of dark growing things, like a flowered temple or a bower, was now growing where once there had been nothing more than a weed- and bramble-choked waste lot. The tangled plants are a dark, lustrous green color. Even the blossoms, as numerous as stars in the night sky, seem muted. A clear opening, arched like the entrance to a church, invites you in, for good or for ill. Two spades lie abandoned several yards from the entrance.*

Waiting: Three hours of daylight remain when the adventure starts. Some players may wish to prepare before entering the temple-like garden.

At nightfall, the dark flowers become more active. Each gains +3 bonus hit points, and all save DCs to notice or avoid "trap" blooms are at a -2 penalty. During daylight hours on subsequent days, this penalty goes away, but the bonus hit points do not. Each full night that the idol of *Flos Tenebrarum* is left unburied, double the number of each type of mobile plant in the adventure.

On the third night, the plants begin to attack the closest villagers, dragging them into the fane of *Flos Tenebrarum* to convert into flower zombies. Isolated PCs may be attacked in their homes. After five nights, the village is abandoned by any not yet converted.

Fire: The influence of *Flos Tenebrarum* prevents Her garden temple from burning. Even liberal use of oil does nothing more than create a thick, oily cloud of smoke that fills a 20' area for 1d5 rounds. All within the area must make a DC 10 Fort save each round or take 1d3 points of temporary Strength, Agility, or Stamina damage from choking. This damage is healed after breathing fresh air for 10 minutes. Plants are immune.

Pushing Through Hedges: Characters may attempt to push or chop their way through the "walls" of the fane. A thin wall can be chopped through in 1 round or pushed through with a DC 10 Strength check. Thicker walls require a Strength check to move 5' in a single round: DC 10 with a chopping weapon, or DC 15 without. Every round of pushing through hedges requires a DC 5 Reflex check to avoid 1d3 points of Strength, Agility, or Stamina damage due to the thick, irritating, and thorny growth. Characters who encounter a monster while pushing through the walls suffer a -1d penalty on the dice chain until they are clear of the growth. Holes made by PCs last 1d7 minutes before they are regrown enough to disappear (1d7 rounds after nightfall).

Wandering Monsters

Roll 1d14 every turn:

1d14 Result

1-4 No encounter

5-6 Dark lilies (1d5+1)

7-8 Dire foxgloves (1d3, 1 in 3 chance of emerging from a wall)

9-11 Flower zombies (all existing, or 2d3)

12-13 Man-eating cowslip (1)

14 Thunder log (1)

Encounter Areas

1 - Entrance Chamber: *The entrance arches high overhead, allowing you to enter the interwoven flowery bower that was, just this morning, scrubland. The plants are all dark green, with waxy, bruised looking leaves. Many of the flowers are dark as well - deep red, purple, even black - but some are bright as summer daisies. Just beyond the entrance is a clearing, about 40 feet in diameter and open to the sky. Two passages lead deeper in, one to the north and one to the west. From somewhere far within, you can smell the scent of honey.*

Initial monster placements are noted on the map, with the exception of High Priest Rowntree and the statue of *Flos Tenebrarum* in Area 3. The Judge is encouraged to move mobile creatures in response to PC actions, assuming that the creatures have an awareness of what occurs within 10' of their current position (30' at night). Wandering monsters do not count against those shown on the map. Note that dire foxgloves tend to remain hidden within the hedges, unless encountered as wandering monsters. Dark lilies attempt to lead PCs to other, more hazardous, plants. The characters are safe until they attempt to move out of this area or night falls.

All "passages" are completely covered by growing plants, and are 15' high. The numbered areas are open to the sky, with "walls" 18' high.

2 - Antechamber: *The twisting passages finally open to the sky again in a clearing maybe 40 feet across. The dark grass is sprinkled with tiny yellow and white flowers. You can see two other archways allowing exit from this place. From one of them comes a sonorous chanting, like a human voice mingled with the droning of bees.*

The sound comes from Area 3.

3 - Flos Tenebrarum: *The archway leads into another clearing. Across the clearing is a dark marble statue of a beckoning woman, her body clad only in flowers, both carved of stone and twining from deep green vines with waxy leaves. Standing before the image, Farmer Rowntree is clad now only in living flowers, whose roots and tendrils weave in and out of his flesh. He wears a crown of black roses, their thorny roots sunk deep into his eyes and skull. Shadowy violet bees buzz around his head, seemingly joining him in an unending, droning chant. The statue is still next to where it was buried...it is inconceivable that a single man could have lifted it from the pit. A great mound of dirt lies nearby.*

Every surviving plant creature within 30' immediately moves to protect the statue as soon as either Farmer Rowntree or the statue is interfered with.

It requires a DC 15 Strength check to topple the statue into the pit, and 5 DC 10 Strength checks to cover it sufficiently to end its influence (at which point all plant creatures and Farmer Rowntree become inanimate). When covering the statue, a character whose occupation includes shoveling (including gongfarmers and grave-diggers) rolls 1d20; all others roll 1d10. A shovel or similar instrument is required; without a proper tool,

each success counts as half a successful check (rounded down). If the PCs look around, they can discover Farmer Rowntree's hoe in the hedge with a DC 5 Intelligence check.

A character who touches the statue with bare flesh must succeed in a DC 10 Will save or lose 1d3 points of Intelligence and Personality each round until the save succeeds. If either reaches 0, the character instantly becomes a flower zombie.

Farmer Rowntree is AC 8 and has 30 hp. He continues to chant no matter how wounded he becomes. If he is slain before the statue is covered, have all PCs roll a Will save, modified by Luck. The lowest result is instantly slain (no save), becoming the next priest of *Flos Tenebrarum*. This character sprouts vines and roses, and takes up the chant without interruption.

Conclusion

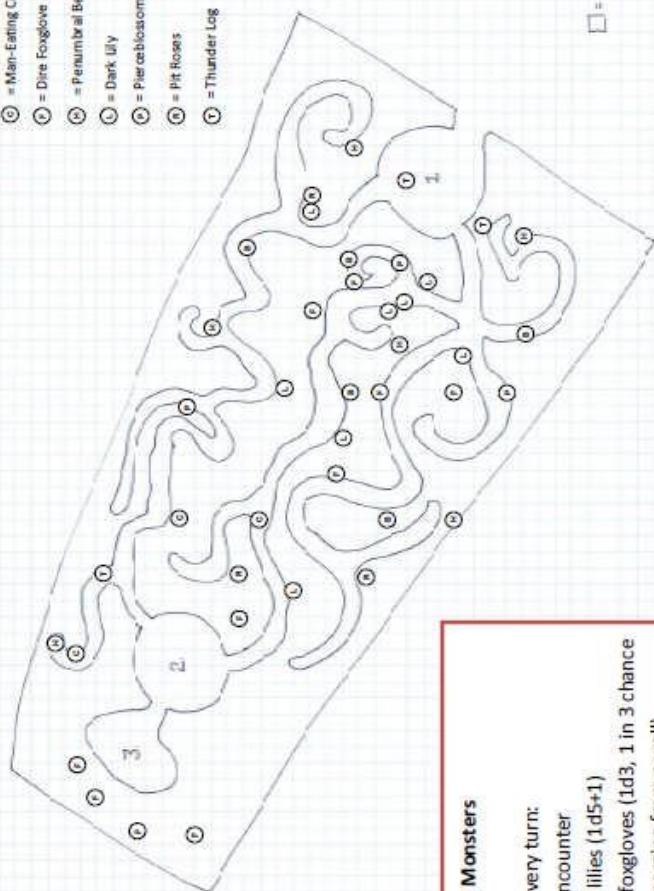
If the judge desires, the influence of *Flos Tenebrarum* may extend somewhat beyond Her statue's re-interment, allowing her to become a deity for a Chaotic cleric, or the patron of a wizard or elf.

A week later, news of these events reaches the local lord, Dame Leah Wychwood. After another week, she comes into the village to reward those who boldly dealt with the accursed statue. She offers arms, armor, or other reasonable equipment to a value not greater than 100 gp per surviving PC. The judge should select the items awarded based upon the characters and the needs of his campaign.

After rewarding the PCs before the entire village, and throwing a grand feast in their honor, Dame Wychwood confides in them. A problem plagues another of her holdings, which requires daring adventurers to deal with....

The Fane of Flos Tenebrarum

- ⊙ = Blackbell
- ⊙ = Man-Eating Cowslip
- ⊙ = Dire Foxglove
- ⊙ = Perambulant Bee Hive
- ⊙ = Dark Lily
- ⊙ = Pieræblossom
- ⊙ = Pit Roses
- ⊙ = Thunder Log



Wandering Monsters

Roll 1d14 every turn:

- 1-4 No encounter
- 5-6 Dark lilies (1d5+1)
- 7-8 Dire foxgloves (1d3, 1 in 3 chance of emerging from a wall)
- 9-11 Flower zombies (all existing, or 2d3)
- 12-13 Man-eating cowslip (1)
- 14 Thunder log (1)

Tomb of the Thrice-Damned War Witch

A Level 4 Adventure

By Jon Hook

Introduction

Ancient legends describe the tale of a powerful war witch who raised an army of the dead to rule the lands of man, but today those myths are used to frighten unruly children, as no one still believes the old fable. That is, until you recently discovered a scroll that describes the war witch's final resting place, and the powerful riches buried with her.

Adventure Background

Many believe the scroll to be a piece of fiction, but something in your gut told you that it was authentic. After a three day trek into the desert, you found the mountain described in the scroll; you found the entrance to the tomb of the thrice-damned war witch, Elahai. She was such a powerful warrior sorceress that once she was defeated it took three powerful curses to contain her. The curses are:

Damned be her mortal flesh.

Damned be her immortal spirit.

Damned be her for eternity.

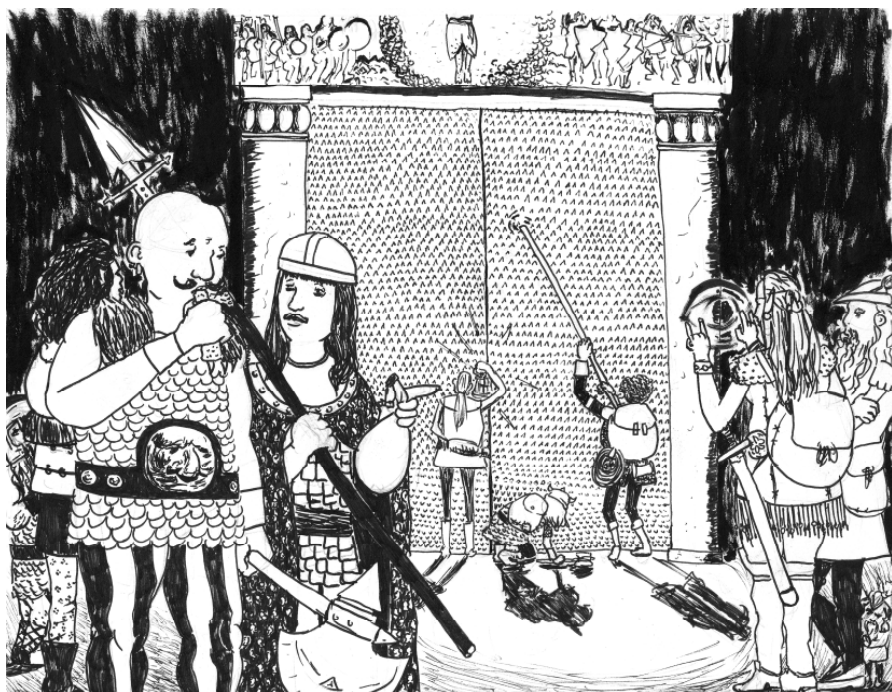
The curses are powerful wards that not only contain Elahai in her tomb, but they are also designed to keep tomb robbers out. The scroll also describes how the enchanted sword known as Sarron Darkstar and the powerful wand known as Obezaeth were entombed with her because they were too powerful to be left in the world. The scroll also includes a rough map of the tomb.

Starting the Adventure

The adventurers begin standing before the magically sealed doors to the thrice-damned war witch's tomb with the scroll in their hands.

Encounter Table

Area	Type	Encounter
1-1	P	Riddle to enter the tomb
1-3	P	Clues for the types of defensive curses the adventurers will face
1-4	P,C	Door/Key puzzle, skeletal army
1-5	C	A pair of banshees
1-6	C,T	Elahai the War Witch/Mummy, flood trap



Area 1-1: The Door - The grand entrance to the tomb is flanked by a pair of twenty-foot tall, fluted granite columns. The columns support a lintel that depicts armies of men and elves in battle against a lone female figure that radiates with energy. The huge doors to the tomb are covered in hundreds of inch long metal spikes, and there is no sign of a lock or handle.

The scroll the adventurers have instructs them to *"Invoke dark favors from thy patron to reveal hidden scripture engraved upon the portal's stoop, for it is the key to gaining entrance to the tomb beyond."* The adventurers need to cast *Read Magic* upon the threshold before the doors; another page of the scroll contains the spell if the adventurers need it. Casting the spell on the threshold reveals the following riddle:

Before you stands the portal firm,
The thrice-damned war witch beyond interned.
Locked but not keyed,
The red iron you need.
With sanguine knock, speak your line,
From you to your father's father time.

To solve the riddle, at least one adventurer must injure one of his hands on any one of the hundreds spikes on the door. Then, with the bleeding hand, that adventurer must knock on the door as he speaks aloud his own name, and the father that begot him, and the grandfather that begot his father. The doors swing open outward, and stay open for three minutes. The doors swing open easily if they are pushed open from the inside.

Area 1-2: The Foyer - *The ancient tomb exhales as the doors swing open; centuries old dust filled air flows over the you. A pair of statues of hooded and robed men with their heads bowed; each figure holds a small piece of uniquely shaped wood. The floor is hard-packed sand and gravel.*

Each statue holds 1/6th of a star-shaped three-dimensional puzzle. The completed puzzle is the key needed to enter Area 1-5: The Sarcophagus. Unless otherwise noted, the floor of the tomb is hard-packed sand and gravel. If the adventurers dig into the floor, they discover skeletal bodies piled all over each other. A skeletal army lies under the floor in Area 1-2: The Foyer, Area 1-3: The Hall, and Area 1-4: The Ante-Chamber.

Area 1-3: The Hall - The plaster walls of this long hall are covered in a beautiful fresco that depicts armies of men and demi-humans waging war against a hoard of undead led by Elahai the war witch. Dry torches nest in wall sconces on either side of the hall every twenty-five feet. As the you near the end of the hallway, the fresco depicts Elahai being overwhelmed by the forces of light, and that three curses were needed to trap her in this tomb. Her mortal flesh is damned. Her immortal spirit is damned. And a damnation of eternity is placed upon her. The final image on the fresco is of Elahai being burned at the stake.

With a successful DC 12 Intelligence test, the adventurer surmises that the defensive measures of the tomb are tied to the curses. Theoretically then, one defense will involve damned flesh, another will involve damned spirits, and the final will be a damnation of eternity. But, the exact natures of the defenses are not illustrated in the fresco.

Area 1-4: The Ante-Chamber - Four statues of hooded and robed men with their heads bowed stand here, one in each corner of the room. Each holds a strangely carved piece of wood in its hands. A banded and studded portcullis blocks the archway to an adjoining room which has a large sarcophagus inside. There is a small star-shaped recess in the wall next to the portcullis doorway.

As soon as the first piece of wood is removed from a statue's hand in this room, then the skeletal army buried under the floors in Area 1-2: The Foyer and Area 1-3: The Hall begin to stand up. Each skeleton has dry bits of flesh clinging to its bones, and they reach out toward the adventurers with their clawed hands as they advance.

Damned Skeletal Army (40): Init +0; Atk claw +0 melee (1d4); AC 9; HD 1d8; hp 6 each; MV 20'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, grab and drag into the earth; SV Fort +0, Ref +0, Will +0; AL CE.

A single adventurer can be attacked by up to three damned skeletons in a single combat round. If an adventurer is successfully damaged by three damned skeletons in a single combat round, while inside Area 1-4: The Ante-Chamber, then that adventurer has been grabbed by the three damned skeletons that have surrounded him. A fourth pair of skeletal arms then reaches up from the floor to grab the adventurer's legs; this grab does zero damage. There are ten additional damned skeletons buried under the floor in Area 1-4: The Ante-Chamber, but these skeletons are specifically designed to assist in the grabbing and dragging into the earth special ability. Beginning on the next combat round, the adventurer is slowly pulled into the earthen floor, along with all of the damned skeletons that are holding onto him.

It takes three combat rounds for a human or elven adventurer to be dragged into the ground. It only takes two combat rounds for a dwarf or halfling adventurer to be dragged into the ground. During each round, the captured adventurer can only attempt a DC 15 Strength test. With a successful save roll, the adventurer has not only broken the grasp that the damned skeletons had on him, but he may also make a regular combat attack roll in the same round. Adventurers that are pulled completely underground may a final DC 18 Strength test to stick their hands out of the ground to claw their way out, otherwise they die.

A DC 12 Intelligence test is required by the adventurer that collects all six pieces of wood from the statues to assemble the pieces into a three-dimensional star-shaped puzzle. Placing the completed puzzle into the recess on the wall opens the portcullis. It takes two combat rounds for the portcullis to completely rise. A lever inside Area 1-5: The Sarcophagus can raise and lower the portcullis as needed. The skeletons pursue the adventurers into Area 1-5: The Sarcophagus, unless they lower the portcullis. When the portcullis is

lowered, the star-shaped puzzle key is popped out of its niche and falls to the floor. The puzzle falls apart on impact with the ground.

Area 1-5: The Sarcophagus - *As the portcullis lowers, the skeletal army beyond begins a slow and silent retreat back into the hallway. You can see the skeletons sinking back into the earth. The room you are now in has a large sarcophagus dominating the room. A pair of granite statues of hooded and robed men stands there, one on each side of the sarcophagus, holding the lid of the sarcophagus closed. The walls, floor, and ceiling of this room are constructed of smooth white marble.*



The sarcophagus was constructed in such a manner that it is impossible to remove the lid of the sarcophagus without first breaking the hands of the statues that hold it down and closed. A DC 10 Strength test successfully breaks the hands of one of the statues.

Once the hands of both statues are broken, a pair of banshees emerge, each from the hood of the statue, and attack everyone inside this room. If the adventurers flee from this room, either onward to Area 1-6: The Pyre, or back to Area 1-4: The Ante-Chamber, the banshees return to the statues to hide. They will attack again if the adventurers re-enter the room.

Damned Banshees (2): Init +2; Atk special; AC 10; HD 2d12+2; hp 18, 20; MV fly 40'; Act 1d20; SP *grave scream* (three times per hour, all mortal creatures within 100' take 1d6 sonic damage, a DC 12 Fort Save to resist 1d4 hours of deafness), *draining touch* (+6 melee, 1d4+1 loss of STR, AGL, or STA), vulnerable to silver (double damage from silver weapons); SV Fort +2, Ref +4, Will +6; AL C.

The sarcophagus is constructed entirely of granite, and the lid is large and heavy. A successful DC 15 Strength check is required by each of two adventurers attempting to move the lid; each additional adventurer that assists reduces the DC check value by 3. Once the lid is removed, the adventurers discover that the sarcophagus is filled with dark water. If the water is probed, the adventurers discover that there is no bottom to the sarcophagus, and that a water filled tunnel goes down below the floor of the room.

Adventurers that attempt to swim through the dark water filled tunnel to Area 1-6: The Pyre must make a successful DC 12 Fort save. Adventurers still successfully complete the swim through the tunnel with a failed save roll, but they suffer 2d3 points of damage. It takes almost two minutes to swim through the flooded tunnel.

Area 1-6: The Pyre - *This circular room has a high, domed ceiling with a hole at the top that likely vents to out of the mountain judging from the cool air flowing in. The room is bare, except for a pyre of*

half-burned lumber, and a tall stake erected from the middle. The charred and mummified husk of a woman's body is bound to the stake, the blackened shreds of a gag still clinging to her lips. A large blue gem containing a maelstrom of energy is attached to a silver chain that hangs around the woman's neck. The walls and floor are whitewashed, except for behind the pyre where the wall is streaked with soot.

Elahai was a priestess for the arch-devil, Rhoon. Elahai's quest for ultimate power led her to become a living lich able to lead and command legions of undead. Elahai's elevation to the next tier of her transformation would have made her indestructible, but it was thwarted by her defeat. Despite the measures taken to defeat Elahai, she could not be destroyed, so an enchanted jewel was hung around her neck to keep her in stasis for an eternity.

The enchantments in the jewel not only keep Elahai in a death-like stasis, it is also designed to attack anyone who enters this chamber. It takes two rounds for the jewel to charge up, but once charged the jewel fires up to three *black lightning bolts* (3d8 damage) per round, for a maximum of ten rounds. If a single *lightning bolt* inflicts 20 points of damage or more, then that target, (if combustible), is also ignited into flame (additional 1d6 damage). As long as the flames are not extinguished, they continue to inflict 1d6 damage per combat round. After the jewel has exhausted its energy, it needs an hour to recharge. The jewel attacks with three d20 action dice, one die per target.

If the jewel is targeted by *Dispel Magic*, a spell check result of 23 or less interrupts the jewel for the current and following combat rounds; a spell check result of 24 or greater deactivates the jewel and sets it on a one hour recharge cycle. Dropping the jewel into the water also triggers the one hour recharge cycle.

If anyone places the jewel and chain around their own neck, then that adventurer is instantly placed into a deathless coma. If the jewel is struck by any weapon, then there is a 20% chance that the chain will be damaged, and the jewel and chain will fall from Elahai's neck and drop into the pyre. The pyre must be torn down in order to find the jewel. If the jewel is in the pyre, it suffers a -2d penalty on its action dice.

Centuries under the thrall of the jewel after being burned at the stake, has transformed Elahai from a powerful witch into a powerful mummy. If the jewel is removed from Elahai's neck, then her mummified corpse awakens and starts thrashing against its bonds. Elahai breaks her ancient and frail bonds in a single combat round.

Elahai the War Witch

(Mummy): Init +1; Atk choke +3 melee (1d4 / 2d4 / 3d4 / etc), magic (6th level cleric); AC 11; HD 10d12+8; hp 77; MV 20'; Act 1d20; SP spells, damage reduction 5, mummy rot, vulnerable to fire, un-dead traits; SV Fort +5, Ref +3, Will +12; AL CE.

Elahai's transformation into un-death has bestowed all of the traits of a mummy, and she has retained her faith in Rhoon, so she still has access to her clerical and patron spells. Elahai cannot be reasoned with and will not stop fighting for any reason. If

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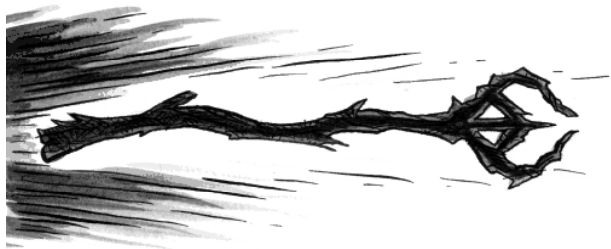
Elahai can slaughter the adventurers, then she will escape from her tomb and raise a new army to conquer the realm.

The sword, **Sarron Darkstar**, and the wand, **Obezaeth**, are hidden under the floor beneath the pyre. If the pyre is torn down and cleared away, the adventurers clearly see a rectangular shaped seam in the floor that is 10" wide and 55" long. The rectangular stone in the floor is trapped; it sits on a pressure trigger and will be set off if the stone is moved. It is possible for a skilled thief to detect (DC 12) and disarm (DC 15) this trap. Removing the stone without disarming the trap causes the water levels in the tunnel the adventurers swam through to rise rapidly, at a rate of 1' every five minutes at both ends of the flooded tunnel.

Inside the hidden hole in the floor is an oiled cloth wrapped around the long sword, **Sarron Darkstar**, and an ivory box containing **Obezaeth**.

Sarron Darkstar: +2 long sword; AL C; Int 18; empathic communication; when confronted with treasure the wielder of **Sarron Darkstar** must succeed on a DC 12 Will save or be overcome with greed; **Sarron Darkstar** can ignite into flame three times a day for 6 rounds each, 1d6 additional flame damage, DC 10 Ref save for target to avoid catching fire; **Sarron Darkstar** also grants the wielder resistance to fire, wielder ignores the first 3 points of fire damage, per attack, and gains a +1 to fire-based saving throws.

Sarron Darkstar was forged from one of Rhoon's teeth, and Rhoon speaks to the wielder of **Sarron Darkstar** through the sword. Eventually, the wielder shall bend to Rhoon's will and become his new servant.



Obezaeth: This is the tool created by Rhoon and given to Elahai so that she may move her army across vast distances in a single bound. Once a day, **Obezaeth** can open a portal large enough to march squads of soldiers and siege engines through for 1d3 hours. The spell is similar to *Planar Step*, but with a much larger portal.

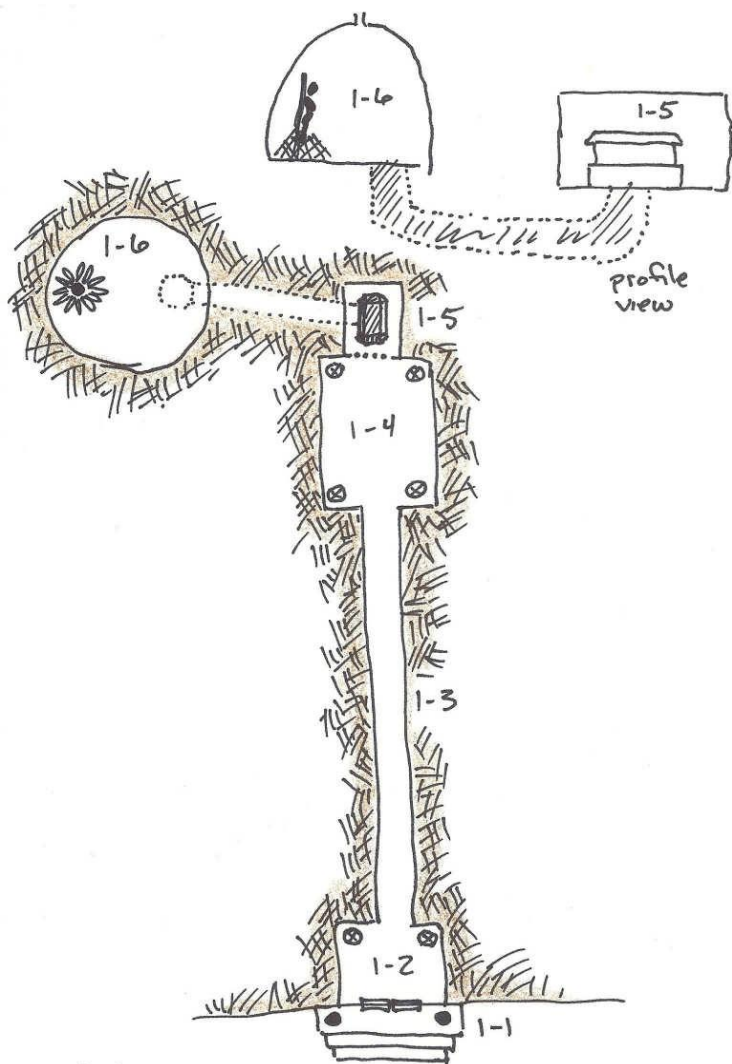
Concluding the Adventure

It is a fool's journey to enter the Tomb of the Thrice-Damned War Witch, but sometimes there is no talking sense into anyone. For those who are able to defeat Elahai and retrieve **Sarron**

Darkstar and **Obezaeth** from her funeral pyre, then they are powerful indeed. But beware, for Rhoon is a powerful and patient arch-devil; he bides his time, waiting for the right time to rise again. And those that possess and use his tools are first to do his bidding.

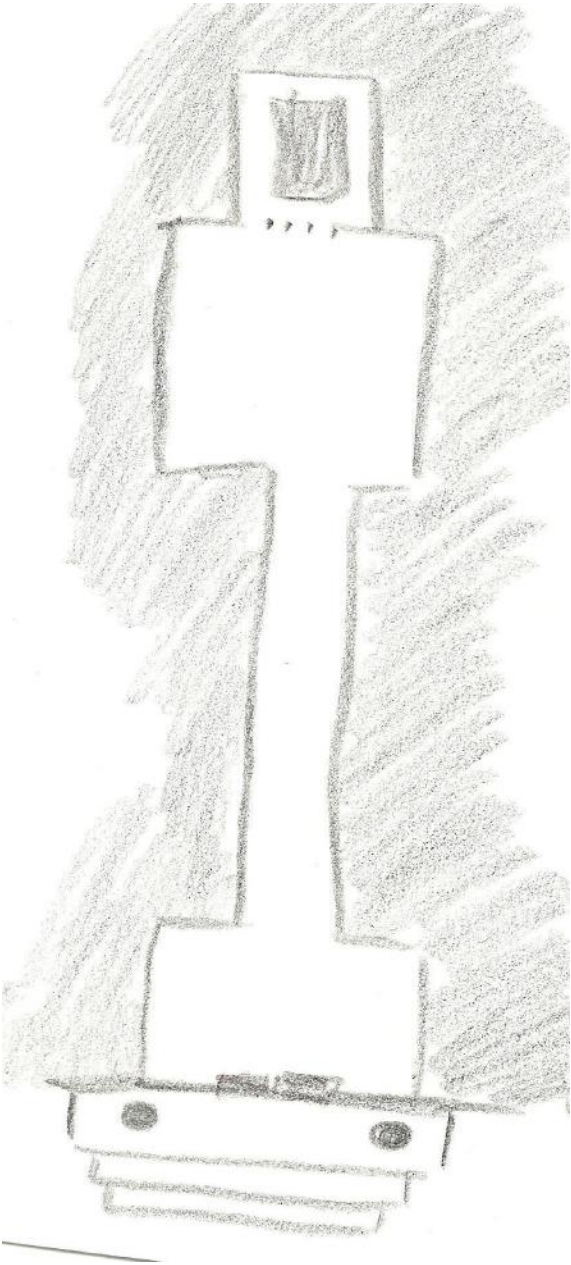


Judge's Map



10' Tomb of the Thrice-Damned War Witch

The sketch of the Tomb as contained in the scroll provided to the characters:



The Worm Cult of Laserskull Mountain

By Noah Stevens

Editor's Note: this is a description of an adventure site, describing multiple factions that inhabit a mountain and the tunnels that run through it. There are no stats provided, which means that a Judge can scale the opposition to his players as he see fit, with a little work. Words in all caps refer to important monsters or NPCs.

For ages, the sentient beings of this quadrant have provided the mortal remains of their cherished dead to the EMBALMERS, managed and ruled by their dirge-singing CRYSTALOID COMPUTER. Until recently, all was well and business was good, despite long periods of restless cryo-sleep punctuated by mass deliveries and a frenzy of work. However, within the past cycle, a cult of WORM WORSHIPPERS has entered the mountain and begun to dig ceaselessly downward, while the EMBALMERS slept and the CRYSTALOID COMPUTER was corrupted by the presence of the WORM GOD. The WORM WORSHIPPERS hunt blindly in the dark for a HUMMING EGG, the natal form of their awful deity. Perhaps the EGG vibrates at frequencies in tune with the crystals of the super-intelligent computer in the mountain's peak.

Upon the recent arrival of the ANDROID ENCHANTRESS to the mountain workshops, the common areas of the complex were converted to a forward operating base in her endless battle with the CYBERLICH. She cares not for the struggles of the mountain's residents, and tolerates the WORM WORSHIPPERS since they supply MUTANTS, ZOMBORGS, and SLAVES for her front lines. When she is pressed, she will vacate the mountain and engage in sorcerous combat with her undead foe, leaving leagues of waste in her jet-wash.

The mountain's peak has more than a CRIMSON VOIDGUN and a graven skull upon it, and is home to a flock of HARPY GHOULS. The base of the mountain is rippling with REALITY BLISTERS, caused by the CRYSTALOID COMPUTER's efforts to drive off the HUMMING EGG with sub-dimensional harmonics. The blisters are gates to other places and times. Lastly, a village of SHEEPLIE lies directly to the magnetic east - in the ages past they provided workers and trade to the mountain-dwellers. They deal loosely with the HARPY GHOULS as they are able, and quake in fear of the mountain's newer and crueller occupants.

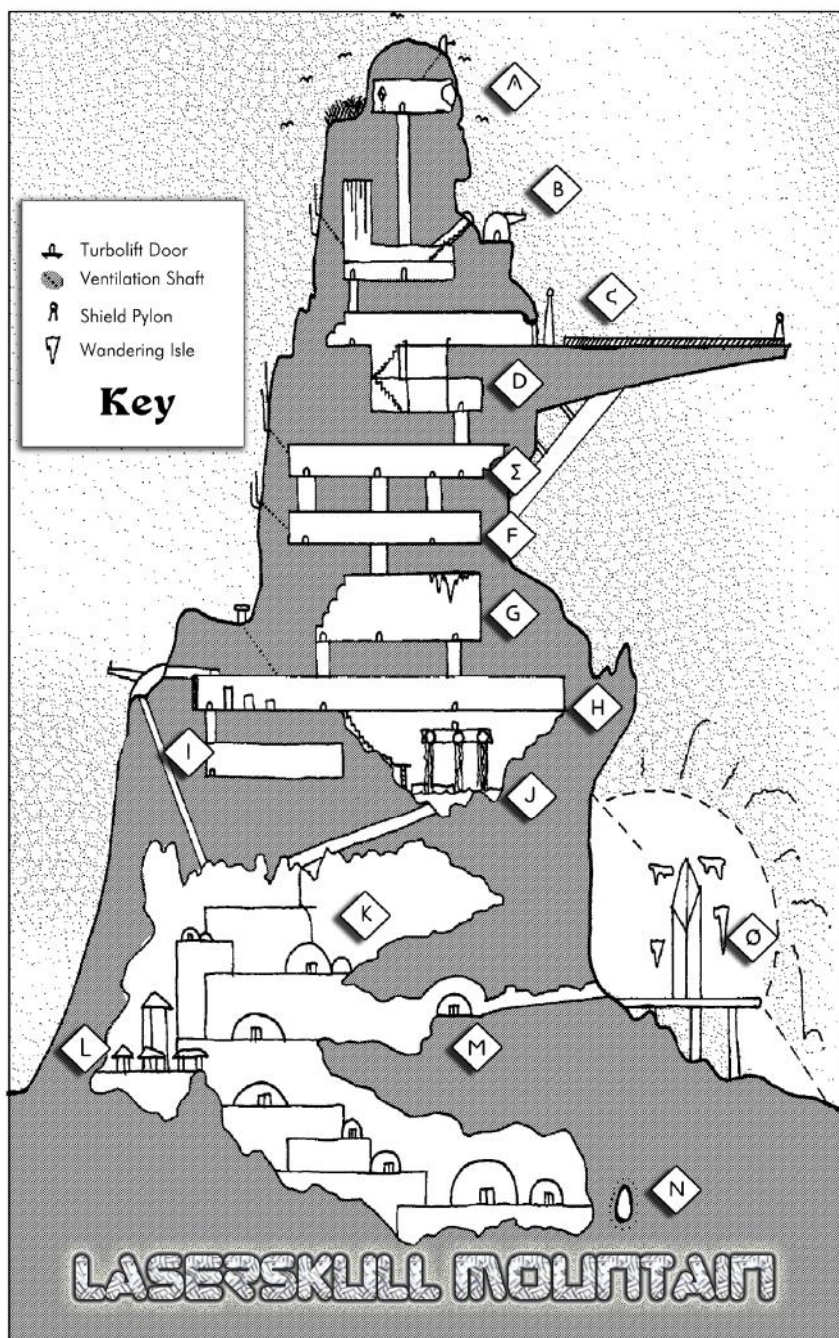
It is possible that as the PCs arrive on the scene, many dire circumstances are reaching a critical threshold; the CYBERLICH approaches, MUTANTS in the mines may be about to rebel, or the COMPUTER has gone irrevocably mad. Even worse, the imminent recovery of the EGG would signal a frenetic new power in the area, bent upon scorching to atoms the last remnants of a once-vibrant civilization.

What follows is a rough guide to the areas within LASERSKULL MOUNTAIN:

A: The Peak. Internally, the lair of the CRYSTALOID COMPUTER, head-accountant and manager for the EMBALMERS. The HEAD EMBALMER and a small crew of acolytes sleep here, only rousing the mountain's machines when signals come from orbital satellites. They have recently awoken to find their home raided and much of their cult liquidated to make ZOMBORGS and MUTANTS to toil in the mines below. They are eager to rid the mountain of the presence of the WORM WORSHIPPERS, but stymied by the latter's allegiance with the ENCHANTRESS. Without, The Peak is home to the leathery HARPY GHOULS, who will ferry bipeds to and fro if seduced or otherwise allied with. They are on good terms with the SHEEPLIE to the east. The CRYSTALOID COMPUTER can be a patron or Neutral Deity.

If the party does not stray far the orbital satellites can provide aetheric force within 50 miles of the mountain. It is slightly mad, and focused internally on the struggle with the EGG deep in the mountain's recesses. It is unaware that its psychic battles cause venting of strange energies that damage the mountain's very base.





B: The CRIMSON VOIDGUN and the TEMPLE OF THE CRYSTALOID COMPUTER. Being averse to causing the actual deaths of other sentients, the EMBALMERS use strange crimson energies to place attackers in a lightless anti-dimension rather than kill them outright. Hateful succubi and skeleton-demons live within the CRIMSON VOID, and blasts from the VOIDGUN are only unleashed in the direst emergencies. Management of the business of embalming is completed on this level as well, and the records of a million deaths and interments are kept in the library spire, accessible only by chain-harness or grav-boot. Several VOIDGUNS stud the mountain at various heights and elevations, but all are able to be aimed and need only charge a while before providing a frightful (but non-lethal!) battery.

C: The Gangway. The Gangway is retracted for arrivals of spacefaring vessels. SHIELD PYLONS can be fine-tuned to provide tractor-beams if the players side with the EMBALMERS. The ANDROID ENCHANTRESS' SHOGGOTH SKIFFS are parked here, and her lieutenants come and go searching for some advantage over the CYBERLICH. Her forces are spread far and wide to the north and west but will converge here, soon. A huge turbolift can ferry ships, vehicles, and large bodies to the lower processing levels.

D: Intake. This area houses holodisks of religious ceremonies suitable to begin preservation of thousands of species of sentient and semi-sentient life. Basic tools and repair facilities are here, and a tiny armory typical of peacenik-types. Larger bodies are broken down into suitably-workable portions and stitched back together when the parts are processed. Sadly, the methods have been perverted by the WORM WORSHIPERS, who now provide mutated abominations to the ENCHANTRESS.

E: Processing. Hundreds of embalming platforms and SERVO-DOC UNITS wait here, some empty and some skittering with processed undead things. The WORM WORSHIPPERS have crudely perverted all the technology to their own aims. There will be blind WORM ACOLYTES, MUTANTS, ZOMBORGS, and ANDROID LIEUTENANTS as needed. Captured SHEEPLE and MUTANT REBELS may skulk around, or may be awaiting processing.

F: The Crypts. This area is filled with bones and remains that have need of detailed flensing, alchemical treatment, and long-decomposition. Skeletal ZOMBORGS and SKELETONS lurk here, and WRAITHFORMS are tied to their physical remains (oddly the EMBALMERS are regarded highly by undead of all types, although the reverse is not true). A single DEMIGRUE is known to live in the venting and will pounce on those who have no light; those killed by it will become one in due time.

G: Sublevel: This is effectively the basement and disposal area for the EMBALMERS, although it is the gateway to the lower levels wherein the WORM WORSHIPPERS' main force resides. ACOLYTES, PARIAHS, and MUTANTS guard turbolifts to the lower recesses. There are AUTOCREMATORS and BONEGRINDERS, here, but tougher physical remains are sent down the sluices to level J directly.

H: Repository: A wide turbolift shuttles the final unneeded and more durable remains to be disposed of, here. A stream of protein-destroying enzymes is alchemically combined with metal-corrosives and pumped to the next level, directly below. The machinery is haunted and the AI system is separate from the CRYSTALOID COMPUTER, and it may collude with the WORM WORSHIPPERS. The western end of the level houses the very-heavily secured Vault Doors, through which none of interlopers have yet been able to intrude.

Heavy mystical protections and even demonic shielding is present on the three inner walls, and SKULL TURRETS and CYBERCHERUBS flit about in defense of the lone turbolift to the Vault.

I: The Vault. Untold riches sit here - a millennium of payments made and promptly forgotten. A bursar occasionally visits (his body and the key-artifacts were sadly lost in the mines below) to withdraw funds to trade with the locals for food and other necessities (meaning the SHEEPLE are comfortable and experience a flush of cash every few years). Valuable books and stacks of orichalcum ingots, jewels, statuary. Holo-paintings and priceless works of art, including automata and semi-sentient AI languish in dusty corners.

J: The Dissolving Vats: There are few things that can withstand the awful alchemy produced to destroy the remains that end up in this level. SHOGGOTHS and various colored SLIMES lazily glide between ultra-hard adamantium teeth and joints and synthetic skeletons, and the occasional hyper-organ can still be found. The gate to The Undermines rests on an island accessible via a series of gantries and walkways.

K: The Undermines: Several tiers of mining camps and villages honeycomb this area, the foremost being Wormy Bottom (see area L). MUTANTS, RAIDERS, SLAVEDRIVERS, ACOLYTES, MONGRELOIDS, PARIAHS, and PROCTORS drive the seething mass of living things ever downward. Those that die are pitched into the SHOGGOTH-pits above, eaten, or thrown into the REALITY BLISTERS at the mountain's base. Some MUTANTS may be open to collusion with the party, but outsiders will be known without slave-brands, especially if they retain their eyes - which WORM WORSHIPPERS pluck out as a first oath of entry into the cult's rites.

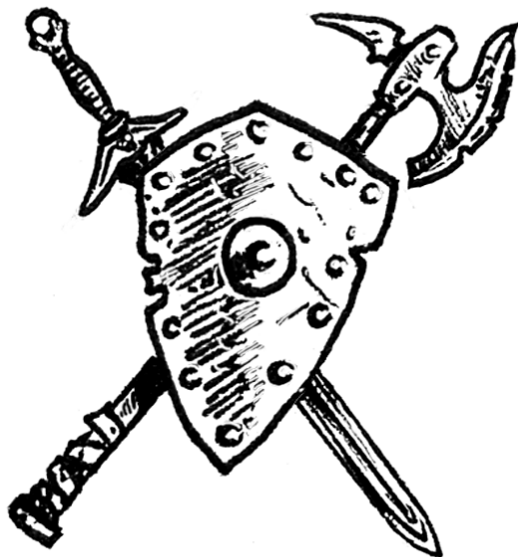
L: Wormy Bottom: A somewhat civilized bastion deep in the guts of the cult areas, where none but WORM WORSHIPPERS and direct servants rarely enter. The tower of the HEAD PROCTOR is here, who directs the cult with his eyeless sight and strange epiphanies. Those who ally with the cult may do business, and buy GREENSTONE SHARDS and weird alien artifacts from the Purple Planet but it is not known how they arrived in the bowels of the Aereth to be dug up in the dark.

M: Gateway: A crude guardhouse. Those who come here are already undergoing mutation and corruption, the optic nerve and chiasmus being first to burn out unless somehow protected. Strangely, the radiation has a bolstering effect upon pineal functioning and attunes WORM WORSHIPPERS to several spectra of non-visible wavelengths and can put them into direct contact with things from beyond the normal spheres. Hours spent lower than these points incur minor corruptions on failed DC12 Fortitude saves (this includes Wormy Bottom).

N: The Egg. The WORM WORSHIPPERS are within a few days' digging, or perhaps mere hours. The weird radiations they sense are explicitly NOT given off by the GOD-EGG, but the ones that emanate from it have catastrophic effects upon reality and physical integrity of organisms. None that dig here last long, and most are recycled into ZOMBORGS that lack the vitality to dig properly. The huts that dot the paths down to this area often hold only dying and blithering monstrosities, MUTANTS of the worst order, and radiation-resistant MONGRELOIDS who shirk their duties.

O: The Blisters. Reality quivers and dissolves here and there, and a platform has grown, and a towering ONYX SHARD, a byproduct of bad harmonics. Bards can learn weird songs if they do not tarry long, and Wizards may find patrons easily accessible. Floating islands drift about and provide easy travel to other

ages, planets, and multiverses. GREENSTONE and BLUESTONE shards erupt and flower and ping through the air, sometimes evaporating before striking the earth beyond, but some persist (the SHEEPLE have learned to avoid the corrupting and enervating energies of the alien rocks that proliferate).



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The Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, and Produced by
the DCC RPG G+ Community



RULES & CAMPAIGN MISCELLANY - PART 1
VOLUME 4 OF FIVE BOOKLETS

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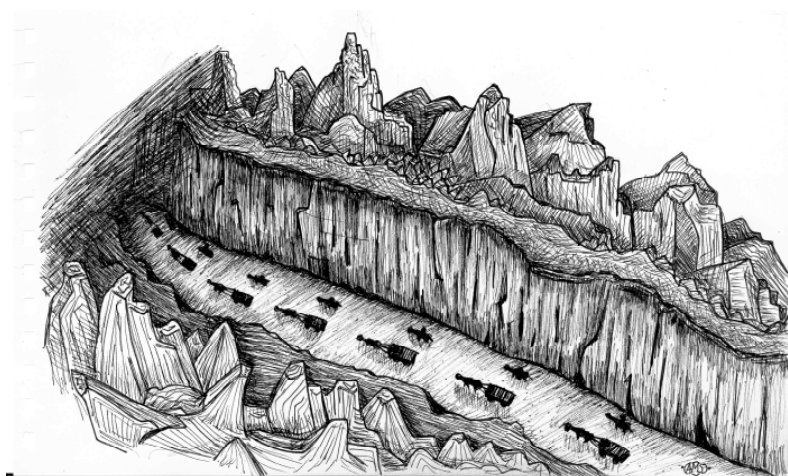
-- BLACK BLOOD PASS --
A MINI-GAZETTEER
BY ROY SNYDER



AS TAKEN FROM THE ACCOUNTS OF THE PRIVATEER LUUKAS THE MADD; MENTIONING'S, NOTES, AND WORDS OF CAUTION REGARDING THE REGION. DOCUMENTED IN CONCURRENCE TO MUNICIPAL CODE 7B-Z.004 - QUEENS BROW ARCHIVAL BUREAU, CARTOGRAPHY DIVISION, OFFICE OF GEOGRAPHIC STATISTICS.

OVERVIEW -

BEST KNOWN FOR THE ONLY PASSABLE TERRAIN TO CROSS THE DIVIDE OF THE PERILOUS GROL-NAC AND NYLETAK MOUNTAIN RANGES; LIES A 247 LEAGUE HIGHWAY THAT TWISTS AND TURNS THROUGH WHAT AT SOME POINTS ARE 4 MILE HIGH SHEER CLIFF FACES, AND 2 HORSE WIDE GAPS. STILL AN INVALUABLE STRATEGIC POINT OF CONTROL; THE GREATER REGION HAS BECOME RENOWN SINCE THE DREAD LORD, THE DEMI-LICH RJ'NIMAJNEB~YOR* TOOK CONTROL OF THE ANCIENT FORTRESS THAT CONTROLS THE PASS: THE FANG. NOW, FOR THE PAST SEVERAL HUNDRED YEARS, LITTLE OF THE COLOR SPECTRUM IS SAID TO COME TO THE REGION. FEW WITH LIFE-FORCE TAKE BREATH WITHOUT THE PERMISSION OF THE DEMI-LICH; IN THESE SHEER PEAKS, SYSTEM OF SHATTERED GORGES, AND THE TWISTED CHASM GRAND ARMIES MARCH AROUND FOR WEEKS ON END TO AVOID... A REALM OF CERTAIN DOOM.



* REF TO APPENDIX 9

GEOGRAPHIC POINTS OF INTEREST -

THE FANG: ORIGINALLY CONSTRUCTED AS AN IMPENETRABLE FORTRESS TO GUARD THE PASS, IT WAS DESIGNED TO HOUSE THE LOYAL OFFICERS TO CONTROL THE ORIGINAL PASS FROM ABOVE AND BELOW. NOW OCCUPIED BY THE DEMI-LICH, THE TOWER ABOVE HANGS FROM THE ROCK FORMATIONS, WHILE THE OVER-REACHING BUTTE KEEP LIES BELOW.

ONCE KNOWN FOR THEIR DEVOUT BELIEFS OF AID AND ACTS OF BRAVERY, THE LOYAL OFFICERS RODE WYVERNS FROM DENS IN FORTRESS ABOVE; AND TREMENDOUS ARMORED STEEDS BELOW. NOW, HUNDREDS REMAIN IN SKELETAL UNLIFE; STILL PREPARED TO RIDE IN COMMAND OF THE DREAD LORD. OVER THE HUNDREDS OF YEARS THIS FORTRESS HAS BORN HOME TO THE UNSPEAKABLE ACTS ITS UN-LIVING TENANT HAS PERFORMED; BEARING THE FORTRESS ITSELF TO TRANSMOGRIFY MORE SO TO RESEMBLE A MASSIVE FANG, BATHED IN ULTRAVIOLET ENERGY... DRAINING LIFE TO FUEL THE FOCAL POINT OF THE DREAD LORD.

FOREVER PEAK: THE HIGHEST PEAK OF THE REGION, THIS JUTTING ROCK TOWERS FAR OVER THE REST. FOR ENDLESS GENERATIONS IN THE PAST, IT WAS SOJOURN TO MANY ASPIRING WIZARD ABLE TO GAZE INTO THE AETHER FROM IT'S FORMIDABLE PEAK. NOW ADJACENT TO THE ROCK FORMATIONS THAT FORM THE FOUNDATION OF THE FANG; DEEP WITHIN WAS THE ORIGINAL FALL BACK POINT FOR THE LOYAL OFFICERS GARRISONED THERE. WITHIN, THE PEAK IS SAID TO HOUSE THE ZEILGEVER, A DEVICE DESIGNED TO DESTROY THE PASS BY THE LOYAL OFFICERS IF ALL WAS LOST... AN UNTHINKABLE, SCORCHED EARTH, LAST STRIKE, IN WHICH NONE SURVIVE. HIDDEN FROM THE VIEW OF EVIL, THIS RUMORED DEVICE IS SAID TO COME FROM THE STARS THEMSELVES.

THE MONITOR: 190 LEAGUES ABOVE, THIS MASSIVE CLOCKWORK PLATFORM STATION WAS PLACED IN GEOSYNCHRONOUS ORBIT BY ACT OF RITUAL MAGICKS AND PRECISE ENGINEERING DURING THE CONSTRUCTION OF THE FANG. THEREIN, THE VARIOUS LENSES AND ANTENNA RECEIVE INSTRUCTIONS FROM THE COMPLICATED ENCHANTED CLOCKWORK SYSTEMS LOCATED IN THE HEART OF THE FORTRESS.

WHILE ONCE A BENIGN CREATION MEANT TO ALERT TRAVELERS IN NEED AND WHERE REINFORCEMENTS MAY BE NEEDED; IT IS NOW A TWISTED SYSTEM OF SCRYING AND TRANSPORT FOR THE GREYS, AGENT SPIES OF THE DEMI-LICH.

MARKERS: THE ORIGINAL ENGINEERS OF THE HIGHWAY PLACED THESE MEGALITHIC LEAGUE MARKERS TO ASSIST IN TRAVEL. FOR EVERY 10 LEAGUES, LIES A HOSTEL (RANDOMLY DETERMINED CONDITION, ROLL 1D100 TO DETERMINE % GRADE OF HOSPITABLENESS). IF THE STRUCTURE IS ABOVE A 76% GRADE, IT SHELTERS TRAVELERS FROM BEING NOTICED DURING THE NIGHT. HOSTELS BETWEEN 22 & 75% INCUR RANDOM ENCOUNTER TABLE AS LISTED BELOW. THOSE HOSTELS RATED 21% AND WORSE INCUR A RANDOMLY DETERMINED ENCOUNTER COMPRISING 3D14 HD TOTAL OF UNDEAD IN THE NIGHT IF UTILIZED. UNDEAD TABLES MAY BE CREATED BY THE JUDGE, OR CHOSEN FROM THE TABLE BELOW.

ORGANIZATIONS AND PERSONALITIES OF NOTE -

BELLOD: POP 1,457: FORMERLY THE COMMUNE VILLAGE OF A LOST ORDER OF MONKS, BUILT INTO THE SIDE OF THE CHASM WALL. ONCE, THE VILLAGE SUPPLIED ALL THE NEEDS OF THE LOYAL OFFICERS GARRISONED AT THE FANG. KNOWN FOR THEIR SKILL IN THE CRAFTING OF BLADES AND ARMOR, THEIR PRESENCE WAS KEY. NOW ONLY THE SPECTERS, PHANTOMS AND SHADES OF THE MONKS REMAIN; CONTINUING THEIR TRADES IN UN-LIFE IN SERVICE TO THE DEMI-LICH. OCCASIONALLY, A GHOSTLY ARMED CARAVAN CAN BE SEEN DELIVERING SUPPLIES TO THE THRALLS AND ALLIES OF THE DREAD LORD.

CAVERNS OF BYEK'GTT: POP 5,666: STRETCHING BENEATH IN INCALCULABLE DIRECTIONS IS THIS TROGLODYTE SETTLEMENT. THE BYEK'GTT CLAIM ALL THEY FIND IN THEIR UNDER-DOMAIN, AND GUARD THE UNDER-PASSES FROM INTRUDERS INTO THE OVERLAND. LEAD BY GOMD THE BLACK, A RUTHLESS DESPOT BOUND IN CONTRACT TO THE DEMI-LICH. IT IS SAID THE DRONING CHANTS CAN BE HEARD IN ALL DIRECTIONS, AS THE WITCHES OF THE CLAN CEASELESSLY ATTEMPT TO RESURRECT THE LIVING AVATAR OF THE TROGLODYTE GOD.



TALES OF CONCERN -

WHEN MAKING THE COMPLETELY UNADVISED JOURNEY THROUGH THIS HORRIBLE REALM, ONE MAY EXPECT TO ENCOUNTER (ROLL 1D7/5 HOURS OF TRAVEL, IF A "1", ROLL 1D16 ON TABLE BELOW):

1. **GREYS:** AGENTS OF THE DREAD LORD LAY IN WAIT, WHO HAVE PREPARED AN AMBUSH TO OBSERVE THE INTENTIONS OF TRESPASSERS; WHILE THEY STAY OUT OF SIGHT (DC 14 INT TO SPOT) 2D5 HIDE, AND ATTACK IF APPROACHED. (ROLL 1D4: 1. A DOLL LAYS ACROSS A PARALYTIC MINE, RANGE 30' DC 13 FORT SAVE TO RESIST 2D5 ROUNDS OF PARALYZATION 2. A LEPER BEGS FOR HELP, WHOM EXPLODES IN A SHOWER BLOOD IF TOUCHED, BLINDING ALL IN 30' FOR 2D5 ROUNDS 3. A SHINING KNIGHT PLEDGES FEALTY, ONLY TO TURN ON THE PARTY WHEN GUARD IS DROPPED 4. ZOMBIFIED VERSIONS OF THE PARENTS OF EACH PARTY MEMBER SHAMBLE FORTH, ATTEMPTING TO HUG AND BITE THEIR CHILDREN)
2. **MAGNETIC WAVES:** FOR THE NEXT 2D5 LEAGUES, RARE EARTH DEPOSITS MAKE IT DIFFICULT TO PASS. MOVEMENT REDUCED BY 5 TIMES IF ATTEMPTING TO POSSESS ANY METALLIC ITEMS, REPRESENTING THE TIME TAKEN TO AVAIL. 20% CHANCE PER HOUR IN THIS ZONE THAT A RANDOM ITEM IS PERMANENTLY AFFIXED TO CHASM WALL.
3. **WYVERNS:** STRIKING OUT FROM THEIR PENS IN THE FANG; 2D3 OF THE WINGED BEASTS PATROL OVERHEAD, STRIKING SPOTTED TRESPASSERS FROM ABOVE.

4. **LORD OLAR DOUGAL:** THIS 7HD CHAMPION CAVALIER MAKES HIS WAY ATTEMPTING TO ASSIST TRAVELERS WHO PROVE WORTHY; BY USE OF HIS RING OF UN-LIFE AND PHASE ARMOR.
5. **TROGLODYTE PATROL:** 3D14 HEAVILY ARMED TROGLODYTES APPEAR FROM HIDDEN CAVES, LEAD BY A CLAN LIEUTENANT.
6. **RADIATION ZONE:** THIS 5 LEAGUE ZONE IS AFFECTED BY THE MONITORING STATION IN ORBIT. ALL LIVING MATTER MUST MAKE DC 14 FORT SAVE OR TAKE 1D5 STA DAMAGE PER DAY REMAINING IN ZONE.
7. **LOYAL OFFICERS:** THESE UNDEAD REMNANTS OF THE FORMER CAVALIERS OF THE FANG ARREST THE LIVING, KILLING THOSE WHO RESIST. MOUNTED UPON ARMORED SKELETAL STEEDS, 5D7 OF THESE 5HD SKELETONS (PG. 426 DCCRP6, +5 TO ALL STATS) DON PLATE MAIL AND TATTERED BANNERS FROM THEIR FORMER CALLING.
8. **WIGHTS:** UN-HOLY STATUES REST IN DOZENS OF ALCOVES ALONG THIS STRETCH; THE FAVORITE HAUNT OF 2D7 WIGHTS.
9. **LOST:** THE PARTY LEAD MUST MAKE 4 SUCCESSIVE, SUCCESSFUL DC 15 INT CHECKS TO NAVIGATE THIS SEEMINGLY ENDLESS SYSTEM OF TWISTS AND TURNS. EACH FAILURE COSTS THE TRAVELERS 2 HOURS IN ILLOGICAL WRONG TURNS AND PERILOUSLY PERCHED DEAD ENDS.
10. **ILLUSORY OASIS:** DC 18 WILL SAVE TO RESIST BEING DRAWN INTO AN INVITING ROAD HOUSE; WHERE ILLUSIONS ROB YOU OF YOUR SECRETS. HOURLY SAVES TO BREAK ILLUSION, WHERE A MAD-HOUSE OF TERROR UNWINDS UPON YOU.
11. **WILL-O-WISPS:** THE PATH AHEAD IS BLOCKED BY 2D7 OF THESE ORBS, MOVING BETWEEN PEAKS.
12. **SWIRLING PORTAL:** AN IVORY-EBON STRIPED, SPIRALING PORTAL OFFERS TO BRING THE PARTY TO THE FANG TO CHALLENGE THE DEMI-LICH. AN AGENT OF OPPOSITION, IF DENIED, STEPS FORTH TO ATTACK: QOXOQ, TYPE IV DEMON (PG. 401 DCCRP6)

13. **CRASH SITE:** THIS PARTIALLY BURNING NON-FUNCTIONAL METALLIC CRAFT IS FILLED WITH 4D5 ALIEN GHOULS (PG. 414 DCCRPG, +1HD & +3 AC DUE TO ALIEN GENOME/TECH).
14. **GHOSTLY ARMS SHIPMENT:** GUARDED BY 4D7 LOYAL OFFICERS, AND LEAD BY THE PHANTOMS AND SHADES BEARING THE PRIDE OF BELLOD; THIS CARAVAN CONTAINS WEAPONS AND ARMOR INTENDED FOR THE BONE CRUSHER GOBLINS OF GORL-NAC.



15. **EERIE SILENCE:** A MADDENING, DEAFENING SILENCE EXISTS HERE FOR 1D5 LEAGUES. FOR EVERY HOUR WITHIN THIS ZONE, REDUCE ACTION DIE BY ONE FOR 2D3 HOURS PER FAILURE (DC 14 FORT SAVE TO RESIST).
16. **AVALANCHE:** REVEALS BURIAL ENTRANCE IN CHASM WALL CONTAINING 1D5 MUMMIES (PG. 422 DCCRPG). LEAVING BURIAL CHAMBER UNSANCTIFIED CREATES A STALKER OF THE DOOMED (VISIT SPELLBURN.COM/DUNGEON-DENIZENS FOR DETAILS AND STATISTICS).

THRALL'S CURSE: IF A LIVING, SENTIENT BEING FINDS ITS WAY OUT OF THE PASS WITH THEIR OWN BREATH; THEY TAKE WITH THEM THE SEEDS OF A CURSE. A SILENT KNOWING CHOICE ENTERS THE MIND OF THE VICTIM: SUBMIT TO WILL OF THE DEMI-LICH AS AN AGENT ABROAD, OR RESIST. THOSE WHO SUBMIT, CHANGE ALIGNMENT TO CHAOS; AND ARE COMPELLED AT RANDOM CHOICE MOMENTS TO LEAD OTHERS BACK TO THE PASS. THOSE WHO RESIST MUST SUCCEED IN 3 SUCCESSIVE CHALLENGES IN AS MANY DAYS (DAY 1 DC13 WILL TO RESIST, DAY 2 DC14, DAY 3 DC15) OR PERMANENTLY LOSE A PIECE OF THEIR SOUL. THIS LOST PIECE BECOMES A NEW GREY WITHIN THE PASS, THE VICTIM NOW LOSING ALL COLOR; TAKING 1D3 PERMANENT STAMINA DAMAGE. THE VICTIM ALWAYS KNOWS THE LOCATION OF THE GREY, AND MAY QUEST TO DESTROY IT; OR HAVE THE CURSE REMOVED BY A LAW ALIGNED CLERIC OF 6HD OR HIGHER. A REMOVED CURSE DESTROYS THE GREY COPY IN THE PASS.

DENIZENS OF CAUTION -

IT IS RUMORED THAT THE DREAD LORD OF THE CHASM HAS EYES EVERYWHERE:

GREY: INIT +4; ATK +6 CHROMATIC DRAIN; AC 13; HD 4D7;
MV FLY 60; ACT 1D24; SP UN-DEAD TRAITS, IMMUNE TO NON-MAGICAL WEAPONS, MITOSIS, FADE; SV FORT +4, REF +3, WILL +7; AL C.

AGENTS OF THE DEMI-LICH, THESE UN-LIVING FORMS COMPRISE THAT SLIVER OF A SOUL EACH HAS TO GIVE UP TO BE ABLE TO LEAVE THE PASS UN-CURSED. INCORPOREAL, GREYS CAN PASS THROUGH SOLID MATTER, ARE UNHARMED BY NON-MAGICAL WEAPONS AND MAY FLY. WHILE FLYING, THEY MUST BE WITHIN 15' OF A SOLID SURFACE. IF THE MONITORING STATION IS OPERATIONAL, THEY MAY FADE TO THE FANG BY USE OF AN ACTION DIE. EVER UN-LIVING THEY ARE IMMUNE TO ANY MENTAL EFFECTS, COLD DAMAGE, SLEEP, CHARM, AND PARALYSIS SPELLS.

THESE GREY FORMS RESEMBLE THOSE WHO HAVE LEFT THE REALM, STILL BREATHING ELSEWHERE. CHIEFLY SPIES, AND ZEALOUSLY SUBSERVIENT, THEY SEEK TO DRAW THE LIFE-FORCE FROM THE LIVING IF SO PRESSED INTO COMBAT. THOSE UNFORTUNATE ENOUGH TO BE SUBJECT TO IT, SILVER EYES FLASH TO THE FACE AS IT SEEKS TO DRAIN THE "COLOR" FROM ITS VICTIM (WILL SAVE TO RESIST, ELSE LOOSE 1D3 LUCK PERMANENTLY FOR EVERY 3 POINTS THE SAVING THROW WAS MISSED, ROUNDED DOWN: 3D3 LUCK IF SAVE MISSED BY 10).

GREYS WHO GATHER 5 LUCK POINTS MAY DUPLICATE THEMSELVES BY MITOSIS AS A FREE ACTION, CREATING A DUPLICATE GREY AT FULL HEALTH. IF ONE IS ABLE TO DESTROY ALL FORMS RESEMBLING A SURVIVOR, THAT SURVIVOR WHERE THEY MAY EXIST MUST MAKE A DC14 FORT SAVE TO REGAIN WHAT IS LOST, ELSE REMAIN COLOR-LESS AND SUFFER 1D3 STA DAMAGE.



APPENDIX 9 -

THE DREAD LORD:



IT IS SAID THAT WITHIN THE INNER SANCTUM OF THIS UNHOLY PLACE, **RJ'NIMAJNEB~YOR'S** CENTER OF POWER EXISTS IN ITS OWN SPACE-TIME, ACCESSIBLE ONLY FROM WITHIN THE FANG. THERE, HIS FOCAL POINT OF CONTROLLING THIS DOMAIN LIES WITHIN A PLATINUM PENTAGRAM: A PILLAR OF SKULLS FROM EVERYONE WHO DEFIED HIM IN THE FUTURE, PAST AND PRESENT. THE PILLAR GLOWS AN ULTRAVIOLET LIGHT, AND THE EYES OF EVERY SKULL THE VISION OF POTENTIAL TOMORROWS.

RJ'NIMAJNEB~YOR, DEMILICH: INIT +7; ATK CLAW +8 MELEE (1D8+1) AND/OR NAWA-TA, SOUL PHYLACTERY MEDALLION +12 RANGED AND/OR WAND OF A THOUSAND PUNISHMENTS +12 RANGED SPECIAL AND/OR SP; AC 15; HD 12D10; HP 108; MV 35; ACT 2D24, 1D16; SP UN-DEAD TRAITS, SPELLS, ANIMATE/COMMAND UN-DEAD, DIMENSIONAL PORTAL, ETHEREAL VISAGE, CONTROL FAMILIAR; SV FORT +6, REF +7, WILL +8; AL C.

SPECIAL ABILITIES -

SPELLS: RJ'NIMAJNEB~YOR'S REPERTOIRE OF SPELLS IS RENOWN. THE JUDGE CAN SELECT ANY SPELL KNOWN TO EXIST FOR YOUR ENCOUNTER TO A COUNT OF 21 UNIQUE SPELLS MEMORIZED BY THE DEMILICH THAT DAY. HIS SPELL CHECK IS +12, AND CL IS 10 FOR PURPOSES OF COUNTERSPELL, ETC. CONSIDER HIM TO HAVE A POOL OF 35 POINTS SPELLBURN, FOR EVERY 5 POINTS USED, REDUCE HIS FORT & REF SAVES BY 1 EACH.

ANIMATE, COMMAND UN-DEAD: RJ'NIMAJNEB~YOR CAN CREATE, COMMAND, AND ENSLAVE UN-DEAD BEINGS AT A RANGE OF 500'. WITH THE USE OF HIS FOCAL POINT, THIS POWER CAN BE EXTENDED ELSEWHERE INDIRECTLY. LIVING CREATURES THAT DIE WITHIN THIS RANGE CAN BE ANIMATED AND TURNED INTO AN UN-DEAD CREATURE DEPENDING ON ITS HIT DICE. CREATURES CREATED MAY BE TEMPORARY OR PERMANENT CONTINGENT ON THE RESULTS. CREATURES OR SENTIENT UN-DEAD CAN BE CONTROLLED, OR POTENTIALLY PERMANENTLY DOMINATED. USE THE TURN UN-DEAD TABLE AND INVERT THE RESULTS TO DETERMINE THE PERMANENCE OF THE CREATION, COMMAND, OR CONTROL OF SENTIENT UN-DEAD CREATURES WITH AN ACTION DIE OF 1D24+12.

DIMENSIONAL PORTAL: PLANE-WALKING IN HIS MORTAL LIVING DAYS HAS EXTENDED TO NEW DOORS, AS RJ'NIMAJNEB~YOR CAN CREATE A PORTAL AND STEP THROUGH IT TO A RANDOM LOCATION WITHIN 200'. THE RANDOM LOCATION IS DETERMINED ON AN X, Y, Z COORDINATE DEPENDENT ON THE CLOSEST OPEN LOCATION WITH A SOLID FLOOR, USING 2 SETS OF PERCENTILE DICE PER COORDINATE FROM A CONSTANT TO DETERMINE LOCATION. A DC15 ON A 1D24+12 ACTION DIE CHECK CAN PERMIT HIM TO CREATE THE PORTAL ANYWHERE HE KNOWS WITHIN THAT DISTANCE. FUMBLE CAUSES THE ABILITY TO BE LOST FOR THE DAY, REQUIRING 3 POINTS SPELLBURN TO USE AGAIN POST-FUMBLE. THIS ABILITY ACTS AS BOTH A SPELLCASTING ACTION, AND A MOVEMENT ACTION.

ETHEREAL VISAGE: WITH ONE ACTION OR AS A REACTION WHEN HIS PHYSICAL FORM IS CLOSE TO DEATH; THE DEMILICH MAY TRANSMUTE HIMSELF INTO AN ETHEREAL FORM FOR 15 ROUNDS. WHILE IN THIS FORM, HE CAN ONLY BE HARMED BY SPELL DAMAGING EFFECTS, AND RESTRAINED BY CLEARLY TYPED CONSTRAINTS EFFECTING INCORPOREAL BEINGS. WHILE IN THIS FORM, HE MAY CAST SPELLS BUT AT ONLY ON A 1D16+8 ACTION DIE; AND CANNOT USE OBJECTS SUCH AS HIS WAND. HE HAS A FLY 40' MOVE, CAN PASS THROUGH ANY SOLID AND IS ONLY BLOCKED BY LEAD AND SILVER SUBSTANCES. THIS IS A DC 15 ABILITY, ACTION DIE 1D24+12. FOR EVERY 5 POINTS ABOVE 15 CLEARED, THIS ABILITY LASTS ANOTHER 15 ROUNDS (E.G. 26 SPELL CHECK = 45 ROUNDS). IF ATTACKED WITH LAW BASED HOLY WATER IN THIS FORM, A DC20 WILL SAVE IS REQUIRED OR HE REVERTS TO PHYSICAL FORM.

CONTROL FAMILIAR: IN ADDITION TO NORMAL FAMILIAR ABILITIES LISTED PER THE TYPED SPELL; ON A FREE ACTION, THE DEMILICH MAY PSYCHICALLY CONTROL REKYR THE NAHTANOJ. HE CAN CONTROL HIM, AND UTILIZE HIS SENSES WITHIN 5 MILES; OR ANYWHERE THROUGH HIS FOCAL POINT AS LONG AS HE REMAINS WITHIN THE PENTAGRAM.

NAWA-TA, SOUL PHYLACTERY MEDALLION: DEVOTING TWO DC 15 SPELLCHECKS IN ONE ROUND, RJ'NIMAJNEB~YOR MAY ATTEMPT TO SNATCH THE SOUL AWAY FROM A SENTIENT BEING, STORING IT WITHIN HIS SOUL PHYLACTERY MEDALLION: NAWA-TA. THE EFFECT TAKES PLACE THE NEXT ROUND, OR ON THE 3RD ACTION DIE IF AVAILABLE. WITHIN 70', A CONE OF THICK WHITE SMOKE FIRES FROM THE CENTER OF THE MEDALLION AT THE INTENDED TARGET. THE THICK SMOKE MAKES LIMITED VISIBILITY ONLY POSSIBLE TO ADJACENT TARGETS WITHIN THE CONE EFFECT. THE TARGET MUST MAKE TWO SUCCESSIVE WILL SAVES, ONE AT DC 12, THEN ONE AT DC 15. IF YOU FAIL THE FIRST OR BOTH, YOU HAVE LOST YOUR SOUL. THE VICTIM'S BODY FAILS TO WISH TO LIVE AFTER 1D4 ROUNDS UNLESS RELEASED FROM NAWA-TA. IF A SENTIENT BEING DIES WITHIN THE PRESENCE OF HIM, HE MAY ONLY NEED ONE ACTION TO ATTEMPT TO SNATCH THE SOUL, REQUIRING A DC15 SPELLCHECK. WITH EACH SOUL THE MEDALLION STORES, HE GAINS +2 TO HIS SPELLCHECK, AND A MAGICAL BONUS TO HIS ARMOR CLASS.

IF HE HAPPENS TO CAPTURE THE SOUL OF A WIZARD, THIS BONUS IS DOUBLED. WITH A DC13 SPELLCHECK, HE CAN CONSUME ALL THE SOULS IN HIS MEDALLION AND HEAL TO FULL HEALTH.

WAND OF A THOUSAND PUNISHMENTS: THIS WAND, CRAFTED BY RJ'NIMAJNEB~YOR HIMSELF WAS CREATED FROM THE SPINE OF THE OFFSPRING OF A DAEMON AND A UNICORN - AN EXPERIMENT THAT WAS DISASTROUS, AND SUCCESSFUL IN ITS OWN RIGHT. USE OF THE WAND REQUIRES A SUCCESSFUL CLASSIC INTELLIGENCE CHECK OF A 5TH LEVEL OR HIGHER WIZARD, OR DC15 THIEF "USE SCROLL" TO ACTIVATE EACH ROUND. FAILURE TO ACTIVATE THE WAND RENDERS IT INOPERABLE FOR 1D9 DAYS, AND A CRITICAL FUMBLE DESTROYS THE WAND - CAUSING A PHLOGISTON DISTURBANCE (CASTER IS FORCED TO CAST A SPELL VS. A SPELL ON CHART BELOW, JUDGE ROLLS FOR WAND'S SPELL CHECK+CL7+5) THEN EXPLODES FOR 5D7 POINTS OF DAMAGE CREATING A RIP IN SPACE TIME. THE WAND ITSELF HAS A SPELL CHECK OF 19, PLUS THE CASTER'S LEVEL, AND INT BONUS. IF THE BEARER HAS A 15 OR HIGHER INTELLIGENCE, HE CAN CHOOSE THE SPELL BELOW, OTHERWISE ROLL 1D5 PER USE:

1. FLAMING HANDS
2. MAGIC MISSILE
3. SCORCHING RAY
4. FIREBALL
5. LIGHTNING BOLT

A CRITICAL SUCCESS IN ACTIVATING THE WAND BESTOWS UN-DEAD HENCHMEN PERMANENTLY LOYAL TO THE BEARER IN ADDITION TO THE SPELLCASTING, ROLL 1D3:

1. 1D7 JUJU ZOMBIES
2. 1D5 GHAST
3. 1D3 WIGHTS

THE UN-DEAD ARE EITHER CREATED FROM NEARBY REMAINS, OR ARE THE CLOSEST CONVENIENT CREATURE TELEPORTED TO THE BEARERS LOCATION. THEY APPEAR AND ACT THE NEXT ROUND, SURROUNDING THE CASTER IF POSSIBLE, WITH ELITE MORALE.

WHILE THE BEARER HAS THE WAND IN HIS POSSESSION, THE UN-DEAD CAN BE PSYCHICALLY COMMANDED AS A FREE ACTION. IF THE WAND IS HELD BY ANOTHER, OR IS MORE THAN 5' AWAY FROM THE BEARER FOR MORE THAN 2 ROUNDS, ROLL 1D100:

- 1-20 THE UN-DEAD SUDDENLY VANISH, LEAVING BEHIND PERMANENTLY BURNED SHADOWS FROM WHERE THEY STOOD.
- 21-25 THE UN-DEAD ARE DESTROYED IN AN EXPLOSION OF POSITIVE ENERGY. ADJACENT TARGETS TAKE 3D6 DAMAGE: LAW CHARACTERS NO DAMAGE, NEUTRAL HALF, CHAOS FULL; DC15 WILL FOR HALF, POST ALIGNMENT DETERMINATION.
- 26-37 THE UN-DEAD EXPLODE, CAUSING 2D6 DAMAGE TO ALL ADJACENT TARGETS. DC10 STA CHECK FOR HALF.
- 38-40 THE UN-DEAD IMplode, PULLING ANYONE ADJACENT TO EACH CREATURE INTO THE 9 HELLS. DC15 AGI CHECK OR BE PULLED IN.
- 41-58 THE UN-DEAD REMAIN, UNLOYAL TO ANYONE, ACTING NEXT ROUND PER JUDGE'S DETERMINATION.
- 58-69 THE UN-DEAD REMAIN, LOYAL TO THE ORIGINAL BEARER OF THE WAND AT TIME OF BESTOWMENT.
- 70-73 THE UN-DEAD REMAIN, LOYAL TO WHOEVER BEARS THE WAND.
- 74-80 THE UN-DEAD REMAIN, TURNED TO STONE. BEARER GAINS CORRUPTION; ROLL 1D3: 1. MINOR, 2. MAJOR, 3. GREATER.
- 81-84 ARRIVAL. THE UN-DEAD REMAIN, AND AN ANGEL ARRIVES AND STARTS TO FIGHT THE CREATURES. PARTY MUST CHOOSE SIDES. IF THE ANGEL WINS, IT BESTOWS THE PARTY BOONS PER JUDGE'S DISCRETION. IF THE UN-DEAD WIN, THEY BECOME LOYAL TO THE ORIGINAL BEARER OF THE WAND AND THOSE

PRESENT AT THE TIME OF BESTOWMENT. A
WRAITH APPEARS, PLEDGING FEALTY TO THE
CHAMPION OF THE UN-DEAD.

85-90 CONTEST. A DEMON ARRIVES AND OFFERS THE
BEARER 50 SMOLDERING GOLD COINS PER
REMAINING UN-DEAD. THE DEMON IS TRUE TO
HIS WORD AND PAYS IF ACCEPTED, IF DENIED
HE FIGHTS THE BEARER AND ALLIES FOR THE
UN-DEAD DISAPPEARING BEFORE THE FINAL
DEATH BLOW IF DEFEATED, CURSING THE
PARTY. THE BEARER AND ALLIES MAKE A
MORTAL ENEMY.

91-98 IF THE ORIGINAL BEARER OF THE WAND
BESTOWED UN-DEAD IS STILL OF MORTAL LIFE,
HE MUST MAKE A DC 15 WILL SAVE OR BE
TRANSMOGRIFIED INTO A WRAITH. ALL OBJECTS
AT TIME OF FAIL TURN INTO ETHEREAL
VARIANTS AND ARE SUBJECT TO THOSE
EFFECTS PER JUDGE'S DISCRETION.

99-100 SPECIAL, THE JUDGE'S DISCRETION ON THE EVENT.

IN THE END DAYS OF THE NOW DEMILICH'S RESEARCH FOR
ETERNAL UNLIFE, HE FOLLOWED SOME OF THE RESEARCH SET
OUT IN ONE OF SEZREKAN'S LABORATORIES, DEEP IN THE
DARK JUNGLE OF HAJZOT. THERE AS FATE WOULD HAVE IT,
HE CROSSED PATHS WITH THE KING OF THE REALM, THE LION
OF LIONS: REKYR THE NAHTANOJ. ON THE DAY OF HIS BIRTH
OF HIS 666TH YEAR, THE KING OF THE DARK JUNGLE MAY
FEEL IT WAS CONTESTED WHO SOUGHT OUT WHOM. HOWEVER,
ON THAT DAY, THE PAIR WERE BONDED BY FAMILIAR
MAGICKS SEALING THE BOND THE LION QUESTED FOR,
BONDING THEM TO HIS ETERNAL MASTER: RJ'NIMAJNEB~YOR.
THE LION WILL FIGHT TO THE DEATH TO DEFEND HIS
MASTER, AND USES CUNNING AND GUILF TO DEFEND HIM
USING GUERILLA TACTICS IF POSSIBLE.

REKYR THE NAHTANOJ, CORRUPTED LION FAMILIAR: INIT +7;
ATK BITE +8 MELEE (2D5+2) AND/OR CLAW +8 MELEE
(1D8+2) AND/OR SP; AC; HD 6D8; HP 42; MV 60; ACT 2D20;
SP EDRITCH ROAR, COUNTEANCE OF THE DARK JUNGLE; SV
FORT +7, REF +9, WILL +6; AL C.

SPECIAL ABILITIES -

ELDRITCH ROAR: THIS MENACING, DEAFENING ROAR THAT DISCOMBOBULATES THE SENSES IN THE PRESENCE OF THIS MIGHTY LION. ALL NON-ALLIES WITHIN 100' RADIUS DC 15 FORT SAVE OR BE SUBJECT TO THE INTENSE BLAST OF SOUND. FAILURE RESULTS IN -4 TO ALL ROLLS, CAUSING DEAFNESS FOR 1D4 HOURS.

COUNTENANCE OF THE DARK JUNGLE: MEETING THE GAZE OF THE DARK KING HAS ALWAYS BEEN A LEGEND WELL HEEDDED. IF REKYR THE NAHTANOJ IS ABLE TO LOCK EYES WITH AN OPPONENT WITHIN 40', HE CAN ATTEMPT PSYCHIC DOMINATION. THE OPPONENT MUST MAKE A DC 13 WILL SAVE OR BECOME DOMINATED, UNABLE TO ACT, FROZEN IN FEAR. FOR EVERY POINT THAT THE VICTIM MISSES HIS CHECK, IS HOW MANY ROUNDS THIS DOMINATION REMAINS IN EFFECT. IF MISSED BY MORE THAN 5 POINTS, HE CAN COMMAND YOU TO DO A SIMPLE ACTION (DROP YOUR WEAPON, LIE DOWN, ETC).

THANKS TO

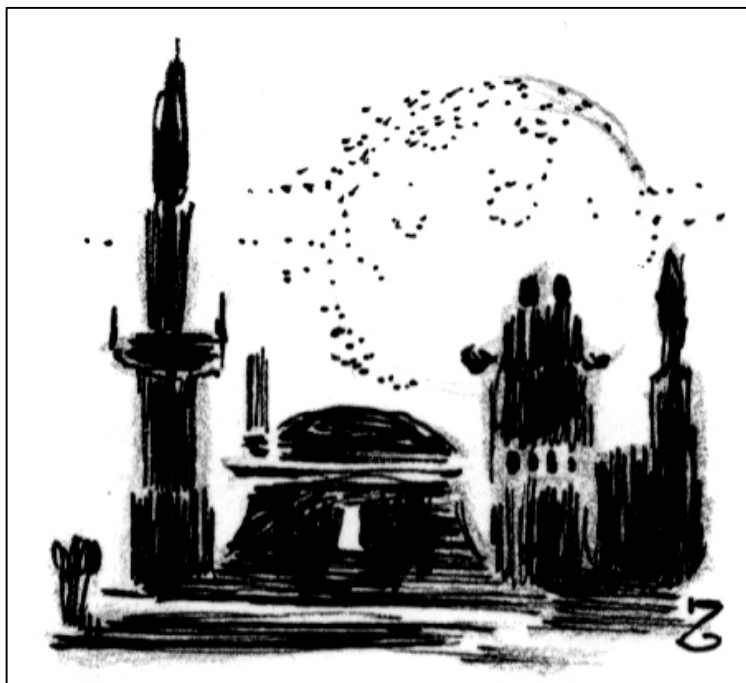
KEVIN WOJCIECHOWSKI

DEDICATED TO THE MEMORY OF

**ERICK WUJCIK
1951 - 2008**

Chirumancy

By James MacGeorge



Sometimes, the Gods cannot save you.

Even Clerics, despite their best efforts, cannot always put back what man has torn asunder. Even the best of men can be left bleeding and dying, crying for someone to save them. It is times like these when those who don't know better call upon the dark art of Chirumancy.

Damned souls all, Chirurgeons can be found haunting the back alleys of fallen cities and tumbledown shacks in cursed woods, offering their services for a pittance. Their services come cheap because each patient represents an opportunity for them to expand their weird knowledge of life, and push the boundaries of both the possible and ethical. Masters of the arts of dark surgery and carcinogen injection, limb transplants, and skinshaping, they'll put an adventurer back together, but the cost often goes beyond the coin.

Their methods are terrifying - wounds sealed with carcinomas, lost limbs replaced with the spare parts from corpses, with no guarantee that the donor was willing, or even human. Their patients will be healed, but over time, they become unrecognizable.

Many realize too late that the Chirurgeon's cure can prove just as fatal as the wounds they heal.

When visiting a Chirurgeon, the patient will be healed 1d6 hit points for every level they possess (1d4 for zero level characters). However, they also roll 1d3 per hit point healed on the following chart, with a +1 for every time they have previously used a Chirurgeon's services. If the result of this second roll is equal to or greater than double the first roll, add another d3 to the total.

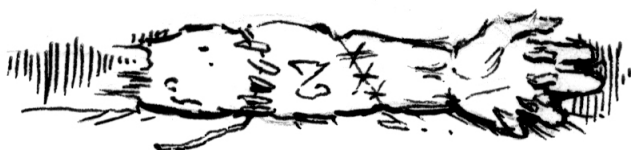


- 1 Chronic incontinence - in any stressful situation, such as combat, there is a 1 in 10 chance that the character will lose control of their bladder.
- 2 Persistent Cough, -1 Stamina for 1d3 weeks.
- 3 Persistent hoarseness, -1 to any check involving social interaction for 1d2 weeks.
- 4 Fever, -1 Strength and Stamina for 1d4 days.

- 5 Jaundice, -1 to to any check involving social interaction and -1 to Stamina for 1d3 weeks.
- 6 Fatigue, -2 Stamina for 2d4 days.
- 7 Chronic headaches -2 to Intelligence for 1d6 hours.
- 8 Easy bruising - the blood vessels have been damaged. Take an extra 1d3 points of damage from blunt attacks.
- 9 Tooth loss - every time the character rests, there is a 1 in 10 chance they will lose a tooth. After 6 teeth are lost, there is a cumulative -1 penalty to social interaction checks for each additional tooth lost.
- 10 Bleeding Gums - character's gums bleed constantly, causing automatic failure of any social interaction checks.
- 11 Bleeding sores - sores last for 1d4 days, and reduce hit points by 1.
- 12 Cyst Outbreak - numerous cysts form, causing permanent 1d6 loss of Personality.
- 13 Periodic Blindness - Any critical failure has the added effect of blindness for 1d6 turns.
- 14 Vomiting Blood - Any critical failure has the added effect of vomiting blood, loss of 1d4 Stamina for 1d6 turns.
- 15 Brittle Bones - any attack that hits for maximum damage breaks a bone, causing loss of 1d4 points of Strength and Agility.
- 16 Hemiparesis - In stressful situations, such as combat, there is a 1 in 10 chance that one half of the body becomes paralyzed - 1/2 Agility for 1d4 rounds (rounded down).

- 17 Ataxia - In stressful situations, such as combat, there is a 1 in 10 chance that balance is severely disrupted along with severe incoordination - 1/4 Agility for 1d4 rounds (rounded down).
- 18 Dementia - in any situation where a character is required to remember something, there is a cumulative 1 in 100 chance that the character will not be able to recall the information.
- 19 Seizures - A roll of Natural 2 on any skill or attribute roll results in seizures - immobilized for 1d2 turns.
- 20 Macrocephaly - head swells with fluid -1 Agility, Intelligence and social interaction checks.
- 21 Squamous cell carcinoma - skin becomes red, scaly and inflexible: -1 Agility, -3 to social interaction checks.
- 22 Bone tumor - lose 1d3 points per month from Strength, see Tumor Chart below.
- 23 Lung Tumor - lose 1d3 points per month from Stamina, see Tumor Chart below.
- 24 Brain Tumor - lose 1d3 points per month from each attribute, see Tumor Chart below.
- 25 Tumor Outbreak - 1d3 tumors, see Tumor Chart below.
- 26 Roll 1d4 on random body part chart.
- 27 Roll 1d6 on random body part chart.
- 28 Roll 1d8 on random body part chart.
- 29 Roll 1d10 on random body part chart.

- 30+ Roll 2d6 on random body part chart, major infection - 1/2 Strength and Stamina permanently.



Random Body Part Replacement Chart:

- 1 Human Arm.
- 2 Human Leg.
- 3 Human Arm, wrong side (2nd left arm, etc) -1 Agility.
- 4 Dwarven Arm - +1 Strength, -1 Agility (if character is a dwarf, it is replaced with a human arm -1 Strength).
- 5 Dwarven Leg -2 Agility (if the character is a human, it is replaced with a human leg - same result).
- 6 Lizardman Arm -1 Personality, +1 Agility.
- 7 Lizardman Leg -1 Agility, + 1 Strength.
- 8 Insectoid Limb - roll 1d4, that limb is replaced, + 1 Agility, -4 Personality.
- 9 Antennae replace eyes -4 Personality, + 1 Agility
- 10 Tail, -2 Agility for 1d6 weeks, then +1 Agility thereafter.
- 11 Transplant rejection - 1 randomly determined limb is gone, permanently.

12 Brain transplant, character is now 1 Human 2. Elf
3 Dwarf 4 Lizardman 5 Insectoid 6 Brain Damage -
reroll, Intelligence reduced by half. Reroll all
stats except Intelligence using 3d5 instead of
3d6. Other than that, this change is cosmetic in
nature, and does not affect any racial attributes
the character possessed before the transplant.

Tumor Chart - for each tumor received, there is a
cumulative chance of death, resolved once per
game session. Roll for each tumor upon discovery
to determine its size:

- 1 T1 - 1% chance of death per session;
- 2 T2 - 2% chance of death per session;
- 3 T3 - 3% chance of death per session;
- 4 T4 - 4% chance of death per session;

At the end of each session, total up the percentages
for all tumors, and roll percentile dice to see
if the tumor is ultimately fatal.

The Crawling Castle of Grumblethorn and Other Architectural Horrors

By Tim Callahan

Perhaps the manor house is under attack by deranged beasts, or maybe the tower is haunted by the ghosts of extradimensional wizards, or the dungeon - surely the dungeon - is riddled with speaking bones and troubled oozes. But when you're pulling together your Dungeon Crawl Classics campaign or improvising your one-shot, sometimes you need more than those traditional locations to terrorize the PCs. Sometimes you need a Crawling Castle of Grumblethorn. Or a Defiling Dome of Blacksmere. Or a Weeping Hut of Hexageddon. As you see fit.

Judges who throw caution (and funky dice) to the wind will want to roll randomly for each column of Table TCCoG-AH to discover what unique architectural horror emerges from the landscape just over the next ridge. Other Judges may want to craft their own structures out of the options below. Depending on how evocative the result, additional development may or may not be needed. Some Judges will, of course, want to map everything out. Others may want to let the structure emerge more organically from play. Whatever the result, you may warn your players: this ain't the borderlands, and that's no humble keep. They won't heed your warnings anyway.



Table TCCoG-AH					
Roll 1d7 on each column					
	What?	What?	Where?	What's one Unusual Thing about It?	What's another Unusual Thing about It?
1	Crawling	Castle	of Grumblethorn	Occasionally this structure transforms, the main doorway turns into a mouth, its front-facing windows turn into eyes, and the structure transforms into a massive giant covered with architectural detail and thirsts for the blood of wizards. It smells them from miles away and strides toward the largest spellcasting contingent in the area. Due to the magical gyroscopic nature of its interior, no one inside any of its rooms can feel the movement of the structure. Note that there is a 20% chance the structure will transform in this way before the PCs approach, and a 50% chance if the PCs are inside. Increase this number by 10% for each wizard or cleric (or equivalent spellcaster) in the party.	The third room the PCs enter is covered with magical writings, all across the walls, floor, and ceiling. If <i>read magic</i> is cast, the spellcaster can use the writings in the room as if it were a scroll with 1d3 random level 1 wizard spells, 1d3 random level 2 wizard spells, and 1 random level 3 wizard spell. The spells can only be cast from inside the room. Any attempt to copy the spells into a spellbook (or the equivalent) will result in the spell being cast against the scribing spellcaster in any way the Judge deems appropriate, with the Judge rolling as if with a +8 spell check.

Table TCCoG-AH (con't)					
Roll 1d7 on each column					
	What?	What?	Where?	What's one Unusual Thing about It?	What's another Unusual Thing about It?
2	Growing	Keep	of Slitherstone	<p>The ancient magicks that crafted this structure imbued it with a demonic defense system, with sigils in the walls that act as demon spawning portals. Each room entered has a 25% chance of containing one of these portals, regardless of whatever else is in the room. If a portal is present, 2d5 glimmering spider demons (that appear encrusted with gemstones) emerge at the start of every turn that a living presence is detected in the room.</p> <p>Gemstone Spider Demon: Init +2; Atk bite +2 (1d5 plus special) or webspinning +1 (special); AC 13; HD 3d8; MV 30'; Act d20; SP bite attack drains an additional 1d5 HP and 1d5 Strength points from victim unless a DC 10 Fort save is made, webspinning attack turns the victim into a marionette under the control of the demon unless a Will save vs. the attack roll is made; SV Fort +4, Ref +1, Will -1; AL L. Note: the "gemstones" of the spider demon skin turn to dust if they are taken out of the structure, and the spider demons die instantly if transported outside of the structure.</p>	<p>On the wall opposite the entryway, a large oval frame hangs, covered by a ratty blanket. If the blanket is removed, a bloodshot eyeball begins to protrude from the oval frame, and anyone looking toward it must make a DC 16 Will save or become affected in one of the following ways (determined randomly via a d4 roll for each victim): (1) paralyzed for 2d8 turns, (2) permanently turned into an ivory statue, (3) permanently shrunk to 50% of normal size (all equipment included), and all physical attributes reduced by half - rounded down - as well, (4) rainbow-hued bat-wings emerge from the character's back, offering no flying ability but permanently increasing Will saves by +2 and permanently decreasing AC by -2.</p>

Table TCCoG-AH (con't)					
Roll 1d7 on each column					
	What?	What?	Where?	What's one Unusual Thing about It?	What's another Unusual Thing about It?
3	Defiling	Tower	of Hexageddon	<p>When the first PC in a party makes contact with the exterior of the structure or enters through any open portal, the sentient structure immediately contacts that PC - and only that PC - to ask for assistance. The structure feasts on necrotic energy and if a dozen undead are "fed" into its open door, the PC will be rewarded with a boon with a cost: whenever the PC touches a magical item, it will double in power, but the item can never leave the PCs hand again unless the magic in the item is <i>dispelled</i>.</p>	<p>The first time a character touches an interior wall (while searching for secret doors, or traps, or otherwise) a loose stone block or wood panel falls away, revealing a 2' tall red-and-orange-striped coral imp, curled into a fetal position. The imp is extremely lazy and narcissistic but will become the loyal guardian familiar of any PC who shows any kindness towards it. It will attack any PC or creature who attempts to harm it, or its master.</p> <p>Coral Imp: Init +2 (or as master); Atk claws +1 (1d6); AC 12; HD 2d6; HP 11; MV 40'; Act d20; SV Fort -1, Ref +2, Will -1; AL C. Note: any "master" it adopts gains 11 HP when it becomes a familiar, but if the imp dies, the master loses 22 HP.</p>

Table TCCoG-AH (con't)				
Roll 1d7 on each column				
	What?	What?	Where?	What's one Unusual Thing about It?
4	Tunneling	Hut	of Crystalgrim	<p>This structure is a construct of Azi Dahaka, mimicking the divine being's presence on the material plane. In addition to whatever features the structure has, the power of Azi Dahaka manifests in this way: in each room the PCs enter, the structure attacks the PCs with the next successive <i>invoke patron</i> result from the Azi Dahaka listing on page 330 of the DCC Core Rulebook. Thus, the first room that's entered would attack the PCs with the 12-13 result, and the next room would attack with the 14-17 result, etc. The "caster" is the structure itself, and the Judge makes all decisions about targets, etc. The structure's motivation is to repel intruders, and if any characters survive past the 32+ room result on the <i>invoke patron</i> table, the PC with the highest combined Intelligence + current Hit Points gains <i>Patron Bond</i> (and <i>Invoke Patron</i>) with Azi Dahaka, even if the PC is not a spellcaster.</p> <p>Vines dotted with blue-green barbed leaves cover the interior walls of this structure. Some rooms near the entrances and exits appear overgrown, while the vine density is less intense in rooms deeper inside the structure. The vines are illusory, remnants of enchantments that act as a kind of nervous system for this structure. Incidental contact with the vines will yield no effect, but if any character intentionally interacts with the vines by touch (even if wearing gloves) the character will take 1d8 damage and gain a Greater Corruption: Roll 1d10 on the Greater Corruption Table on page 119 of the DCC Core Rulebook. In addition, the contact with its enchanted nervous system will cause the structure to shake violently, and anyone standing must make a DC 10 Reflex save to avoid falling to the ground.</p>

Table TCCoG-AH (con't)					
Roll 1d7 on each column					
	What?	What?	Where?	What's one Unusual Thing about It?	What's another Unusual Thing about It?
5	Hovering	Pyramid	of Penitence	<p>This structure was built with corrupted divine magic, and the souls of great warriors of the past enchant the beams and stones that hold up the walls. The souls cannot communicate, but any warrior or dwarf (or fighting-type class) will feel immediately energized as they walk inside. They immediately gain one additional level (increase their XP to the minimum to reach the next level), but at a cost. For every turn they spend inside the structure, they must make a Will save vs. DC 10 or lose 1d16 HP. If they reach 0 HP within this structure, there is no chance for magical <i>healing</i> or rolling the body after that. Instead, their souls merge with those of the great warriors of the past, trapped in these very walls.</p>	<p>Inside the “belly” of the structure hangs a rusted metal cage. Inside the cage rests a unicorn. A beautiful white unicorn with a sparkling golden horn. The tears of the unicorn drip like tiny rainbows onto the cold stone floor below its cage. If set free (DC 20 lockpicking check or 12 or more damage to the lock with a single blow), the unicorn will attack the character who freed it with unyielding ferocity. Then it will attempt to flee to return to its beloved queen and attack anyone that stands in its way.</p> <p>Savage Unicorn: Init +5; Atk horn +5 (2d12 plus curse of lost love); AC 14; HD 6d8; HP 32; MV 60'; Act d20; SP Curse of Lost Love - page 438 in the DCC Core Rulebook - imparts any surviving victim of a horn attack with a compulsion to return the unicorn, living or dead, to the queen of the adjacent kingdom; SV Fort +4, Ref +3, Will +3; AL C.</p>

Table TCCoG-AH (con't)					
Roll 1d7 on each column					
	What?	What?	Where?	What's one Unusual Thing about It?	What's another Unusual Thing about It?
6	Weeping	Barracks	of Tomesworthy	<p>There are only three exterior doors on this structure. Three entrances. When any PC or creature enters through one of the doors, he immediately <i>teleports</i> out of the exterior door to his left. The only way to enter the structure is for two living things to enter at least two doors simultaneously. The <i>teleporting</i> enchantment will continue to work as normal, and may only be bypassed by two or more entrances activating simultaneously. The effect <i>also</i> works when attempting to leave the structure, <i>teleporting</i> any characters back inside the entrance to his left unless two or more exits are activated simultaneously.</p>	<p>Each room of the structure seems to act as a conduit to the spirit realm, where previously slain enemies of the PCs can communicate, one-per-room. This manifests as statements that echo through the room - statements that reveal information the slain enemies may have had that the PCs did not or perhaps statements of how the enemies met their demise. The spirit channel is one-way only, with the PCs able to hear the ramblings of their enemies, but they cannot ask questions that will be answered, except by coincidence. For the first statement that the PCs hear in a room, a DC 5 Will save is required or the PC take 1d6 psychic damage.</p>

Table TCCoG-AH (con't)					
Roll 1d7 on each column					
	What?	What?	Where?	What's one Unusual Thing about It?	What's another Unusual Thing about It?
7	Screaming	Dome	of Blacksmere	In the center of the interior of the structure, in whatever the Judge deems the "heart" of the construction, a mosaic decorates the floor. The mosaic depicts an enormous gaping, sharp-toothed mouth. Any character standing in the center of the mosaic can mentally transform the shape of the exterior structure into any form he wishes by making a DC 10 Will save. Failure on the Will save results in the character gaining 1d4 Minor Corruption effects and permanently losing 1d6 Stamina points.	The materials of this structure flake away like chunks of fist-sized dandruff - it may be bits of wood, or brick, or stone or whatever seems appropriate for its construction - and anyone who takes a bite of one of the chunks gains 1d8 additional HP for the rest of the day. A second bite of one of the chunks that day causes terrible vomiting without any HP gain and unless a DC 15 Fort save is made, the character loses 2d10 HP.

The Grove

By Gabriel Meister and Jonathan Perkel



The dim light up ahead barely filters through the thick forest growth, but it's better than nothing, so you hack away at the last of the stubborn branches and choking vines. You emerge into a roughly circular clearing, wiping the sweat and grime from your face, and you think to yourself: can this be real?

The clearing is approximately 100 feet in diameter, felted with manicured grass. At its center is a small cluster of what appear to be fruit-bearing trees. Sunlight beams down and birds chirp softly as a gentle breeze rustles through the clearing. This seems strange, as you could have sworn it was pissing rain just a moment ago. Suddenly, you feel very, very hungry, and you walk toward...**The Grove.**

Care for a piece of strange fruit? (Roll 1d24)

Roll	Result
1	Snake-eyes. This tree bears firm, cuboidal, ivory-colored fruit, with one black dot in the center of each side. There are 3d6 fruit on any given tree. When picked, the picker painfully loses one point of Strength, Agility, Stamina, Personality, or Intelligence (roll 1d5 to determine). If the picker eats the fruit, he falls into a deep slumber for 1d5 turns and regains the lost point upon awakening. If someone else eats the picked fruit, he (instead of the picker) gains the point that the picker lost. No more than 3 total ability score points can be gained (or regained) by any individual, regardless of the number of fruits picked or eaten.
2	Acme fruit. A spherical, jet black fruit about the size of a volleyball, with a long white stem. Each fruit has runes on its side that dimly glow "TNT" in white letters. When dried, the stem can be lit and the fruit tossed at a target, causing damage equal to that of a fireball (3d6). If the lit fruit isn't tossed within 1 round...
3	Metsus. Mirrored spherical "seeds," roughly 1 inch in diameter, with a fragile shell. Each sphere is filled with a sticky, powdery pollen that clings to flesh and causes 1 hit point of damage per round until washed off with water. Useful as projectile weapons if kept intact.

- 4 **Durians.** A spiky, incredibly tough outer shell protects a creamy flesh that tastes as close to putrescent human flesh as imaginable. Ah, durians... revolting, but harmless.
-
- 5 **Tastyfruit.** The fruit on each of these trees is different: a peach here, a plum there, a pomegranate, an orange, a pineapple, a kiwi, etc. Every fruit tastes twice as good as the last one consumed. Each piece restores 1d3 hit points, up to a maximum of 5 restored hit points. Any roll that would restore 6 or more cumulative hit points causes a debilitating bout of diarrhea that lasts for 1d6 turns.
-
- 6 **Stickyplums.** Round, indigo-colored fruit that fits nicely in the palm of the picker's hand... and does not come off. At least, not without a successful DC 15 Strength check (although now it's probably stuck to the other hand, or the hand of a would-be rescuer). While the fruit is in hand, the picker cannot do anything else with said hand.
-
- 7 **Fortunefruit.** Each fruit resembles a flat, folded beige seed pouch that can be cracked open by hand. Inside is a tiny folded parchment with a prescient message for the character on the front and a string of two-digit numbers on the back. The message on the front has a 50% chance of accurately predicting something important that will happen to the character within the next 24 hours.
-
- 8 **Cherries.** Ruby red, juicy, delicious. Why are they here? Who cares?
-
- 9 **Ropefruit.** Yellow, spherical fruit that, upon close inspection, appears to be a tightly-wound ball of thick, golden thread. Once picked, the fruit can be unraveled by its stem into a slender 50' cord with twice the tensile strength of normal rope.

- 10 **Dragonfruit.** With its funky skin of prickly vermillion dragon scales, this mildly sweet fruit bears a creamy pulp peppered with crunchy, sesame-sized black seeds and with a strong cinnamon aftertaste. Tasting the flesh enables the picker to breathe flame at an opponent as if casting Scorching Ray with a spell check of 16. If the picker does not breathe flame within 1d3 rounds after tasting this fruit, the flame manifests internally (and goutts from all upper orifices) for 1d8 damage.
-
- 11 **Critterberries.** Small, lumpy, brownish-green berries with fur reminiscent of kiwifruit. Each one feels a little bit squirmy. Trying to bite into one causes it to transform (with an audible "pop!") into one of five miniscule mammals. Roll 1d5: 1, pygmy possum; 2, shrew mole; 3, tiny jerboa; 4, Etruscan shrew; 5, bumblebee bat. They make great pets (or rations).
-
- 12 **Grapefruit.** Just regular ol' ruby red grapefruit.
-
- 13 **Chameleonges.** These fruit are the same size, weight, texture, and flavor as ordinary juice oranges, but each one is a different color than all the others, seeds, skin, and all. Consuming a chameleonge changes the color of certain body parts to the fruit's color for 1d4 days. Roll 1d12: 1-2, hair, fingernails, and toenails; 3, irises; 4-5, hands and feet; 6-8, face, neck, and scalp; 9-10, genitals; 11-12, buttocks. Where face, neck, and scalp, genitals, or buttocks are affected, the character loses 1 point of Personality but gains 1 point of Luck for the duration of the change.
-
- 14 **Edisons.** Tough, transparent, nearly colorless globes with black squiggles threaded throughout. Inedible; biting into one is like munching on a beholder's eyeball. When darkness falls, each fruit glows with a ghostly, white light that illuminates
-

	everything faintly within a 5' radius. The effect lasts until the fruit begins to spoil, about 2 or 3 days.
15	Burnies. Elongated, fleshy fruit with a tough purple rind similar to miniature eggplants. Sweet but intolerably spicy, reminiscent of the hottest ghost pepper. Good in very small doses for seasoning stew, or dried and ground into powder. Otherwise innocuous.
16	Raspberries. The only strange thing about these raspberries is that they are the size of apples.
17	Galarums. Red, bell-shaped fruit with white streaks. Touching a single fruit causes it to ring like a dinner bell. Touching two of them induces a clamorous chain reaction: they both ring, then another, and another, until every fruit on the tree is clanging cacophonously. Each character in the Grove must make a DC 12 Fort save or suffer disorientation and severe tinnitus (ringing in the ears), and lose 1 point of Agility, for 1d8 turns. This noise may also attract unwanted attention...
18	Tomatoes. Ripe and tasty. (For the record, tomatoes are a fruit.)
19	Pusberries. Small clusters of cherry-sized yellow berries, firm to the touch, that smell as sweet as spun sugar but taste like a soiled bandage from inside a costermonger's boot. After one bite, the picker is unable to consume or even smell food for 24 hours without vomiting (consequent risk of dehydration), and is no longer a big fan of fruit in general.
20	Pears. Just regular pears.

- 21 **Fruitloops.** Firm, doughnut-shaped fruit with waxy blue skin and flesh the texture and color of bananas. Incredibly nourishing and restorative; however, there is absolutely no way to leave the Grove with this fruit. Any of it. Including if it's still in the character's digestive tract.
-
- 22 **Cronenberries.** Each branch of these trees is covered with tough thorns and ends in peach-colored globules, hanging loosely. The globules smell like recently soured milk. Tugging one causes the tree to rustle and sigh. Trying to pluck one elicits a piercing shriek, as the tree swats at the character with two enormous thorny branches for 1d4 damage. The "fruit" cannot be removed from the tree without a fight.
-
- 23 **Fapples.** The fruit of this tree has the appearance of delicious, ripe, red apples. Upon closer examination, the "fruit" is made of the same tough bark that covers the tree's trunk, with deceptively misleading pigmentation. Inedible.
-
- 24 **Necktarings.** Looks and tastes like nectarines, but when one of these fruits is picked, somewhere, somehow, someone's neck is broken. This fact remains unknown to the picker until later that night, when the gruesome image of each death he caused haunts him vividly in his dreams.
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Killtackleball
DCC Rules for Pell-Mell Teamball Sports
By Marc Bruner

Each year on the high desert plains of Urearth, the Centaurs pause in their ever-war with the savage Vulturemen and meet at the sacred oasis to sing of their victories, mourn their lost companions, and clash in the ancient game of "Bolo". This is the origin of Killtackleball, a sport of prowess, determination, and luck, often with dangerous results.



Overview

Killtackleball is a bruising game of physical mayhem played between two teams that usually ends with drunken song and bitter toasts made over the corpses of slain friends. The rules are simple: two sides face off on a wide, flat pitch - typically composed of grass, rocks, trees, creeks, or giant mushroom forests - and attempt to move the ball to the opposite end of the field and score. Score is kept by whatever method is agreed upon, but is abstracted in these rules and represented by the current momentum die controlled by each team. The momentum die is a new tool inspired by the core rulebook spellduel rules using the dice chain to track the relative strength of each team, and ultimately deciding the winner.

The match is played in a series of turns, the start of each turn being marked by a scrum for initial control of the ball. During play, opposing teams use whatever they can to carry, kick, or punch the ball across their opponent's goal line, thereby winning the turn and resetting the field. Play continues until one team has dominated the game and claims victory!

Rules of Play

- * Play starts with the ball placed in the middle of the pitch with opposing teams lined up on either side. The ball can be any agreed upon generally easily carried object. Traditional balls include: inflated animal bladders, coconut husks, and the dried and cured head of a Vultureman - beak optional.
- * Teams can be composed of any number of players, evenly matched or otherwise, and they can use any part of their bodies to move the ball. Weapons are not allowed; however, each team rolls on the random equipment table to see what gear they managed to scrounge up after a night of preparatory carousing.

- * Each team is given a momentum die to determine possession after the scrum. The default starting die is a d20.
- * At the start of the scrum, each team rolls the momentum die and compares the results on the scrum table. It is the Judge's discretion on who makes the rolls for the team. The roll is for initial possession only, after the scrum, the ball will likely change hands multiple times during the course of the turn!
- * Play during the turn proceeds with initiative rolls and follow normal DCC combat rules. Players can take actions, cast spells, declare mighty deeds, etc., to do whatever it takes to move, or block movement of the ball to the other side of the field. Special note: obvious spellcasting and outright killing of other players is generally frowned upon, and may turn players from both teams against the offending player if discovered. Ghostly possession is, of course, allowed.
- * The turn ends once the ball has crossed a goal line in the possession of a player from the opposing team. The scoring team automatically moves their momentum die one die up the dice chain for the next turn, whereas the losing side has to make a Will SV (DC decided by the Judge based on the results of the play) to avoid moving down one die. For example, after the first turn, the winning team will have a d24 momentum die for the next scrum, whereas the losing team will either retain the d20 or move down to a d16, depending on whether they made their save.

- * The game ends when the difference in the rolled momentum die result is so large that one team dominates the other completely, as indicated on the scrum table result. Alternatively, other methods can be used at the Judge's discretion, e.g. assigning and keeping track of an actual score, a time limit, when the ball is removed from play by ferrets, etc.

Random Equipment Table

Each side should roll a d30 for starting equipment and reference the table below. If desired, each individual player can be rolled for, though this is only recommended for smaller teams. Players are free to get creative with the actual use of the equipment during play, with the Judge making the final ruling on the result in game-play terms:

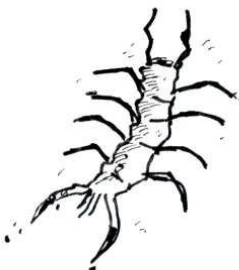
d30	Equipment	d30	Equipment
1	A leg of cooked meat (as club)	16	Fly-whisks
2	Zorro-style masks	17	Buckets
3	Hockey sticks	18	Nothing - team always goes "skins"
4	Flags	19	Chalk
5	Sacks	20	Small tube of vultureman-grease paint
6	Conch	21	Treasure map with an "X" on the opponent's goal line
7	Small pouch of sand	22	Painted gourd filled with olive oil
8	Brooms	23	1 lb cheese
9	Necklaces made of shells	24	Leather shoes w/nails driven through the soles
10	A sheaf of poems	25	Bottle of fireflies
11	Small hand mirror	26	Flasks of dyed

			sugar-water
12	Centaurs	27	Reliquary filled with bones
13	Klezmer instruments	28	Slightly deflated ball
14	Cheering squad	29	Picnic lunch
15	Shuttlecock	30	Roll on the table twice, taking both results

Scrum Table

At the start of each turn, teams roll the momentum die and the Judge references the table below, comparing the result of the higher roll to the lower roll. The difference between the results determines which row of results applies to each team, the team with the higher roll using the second column and the team with the lower roll using the last column.

- * A result of "1" on the momentum die is an automatic fumble. In addition to the result on the scrum table, the team's momentum die is reduced by one on the dice chain with no save.
- * A result of "20" on the momentum die is a critical hit. In addition to the result on the scrum table, the team automatically wins initiative during the subsequent turn. This also applies to achieving the maximum result on dice higher on the dice chain, i.e. a "24" on a d24 and a "30" on a d30. There are no critical results for momentum die lower than d20.



Diff. Team with High Roll

Tie No team can wrest control of the ball out of the tangled heaving mass. Roll on the Face-off table below.

<5 Straining for control of the ball, your team manages to grab it off the ground before the other team can reach it. Start the turn with possession; roll initiative as normal.

<10 A strong performance! Start with possession; +2 to your player's initiative rolls for this turn.

<15 Your team manages to get the upper hand on the other team and easily seizes the ball. Start with possession; +4 to your player's initiative rolls for this turn.

<20 With a huge surge, your team easily pushes the other team back, trampling on the unlucky ones who couldn't get out of the way. Start with possession; +4 to your player's initiative rolls for this turn.

20+ The team dominates the scrum utterly and completely, winning the ball and brushing aside their panting, exhausted opponents to claim a final goal! Game ends.

Team with Low Roll

No team can wrest control of the ball out of the tangled heaving mass. Roll on the Face-off table below.

The ball was inches away, but snatched up by the other team before you could secure it! Start the turn with the other team in possession of the ball; roll initiative as normal.

Start the turn with the other team in possession of the ball; roll initiative as normal.

The other team is clearly playing dirty with some below the belt kicks. Next time you see a referee... Start the turn with the other team in possession of the ball; roll initiative as normal; each player makes a DC10 Ref SV or takes 1d3 bruising damage.

So tired, so, so tired. maybe you'll just rest on this nice spot of soft grass here for a bit. Start the turn with the other team in possession of the ball; roll initiative as normal; each player makes a DC10 Fort SV or is knocked unconscious for this turn

They won this match, but by the gods there will be others. Buy the first round of drinks, grab a dripping slice of roasted Vultureman, and plot your revenge...

Face-off Table

If the scrum results in a Face-off, roll d11 and reference the table below.

d11

What happens?

- 1 Play is interrupted by a piercing cry as 2d4 Vulturemen swoop in to attack!
- 2 A champion stands forth from one side and bellows out a challenge to the other team to single combat.
- 3 A pair of ferrets sneaks out of the scrum attempting to steal the ball.
- 4 Blood frenzy. The game is forgotten by hot-tempered players who immediately attack the nearest opponent. DC 12 Will SV to resist.
- 5 With a sudden "POP!" a Type III demon appears out of thin air wearing a striped uniform and carrying a whistle.
- 6 Another team shows up and charges into the match. Roll again for a three-way scrum (one high and two low results).
- 7 The ground opens up and swallows the ball, revealing a network of subterranean caverns below the pitch.
- 8 Opposing gods have taken an interest in the result, and secretly possess a player from each side.
- 9 A line of small forest animals stare unnervingly from the sidelines, each gripping a small sharpened stick.
- 10 A nude dwarf with an ankle-length beard interrupts play by running out onto the pitch.
- 11 As the teams heave and push to wrest control, the ball cracks open, revealing a small fuzzy dinosaur.



Vulturemen: Init +2; Atk claw +3 melee (1d6) or beak +1 melee (1d4) or grab +0 melee (see below); AC 12; HD 1d8; MV 20' or fly 40'; Act 1d20; SP grab (with a successful grapple, carry off opponent, has to be smaller than human-sized; up to three vultureman can attempt to grab the same opponent to carry off larger creatures - up to horse-sized); SV Fort +0, Ref +2, Will +1; AL N.

Acknowledgements

- * Tim Callahan, for coming up with the Killtackleball name suggestion.
- * The Metal Gods, for coming up with a die (d11) so awesome, it needed to be included somehow.



Mighty Deeds of Arms - Spear

By R. S. Tilton

(An excerpt from the upcoming Clearspring Gazette by R. S. Tilton)

Mighty Deeds of Arms: The Spear (melee)

In combat, the spear is a versatile weapon, able to perform in many surprising ways, in addition to being able to impale a target. When using a spear, a character that hasn't declared a Deed may automatically roll on the spear table.

Die Roll Result

- | | |
|---|--|
| 3 | The spear's length plays a role in keeping the opponent at a distance. He receives a +1 bonus to AC for the next round. |
| 4 | The spear impales the target in a non-vital organ; this causes exceptional pain and will cause an additional 1d3 damage when the weapon is removed. While the weapon is impaling the target, they suffer a -1d penalty to attack the spear holder, and a -2d penalty to attack his allies. |
| 5 | The spear impales the target in a vital organ, causing exceptional pain and will cause an additional 1d6 damage when the weapon is removed. While the weapon is impaling the target, they suffer a -1d penalty to attack the spear holder; and a -2d penalty to attack others. |
| 6 | The spear is used in a flurry of rapid strikes, driving the target back 10 feet, and causing 2d4 additional damage. |
| 7 | The spear impales the target's head or chest, causing 2d10 additional damage as well as double the penalties from result #5. The spear is lodged deeply in the target and takes 1d4 rounds to remove. |

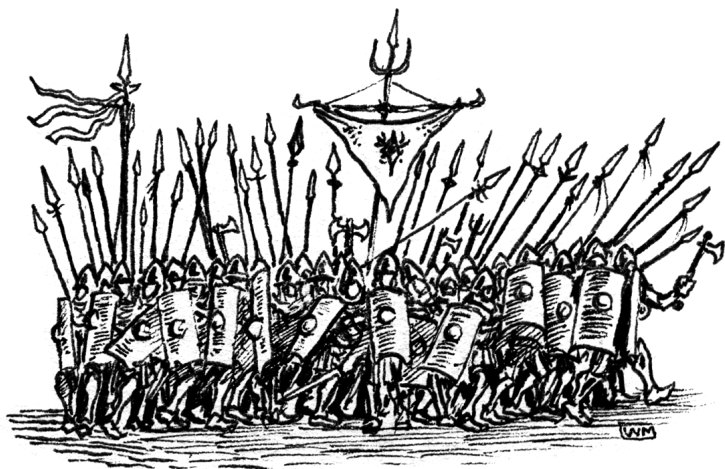


Mighty Deeds of Arms: The Spear (thrown)

When thrown, the spear can cause heavy damage as it comes down from the heavens gaining speed and momentum.

Die Roll Result

- | | |
|---|--|
| 3 | The spear hits with a metal rending power; armor and shields lose 1 point of protection (-1 AC) from the damage caused. |
| 4 | The spear pins the target in place as it impales a leg or foot to the earth. |
| 5 | The spear drives through the target's torso pinning it to the ground, nearby structure or tree, causing an additional 1d6 damage. |
| 6 | The spear drives through the target and strikes another behind it. This causes normal damage to both targets and an additional 1d6 damage to the initial target. |
| 7 | As above however the targets are pinned to each other, and both take the additional 1d6 damage. |





Mighty Deeds of Arms: The Harpoon

The harpoon comes with 50 feet of light but durable rope. The weapon features a wickedly barbed spearhead, allowing the weapon to sink into the target and to pull them toward the thrower. Typically used in hunting whales, the harpoon is attached to a longboat via a stout metal ring at the butt end of the spear.

Die Roll	Result
3	The harpoon hits, but the barb tears out of the wound, leaving the target bleeding. Lose 1 additional hit point for 1d4 rounds.
4	The harpoon impales the target, causing an additional 1d4 points of damage when reeled in. The target may attempt to tear free with an opposed STR test.
5	The harpoon impales the target, causing an additional 1d4 points of damage when reeled in. The target may attempt to tear free with an opposed STR test at -1d.
6	The harpoon impales the target lodging in a bone, causing an additional 1d6 points of damage when reeled in and knocking the target to the ground. The target may attempt to tear free with an opposed STR test at -2d.
7	The harpoon impales the target lodging in a bone, causing an additional 1d6 points of damage when reeled in and knocking the target to the ground. The target may attempt to tear free with an opposed STR test at -3d.

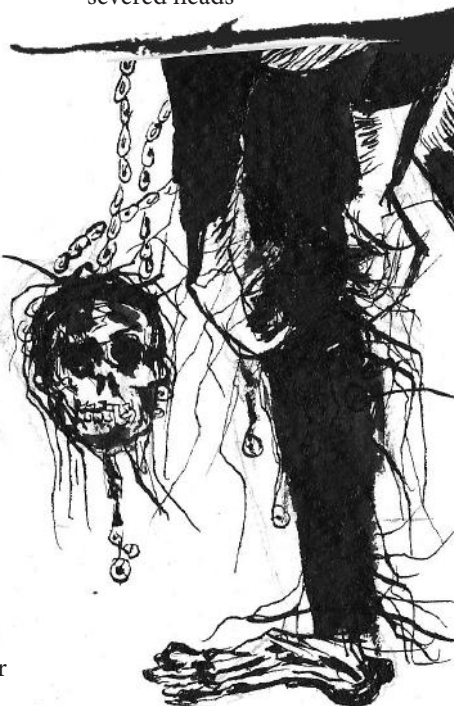
(These tables have not been extensively playtested and feedback would be great. Contact me at epicrpgblog@gmail.com with comments and suggestions.)

Tales of Travels, Trials, & Chance Meetings

These tales operate as a storytelling interlude in between adventures. The purpose is to inject some additional flavor for each character with some direction by both the player and the Judge. The Judge should have their players roll on the Chance Meetings table and then on the Travels & Trials table. The players will need to weave a story using elements from both of their results. The Judge should interrupt the tale to provide one boon and one detriment that fits into the story the player is telling. There are no limits to where the story goes or what form a boon or detriment takes, though a Judge should take care to limit the power of these things and dial back any features that could derail future storylines.

Step 1. Each player rolls on the Chance Meetings table

- | | |
|--|--|
| 1 Wizard afflicted with terrible corruption | 16 Metal statue that moves and speaks as a human and claims to be from the stars |
| 2 Halfling merchant with an interesting offer | 17 Wizard who is constantly out of focus for all who gaze upon him |
| 3 Constable of lazy demeanor but high born connections | 18 Thief who will only talk to puppets |
| 4 Elven sailor with a nearly mutinous crew | 19 Giant that ceaselessly weeps and is consoled only by your voice |
| 5 Ogre of unusually high intelligence and benevolent nature | 20. Fortune teller who divines from severed heads |
| 6 Child possessed by a demon | |
| 7 Cleric who has fallen and is searching for a new faith | |
| 8 Dwarf minstrel possessing a mystical third eye | |
| 9 Warrior who will not die though covered in wounds that will not heal | |
| 10 Dog that communicates with its voice in your head | |
| 11 Bartender who is a long-dead walking skeleton performing his job for eternity | |
| 12 Halfling alchemist who always lacks the proper ingredient to finish his mix | |
| 13 Elf whose feet never touch the ground | |
| 14 Blacksmith who fashions replacement body parts | |
| 15 Someone who is reportedly present at the scene of every major calamity in the realm | |



Step 2. Each player rolls on the Travels & Trials table

- | | |
|--|---|
| 1 Round trip passage on a ship that sails to a forgotten land | 12 Descend into the hollowed out trunk of a giant tree that grew into the earth instead of above it |
| 2 Journey to your home village | 13 Fall into a cavernous wasp hive and then brought to the queen |
| 3 Unwarranted banishment from a region in which you travel | 14 Take up residence in a tomb to convince people that it's haunted |
| 4 Long period of sensory deprivation in a deep dark cave | 15 Hide a dangerous artifact that cannot be destroyed |
| 5 Rise to the highest ranks of the gladiator class | 16 Find your way out of a loop in time that has you live the same day over and over |
| 6 Stumble upon an unfamiliar race in a barren landscape | 17 Get rid of the ghost of one of your slain opponents that is haunting you |
| 7 Deep study of the fringe practices of your art | 18 Rejoin your other self after being split into multiple existences |
| 8 Hired to find a very important missing person | 19 Return to your body after being trapped in an animal form |
| 9 Sleep so deep you travel across dimensional planes | 20 Banish a being made of pure light |
| 10 Assist farmers in a region where sentient plants make seasonal harvests deadly | |
| 11 Become first mate on a ship that sails off the edge of the horizon and into the stars | |

Step 3. The player weaves a story using the results of the previous rolls

The players should take time to figure out a way to combine these elements into a story that fits the personality and actions of their character. No rolls need to be made during this process and the Judge is allowed to negate any aspect of the narrative that could upset the power balance or derail the campaign. Set a reasonable time limit and each player takes turns putting their character through a story of their creation.

Step 4. The Judge provides a boon and a detriment based on the story being told

A boon might be an item they receive, an ally, or a skill that they pick up and can call upon any time it's appropriate in the future. A detriment might be a curse, an enemy, or a bad reputation that follows them.

A Judge should throw boons and detriments in as they appear in the story as an interruption or complication for the player to work out in their narrative. Boons and detriments can also be revealed at the end of the story or even saved for a surprise in their next adventure. .

The Dryad's Tree

*In which the Cautious Marauders seek
to fulfill the commandments of
The Portal Under the Stars*

By Mike Loew

In the shadows of the ancient trees, the band ranked up in precise martial formation: warriors Old Huffy and Lars in the first rank; clerics Rabelais and Porkins in the second, centered to support all those who would believe in them; and finally fragile Tyson and Donal at the rear, giving full range to their hostile elven magic. Halfling Drek hid behind the warriors, the counterpuncher, while thieving Cheeem skulked far behind, the backstabber. They advanced through the moonlit forest.

At the tip of the spear, their runty guide Queebo flitted through the foliage. The branches grew lower as the path narrowed, and the spear struggled to keep its edge. The band straggled after their goblin trailblazer into a tight labyrinth of turns, through a dizzying bend, and then...

They broke free from the thickets into the moonshade of a most colossal oak, soaring high above all others in its own vast glade. The dark vault of its foliage filled the night sky. At its mighty base the tree radiated six great roots that arched overhead like the buttresses of a cathedral, then descended into the earth. Each root-bridge was at least a hundred feet long and thick enough for two men to walk abreast.

Queebo and his burglars crept to a gnarled fence of living wood that encircled the majestic tree. The tendrils of the fence had grown into ornamental shapes and were festooned with floral bouquets. They crouched for cover behind the dainty perimeter.

Lars the woodcutter clicked his tongue. "Those old roots are slick with moss and hard as stone. There's no wood to be taken from them that would burn," he whispered.

"If you wish to steal kindling from the Dryad's tree, you must hurry up a root, then climb the trunk. There drier branches grow plentifully twenty feet up," said Queebo. He tugged a finely-crafted archery glove onto his hand, emblazoned with golden thread, and gripped his shortbow. "I hope you have a plan," grumbled the yellow-skinned forest-stalker.

"Time to get high," said Lars, producing a plump shrooman steak from his sack. "Anybody else?"

"I am with you, generous lumberman!" exclaimed Rabelais Rotundus. "My only regret is that I have no wine to share, as I have quaffed it all in my devotions." Lars passed his portly comrade a shroomsteak. The warrior of the woods and the cleric of Borrach wolfed down the rubbery, fungoid flesh.

"Hm, not getting anything yet," Rabelais muttered. Lars didn't hear him, as he was fascinated by a similar sensation of the infinite calm he had felt after inhaling the shrooman's spore-mist. However, this time his ribs were not being crushed. It felt amazing.

Lars took one more mental step beyond his sea of calm into an infinite field of living information. He had reached the peak of shrooman evolution. The crystalline lattice of geometric gemstones that underlay the universe unfurled before his eyes as his highest self was revealed!

"Bah," snorted Cheeem at the grinning woodcutter and Rabelais, sucking disconsolately at his teeth. "While you degenerates stuff your swollen cheeks, eet eez Cheeem who will gain our prize!" he boasted.

The jester removed his black silk pajamas, folded them neatly, and hung them on the decorative fence. He smeared mud over his pale, nude body, then attached clumps of moss to his head and nethers. Two bent twigs he tucked behind his ears, protruding like horns through his moss-wig. Cheeem hunched his back and contorted his knees repulsively, and his satyr's disguise was complete.

"Watch and learn, baboons! Ha-HA." Strange, bold Cheeem hopped the fence and snuck through the shadows,

simultaneously mimicking the crook-legged gait of a satyr with startling verisimilitude.

"This is not maintaining proper formation!" hissed Queebo.

Cheeem's comrades held their breath as the thief silently pranced from shadow to shadow, slowly making his way up a gnarled root. All was quiet but for a gentle song in the air—a pretty melody by a feminine voice that seemed to trill from the tree itself. Watching and waiting with the others, Rabelais felt a tingle in his toes.



Cheeem's satirical charade through the shadows carried him all the way up the root and to the trunk, only a short climb to their goal. Nothing moved but for the masquerading Cheeem. The thin-armed thief began to climb the mighty oak... but crashed down in a tumble, unable to pull himself up.

Rabelais felt his toe-tingle growing into warmth, a red glow rising through his feet and up his calves. The disembodied voice still sang her lullaby. Cheeem

attempted to climb the trunk once more, placing his hands more carefully... but lost his grip and fell again, smashing down in a tangle of disappointment!

Now the warmth climbed from Rabelais' calves into his thighs, and from there into the fundament of his spine, where a spiral energy began to generate. Weakling Cheeem once more struggled to climb the trunk, scrabbling at its knobby handholds... but tumbled down a third time, a portrait of abject failure!

"Enough!" roared Rabelais. The burgeoning cleric in his burgundy toga stood tall. The shrooman flesh had finally metabolized in Rabelais' capacious gut, unleashing the courage of generations of rogues. The ecstatic madness of Borrach coursed through his veins. Rabelais sprang over the fence, spine a-spiral, both arms held aloft. "I wait for no man! Borrach has set me free!"

To the horror of all present, especially Cheeem, Rabelais stomped forward to explode the mantle of silence, bellowing praise to his drunken god. Drek dove at his knees to stop him, but was rebuffed. Porkins lunged at his waist, but was shaken off with a spin. Old Huffy tried to tackle Rabelais, but was rudely stiff-armed away. The cleric of Borrach could not be stopped! With his comrades sprawled behind him in the leaves, Rabelais trundled up a root-bridge, oblivious to Cheeem's frantic pantomimes for him to retreat.

"GO BACK," mouthed Cheeem in a silent howl. The lilting song stopped in mid-melody, then warped into a piercing shriek. The Dryad emerged from her elder oak, her sapling limbs ripping free from the bark. The pale green body of the sylvan guardian stretched forth, eight feet long, her sinewy musculature barbed with thorns. She writhed in fury high above them, black eyes slitted with hate for the men gripping swords and axes.

Cheeem, a muddy, mossy, near-naked wretch, cowered at the base of her tree. Rabelais galumphed up a root-bridge, ululating in ecstasy. Behind him, Lars leapt onto the same root, his great axe glittering on his back. The Dryad's semi-human face twisted in

contempt. Then she saw Queebo, attempting to hide behind the fence.



"Queeeeeeeee-bo!" Her voice creaked with rage from her wooden lungs. "Foul, hunchbacked, dismal-dreaming bandit! You will... not steal... from me... again!" The Dryad threw forth her claw-branched hands. A cloud of buzzing pixies with dragonfly wings flew out from the soft glow behind her tree, drawing back tiny needles on miniature bows.

From the root-bridge, Lars tossed a chunk of shrooman down to Porkins. "Munch that!" barked Lars at his sober comrade. Brimming with psychedelic vitality, Lars zoomed up the root with startling speed, running right past Rabelais. The Dryad twisted her hands into an eldritch gesture. A whip of wood curled down from the branches and lashed at Lars, but the sharp tendril glanced off the woodcutter's armored chest. Laughing with manic glee, Lars hurled his hand-axe at a floating pixie, obliterating it.

Under his vow of humility to obey any command, Porkins dutifully chewed the shroomsteak that Lars had tossed him. However, he did not experience the ecstasy of Lars and Rabelais. His mind grew dark and cloudy, and his focus shifted downward. The uplifting earth magic of the shroomen could not break Porkins' meditations on the abyssal horror of his sunken god.

Lars dipped and dodged through the Dryad's slashing branches. More pixie archers emerged. Cringing Cheeem tried to secrete himself into a fold in the trunk, but the hovering pixies saw all. They peppered his muddy skin with white needles, and Cheeem collapsed into slumber.



Back by the dainty fence, Tyson Ballywicke attempted several spells to aid his comrades, but failed utterly at each one. Wobbling under the weight of his own inadequacy, the milquetoast house-elf felt his strength leave him. A thunderclap resounded inside Tyson's flap-ears, and the dark countenance of his master Sezrekan filled his inner vision.

"Atrocious technique! It is time to prove your questionable worth to me, chandler!" scowled the Old Master. "Retrieve my lost relic, the other half of the Rulership Rod! Reunite it, and offer it up to my glory!" Sezrekan set Tyson's mind ablaze with a view of a crumbling castle atop a burning sea, where lay the occult object of his desire.

The Dryad wove her bristling hands, bewitching more branches to flay the marauders. Unperturbed, Rabelais pulled out his shortbow, licked an arrow for luck, and fired. With shocking accuracy, the shaft pierced both of the Dryad's hands in mid-conjuration! She screeched in pain and vexation. With her palms pinned together by the iron-tipped arrow, the Dryad could no longer weave arcane gestures, crippling the use of her branch-mastery.

Slow and quiet, Drek the halfling had snuck up along a back root. There he found a bulbous, glowing hive growing from the rear of the trunk. Its papery shell split open, spilling more light, and a pixie emerged through the glistening aperture. It pulled itself free with tiny arms, thrummed its wings, then broke off a curved, vestigial bone from its coccyx. The pixie strung a tendon on its bone-bow and buzzed at Drek, producing a needle from its quivered forearms.

Drek stomped through a spritz of bony needles, prickling his leathery face and arms. Their soporific effect had flattened syphilitic Cheeem, but the pixie venom was easily absorbed by the hardy vagrant. With great stamina and without mercy, Drek gashed open the bulging hive with his twin short swords. Larval pixies tumbled out, their insectoid wings coated with amniotic sap.

Lars reached the trunk, stepped over sleeping Cheeem, and shroomanically climbed toward their precious wood. He clambered into the lowest branches and began to snap them off. Fuming above him, the desperate root-witch tried to charm his mind. The Dryad sang her enchantments, hoping to seduce the dynamic woodcutter against his allies, but could not find a grip on Lars' roiling brain. The mind of Rabelais was

equally on fire, and she found no love in the heart of Drek.

Watching from afar with eagle eyes, Old Huffy coolly raised his longbow. A moonbeam glimmered off his arrowhead. He shot the Dryad through the neck, stifling her song. She looked down coldly, her hands clasped together by Rabelais' arrow, as if in prayer. Her slender green body tumbled to the forest floor, silent forevermore.

Lars looked down upon the fallen nymph. For a wide-eyed moment that pierced the frenzy of his intoxication, he felt pity, and shame, and that a great mistake had been made. Then he was enthralled by the sight of thousands of leaves falling all around him like a rain of green teardrops.

Through the whispering downfall Lars slid down the trunk, clutching an armful of the Dryad's wood. He could almost feel the bark trembling with misery. Behind the fence, Donal Frolanger sent in a conjured hawk to steal a few twigs of his own, after all of that trouble. "*That's so Donal,*" thought Tyson.

The grieving boughs overhead swayed and shook, shedding masses of foliage. Drek slapped Cheeem awake. The creaking wood and rustling leaves melded into a thunderous voice that spoke from all around them.

"*YOU. KILLED. MY. BRIDE.*"

The gargantuan tree awoke. Dozens of knotty eyeballs blinked open across its crusty bark. A jagged black hole spread across its trunk like a mournful mouth, exhaling a bitter stench of anguish. Its titanic roots quivered, one ripping free from the sod.

Lars, Rabelais, and Cheeem fled for their lives down another root, stomping upon furious wooden eyes. Queebo burst up from behind the ornamental fence, where the rest of the band hunched in dread.

"Jump the fence! Escape the bounding circle!" hollered Queebo.

The wood-burglars vaulted over the fence, kicking aside its bouquets, now blackened and withered. Only halfling Drek lagged behind, half-numb from pixie venom, pumping his stumpy legs as fast as he could.



"Haul your hindquarters, halfling!" shouted Rabelais.

Drek leapt off the root-bridge and rolled across the leaves. The moonlight faded swiftly around him. Drek looked up—the freed root descended like a gigantic clawed foot, drowning him in its swiftly growing shadow.

Drek scuttled to the fence, coiled his thick legs, and leapt with all his might. It wasn't enough. There was no way he could have cleared the fence—if Lars hadn't tossed his stolen wood into Porkins' arms, drawn his battleaxe, and chopped through the fence at waist-height, a moment before Drek sailed over his hacking steel and through the splintered gap.

The huge foot of the arboreal giant slammed down just behind the charmed halfling, dealing massive damage to naught but an unlucky anthill. Bursting with avaricious joy, the band of thieves scattered into the night.

*An excerpt from a novel in progress,
"The Cautious Marauders."*

Dungeon Crawl Classics Character Record Sheet



Occupation Class Level Exp. Points
Equipment and Notes

Title Alignment Languages

Strength

Personality

Luck

Luck

Intelligence

Intelligence

Agility

Agility

Stamina

Stamina

Lucky Roll

Lucky Roll

Fort

Fort

Reflex

Reflex

Will

Will

Combat!

Weapon in hand



armor worn

Fumble Die Check Pen.

Action Dice Crit table + Die

Hit Points Speed

Dungeon Crawl Classics Character Record Sheet



Occupation Class Level Exp. Points
Equipment and Notes

Title Alignment Languages

Strength ☐ ☐ Personality ☐ ☐

Agility ☐ ☐ Luck ☐ ☐

Stamina ☐ ☐ Intelligence ☐ ☐

Lucky Roll

Fort ☐ Reflex ☐ Will ☐

Combat!

Weapon in hand



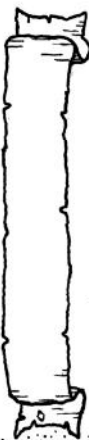
armor worn

Fumble Die Check Pen.

Action Dice Crit table + Die

Hit Points Speed

Dungeon Crawl Classics Character Record Sheet



Occupation Class Level Exp. Points
Equipment and Notes

Title Alignment Languages

Strength ☐ ☐ Personality ☐ ☐

Agility ☐ ☐ Luck ☐ ☐

Stamina ☐ ☐ Intelligence ☐ ☐

Lucky Roll

Fort ☐ Reflex ☐ Will ☐

Combat!

Weapon in hand



armor worn

Fumble Die Check Pen.

Action Dice Crit table + Die

Hit Points Speed

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The Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, and Produced by
the DCC RPG G+ Community



RULES & CAMPAIGN MISCELLANY - PART 2
VOLUME 5 OF FIVE BOOKLETS

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The Gongfarmer's Almanac

By Doyle Wayne Ramos-Tavener

An almanac is a listing of stellar and planetary events, such as the rising and setting of the moon, planets, and more occasional events like returning comets. This Gongfarmer's Almanac is a campaign aid, designed to provide the referee with a calendar of interesting stellar events which can influence spell casting and other mechanical aspects of your game play.

To begin using this Almanac, simply choose a day on the calendar and match it up with a day on your own campaign calendar. Then, as each adventuring day begins, make a note of the specific effects listed for the day, and apply the modifiers if they come into play.

If players want to discover the effect for the day before they make any die rolls, ask for a DC 15 Intelligence check from Clerics and Wizards, or a DC 10 check if the character's profession is Astrologer.

In the tables below, a modifier is listed for spell checks for each day. This modifier varies from -3 to +3, and reflects the favorable (or unfavorable) position of the stars vis-à-vis the use of magic. This modifier is applied to all spell checks for Wizardry and Idol Magic.

About once each week, and sometimes more often, there will be singular stellar events, holidays or omens listed which affect more specific circumstances or die rolls. These modifiers generally range from -5 to +5, very rarely more. These events are listed in the Special Events column, and replace the spell check modifier for spell casting if the exact circumstances apply.

Each fortnight of the Almanac is connected to an entry in the Luck Score table in the DCC RPG rulebook. If the referee wishes, he may augment the lucky roll during the fortnight connected with character's specific birth augur. Generally a +1 modifier is sufficient.

Since there are more birth augurs than 13 months of 28 days of the 'typical' calendar, you may wish to trim four of the fortnights from the Almanac, in order to match the calendar for your campaign. Or you may assume that your campaign has an extra 56 days a year. The choice is yours.

Month 1

Fortnight Name: Deepwinter

Constellation/Sign: North Star

Augur Correspondence: 1 - Harsh Winter

Author: Doyle Tavenor



Calendar Date	Day	Spell Check Modifier	Special Events
	1	0	Midwinter: +5 on all spells that kill plants
	2	+2	
	3	-1	
	4	-3	
	5	+2	
	6	-3	Warriors Day: +1d on Mighty Deeds rolls
	7	+2	
	8	+1	
	9	0	
	10	0	Healing Star: +3 on Lay on Hands
	11	-2	
	12	+2	
	13	-1	
	14	0	

Month 1

Fortnight Name: The Minotaur

Constellation/Sign: The Bull

Augur Correspondence: 2 - The Bull

Author: Michael Jones



Calendar Date	Day	Spell Check Modifier	Special Events
	1	0	
	2	-1	
	3	-2	Darkest Night: +1 to sneak and hide
	4	+1	
	5	+2	
	6	-1	
	7	0	
	8	0	
	9	-1	
	10	-2	Horned Moon: +1d on critical hit tables
	11	+1	
	12	+2	
	13	0	
	14	-1	

Month 2

Fortnight Name: Arrowfall

Constellation/Sign: The Arrow

Augur Correspondence: 3 - Fortunate Date

Author: Michael Jones



Calendar Date	Day	Spell Check Modifier	Special Events
	1	+1	
	2	0	
	3	-1	
	4	-2	Archer's Fest: +1 with missiles
	5	-1	
	6	0	
	7	+1	
	8	+2	
	9	0	
	10	+1	
	11	0	Elf King's Lament: +1d on patron bond
	12	-1	
	13	-2	
	14	+2	

Month 2

Fortnight Name: The Wolf

Constellation/Sign: The Wolf

Augur Correspondence: 4 - Raised by Wolves

Author: Claytonian



Calendar Date	Day	Spell Check Modifier	Special Events
	1	-2	
	2	+1	
	3	-3	
	4	0	
	5	+1	Day of the Worm: +1d on crit charts
	6	-2	
	7	-1	
	8	-3	
	9	+1	
	10	+3	Dog's Day: Luck 18 for all chaotic characters (burns down as normal)
	11	-2	
	12	0	
	13	0	
	14	+1	

Month 3

Fortnight Name: The Rider

Constellation/Sign: The Rider

Augur Correspondence: 5 - Conceived on Horseback

Author: Christopher Wood



Calendar Date	Day	Spell Check Modifier	Special Events
	1	0	
	2	0	
	3	-1	The Rider Rises: +5 on all checks to control mounts
	4	0	
	5	0	
	6	+1	
	7	+3	Feast of Vermin: -2 all Fort Saves
	8	0	
	9	0	
	10	+2	
	11	0	
	12	0	
	13	0	
	14	-3	First Thunder: +1d all weather & lightning related spells

Month 3

Fortnight Name: The Warrior

Constellation/Sign: The Warrior

Augur Correspondence: 6 - Born on the Battlefield

Author: Claytonian



Calendar Date	Day	Spell Check Modifier	Special Events
	1	-2	
	2	+1	The Two Faced God's Fest: Those who change their alignment gain 3 Luck
	3	0	
	4	+2	
	5	+2	
	6	+1	
	7	+1	
	8	+3	
	9	-1	Parade of the Mask: Leader of the marching order gets +1d to spot/stealth
	10	-3	
	11	-2	
	12	-3	
	13	0	
	14	-1	

Month 4

Fortnight Name: The Bear

Constellation/Sign: The Bear

Augur Correspondence: 7 - Path of the Bear

Author: Claytonian



Calendar Date	Day	Spell Check Modifier	Special Events
	1	-3	
	2	0	
	3	2	
	4	2	Carp Grow Strong Fest: All XP doubled
	5	-2	
	6	+3	
	7	+2	
	8	0	The Lady's Day: All female warriors auto-deed
	9	0	
	10	+3	
	11	-3	
	12	+2	
	13	+1	
	14	-3	

Month 4

Fortnight Name: Alites

Constellation/Sign: A trio of stars appears over the southern sky

Augur Correspondence: 8 - Hawkeye

Author: Bruce Clark & DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	0	
	2	-1	Feast of Morpheus: +5spell check for all spells concerning sleep
	3	+1	
	4	-1	
	5	+1	
	6	-2	
	7	+2	Feast-day of St. Camillus: +5 to healing rate
	8	0	
	9	-2	
	10	+2	
	11	-3	
	12	+3	
	13	-3	
	14	+3	

Month 5

Fortnight Name: The Point

Constellation/Sign: The Spear

Augur Correspondence: 9 - Pack Hunter

Author: Claytonian



Calendar Date	Day	Spell Check Modifier	Special Events
	1	0	
	2	+2	
	3	-1	
	4	-3	Lamentations of the Whore: -1d vs. seduction and charm effects
	5	+2	
	6	-3	
	7	+2	
	8	+1	
	9	0	
	10	0	
	11	-2	
	12	+2	
	13	-1	
	14	0	Seventh Son of a Seventh Son: Such characters will have +1d to end evils

Month 5

Fortnight Name: The Weaver

Constellation/Sign: The Loom

Augur Correspondence: 10 - Born Under the Loom

Author: Claytonian



Calendar Date	Day	Spell Check Modifier	Special Events
	1	+2	Libations for the Libation God: Those who get drunk get 5 temporary hit points
	2	+3	
	3	+3	
	4	+1	
	5	-3	
	6	+2	
	7	0	
	8	+1	
	9	+3	Burning of the Goats: Clerics get out of one instance of disapproval
	10	+1	
	11	0	
	12	-2	
	13	+1	
	14	+2	

Month 6

Fortnight Name: The Paw

Constellation/Sign: The Paw

Augur Correspondence: 11 - Fox's Cunning

Author: Claytonian



Calendar Date	Day	Spell Check Modifier	Special Events
	1	+1	
	2	+2	
	3	0	Laughter of the Horned One: All saves vs fire spells are -1d
	4	-1	
	5	+3	
	6	-2	
	7	-1	
	8	-3	
	9	+3	
	10	+2	
	11	-2	
	12	0	
	13	-2	Blood God's Day: Sacrifice a bull to cast Bless as a 3rd level cleric
	14	+1	

Month 6

Fortnight Name: The Clover

Constellation/Sign: The Clover

Augur Correspondence: 12 - Four-leaf Clover

Author: Claytonian



Calendar Date	Day	Spell Check Modifier	Special Events
	1	-3	
	2	+2	
	3	0	
	4	+2	
	5	-1	
	6	+2	Bereavement of the Father: All males +1d to protect females
	7	+3	
	8	+1	
	9	0	
	10	-3	
	11	+2	
	12	-3	Day of Doors: +1d to open locks, and everyone can roll with the right tools
	13	-1	
	14	0	

Month 7

Fortnight Name: Spook's Caul

Constellation/Sign: Octans

Augur Correspondence: 13 - Seventh Son

Author: Paul LoCastro & DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	-3	
	2	0	The Feast of the Iron Maiden: +1 to all damage rolls
	3	-1	
	4	3	
	5	0	
	6	-1	
	7	0	
	8	1	The Last Feast of Harlequin: -5 to Will saves vs. insanity
	9	0	
	10	0	
	11	2	
	12	0	Mule's Day: +50% Encumbrance
	13	1	
	14	-3	

Month 7

Fortnight Name: The Wave

Constellation/Sign: The Wave

Augur Correspondence: 14 - The Raging Storm

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	+2	
	2	+3	Return of the Purple Comet: -5 Fort saves vs. disease
	3	-3	
	4	0	
	5	-2	
	6	+3	
	7	+3	
	8	0	Day of Deliverance: +1 to all saves
	9	+2	
	10	+1	
	11	-3	
	12	-3	
	13	+3	
	14	+1	

Month 8

Fortnight Name: The Heart

Constellation/Sign: The Heart

Augur Correspondence: 15 - Righteous Heart

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	0	
	2	-2	
	3	+1	
	4	-3	
	5	+1	
	6	-3	
	7	0	Demon's Dance: All demons have +1 Hit dice
	8	+1	
	9	+2	
	10	+2	
	11	-3	Murder of Crows: -1 to all rolls
	12	0	
	13	+1	
	14	+1	

Month 8

Fortnight Name: The Boil

Constellation/Sign: The Boil

Augur Correspondence: 16 - Survived the Plague

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	0	
	2	-3	
	3	+3	Festival of the Flayed Man: +3 on all Fort saves
	4	+3	
	5	-2	
	6	+3	
	7	0	
	8	0	Ghosts walk in daylight: +10 spell check to speak with dead
	9	-2	
	10	-2	
	11	+1	
	12	-2	
	13	0	
	14	-2	

Month 9

Fortnight Name: The Star

Constellation/Sign: The Sisters

Augur Correspondence: 17 - Lucky Sign

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	-2	
	2	0	
	3	+3	Dragonflight: Increased chance of Dragon encounters
	4	-3	
	5	-3	
	6	+3	Moon Obscured: +1d to stealth checks
	7	+3	
	8	+1	
	9	+3	
	10	-1	
	11	-3	
	12	-3	
	13	+1	
	14	-3	

Month 9

Fortnight Name: The Messenger

Constellation/Sign: The Winged Man

Augur Correspondence: 18 - Guardian Angel

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	-3	
	2	+3	
	3	-3	
	4	+1	
	5	+3	Morn of the Rosy Dawn: All demons receive a critical when struck
	6	-3	
	7	+1	
	8	+2	
	9	0	Order of the Heavens: Clerics of Law's spell checks at +5.
	10	+1	
	11	-1	
	12	-2	
	13	0	
	14	-3	

Month 10

Fortnight Name: The Spider

Constellation/Sign: The Spider

Augur Correspondence: 19 - Survived a Spider Bite

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	+2	
	2	-2	
	3	+1	
	4	0	Strange Lights Beneath Sea: +3 spell checks for worshippers of Cthulhu
	5	+1	
	6	-1	
	7	-3	
	8	+2	
	9	+1	Plague of Insects Reported: +5 spell checks for all insect-related spells
	10	-3	
	11	-3	
	12	+2	
	13	-2	
	14	+3	

Month 10

Fortnight Name: The Bolt

Constellation/Sign: The Bolt

Augur Correspondence: 20 - Struck by Lightning

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	+2	
	2	+1	
	3	0	
	4	+2	
	5	-2	
	6	+3	
	7	+2	Eclipse: +1d to all shadow magic
	8	-3	
	9	-1	
	10	+3	
	11	+3	Bolts from the Blue Reported: While outdoors, 5% chance per turn of 6d6 damage lightning strike
	12	-3	
	13	-1	
	14	+3	

Month 11

Fortnight Name: The Lean Time

Constellation/Sign: The Scythe

Augur Correspondence: 21 - Lived Through Famine

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	+1	Feast of Fools: +10 to impersonation skill and spell checks
	2	0	
	3	+2	
	4	-1	
	5	-3	
	6	-2	Mummer's Day: Sprits will possess those who wear specially prepared masks
	7	+2	
	8	-3	
	9	-1	
	10	-1	
	11	+1	
	12	-1	
	13	+2	
	14	+3	

Month 11

Fortnight Name: The Houri

Constellation/Sign: The Houri

Augur Correspondence: 22 - Resisted Temptation

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	-1	
	2	+3	
	3	+3	
	4	-1	
	5	+3	Feast of the Pancreator: +1d to all divine intercession checks
	6	-1	
	7	-3	
	8	+2	
	9	-3	
	10	+3	
	11	+1	
	12	-3	Festival of the Three Moons: Triggers Lycanthropy automatically
	13	-3	
	14	-2	

Month 12

Fortnight Name: The Cauldron

Constellation/Sign: The Cauldron

Augur Correspondence: 23 - Charmed House

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	+1	
	2	-1	The Weird Sisters Appear: +1d on all critical charts
	3	-2	
	4	+1	
	5	-2	
	6	+2	
	7	0	
	8	+2	
	9	-3	
	10	-1	
	11	0	
	12	-1	Frogs Rain Down: +5 spell check on evil magic
	13	-1	
	14	-2	

Month 12

Fortnight Name: Serpentsun

Constellation/Sign: Serpens

Augur Correspondence: 24 - Speed of the Cobra

Author: Paul LoCasto



Calendar Date	Day	Spell Check Modifier	Special Events
	1	0	
	2	0	
	3	-1	Pakokku: +2 to persuasion/charm checks
	4	1	
	5	0	
	6	-1	
	7	0	Black Mamba: +50% to base speed if wearing leather armor or less
	8	3	
	9	0	
	10	0	
	11	1	Way of Taipan: +4 to poison (fortitude) checks
	12	0	
	13	2	
	14	-3	

Month 13

Fortnight Name: The Harvest

Constellation/Sign: The Horn

Augur Correspondence: 25 - Bountiful Harvest

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	+1	
	2	0	
	3	+1	
	4	-2	
	5	-3	
	6	+2	
	7	0	Feast of the Horn of Plenty: +5 to all spell checks concerning food
	8	+3	
	9	-3	
	10	-2	
	11	+3	
	12	+3	
	13	0	The Debauch: Celebrated in certain cities, double chance to encounter drunks.
	14	+2	

Month 13

Fortnight Name: The Sword

Constellation/Sign: The Sword

Augur Correspondence: 26 - Warrior's Arm

Author: Claytonian



Calendar Date	Day	Spell Check Modifier	Special Events
	1	0	
	2	+2	Training Day: +1d to Mighty Deeds if performing Signature Deed
	3	-3	
	4	-2	
	5	-1	
	6	-2	Weapons Crack: Weapons have a 50% chance to crack and break on a fumble
	7	+3	
	8	0	
	9	-2	
	10	-1	
	11	+1	
	12	0	
	13	+2	
	14	-3	

Month 14

Fortnight Name: The House of Stone & Dust

Constellation/Sign: The Stone

Augur Correspondence: 27 - Unholy House

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	-3	
	2	+3	Goroth Approaches: Potentia Mutantor, +1 corruption based mutation rolls
	3	-1	
	4	-3	
	5	+3	
	6	+1	
	7	+2	
	8	-1	
	9	+2	
	10	+2	
	11	-1	
	12	-3	
	13	+1	Witch's Night: Demons abroad, +50% chance to encounter demons and witches at night
	14	-2	

Month 14

Fortnight Name: The Broken Star

Constellation/Sign: The Broken Star

Augur Correspondence: 28 - The Broken Star

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	-2	
	2	+3	
	3	+2	
	4	+2	
	5	+1	
	6	+2	
	7	-2	
	8	0	
	9	-2	
	10	-2	
	11	+1	
	12	+3	
	13	-1	Feast day of St. Vagantus Homicida: Patron saint of adventurers, who congregate in taverns making merry
	14	0	Two-headed animals calved nearby: Fumble ranges increases to 1-2

Month 15

Fortnight Name: Aves

Constellation/Sign: The Bird

Augur Correspondence: 29 - Birdsong

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	+2	
	2	+3	
	3	+3	
	4	-3	
	5	-2	Blessing of the Tongues: +10 to Read languages
	6	-1	
	7	+2	
	8	+2	
	9	0	
	10	0	
	11	-3	
	12	+1	
	13	+1	The 13th Day: -1d for <u>any</u> 1d3 checks, chosen a random
	14	-1	

Month 15

Fortnight Name: The Woman

Constellation/Sign: The Woman

Augur Correspondence: 30 - Wild Child

Author: DWRT



Calendar Date	Day	Spell Check Modifier	Special Events
	1	-2	
	2	-1	
	3	-1	
	4	-2	
	5	-2	
	6	+3	
	7	+3	
	8	-2	
	9	-3	
	10	+2	
	11	+1	
	12	0	The Day of Rest: +5 spell checks to cause sleep
	13	0	
	14	-2	

DCC RPG Master 'Zine Index

The greater DCC RPG community organizes and runs games in all sorts of venues and under all sorts of genres. It has also birthed a number of 'Zines that supplement and support the DCC RPG system. The number of 'Zines currently stands at nine, and includes the following: CRAWL!, Crawling Under a Broken Moon, CrawlJammer, D.A.M.N.!, Prayers of the Forgotten, The Metal Gods of Ur-Hadad, and the newest Zines to hit the scene - Black Powder Black Magic, Dungeon Lord and the Mega Zine itself: The Gongfarmer's Almanac!



This issue of the DCC RPG Master 'Zine Index incorporates all released issues of these nine DCC RPG 'Zines as of July, 2015 (except for the first two issues of Dungeon Lord). The following reference notation indicates the 'Zine name, the 'Zine issue number, and the beginning page number for the listed index entry:

ZZZZYYXX, where

ZZZZ refers to the specific 'Zine name abbreviation,

YY refers to the 'Zine issue number, and

XX refers to the beginning page number

The DCC RPG Master 'Zine Index presents the 'Zine articles alphabetically under the following Categories:

Adventures
Gadgets & Gear
Magic Items
Monsters
NPCs
Patrons

PC Classes
PC Races
Rituals & Spells
Rules, Rumors & Campaign Seeds
Other Miscellany

Note: the completed Mega Zine articles and other content have been added to the list of Index entries as these articles are available and have been assigned their page numbers. The Mega Zine entries in the Index are referenced as follows ZZZZ = GA## (Gongfarmer's Almanac Year Number), YY = volume number, and XX = beginning page number.

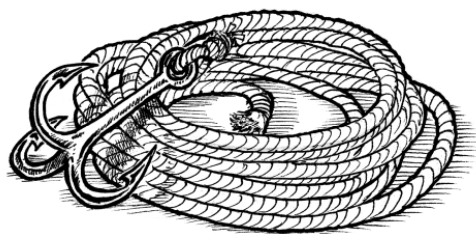
DCC RPG Master 'Zine Index



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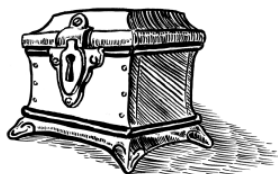
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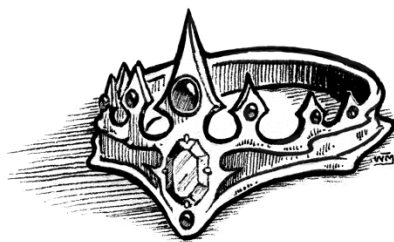


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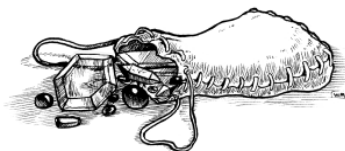


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The Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, and Produced by
the DCC RPG G+ Community



RULES & CAMPAIGN MISCELLANY - PART 3
VOLUME 6 OF FIVE BOOKLETS

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Dedication

This Volume of
The Gongfarmer's Almanac
is dedicated to
Lauren Barreca & Taylor Frank,
two members of the DCC
community and contributors
to The Almanac. Down the
stretch, these two tough amigos
took some hard licks. We're
proud to call them friends!

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Dedicate Reliquary

R. S. Tilton



Level: 2
Range: Self
Duration: Permanent
Casting time: 1 week per caster level
Save: N/A

General With this spell, the cleric crafts a relic and imbues it with magical energies linked to his soul. A cleric can create only one relic at a time and suffers great disfavor if it is destroyed. The material cost is 1,000 gp per caster level, plus any unusual materials (e.g., an adamantine holy symbol requires sufficient adamantine), plus a minimum of 2 points of spellburn per caster level to properly consecrate the relic. One point of this spellburn never heals; it is permanent ability loss.

Additionally, the caster must have the requisite spells that will be placed into the relic, and be able to utilize them without rest during the casting period. The casting period is ongoing, and the caster does not heal spellburn (or other wounds) during this time. The relic's efficacy is much greater at higher caster levels, and thus the time and material cost rises as the cleric progresses in power level. In the descriptions below, "original caster level" refers to the level at which the cleric crafted the relic - if he advances in level after creating the relic, abilities associated with original caster level do not increase.

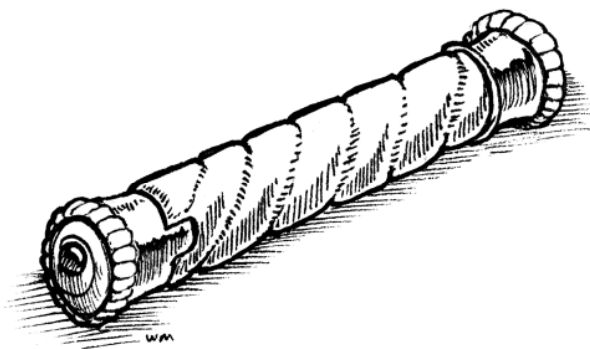
Manifestation: One relic to be crafted by the caster, of any material or object associated with the god to which the item is dedicated.



Misfire	N/A
1	Lost, failure, and roll on the disfavor table!
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster succeeds in crafting a minor relic, which is linked to his soul. If the relic is ever destroyed, he immediately gains 2 permanent points of disfavor, until a quest is performed in atonement. The relic counts as a +1 holy item, granting a +1 die bonus on all turn unholy checks related to the dedicated god. The relic also emits light in a 20' radius, which can be turned on or off and vary in intensity from candlelight to full daylight, at the caster's discretion.



16-19	As result 14-15 plus <i>Attune 1 Spell</i> (see below).
20-21	As result 16-19, plus <i>Attune 1 Spell</i> (see below). Disfavor for destruction is 4, and light radius is 30 feet.



22-25

True relic - As result 16-19, plus *Attune 2* Spells (see below). Disfavor for destruction is 6, and light radius is 40 feet. The relic counts as a granting a +1 die bonus on all turn unholy checks related to the dedicated god. The relic grants a +1 (+2)* bonus to saving throws.

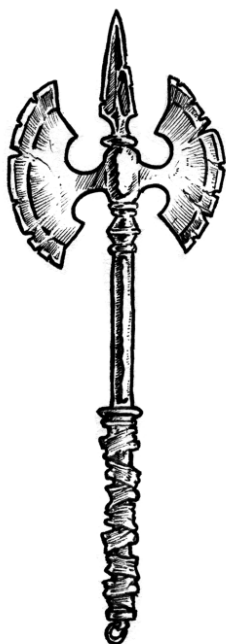
26-29

Greater relic - As result 16-19, plus *Attune 2* Spells (see below). Disfavor for destruction is 8, and light radius is 60 feet. The relic counts as a granting a +1 die bonus on all turn unholy checks related to the dedicated god. The relic grants a +1 (+2)* bonus to saving throws.



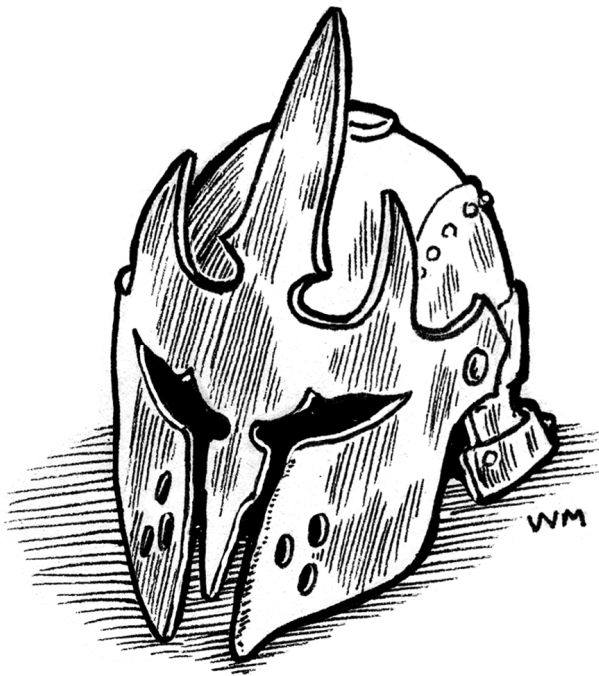
30-31

Greater relic - As result 16-19, plus *Attune 3* Spells (see below). Disfavor for destruction is 8, and light radius is 80 feet. The relic counts as a granting a +2 die bonus on all turn unholy checks related to the dedicated god. The relic grants a +1 (+2)* bonus to saving throws and armor class.



32-33

Grand Relic - As result 16-19, plus *Attune 3* Spells (see below). Disfavor for destruction is 10, and light radius is 100 feet. The relic counts as a granting a +2 die bonus on all turn unholy checks related to the dedicated god. The relic grants a +1 (+2)* bonus to saving throws and armor class. *Imbue with Spells* (see below).



34+

Grand Relic - The caster succeeds in crafting a powerful relic. As result 16-19, plus *Attune* 3 Spells (see below). Disfavor for destruction is 10, and light radius is 200 feet. The relic counts as a granting a +2 die bonus on all turn unholy checks related to the dedicated god. The relic grants a +2 (+3)* bonus to saving throws and armor class. *Imbue the staff* as above. *Imbue with Spells* (see below).

Attuning Spells: During the casting time, the caster may attempt casting of one or more known spells. If it succeeds, the relic's wielder receives an additional +1 bonus to spell checks when casting that spell (+2 bonus if the original caster level is 4 or higher).

Imbuing with Spells: Additionally, the caster can imbue the relic with fixed charges associated with the three spells he casts. For the first spell, he makes a spell check. If it succeeds, he makes another spell check for the same spell, a number of times up to his caster level. For example, a level 4 caster could make up to 4 checks if each succeeds. Then he repeats this process for the second and third spells. For each check that succeeds, he imbues the relic with 1 charge of the relevant spell. For example, the level 4 caster could put up to 12 charges in the relic if every check succeeded (3 spells x 4 castings per spell = 12 charges). Thenceforth, the caster may burn those charges to cast the three spells stored in the relic, making a normal spell check to cast the spell, modified by the +1 or +2 bonus associated with that spell.

Once expended, the charges are lost unless renewed. Renewal requires a modified casting of this spell, with a casting time of 1 week and no materials or spellburn required. If this modified version succeeds at DC 30 or better, the caster can repeat the process above to restore the castings, but cannot exceed the original number of charges. For example: a level 4 caster attempts to burn the spells *blessing*, *banish*, and *divine symbol* into his relic. The minimum successful check result for *blessing* (a level 1 spell) is DC 12. His check results are 14, 16, 12, and 9. The first three checks succeed, so he imbues three charges into his relic. For *banish* (a level 2 spell with minimum check result of DC 14), his first check is a 19 but his second check is a 12. He manages to imbue only one

charge into the relic. Finally, he casts *divine symbol* (minimum check result of DC 14) and rolls 20, 19, 17, and 18 - four successes! The final tally is a relic with 8 charges: 3x *blessing*, 1x *banish*, and 4x *divine symbol*.

Because he was CL 4 when casting, each of these spells is cast with a +2 bonus.

Some gods allow weapons as reliquaries. If a weapon is consecrated as a reliquary, it counts as a +1 magical weapon, and a bane against unholy bonus if the original caster level is 4 or higher.

*Bonus for Caster level 4+



The Demon's Conscripts

A mid-level adventure

By Paul Wolfe



[Publisher's note: *The Demon's Conscripts* was to be illustrated by two of our own community artists, Lauren Barreca and Aileen Snyder. Regrettably, Lauren was unable to complete her Samurai pieces for this article. Instead, we present Paul Wolfe's *The Demon's Conscripts* with three illustrations, one each from the talented hands of Taylor Frank, Aileen Snyder and William McAusland.]

INTRODUCTION

The party encounters a tattered squad of foreign soldiers bearing the body of their late commander and a rolled up battle standard. Each wears a *mon* - which is a personal standard - that the party wizard and/or cleric recognizes as one of pure evil.

BACKGROUND

Ever brave in battle, Yamada Takumi, chief of the Paran province, led a small army against otherworldly invaders led by a fearful *oni*, *Shinpi*. Not satisfied with just driving the demons from the province, the *daimyo*¹ and his troops tracked and harassed the creatures for weeks. Along the way, the men passed into *Shinpi*'s hellish dimension. The demon general and his hellish troops turned and fought, decimating Yamada's forces. Along with his remaining honor guard, the wounded *daimyo* drove for the enemy's center and cut down *Shinpi* with one great strike. Yamada held aloft the demon's standard and the *oni*'s head with a battle cry that gave even the demon army pause, before collapsing from his wounds. Though his *hatamoto*², Ueno Taiki, managed to drag the dying commander from the field, he still clutching the demon's battle standard, all but several of the honor guard were slain. The mystic, Kameko, managed to open a portal back to home, but the men emerged into unknown lands.

The small group has traveled for weeks, seeking a way to return the body of their beloved *daimyo* to his homeland, to no avail. All the while, the battle standard of *Shinpi* has worked its insidious magic upon them. Kameko fights the influence, though he knows that they are all bound for hell. The samurai have taken a pact to hold their forced fidelity to themselves and ensure that the power of *Shinpi* ends with them, once

¹ Powerful feudal lord.

² High ranking samurai.

they return their late lord home. Unknown to the others, two among their number harbor an even deeper secret.

PLAYER INTRODUCTION

Seven men in ragged, foreign clothing, strange weapons, and hairstyles appear on the road ahead. Four of the men carry a wicker box as long as a man and slung on thick bamboo poles. Upon the box lies a rolled up battle standard bound with a purple ribbon inscribed with silver runes. Though they all walk with a confident, even arrogant gait, it is evident that they are haggard and road weary.

THE SIX SAMURAI AND THE YAMABUSHI

The samurai vassals of the late Yamada Takumi are:

Yamada Yuuki - fresh-faced nephew to the late daimyo. He is expected to rise to his uncle's lordship upon the group's arrival back home. Yuuki is the least affected by the influence of Shinpi since Kameko is shielding him more than the others with his arcane arts.

Ueno Taiki - older brother to Taichi, Taiki has spent his life perfecting the use of the katana and is considered a *kensai* or sword saint. Ryoichi and Kouchi are students of his *Ryu* or Way. The burden of the servitude to the demon barely shows on Taiki's somber face.

Ueno Taichi - The *hatamoto*, or right-hand man, to Yamada Takumi, Taichi is tortured by the death of his lord and friend of thirty years, and that he has put the daimyo's heir and adopted sons in grave danger at the hands of the demon. He has instructed Kameko to direct the majority of the demon's focus to him. As such, the strain shows on his every

movement, though the rest of the group politely ignores this.

Yamada Ryoichi and Kouchi - Distant cousins of Yuuki, the brothers were adopted by the daimyo and were excited to march to their first battle with him and their sword master, Taiki. Like Yuuki, the brothers are not as deeply touched by the demon's influence, by Kameko's design.

Kita Kishi - Disguised as a man, Kishi, daughter of a rival daimyo, was married to Kita Ryuu in a black ceremony while the group was trapped in Shinpi's hellish dimension. Both have taken to their forced service to the demon as dedicated servants.

Kita Ryuu - A black-hearted samurai, but skilled swordsman and cousin to the late daimyo, Ryuu wishes to seize the lordship of the Yamada fief at the behest of his disguised and pushy new wife. Ryuu has found a conduit through Kameko's control of the demon's curse and has taken on even greater power from the cursed battle standard. He merely waits for his opportunity to unleash that power on his brethren.

Kameko - A *yamabushi*³ of great power, the Kameko has protected the men (and woman) in the service of his late lord with every fiber of his being. He knows that Kishi is not as she seems, and suspects that the Kita and Kishi have murder in their hearts. His power is protecting the rest of the group from the full force of Shinpi's servitude, but when he is distracted, the demon's control takes over.

³ A Hermit that searches for spiritual, mystical, or supernatural powers gained through severe self-discipline and avoidance of all forms of indulgence.

RUNNING THE ENCOUNTER

The encounter with the samurai and Kameko is a fluid one. Unless directly approached, the group continues on its way without incident, though later, once the demon is unleashed within each of them, they could pose a threat to the characters.

If the party approaches the group, Kameko remains silent and, if observed, appears to be under great strain or suffering from a strange fever (shaking, sweating, uncommunicative). Taichi, the current leader of the group, warns off any strangers in his clipped foreign tongue - though he also appears to be under unnatural strain. This may appear to the characters as aggression, though he does not draw weapons or otherwise approach.

Ryuu and Kishi, however, see this as their opportunity to seize control - each pulls the possession of Shinpi deeper into themselves and both transform into mighty oni. Kishi's gender becomes apparent at this time.

The first round of combat, the other four samurai attempt to quell their rebellious members, all the while shouting to the party to move away and let them handle this - unfortunately, unless a Comprehend Languages spell or other means to understand them is used, the party may misinterpret the samurai's intentions. Ryuu and Kishi respond by attacking first Yuuki (the heir apparent) and then the PCs.

Each round thereafter, the remaining samurai must make a Will save (DC 10+rounds of combat) or transform into a hideous humanoid creature. As noted in the individual combat statistics below, some samurai have a bonus or penalty to this check.

Once transformed, the creatures concentrate their attacks on the PCs. Should any of the PCs survive to

observe the aftermath, they see the demons fight amongst themselves until either Yuuki or Ryuu and Kishi are killed. They then all transform back to samurai and continue on their way.

Unless attacked directly, Kameko remains stationary, though he begins chanting protective sutras with a hoarse shout as soon as the battle begins (again, likely misinterpreted by the PCs). When all of the samurai have succumbed to Shinpi, Kameko transforms into a serpentine dragon with the head of a great lion and attacks the PCs in earnest.

If the samurai are defeated, the party may find that they fall under the curse of the Demon's Standard, as described in the Aftermath.

AFTERMATH

If the party defeats the beasts and any are left alive, they beg to be killed in order to release them from their shame. This is interspersed with the possessing demons offering great power to those that would leave them active within this dimension. Within one turn, any beasts left alive transform back to samurai, who continue their pleas for death. The exceptions are Kameko and Taichi. The *yamabushi*, while prevented from directly telling anyone about the curse, uses allegory and examples from his holy sutras to lead the party to the conclusion that the samurai are held by the curse of the *Demon's Standard*. Taichi has but one mission: to see his late master's body returned to his homeland. Ancillary to that is his duty to deliver the heir apparent to his clan.

If Yuuki is killed, Taichi plans to commit *seppuku* (suicide by disembowelment) once he delivers his master's body back home. Should something happen to utterly prevent him from completing his duty, he commits *seppuku* at first opportunity.

If the curse is broken (see the *Demon's Standard*, below), the surviving samurai are resolute in their duty to see their master's body home. Anything less is dishonor and deserves *seppuku*. Should the party assist in this endeavor, the two youngest samurai -- Ryoichi and Kouchi - become devoted henchmen to the two characters with the highest Personality score. These details are left up to the Judge.

COMBAT STATISTICS

Given below are the stat blocks for each samurai and then the stat blocks for what they might transform into. Only Kishi and Ryuu transform into full-fledged oni, and only Kameko becomes the lion-dragon.

Yuuki, Ryoichi, and Kouchi: Init +2; Atk yari +1 melee (1d8+1) or katana +1 (1d8+1); AC 14; HD 1d8; hp 8, 6, 4; MV 30'; Act 1d20; SP None; SV Fort +1, Ref +2, Will +1; AL L.

Taiki: Init +2; Atk katana +d3 (1d8+Deed result); AC 14; HD 1d12+2; hp 11; MV 30'; Act 1d20; SP Mighty Deeds; Crit 19-20; SV Fort +2, Ref +2, Will +1; AL L.

Taichi: Init +5; Atk katana +d5 (1d8+Deed result) or yari +1d5 (1d8+Deed result); AC 15; HD 4d10; hp 19; MV 30'; Act 1d20+1d14; SP Mighty Deeds; Crit 19-20; SV Fort +2, Ref +5, Will +1; AL L.

Kishi: Init +2; Atk naginata +1d3 (1d10+Deed result); AC 15; HD 2d10; hp 15; MV 30'; Act 1d20; SP Mighty Deeds; Crit 19-20; SV Fort +1, Ref +2, Will +1; AL L.

Ryuu: Init +3; Atk nodaichi +1d4 (1d10+Deed result); AC 13; HD 3d10; hp 17; MV 30'; Act 1d20; SP Mighty Deeds; Crit 19-20; SV Fort +1, Ref +3, Will +1; AL L.

Kameko: Init +5; Atk Bo-staff +3 (1d6); AC 13; HD 4d6; hp 15; MV 30'; Act 1d20; SP Spells; SV Fort +1, Ref +2, Will +2; AL L.

Spells: *Breath of the Swamp Dragon (Choking Cloud)*, *Nyuodo's Laugh (Enlarge)*, *Light of the Hidden Way (Darkness)*, *White Serpent Stare (Snake Charm)*, *Wind of the Pine (Word of Command)*

Oni (demon): Init +2; Atk weapon +5 melee (weapon die +6) or slam +5 melee (1d6+6) or bite +5 melee (1d3+6+poison); AC 14; HD 5d8; hp 39; MV 20'; Act 1d20; SP *temporal blink*, *poison* (Fort DC 12; STR 1d3 each round until dead), half damage from *cold* and *fire*; SV Fort +8, Ref +4, Will +2; AL C.

Oni are hulking, humanoid creatures about 9' tall, with black protruding tusks and red or blue skin. When in combat, the oni "blinks" causing opponents to miss the creature 50% of the time. A critical hit always hits, however. The poison of the oni is so powerful that it requires an additional "die" of healing from a cleric's lay on hands. The poison is delivered either through the oni's bite or slathered upon the creature's weapon.

Bakemono (demon): Init +2; Atk weapon +2 (weapon die +2) or bite +2 melee (1d3+2 + 2d4); AC 12; HD 4d8; hp 17; MV 30'; Act 1d20; SP *breathe fire, heat* (+2d4), half damage from *cold* and *fire*; SV Fort +3, Ref +5, Will +0; AL C.

Bakemono are the smaller cousins of the oni, appearing as a humanoid creature half the size of a human with red or blue skin and a single ivory horn in the center of its forehead. Bakemono can shoot a tongue of flame in a 10' line every other round, causing 2d6 damage to any opponent (Reflex DC 5+damage for half).

Those bitten by a bakemono suffer additional heat damage and must make a Reflex save (DC 5+damage) or catch on fire (1d4 damage per round until extinguished).

Lion-Dragon (demon): Init +6; Atk Bite +8 melee (2d4+4), Claws +8 melee (1d6+2), Tail slap +8 melee (2d3+4); AC 18; HD 6d8; hp 40; MV 30', Fly 60'; Act 4d20; SP Roar (Fortitude DC 16 or deafened and stunned), Breath Weapon (*Invisible Flames*; Reflex DC 16; 4d6); SV Fort +10, Ref +6, Will +6; AL C.

The Lion-Dragon is a 30' long serpentine creature with the head of a giant white lion. It flies through the air in a sinuous motion and can attack with its bite, two claws and tail slap in one round. Aside from these attacks, it can consume all of its actions by either roaring or breathing its *invisible flames* upon opponents. Its roar affects all combatants in a 30' long cone (15' at the apex), who must make a Fortitude save (DC 16) or be deafened (permanent) and stunned (no actions other than % move; 1d6+6 rounds). The creature's breath weapon, a 60' long 5' wide line of invisible flames, burns all affected for 4d6 damage (Reflex DC 16 for half damage).

THE DEMON'S STANDARD

Other than a symbol resembling a yellow butterfly, the Demon's Standard is a plain white banner about 20' long mounted to a heavy black wooden staff. If the banner is observed with any sort of magical sight, faint runes can be seen crawling across the surface of the silken fabric. A casting of the *Read Magic* spell reveals these runes to be details of the curse. See Breaking the Curse below.

THE CURSE

When the standard is taken up for the first time after the current bearer is killed, the bearer and all creatures within a 50' radius must make a Will save (DC 20) or fall under the influence of the spirit of the *oni* general, Shinpi. While so cursed, everyone affected must protect the standard with their lives, never speak of the banner's true purpose and never leave the bearer's side. Should the bearer be killed, those

affected are still bound to the standard itself, and a new bearer is selected from among them (character with the highest Luck).

Once per day, Shinpi may inflict the following on each servant. A successful Will save prevents the influence but does not break the curse. Once per day, Shinpi may forego individual effects to send out a burst of dominating magic (similar to when the standard is first taken up) affecting all sentient creatures in a 50' radius (Will DC 20 to resist). Any that fail the save fall under the demon's curse.

- * Possess a servant with the spirit of an oni, bakemono or other horrible creature (DC 10). This effectively transforms the servant into one of Shinpi's demon servants for 1d3 hours.
- * Whisper specific instructions in the servant's mind for 1d6 rounds. This causes a loss of 1 INT or 1 PERS for each round (Will DC 15/round to resist compulsion) that the servant refuses to comply. Those that reach 0 Intelligence or Personality must make a Will save (DC 20) or are permanently possessed by one of Shinpi's sub-demons.
- * Inflict wracking pains, which causes a -1d to all action dice.

Any servant that is killed while under the influence of Shinpi's banner rises in 1d3 days as an *oni*, *bakemono* or other horrible demon of Shinpi's realm. These creatures are not bound by the curse, but may remain to follow those that are.

THE BENEFITS

Anyone under the influence of the Demon's Standard enjoys the following benefits:

- * +1d to all saves versus *Fear*, morale checks, and the like.
- * +2d to all saves versus other mind affecting magical effects (with the exception of Shinpi's influence attempts).

AFFECTING AND BREAKING THE CURSE

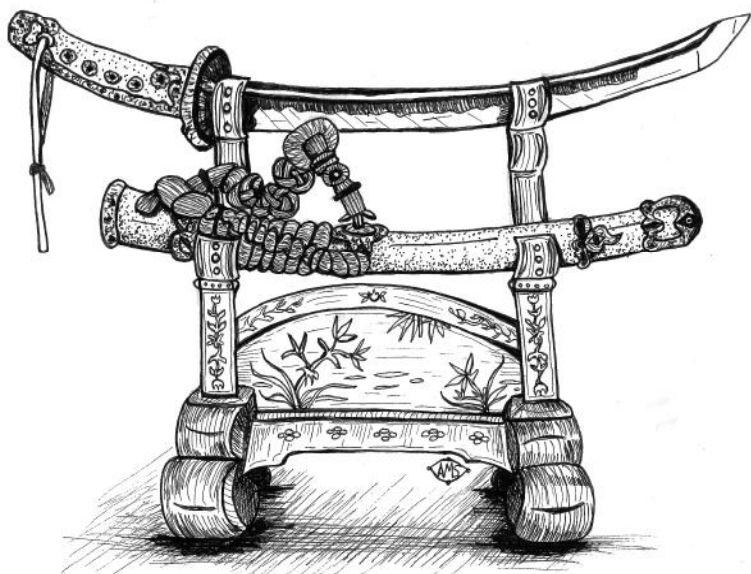
Spellcasters that have fallen under the influence of the Demon's Standard may affect the way that the curse functions within a given group of servants with a spell check. The spellcaster can spellburn on this check. This method must either be taught by someone who understands the curse, or studied and perfected from the runes that crawl invisibly over the banner's surface (1d3 days of study, spell check DC 14).

- 1 Failure and corruption (Roll 1d6: (1-3) minor; (4-5) major; (6) greater; **DCC RPG**, p. 116).
- 2-13 Failure, but no other effects.
- 14-15 Once during the current day, the spellcaster can deflect any attempted influence by Shinpi from one servant to another. That servant has a normal chance to resist the influence as described in the Curse, above.
- 16-19 As above, but the spellcaster can deflect up to 1d3+1 influences per day to another servant.
- 20-21 As above, but the spellcaster can also sacrifice physical abilities (as Spellburn) to add to any servant's Will save once per day.

- 22-25 As above, but the spellcaster can spellburn to assist any servant's Will save 1d3+1 times per day
- 26-29 The spellcaster can redirect any influence attempt by Shinpi to any other party member for the entire day. This result provides a +4 to the Will save for multiple influence attempts that are directed to a single servant. For example, if Kameko redirects 2 influence attempts to himself, he receives a +4 to any Will save associated to those influence attempts.
- 30-31 As above, but the spellcaster can spellburn to assist any servant's Will save against any number of influence attempts for the current day. In addition, the spellcaster can prevent the burst of dominating magic from affecting those not currently under the demon's curse.
- 32+ For the next 3d3 days, Shinpi has no influence on anyone in the group, other than the spellcaster. The oni does not notice the change in his influence, and the spellcaster receives a +4 to any influence attempt Will saves.

In order to break the curse, a spellcaster must study and understand the runes that crawl over the banner. This requires 1d3 months of study, casting *Read Magic* (any successful result) each week of concentrated study. At the end of this period, the spellcaster must spellburn at least 6 points and make a successful Will save (DC 20). Those that fail the check are forevermore a dedicated servant to the Demon's Standard until the curse is broken by someone else.

Once understood, the spellcaster must unwind the curse by making a spell check (15 or higher) each day for 1 full lunar cycle. On a simple failure, the spellcaster must start the ritual over at the next lunar cycle. If a natural 1 is rolled on this check, the demon has detected the attempt and focuses his or her ire on the spellcaster until he or she is fully possessed (see The Curse). If successful, Shinpi's spirit is released from the standard and confined forever to the Cages of Heaven.



SAMURAI MIGHTY DEEDS

The DCC RPG version of the samurai is simply a warrior in funny clothes and a more indignant personality. To add further flavor to these warriors of the East, consider these weapon-specific mighty deeds.

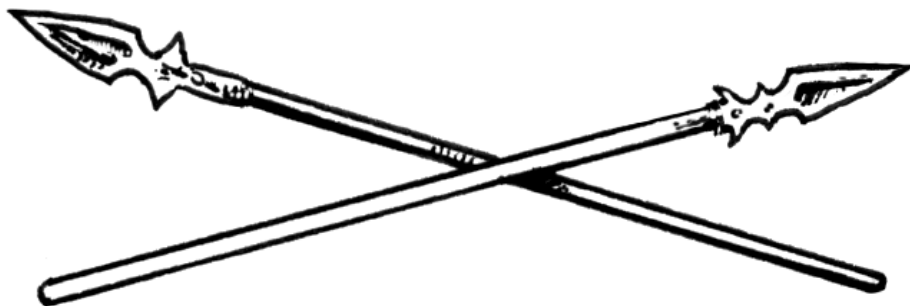
Yari: In the hands of a skilled warrior, the yari or spear, may be used to trip, pin, or otherwise disrupt an opponent. On a successful deed with a yari, an opponent must make an Agility check (DC 8+Deed result) or be unable to attack the next round. The successful deed does not deal Deed damage, though weapon damage still applies.

Naginata: Essentially a short sword on the end of a spear, the naginata was most often used to keep multiple enemies at bay, and then slice them up. On a successful Deed against multiple opponents, the opponents must make a Will save DC 5+Deed result or be kept at bay by the whirling, chopping glaive. One opponent amongst the group takes the weapon and Deed damage.

Daikyu: Samurai considered the use of the bow an art form, and in some cases, part of their religion. Those samurai trained in the arts of war learned to use the daikyu at a young age. Though the obvious choice for an archer's Mighty Deed is the precision shot, sometimes the samurai needs to put a little more behind the arrow. On a successful Deed, the samurai may decrease the range increment penalty by one step. Thus medium range becomes short, and long range becomes medium. Additionally, the samurai may make a shot that defies logic - increasing the long range of the bow by 10 feet x the Deed result. This attack is made at the "Long Range" penalty of 1d.

Katana: Though often considered a weapon of last resort, warrior-trained samurai learned to draw and strike with their sword in a single fluid move. On a successful Deed with a sheathed weapon, the samurai may draw and strike with the katana as 1 action.

Wakizashi: This short, stabbing sword is often carried with the katana (when worn together, it is called a daisho and is a symbol that the bearer is samurai), and was used for close combat as an auxiliary to the longer sword. Additionally, the wakizashi was used to behead downed opponents. On a successful Deed against an attacking opponent, the samurai may use his or her next action to draw the wakizashi and parry an incoming blow. This provides the samurai with an AC bonus equal to the Deed roll, but consumes one action. The samurai's attack roll must meet or exceed the opponent's. This action must be called (meaning that the samurai must have the initiative, and plan to parry with the wakizashi, before the attack and deed roll are made - this parry may carry into the next round depending on where the samurai is in the initiative order).



It's only a flesh wound... -
A Variant Table for Bleeding Out
By R. S. Tilton



You lie on the floor bleeding out....you pass into blackness, you don't remember anything until you see your companion's face...what happened...suddenly the memory floods back into your mind...

Use this table in lieu of the -1 Stamina for bleeding out.

Roll 1d20, modified by Luck.

Flatlining (Natural 1): Your confidence in your own luck is shaken, and for good reason; lose 1d3 Luck points as your luck is against you. Roll again at -1 die.

Critical Recovery (Natural 20): Your confidence in your fate is unshakeable; you gain 1d3 Luck.

1d20	Result
-------------	---------------

- | | |
|----|---|
| <1 | You have stared into the face of death. Lose 1d6 Personality, gain a phobia related to your near death experience. You do however gain +1d6 experience. |
| 1 | Your near death experience causes you to freeze up in times of stress**. Initiative checks are made at -1 die permanently. |
| 2 | "Old Wound" - The wound that nearly killed you never fully healed; it still causes you trouble from time to time*. -1 Hit Die. |
| 3 | Your wounds act up, causes you stiffness, aches and pains*. (-1 Agility) |
| 4 | You suffered nerve damage* - Whenever you roll a fumble die, roll at +1 die on the dice chain*. |
| 5 | Horrible scarring* - Suffer -1 die to all social interactions, except intimidation, where you gain a +1 die. |
| 6 | Your muscles have suffered from your brush with death*. (-1 Strength) |
| 7 | Painful scarring* - You have very sensitive scars from your ordeal; armor chafes you worse than before. (You suffer an additional -1 |

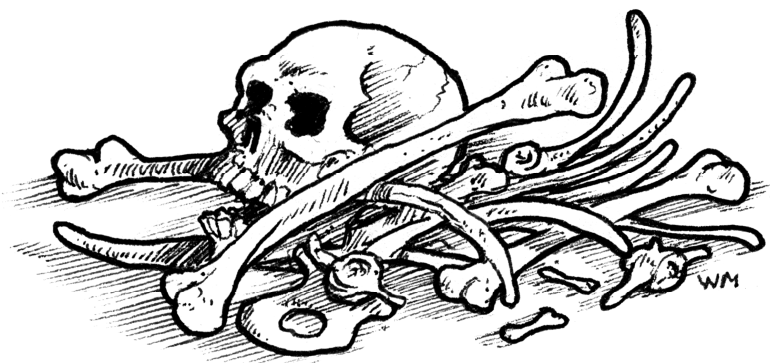
- check penalty for light and medium armors, and
-2 penalty for heavy armors.)
- 8 Permanent injury to either your left or right
arm* - Suffer a -2 dice attack penalty with
that arm.
- 9 Permanent injury to either your left or right
leg* - You have a distinctive limp. Your
Movement is reduced to 5 ft. and all Agility-
based checks at -2 dice.
- 10 Shattered Leg* - One of your legs was
shattered in the combat. Movement is reduced
to 10 ft until magically *healed*. You also
suffer -1 die to all activities until *healed*.
- 11 Shattered Arm* - One of your arms was
shattered in the fight, and the arm is
useless. You suffer a -1 die to all activities
until *healed*.
- 12 Broken Ribs*** - Exertion is difficult, and
you can't run. Make a Luck check when hit in
combat until *healed*. Failure indicates a
broken rib punctures the chest cavity,
inflicting +1d6 damage.
- 13 Bruised ribs - Exertion is difficult, and you
can't run.
- 14 Broken arm - Your arm is useless until *healed*.
- 15 Broken leg - Movement reduced to 15 ft until
healed.
- 16 Sprained ankle or knee*** - Any actions
performed involving Movement are at -1 die.
- 17 Sprained arm or wrist*** - Any actions
performed involving the arm are at -1 die.
- 18 Deep tissue bruising*** - Suffer a -1 die to
attacks.
- 19 Extensive bruising*** - Suffer a -1 to
attacks.
- 20 A few bruises never hurt anyone. Suffer no ill
effects.

- 21 Remarkable scar* - You suffer a scar which enhances your looks and confidence; +1 die in all social interactions.
- 22 You had a good rest while unconscious, recover all hit points.
- 23 You have stared into the face of death, and you are not afraid. +1 Luck (This can take Luck above 18), +1 Stamina, and +5 vs all future Willpower saves versus *Fear*.

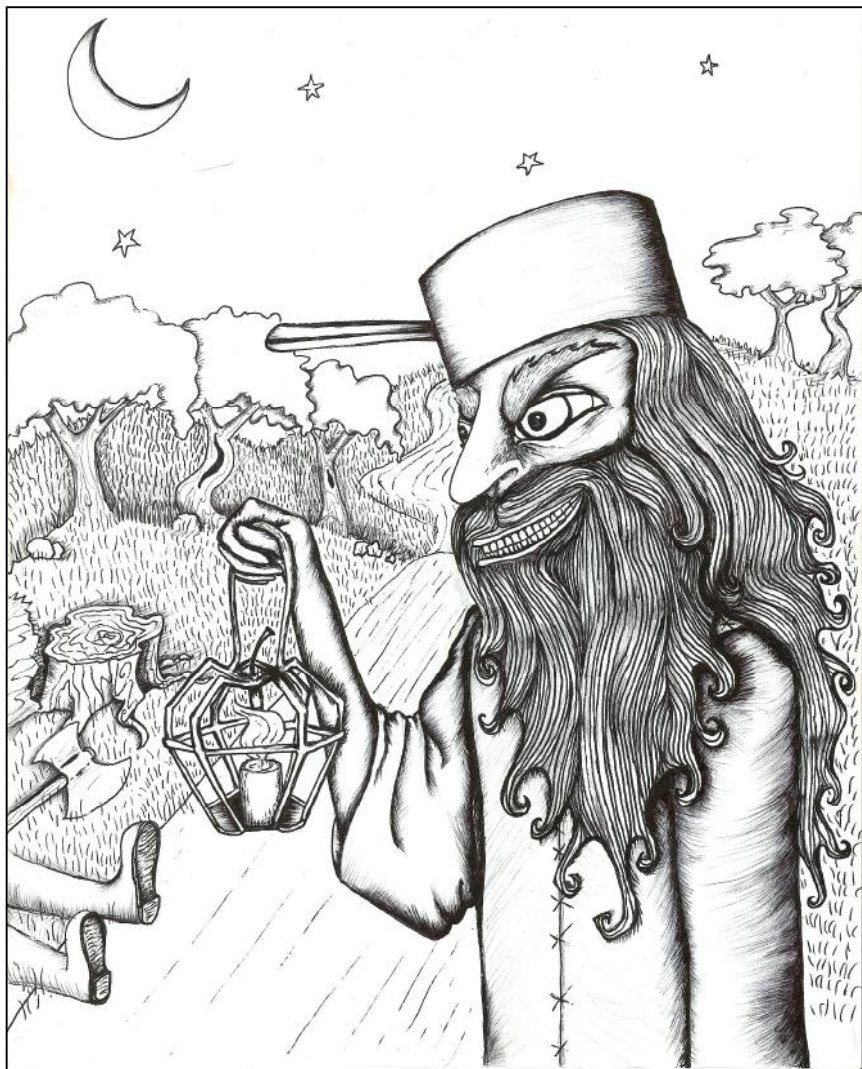
* Effect lasts until *healed* by the *Lay on Hands* effect. (see page 30 of the **DCC RPG rulebook**.) Broken limbs require 1 die, treat all other effects as 'organ damage, requiring 2 dice of *healing*.

** Permanent effect lasts until the GM adjudicates that the terror has subsided, perhaps by destroying enough creatures that inflicted the wounds.

*** Until fully *healed*.



Johnny Appleseed
Patron
By Eric Hoffman



A kindly old vagrant, eschewing material wealth and spreading the tenets of a strange religious sect while planting nearly useless apple trees makes for a delightful children's tale.

The truth is stranger still. The man who became known as Johnny Appleseed was, in fact, a powerful Wizard. He learned through study and deals with old-world powers that he could tap into powerful magic by planting his apple trees in specific spots - intersections of ley lines and other magically resonant places. When he was done, the roots of his trees are said to have tapped into the essence of Yggdrasil itself and given Johnny Appleseed immense power. He will, on occasion, take on client Wizards and share some of his accumulated knowledge...for a price.

Invoke Patron check results:

12-13 Johnny Appleseed has more important things to do than listen to the caster's whining but grants a +1d to the next spell check in the hopes the caster can solve his own problem.

14-17 Johnny Appleseed gives the caster the strength to persevere. The caster gains 2d5 Stamina temporarily. The extra Stamina may be used to spellburn as normal. It disappears at the end of the day.

18-19 The caster's skin grows hard and resilient. Armor Class and Fortitude Saves both gain a +4 bonus for the remainder of the day.

20-23 2 Thorn Men sprout from the ground and serve the caster for 2+CL turns.

Thorn Man: Init +0; Atk thorny punch +2 melee (1d6) or thorn quills +1 missile (1d4); AC 14; HD 2d8; MV 30'; Act 1d20; SP Immune to mind-affecting spells and abilities, double damage from fire-based attacks; SV Fort +3, Ref +1, Will +0; AL N.

- 24-27 An apple tree sprouts immediately within 10' of the caster. Any ally of the caster that touches the tree is immediately teleported to the closest apple tree that is not in a location immediately dangerous to the caster.
- 28-29 Johnny Appleseed is impressed by the humility of the caster and grants +2d improvement on all spell checks for the remainder of the day.
- 30-31 The roots of Yggdrasil realign beneath the caster to form a small area of potent ley energy. The caster gains $2d7+CL$ in energy that can only be used for the purposes of spellburn. The energy dissipates in $1d4+CL$ rounds or if the caster moves more than 50' from his location at the time of the casting.
- 32+ The caster and all of his allies within 100' are filled with the strength and vigor of Johnny Appleseed! All damage is immediately healed, ongoing effects of harmful spells or conditions such as poison are removed, curses are lifted and any allies who are unconscious automatically make their Luck check to recover the body, with no stat loss. In addition, each ally may make one die roll of their choosing at +2d for the remainder of the day.



Patron Taint: Johnny Appleseed

1d6 Result

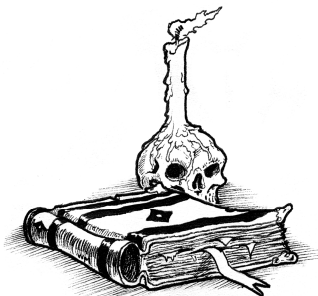
- 1 The caster must take to wearing an iron, or other metal, pot on his head. This pot makes the caster more susceptible to electricity based attacks, incurring a -1d on saves made versus such traps or spells. On a second result, the caster must use this pot to prepare all of his own meals from the simplest ingredients available. He may not benefit from spells that summon magical food. On a third result, the caster may not take any nourishment of a beneficial nature other than sustenance, including magical potions.
- 2 The caster takes on the unkempt appearance of the vagrant. No matter how hard he tries to keep groomed he always appears disheveled and as a result loses 2 points of Personality permanently. Further results worsen the casters appearance and condition causes another 2 points of Personality loss, but grant 1 Stamina as recompense.
- 3 Humility is the basis of all power. Henceforth, the caster must shun the wearing of all footwear and travel the land barefoot. On a second result, the caster may only wear clothing that has been discarded by another creature. On a third result, the caster may not wear any items (rings, amulets, headbands, etc.) that have a beneficial effect.
- 4 The casters bond to the old-world ethos tightens and it is unnerving for him to be in any sacred place in the new world. Churches, Native sacred sites or other similar locations cause the caster to incur a -1d penalty on all spell checks. A second result increase the penalty to -2d. A third result makes being in such locations physically painful to the caster and he takes 1d5 damage per turn he spends in them.
- 5 The caster believes he has become impure due to soft living and must spend the next night outdoors, exposed to the elements. In addition to any environmental effects deemed appropriate by The Judge, the caster suffers a -1 to Strength and Stamina for 1d3 days. All future results are cumulative in days required to be outdoors and total ability loss.

- 6 The caster has greatly offended Johnny Appleseed! He must journey to one of the orchards that funnel power to his Patron and protect it from an unspecified harm (Judges discretion). This may involve building defenses around the orchard or eliminating an impending threat to the preserve. For every day the caster delays in starting this mission he incurs a cumulative -1 to Strength, Agility and Stamina as well as to all saving throws. If no such orchard is available within 1d5 days of travel, the caster must found a new orchard and spend 1 week nurturing and guarding the saplings, or arrange for others to do so to the Judge's satisfaction.

Spellburn: Johnny Appleseed

1d4 Spellburn Effect

- | | |
|---|--|
| 1 | A little blood makes the tree grow stronger! The caster must cut himself and let his life's blood drip into the soil. The blood loss manifests as stat loss. |
| 2 | The brutal cold of a New England winter seeps into the casters bones causing stat loss. |
| 3 | The caster draws on his knowledge of the ley lines and loci of power in the area. On a successful Int check (DC 15+spell level) the caster gains +4 to his spell check without any stat loss. He may roll for spellburn again if he desires, ignoring this result. |
| 4 | The caster must use his life energy to feed Johnny Appleseed's ley-line orchards. The drain manifests as stat loss. |



Patron Spells: Johnny Appleseed

Those who follow the humble path of Johnny Appleseed eventually learn three unique spells, as follows:

Level 1: *Detect Ley Line*

Level 2: *Hospitality of the Frontier*

Level 2: *Siphon Magical Energy*

Detect Ley Line

Level:	1 (Johnny Appleseed)
Range:	Varies
Duration:	Instant
Casting Time:	1 turn
Save:	None

General The caster uses the knowledge granted by the patron Johnny Appleseed and his own magical senses to discover ley lines, which are places of magical power. A place of magical power is any location or structure that is infused with magical energy (a magical room trap, portal, fountain, summoning circle, etc.) or location or structure that changes the properties of magic (wild magic zone, sanctified ground, magic power node, etc.).

Manifestation (1) The caster closes his normal eyes and a glowing red eye opens on his forehead; (2) the caster must use a forked divining stick and slowly turn in a circle; (3) a trail of glowing apple seeds, visible only to the caster, leads the way to the detected location; (4) a trail of barefoot human tracks, visible to anyone, leads the way to the detected location

- 1 Lost, failure and patron taint.
- 2-13 The caster can detect the closest place of magical energy to a distance of 30'.
- 14-17 The caster can detect the closest place of magical energy to a distance of 100'.
- 18-19 The caster can detect the closest place of magical energy to a distance of 1 mile.
- 20-23 The caster can detect all places of magical energy to a distance of 100'. Memory of all locations will fade after 24 hours. There is no way to write down, describe to another person, or otherwise keep knowledge of these locations after 24 elapses without casting the spell again, or physically finding the source of the magical energy.
- 24-27 The caster can detect all places of magical energy to a distance of 1 mile. Memory of all locations will fade after 24 hours. There is no way to write down, describe to another person, or otherwise keep knowledge of these locations after 24 elapses without casting the spell again, or physically finding the source of the magical energy.
- 28-29 The caster detects all places of magical energy within 10 miles of his current location. Memory of all locations will fade after 24 hours. There is no way to write down, describe to another person, or otherwise keep knowledge of these locations after 24 elapses without

casting the spell again, or physically finding the source of the magical energy.

30-31

The caster can detect all places of magical energy within a 50 mile radius of his current position. The Judge picks 1 location that remains in the casters memory after 24 hours elapses. There is no way to write down, describe to another person, or otherwise keep knowledge of the other locations after 24 elapses, without casting the spell again, or physically finding the source of the magical energy.

32+

The caster can detect all places of magical energy within a 50 mile radius of his current position. The Judge picks 3 that remain in the casters memory after one day elapses. There is no way to write down, describe to another person, or otherwise keep knowledge of the other locations after 24 elapses, without casting the spell again, or physically finding the source of the magical energy.



Hospitality of the Frontier

Level: 2 (Johnny Appleseed)
Range: 1 mile
Duration: Varies
Casting Time: 1 round
Save: None

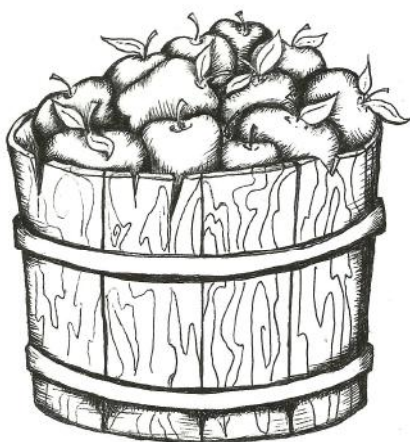
- General The caster calls upon the spirit of the frontier to provide shelter and defense for himself and his companions. No creature may enter the shelter unless authorized by the caster and once a creature leaves the shelter it may not return to the shelter summoned by that casting. The shelter itself is immune to all forms of attack, infiltration or damage and cannot even be detected, except by those creatures the caster authorizes to enter.
- Manifestation (1) a large badger hole suddenly appears near the caster, the caster and any allies who enter shrink down to fit inside, (2) a log cabin appears around the next bend or corner, (3) a shimmering blue portal opens to reveal a beautiful mountain meadow just on the other side, (4) a decorative wooden door appears and when opened reveals a fancy Parisian hotel suite, complete with snooty man servant and scantily maid.
- 1 Lost, failure and patron taint.
- 2-11 Lost, Failure.
- 12-13 Failure, but spell is not lost.

- 14-17 The caster summons a shelter that lasts for 4 hours and can accommodate 4 persons at a time.
- 18-19 The caster summons a shelter that lasts for 8 hours and can accommodate 4 persons at a time.
- 20-23 The caster summons a shelter that lasts for 8 hours and can accommodate 6 persons at a time. Each person who spends 8 hours in the shelter *heals* 2d5+CL hit points.
- 24-27 The caster summons a shelter that lasts for 8 hours and can accommodate 10 persons at a time. Each person spends 8 hours in the shelter *heals* 2d5+CL hit points and 1d3+CL of temporary ability damage.
- 28-29 The caster summons a shelter that lasts for 1 full day and can accommodate 10 persons at a time. Each person spends 8 hours in the shelter *heals* 3d5+CL hit points and 2d3+CL of temporary ability damage.
- 30-31 The caster summons a shelter that lasts for 1 full day and can accommodate up to 25 persons at a time. Each person who spends 8 hours in the shelter is completely *healed* of all hit points, temporary ability damage and other detrimental, non-magical conditions.
- 32-33 The caster summons a shelter that lasts for 1 week and can accommodate up to 25 persons at a time. Each person who spends 8 hours in the shelter is

completely *healed* of all hit points, temporary ability damage and other detrimental, non-magical conditions.

34+

The caster summons a shelter that lasts for 1 week and can accommodate up to 25 persons at a time. Each person who spends 8 hours in the shelter is completely *healed* of all hit points, temporary ability damage and all detrimental conditions, even magical.



Siphon Magical Energy

Level:	2 (Johnny Appleseed)
Range:	N/A
Duration:	Varies
Casting Time:	1 action
Save:	None

General

The caster draws magical energy in various forms from his surroundings.

- Manifestation** (1) all plants within 100' of the caster wilt and die, (2) the earth surrounding the caster bubbles and pops as small motes of golden light emerge and enter the caster's body, (3) all alcohol within 50' of the caster is consumed to fuel the casters power, (4) all impurities within the casters body are expelled through the rapid growth of hair (1d2 feet) and nails (1d5 inches), leaving him stronger and more efficient.
- 1 Lost, failure and patron taint.
- 12-13 Failure, but spell is not lost.
- 14-17 The caster is able to recall one first level spell that has previously been lost.
- 18-19 The caster is able to recall two first level spells, or one second level spell that have previously been lost.
- 20-23 The caster is able to recall all first level spells, or 3 second level spells that have previously
- 24-27 The caster is able to recall all spells of first and second level that have previously been lost.
- 28-29 The caster is able to recall all spells of first and second level that have previously been lost. In addition he gains 2d5 points of temporary, free, spellburn that must be spent on a spell cast within one turn.

30-31

The caster is able to recall all spells of first and second level that have previously been lost. In addition he gains 2d5 points of temporary, free, spellburn that must be spent on a spell cast within 1d5 turns.

32-33

The caster is able to recall all spells of first and second level that have previously been lost. In addition he gains 2d5 points of temporary, free, spellburn that can be spent on any spells cast within 1d5 turns. The caster may split up the spellburn points over multiple spells.

34+

The caster is able to recall all spells of first and second level that have previously been lost. In addition he gains 3d5 points of temporary, free, spellburn that can be spent on any spells cast within 1d5 turns. The caster may split up the spellburn points over multiple spells.



The Virtual Funnel
Making Higher Level DCC RPG Characters
with Real Class
By Paul Wolfe



I've run into situations where I've needed players to have characters at a certain level for a playtest or Con game. The Purple Sorcerer character generator is great for quickly generating these higher level characters, but I've always felt like something was missing - characters in DCC RPG undergo transformative events throughout their careers besides level gain with hit points, etc. The most obvious change is Luck burn, but also, things happen: arcane corruption, patron favors, deity disapproval, loss of limbs, gaining magical items (sometimes...okay usually... cursed), and a hundred other things.

The system below is intended to take your 0-level characters, funnel them through a virtual adventure, and then apply further changes to them at each subsequent level. The funnel is lethal - intended to end up with one or two 1st level characters. The Character Leveler is not lethal - intended to add depth and, well, character to your DCC character at any level.

0-level Funnel

The character funnel is a feature of DCC RPG that many found jarring when it was first introduced, but my gaming group took to it in masochistic fashion. In generating a higher level character, I didn't want to lose the randomness of the funnel, which I feel like a straight character generator bypasses.

The Rules

To generate a 1st level character using the Virtual 0-Level Funnel table, perform these steps:

- 1 Generate four 0-level characters and arrange them in any order you want. For the first character, then:
- 2 Roll a d20 and consult the table.

NOTE: The Max Luck Spend column indicates how much Luck you can spend on this d20 roll.



- 3 Make the indicated Saving Throw or Ability Check and apply the Fail Result (if the save fails) and the Reward (if the character still lives), and the Bonus Reward (if the save was successful).

NOTE: You can spend as much Luck as you want on the Saving Throw / Ability Check.

- 4 Repeat until the character either gains 10 XP or dies.
- 5 If the character dies, move all XP gained and any equipment and/or treasure to the next character. Other rewards are lost!

NOTE: If any character rolls a natural "1" (Gruesome Death), ALL living characters receive 2 XP.

6. For each additional character, repeat from step 2.

A Note about Rewards

It appears that if only one character makes it through the funnel, he or she will have seriously boosted abilities and saves, not to mention treasure and possibly magical items - and that's true. In testing, this was not the case. The first two characters died 90% of the time. The third character died ~60% of the time, leaving the last character, who made one or two rolls and typically survived. All four characters died only 40% of the time. Science, people!



Virtual 0-Level Funnel

(See tables on following pages.)

1d20	Event	Save	Fail Result	Reward	Bonus Reward	Max Luck Spend	Example Flavor Text.....
1	Gruesome Death	None	Undeath	None; Character becomes the "Big Bad." Award 2 XP to each surviving character	None	None	Your character is dismembered by an automaton with chainsaws, rusty scalpels and various arcane-science implants. He or she is resurrected in unending pain as a near-mindless killing machine.
2	Certain Death	Reflex DC 20	Death	3 XP; Roll again at -5	Ability +1	None	After clinging to a precipice, your character falls just before help arrives.
3	Likely Death	Fortitude DC 18	Death	2 XP; Roll again at -3	Stamina +1	1	That potion..it's our only hope. Your character drinks a cloudy potion that smells like wine made from rotten chicken. It tastes surprisingly good.
4	Mindless Death	Will DC 16	Death	2 XP; Roll again at -3	1st Level Spell (random)	1	A floating alien jumble of ganglia and 14 eyes stares directly into your soul. It's not impressed.

1d20	Event	Save	Fail Result	Reward	Bonus Reward	Max Luck Spend	Example Flavor Text.....
5	Pointless Death	Agility DC 16	Death	2 XP; Roll again at -3	Roll on the Equipment Table, 3-4 (Core Book)	1	The gongfarmer throws his trowel wildly at an urholy beast composed of the east-off parts of a boy-bard that fell into a wood chipper. The gongfarmer can't throw for shit.
6	Perceptual Injury	Fortitude DC 14	1d6 damage; Lose one of your 6 senses	2 XP; Roll again at -2	Perception +1	2	The Collector takes your tongue. He has good taste.
7	Debilitating Injury	Reflex DC 14	1d4 damage; Lose 1d3 Physical Ability Points, permanently	2 XP; Roll again at -2	Detect Traps +1	2	The rusty scythe springs out slicing off your left foot. That's why the tribe calls you Circle Runner.
8	Existential Injury	Will DC 14	1d4 damage; Lose 1d3 Mental Ability Points (Personality Intelligence)	2 XP; Roll again at -2	Free Language	2	It wasn't a good idea to open that book and start reading. But, when are you going to get to use the Proto-Goblin language again?

1d20	Event	Save	Fail Result	Reward	Bonus Reward	Max Luck Spend	Example Flavor Text.....
9	Great Fall	Agility DC 12	1d4 damage	1 XP; Roll Again	Reflex +1	2	For whatever reason, the halfling wouldn't let you borrow his 10' pole. Of course, he used it to help you out of the pit. So, you have that going for you.
10	Hold Back the Onslaught	Strength DC 12	1d4 damage	1 XP; Roll Again	Strength +1	2	Why does the elf have to touch everything? As the sea rushed in, you manage to slam the stone door. Muscles bulging, you hope you don't pop a blood vessel in your brain.
11	Resist Extremes	Stamina DC 12	1d4 damage	1 XP; Roll Again	Fortitude +1	2	Everyone thought it would be a great idea to enter the ice cave.
12	Stabbed	Agility DC 10	1d6 damage	1 XP; Roll Again	Slashing Weapon	2	This guy isn't that great with a sword. You can totally take him.

1d20	Event	Save	Fail Result	Reward	Bonus Reward	Max Luck Spend	Example Flavor Text.....
13	Bludgeoned	Strength DC 10	1d6 damage	1 XP; Roll Again	Bludgeoning Weapon	2	You didn't know it was a goblin racial slur! That guy in the bar said Bree-Yark was a common greeting amongst the tribe!
14	Arrowed	Stamina DC 10	1d6 damage	1 XP; Roll Again	Ranged Weapon	2	You watched a guy in the marketplace catch arrows all the time as a kid. How hard could it be?
15	Lucky Find	Luck Check (Roll Luck Score or under)	1d10 sp	2 XP; Roll Again +1	Luck +1	None	The wizard's apprentice says the tiny silver statue is that of the Great Demon King, Alfred E. Smith. Is he reading that inscription right?
16	Games of Chance	Intelligence DC 18	1d10 gp	2 XP; Roll Again +1	Intelligence +1	None	Queen to Rook 4. Mate in 10. Now, please don't eat my friends.

1d20	Event	Save	Fail Result	Reward	Bonus Reward	Max Luck Spend	Example Flavor Text.....
17	Oration to the Masses	Personality DC 16	1d100 sp	2 XP; Roll Again +1	Personality +1	None	The Squid Sorcerer loves a good ballad and your lute has never sounded better.
18	Born for This	Highest Ability DC 14	1d100 gp	2 XP; Roll Again +2	Impermanent Magic Item	None	A quick motion and the bag of sand should replace the amulet, prevent the trap from going off, and make us all rich!
19	Ancient Treasures	Luck DC 20	1d100 gp	2 XP; Roll Again +2	Permanent Magic Item	None	The Cobweb King never moved when you slid the golden trident from his skeletal hands. What's that sound?
20	Eyes of the Overlord	Will DC 20	1d100 gp	4 XP; Roll Again +5	Patron Bond	None	Agon Reg, the patron saint of lucky damned rolls, smiles on those about to die.

Subsequent Levels

Each time that you level up your character after 1st level, roll 2d5 on the Level Events Table. On a roll of 2 or 10, roll on the Extraordinary Level Events Table.

Level Events Table

- | | |
|----|---|
| 2 | Roll on the Extraordinary Level-Up Table. |
| 3 | Roll the Body: Gain 2d100 sp; Lose 1 Physical Ability Point (permanent). |
| 4 | Lucky Scrape: Gain 1d100 gp; Lose 1d3 Luck (permanent). |
| 5 | Unfortunate: Lose 2d100 gp; Gain a 0-level companion. |
| 6 | Congratulations, you survived another adventure. Gain 1d100 gp. |
| 7 | Fortune Smiles: Gain 2d100 gp, All hirelings, animals, and other NPC companions desert. |
| 8 | Spin of the Wheel: Gain 1 Luck; Lose a random possession. |
| 9 | Extra Training: Gain 10 XP; Lose 1d100 gp. |
| 10 | Roll on the Extraordinary Level Up Table. |

Extraordinary Level Events

On rare occasions, the gods smile or frown on adventurers' deeds. Roll 2d5 on the table below and consult the indicated row in the appropriate class column. Any of the permanent deleterious effects can be mitigated in the standard way: Quest for It!

A roll of 10 is a "Destined" style event for all classes. The effects of this "reward" are left up to the Judge.

NOTE: For non-core classes, choose the column that is the closest (or make up your own dang table).



Extraordinary Level Events Table A

Roll 2d5	Cleric	Dwarf	Elf	Halfling
2	Disowned by your god; -1d to Spell Checks.	Crippled!: Your shield arm is weakened (-1d to shield bash attacks).	Barred from Elfland: -1d to all Spell Checks.	Your Luck has run out: You can no longer provide luck to party.
3	Unholy: -2 to Turn Unholy checks.	Poisoned: -1 Strength and -1 to Fortitude saves.	Major Corruption	Crippled!: Your off- hand attacks are at -1d.
4	Tainted: All Lay on Hands checks impart +1 to Deity Disapproval.	Clouded: Smell gold/gems reduced to 50'.	Minor Corruption	Heat Blind: Infravision reduced to 15'.
5	Sectarian: A messenger from your god has delivered doctrine that is anathema to your religion. Gain a spell (at the highest level you can cast) but -1d on Personality checks with those of your faith.	Outcast: You stood against your clan to remain loyal to your party. Gain 5d100 gp, but your beard is shorn and you're marked as a pariah.	Otherworldly Dalliance: You met a spirit and lived with it for a while. Though it taught you a new spell (highest level you can cast), you are now mortal; Roll 2d10+10, this is your new relative age.	Cursed: You gained a minor, but permanent magic item, but you have been cursed. You must consume double the amount of rations or suffer hunger effects.
6	You survived another adventure (4d100 gp)			

Roll 2d5	Cleric	Dwarf	Elf	Halfling
7	<p>Donation: A fellow believer donates 5d100 gp to your cause.</p>	<p>Inheritance: Roll 6d100; You receive gold and gems from a long lost relative.</p>	<p>Sage: A local has found a strange scroll and gives it to you to decipher. With a Spell Check (DC 14) you determine that it is a spell scroll (1 spell of 1d3 level).</p>	<p>War Pony: One of the famed steeds of the wild halflings of the plains bonds with you. The creature responds to you as if under mental control and fights and moves as a warhorse.</p>
8	<p>Chosen: Ignore 1 point of deity disapproval.</p>	<p>Feint and Smash: Your shield bash attack is +1d.</p>	<p>Beloved: Your Spell Check for invoke patron is +1d.</p>	<p>Feint and Slash: Your main attack is +1d when attacking with two weapons.</p>
9	<p>Artifact: You receive a blessed holy symbol. This artifact imparts a +1d to one ability: Spell Checks for one spell, Lay on Hands, or Turn Unholy.</p>	<p>Ancient Enemies: A new zeal, perhaps from the Deep Gods, infuses your being. You receive a +2 to Attacks and Damage against a type of foe (must be specific -- i.e. servants of a demon, men of a certain country, etc.).</p>	<p>Ward of Wonder: Your patron or another otherworldly entity gifts you a magic wand (See <u>Raven Crowing's Nest</u>). This wand is very weak (maximum spell check result 14).</p>	<p>Constant Companion: You have saved someone's life and they pledge themselves to you. Run 4 characters through the virtual funnel and advance one survivor 1d3 levels below your current level. This companion is totally devoted to you and will die to protect you.</p>
10	<p>Destined: You are considered a major prophet or savior of your faith.</p>	<p>Heir: You are heir to your clan's fortune and the ruler has just died.</p>	<p>Dreamland: You are called back to Elfland for 1d100 years to defend it against incursions.</p>	<p>Shirriff: From your homeland, a plea reaches you. A great evil has descended there and you are the only one that can save them.</p>

Extraordinary Level Events Table B

Roll 2d5	Thief	Warrior	Wizard
2	Lose your primary hand: All skills -1d.	Shaken by mortality: Mighty deeds -1d.	Disowned by patron: All spell checks at -1d.
3	Unlucky: Luck die -1d.	Imprecision: Crits at -1d.	Major Corruption
4	Trap-shy: -2 to Find Traps.	Unfamiliar: Lucky weapon -2 to attack.	Minor Corruption
5	Wanted: You stole something very valuable (5d100 gp), but are known to the forces of law. 1d3 solo encounters per month.	Insulted: You have acted against a noble house or other powerful person. Though you gained 5d100 gp, you suffer -1d Personality checks with those allied with the offended party.	Thief!: You have stolen a spell from a powerful wizard. Receive one spell at the highest level you can cast. Hunted by the forces of chaos; 1d3 solo encounters per month.
6	You survived another adventure (4d100 gp)		

Roll 2d5	Thief	Warrior	Wizard
7	Rumors: You receive information on a rival that's worth 4d100 gp on the streets, but could lead to even greater gains.	Milk Run: You act as a bodyguard for a young noble. Not only do you make a fast friend and possible patron, but the noble's mother also gives you a gift (5d100 gp).	Ancient Book: In the pages of a ruined tome you find 1d3 spells at levels 1d3.
8	Hardened: Choose 1 skill. It is +1d to the roll.	Armsman: When attacking with your Lucky Weapon, you do so at +1d.	Insight: Choose 1 spell. You cast that spell at +1d.
9	Treasure Map: You receive a map that leads to a nearby tomb, vault or other locale. The treasure is estimated in the thousands of gold pieces. If you could just find a few friends to help you get it!	Heirloom: Ancient armor or a weapon or shield arrives for you. Though not magical, the item has a +2 to one of its variables (attack, damage, AC, Skill check).	Admixture: A recipe for a strange potion comes into your possession. With a Spell Check (DC 14) and 200 gp of materials, you can create an herbal cordial that mimics one spell that you can cast. The duration is half that of the spell, and the Spell Check result cannot be higher than 14.
10	Master: A thieves' guild falls into disarray. You are marked as the next Master.	General: You are appointed to lead a great army.	Condemned: Your patron or another otherworldly entity considers you a threat to their aims or existence. Other powerful creatures, opposed to this entity, flock to your cause.



The Virtual Funnel

Dungeon Crawl Classics Character Record Sheet



Occupation Class Level Exp. Points
Equipment and Notes

Title Alignment Languages

Strength

Personality

Luck

Luck

Intelligence

Intelligence

Agility

Agility

Stamina

Stamina

Lucky Roll

Lucky Roll

Fort

Fort

Reflex

Reflex

Will

Will

Combat!

Weapon in hand



armor worn

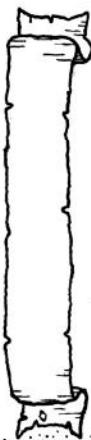
Fumble Die Check Pen.

Action Dice Crit table + Die

Hit Points Speed

Hit Points Speed

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Fort

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Reflex

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Combat!

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