

The Gongfarmer's Almanac



The 2018 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



MONSTERS, MONSTERS!

VOLUME 3 OF SEVEN BOOKLETS

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ALTERNATE FAMILIARS FOR NORTH AMERICAN WIZARDS

By Anne Hunter

<https://diyanddragons.blogspot.com>

When a wizard in a North American setting casts *find familiar*, they don't summon one of the entities from the DCC core rules. Instead, they summon a familiar spirit from the local territories. Lawful familiars in North America mostly take the guise of domesticated animals and animals that form civilized communities. Neutral familiars mostly appear as wild animals whose very existence symbolizes the frontier in the minds of city-dwellers. Chaotic familiars dress themselves in the guise of pests, vermin, and decay.

These familiars are usable in any DCC campaign that takes place in a North American setting, whether it's the Dark Territories and town of Brimstone from Carl Bussler and Eric Hoffman's *Black Powder Black Magic*, the Shudder Mountains from Michael Curtis' *The Chained Coffin*, the Trails of David Baity's *Dark Trails*, Our World from Diogo Nogueira's *Lost World* setting, the Crawling Revolution led by James Walls' *Revolutionary Crawl Classics* occupations, the Esoteric America watched over by Michael Curtis' *Secret Antiquities* patrons, or any similar locale.

As in the DCC core rules, if the familiar has an ability and no modifier is listed, the wizard gains a +4 bonus to use that ability. I imagine fey familiars as being child-sized or waist-height, but looking so elfin and otherworldly that they'd never be mistaken for a human child.

North American familiars are an itinerant sort. At the judge's discretion, either at the beginning of each session, or each time the wizard gains a level, their previous familiar departs and a new one comes to take its place. This could be the original spirit taking on a new physical configuration, wanderlust causing one spirit to move on and another to replace it, or a regular shift-change between punch-clock geists. The wizard enjoys a different master's benefit each time their familiar changes (besides, what fun is a table with 72 entries if you only get to see one of them?).

Note: Most of the entries below originally appeared in the article "Familiars of the Dark Territories" in *Black Powder, Black Magic*, volume 4. Lawful entries 7, 10, 17, and 20, Neutral entries 12, 13, 19, and 21, and Chaotic entries 12, 14, 16, and 19 originally appeared in the post "Pseudo-Preview of BPBM4" on the DIY & Dragons blog.

TABLE: Familiar Physical Configuration (And Master's Benefit)

1d24	Lawful	Neutral	Chaotic
1	White cat (move very silently)	Gray cat (move very silently)	Black cat (twice per session, impose -1 penalty on opponent's roll)
2	Hound dog (all followers, retainers, etc. receive +2 to morale checks)	Possum (+1 to recovering the body checks for caster and familiar)	Raccoon (ability to pick pockets as a chaotic thief of same level)
3	Miniature horse ("spooked" feeling warns caster of surprises)	Badger (+1 melee damage)	Weasel (supernatural ability to squeeze into tight places)
4	Miniature long-horned steer (+2 hit points)	Miniature stag deer (+1 Personality)	Porcupine (anyone grappling or dealing melee damage to caster takes 1 damage from quills)
5	Miniature blue ox (+1 Stamina)	Miniature bison (+1 AC)	Polecat skunk (immune to nausea and stench)
6	Prairie dog (excellent hearing)	Gray Wolf (extraordinary sense of smell)	Coyote (+1 Agility)
7	Groundhog (caster knows upcoming weather each morning)	Miniature mountain lion (+1 Strength)	Tiny python (extraordinary sense of smell)
8	Beaver (swim speed 20)	Miniature grizzly bear (+1 to melee attacks and melee damage)	Tiny rattlesnake (melee bite attack deals poison: DC 16 Fort save or temporary loss of 1d6 Stamina)

1d24	Lawful	Neutral	Chaotic
9	Yellow miner's canary (supernatural ability to detect traps and hazards)	Toad (ability to hold breath underwater for 20 minutes)	Miniature alligator (successful melee attack grapples opponent, automatically deals 1d6 damage per subsequent round)
10	Pigeon (caster can 'home in' on route out of dungeon or back to town)	Gecko lizard (climb speed 10')	Bat (excellent hearing)
11	Cock rooster (loud, commanding voice)	Desert tortoise (+2 AC, movement 20')	Miniature buzzard vulture (caster is able to safely eat spoiled food)
12	Barn owl (ability to see at night as well as during day)	Armadillo (caster is proficient with shields, suffers no spellcheck penalty from carrying a shield, can shield-bash as a dwarf)	Black swan (once per day, caster can reroll any natural 7, and once per day, caster can reroll any natural 13)
13	Red-tailed hawk (excellent vision)	Mockingbird (caster is able to speak 1 additional random language)	Giant millipede (climb speed 10')
14	Bald eagle (excellent vision)	Whip-poor-will (beautiful, haunting singing voice)	Giant maggot, transforms into giant black housefly during combat ('skin crawling' feeling alerts caster to presence of disguises and shapeshifters)

1d24	Lawful	Neutral	Chaotic
15	Giant ant (+1 to all attempts at ESP, scrying, etc.)	Crow (uncanny ability to detect gemstones and shiny objects)	Tarantula spider (melee attack deals poison: DC Fort save or temporary loss of 1 Agility)
16	Giant honey bee (melee attack deals poison: DC 12 Fort save or temporary loss of 1 Strength)	Wild turkey (excellent at hiding in forest)	Giant mosquito (bite attack deals 1d4 damage and heals wizard of 1 hit point)
17	Child-sized scarecrow (opponents are -2 to morale checks)	Giant grasshopper (once per day, caster can leap 10' vertically or 20' horizontally)	Tiny black scorpion (+2 to Fort saves versus poison)
18	Miniature covered wagon (1/day, the caster can 'find' a single low-cost mundane item in their pack)	Will-o-the-wisp (familiar acts as candle-light in darkness)	Miniature skeletal horse (+1 to all attempts at planar communication or travel)
19	Miniature train engine (movement 40')	Tumbleweed (caster can withdraw from melee combat without opening themselves to a free attack)	Miniature black stagecoach with large glass windows revealing casket inside (+1 AC and +1 saving throws versus undead)
20	Fey school-teacher wearing glasses and elbow-patched tweed jacket, never speaks, communicates using writing slate (caster can attempt to read any unknown language as lawful thief of the same level)	Fey wilderness scout, dressed in leather suit and raccoon cap (uncanny ability to find paths and know direction)	Beautiful fey saloon dancer with skin flayed from her back, dressed in can-can outfit (+2 Personality)

1d24	Lawful	Neutral	Chaotic
21	Fey Catholic priest, dressed in black robe with white collar (one of caster's known spells is replaced by a random cleric spell)	Fey woodcutter wearing plaid shirt, carrying axe (+1 to attack and damage against plants and fungi)	Fey tattooed lady, dressed in bathing suit, covered in ink showing Patron's motif (+1 to spellcheck of random spell)
22	Fey soldier in blue-coat US Army uniform (caster is proficient with all weapons)	Fey card-sharp, dressed in gambler's finery, carries tarot deck (+2 Luck that restores each night if used, similar to a thief's recovery of Luck)	Fey hanged man (grants an extra life - the first time caster dies, the familiar dies instead, and caster is restored to full hit points, less the consequence of familiar dying)
23	Mysterious fey figure dressed in gunfighter's outfit, mouth covered by bandana, never speaks (+1 to initiative and to all missile attacks)	Dust-devil cyclone (1/day, after hitting their first opponent in combat, the caster can continue making attacks against new opponents using the same weapon and action die, until missing an attack or running out of opponents)	Child-sized human skeleton (+1 damage to undead and +1 damage from necromancy)
24	Tiny feather-winged angel wearing white robe, face identical to caster's, speaks up whenever caster is tempted to disobey interests of patron (+1 to saving throws versus chaotic magic and supernatural effects)	Tiny elemental (+1 to all saves and checks related to that element. Roll 1d10 to determine element: (1) earth; (2) air; (3) fire; (4) water; (5) dust; (6) fog; (7) ice; (8) lightning; (9) mud; (10) exotic element such as gold, silver, gemstones, demon ore, etc.)	Tiny bat-winged red devil, face identical to caster's, speaks up whenever opportunity arises to tempt caster to advance Patron's interests (+1 to all saving throws versus Lawful magic and supernatural effects)



DOGS OF WAR

Rules for Man's Best Friend in DCC or MCC

By Christian Ovsenik

In a medieval setting dogs serve several functions: guardians, hunters, herders, and companions. An adventurer in Dungeon Crawl Classics can employ a dog for some of those functions. Dogs require some meat in their diet, so peasants aren't likely to own one. Perhaps a funnel peasant may have a dog, perhaps it belonged to family, to the village itself (or even to his lord...houndmaster is a neat new occupation if your judge allows it). An adventurer, though, could probably afford one. Dogs are dangerous in combat and because of their unparalleled loyalty, true allies to their owners.

Dogs are even more important in a setting like Mutant Crawl Classics. Because of the sparse population of a post-apocalyptic world, mutants and the odd flora and fauna, dogs are great allies. They also won't double cross their owner or talk back. Wild packs of feral dogs are a common trope in a post-apocalyptic setting, regressing from their domesticated origins before the Doomsday. The smartest, or friendliest, among those dogs may retain some of their loyalty and desire some human companionship (and easy food).

***Tips for using dogs at the table:** Not everyone feels the same about pets as they do about humans. It might be funny to funnel humans in a DCC game, laughing as they die gruesome deaths. Some people do not feel that way about pets. If that is the way someone feels at your table, you may want to adopt special rules for deaths regarding dogs. One option is allowing them to use the recovering the body rule (DCC RPG rulebook page 93) to check if their dog is alive – but the pet has to retire from adventuring after suffering such a grievous wound. Clerics can use their lay on hands ability to heal wounded dogs, and dogs bleed out just like PCs do (in two turns because they have 2 hit die). Or you could just advise your players that, if they don't want their dogs to die, they shouldn't put them in harm's way.*

Dogs of War

Dog, domesticated: Init +2; Atk bite +2 melee (1d3); AC 12; HD 2d3; MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +2; AL L.

A PC can choose the size of his dog or roll 1d6 on the following table:

TABLE: Dog Size

1d6	Size	Benefit
1-3	Small/medium (5-40 pounds)	+1 AC
4-6	Large (41+ pounds)	+1d2 hit points

A PC can choose the appearance of his dog or roll 1d20, 1d3 times, on the following table:

TABLE: Dog Appearance/Behavior

Roll	Appearance/Behavior	Roll	Appearance/Behavior
1	One eye missing	11	Very old dog
2	Barks more than usual	12	Sniffs CONSTANTLY
3	One leg missing	13	Really long fur
4	Very skittish - always on guard	14	Loves to swim
5	Underbite/overbite	15	Different colored eyes
6	Welcomes strangers	16	Picky eater
7	No tail	17	Never leaves owner's side
8	Howls at night	18	Hairless
9	Very large ears	19	Hardly ever barks
10	Tries to herd friendly folks	20	Expert climber

Upkeep cost: Dogs are able to forage for themselves, but allowed people to domesticate them because we feed them so well. In Dungeon Crawl Classics, a dog cost 5 cp/week to feed if they do not forage (in Mutant Crawl Classics dogs do not have the luxury to choose). Forage checks are up to the judge but usually involve a Luck check from the dog's owner.

Training: At the time a PC acquires a dog, he can pay to have it trained. Dog trainers are usually found in large cities or castles. In a post-apocalyptic setting, a dog might be trained by a manimal or a shaman. For 10 gp a dog can be trained with 1d3 'tricks' (in post-apocalyptic settings, a PC has to bargain or do something in exchange for having his dog trained). Roll 1d6 for each trick:

TABLE: Dog Tricks

1d6	Trick
1	Attack dog: +1 to hit.
2	Tracker: Add +3 to Intelligence checks made to track.
3	Light sleeper: Has a 50% chance to wake up when party is approached at night, even if they are sneaking silently.
4	Stealthy dog: Can roll sneak silently checks at +3.
5	Trap sniffer: Can roll find trap checks at +3.
6	Retriever: Can retrieve an object it can carry in its mouth.

Dog morale: Man's best friend is not likely to abandon its owner except in dire circumstances. Dogs take morale checks at the judge's discretion by making a DC 5 Will save.

Rules for dogs: Dogs move with their owners - when a PC uses a move action, her dog may move with her. The owner can then use one of her action die to give their dog a command - attack, grab an object, etc. In this way the dog acts on their owner's initiative. It only needs to roll its own initiative if it is acting on its own, away from its owner.

Equipment: A PC can buy equipment for a dog. It can wear one piece of equipment. Barding costs more for dogs because of the specialized nature of the armor.

TABLE: Dog Equipment

Item	Benefit	Cost
Hide/leather barding	+2 AC	40 gp
Metal barding	+4 AC	160 gp
Saddle bags	Carrying capacity greatly increased	10 gp

Make it weird: Dungeon Crawl Classics and Mutant Crawl Classics are both more fun when they're weird. Roll 1d12 on the following table to make your dog weird:

TABLE: Weird Characteristics

1d12	Weird Characteristic
1	Dog can talk in simple, one word sentences.
2	Clockwork/robot dog (like Archimedes or K-9). The dog is immune to mind altering spells and it doesn't need to eat.
3	Dog has a fish tail; it is capable of swimming at a high speed.
4	Bug dog. A large bug that thinks it's a dog. Add +1 AC.
5	Demon dog. The dog is a demon serving a patron, or a wireless dog connected to a patron AI. It has its own motivations and will try to influence its owner.
6	Un-dead dog. The dog is a zombie, or a skeleton. It can 'die' in the sense that it can have its body destroyed. It is immune to mind altering effects. However, it is subject to a cleric's turn undead ability.
7	The dog has a hard shell like a turtle (it can retreat inside of it). +2 AC (+6 when the dog retreats).

1d12 Weird Characteristic

- | | |
|-----------|---|
| 8 | Two-headed dog. +1d to damage. |
| 9 | Teleporter. When moving the dog will teleport up to 20' /round. |
| 10 | Breath weapon. The dog can make a ranged attack once per day against one target (requires a command - and action die - from its owner), doing 1d6 damage of elemental, radiation, poison, etc. damage (judge's call). |
| 11 | Psychic link. The dog can communicate with its owner in simple one word sentences via a psychic link at a range up to 1/2 mile. |
| 12 | Horns/spikes. The dog has either horns on its head or spikes on its body. +1d to damage. |

Appendix M for Dogs of War

Fallout: Dogmeat is a companion to the player character in the Fallout series.

A Boy and His Dog: A post-apocalyptic flick from the 1970s about Don Johnson and his telepathic dog.

The Road Warrior: "Mad" Max Rockatansky has a canine companion in the second movie in the Mad Max series.



BLOOD RAT

By Jon Hook

Blood rat: Init +4; Atk bite +2 melee (1d4 +1 plus blood drain); AC 14; HD 1d6+3; MV 30' or climb 20'; Act 1d20; SP blood drain (automatic 1d4 dmg per round after bite); SV Fort +4, Ref +4, Will -1; AL N.

Blood rats are hairless creatures with tough leather skin. They have large black orbs for eyes and a circular lamprey-like mouth. Blood rats have a gland highly sought after by wizards, for it contains a secretion that is vital in the creation of the vampirism potion, (per 3rd level wizard spell, *make potion*).

TABLE: Vampirism Potion

Potion	Minimum DC	Special Ingredient	Effect
Vampirism	22	Blood rat gland	Imbiber gains the ability to heal lost hit points by drinking the life blood of another. Every 2 hit points drained from the victim heals 1 hit point for the imbiber. The imbiber gains vampire fangs for 2d4 turns.

HARRINGO

By Jon Hook

Harringo: Init +1; Atk kick +1 melee (1d6), acid breath -2 missile fire (3d4/2d4/1d4); AC 12; HD 6d8; MV 50' or jump 20'; Act 1d20; SP breath weapon (cone, width 1d4x3', length 1d3x3', the acid does 3d4 on the first round, then it automatically inflicts 2d4 the following round, and another 1d4 the round after that, DC 13 Fort save for half damage); SV Fort +3, Ref +4, Will +4; AL C.



A harringo is the grotesque amalgamation of an old crone, a reptile, and an ostrich. This 12' tall beast has 7' long legs and a 3' long neck. The she-creature is covered in pale green scales and long black feathers on its head, wings, and back. Harringos are flightless birds, but they are swift runners; their incredibly strong legs also allow them to make amazing leaps. Harringos can use their breath weapon once a day; they typically use it on their prey once they have wounded it enough to hold it down on the ground with one foot. It then dips her head down to vomit acid on their helpless prey, but it can be used as a true breath weapon if need be.



FEY BESTIARY

By James H. Pozenel, Jr.

Reproduced here for the Dungeon Crawl Classics G+ Community are a collection of monsters developed for FAE HARD, a 0 level funnel published by Shinobi 27 Games.

Bean-fionn aka Jenny Greenteeth

Bean-fionn: Init +4, Atk claws +4 melee (1d4); AC 16; HD 6d10; MV 30' or 60' swimming; Act 2d20; SP grapple +10; drowning; water breathing; SV Fort +3; Ref +4; Will +6; AL C.

A bean-fionn (ban-shoan), which literally means "white woman", is a watery, female faerie dressed in a white gown who typically lives at the bottom of dark lakes or rivers where drownings have repeatedly occurred.

Sometimes called "Jenny Greenteeth" or the "Greentoothed Woman", she is said to drag children beneath the water. People take care to avoid such infamous bodies of water and children are repeatedly warned about these evil water faeries. Their lairs are typically in the deepest part of a body of water or else at a stagnant, swampy shoreline overgrown with river foliage. Bean-fionn often have green lips, nails and/or teeth. Their veins can spider across their bodies with a dark green hue beneath pale white skin. They have long, sinewy arms and an appearance of an old hag or corpse, but they can also appear mild or beautiful depending on their nature.

Bean-fionn only attack from water and usually attempt to do so by surprise. The victim is typically engaged in some other activity (bathing, refreshing themselves, fetching water, etc.) when she grapples with both hands and attempts to pull them down into the water. Once a bean-fionn has a victim they retreat from combat to drown their prey. For each round a victim starts underwater, they must succeed in a DC 16 Stamina check. When the first check fails, the target is drowning. Once drowning, the creature loses 1d6 points of Stamina per round. Breaking the grapple and returning to the surface is the only way to stop drowning.

Bean-fionn can also grant the ability to breathe water to up to ten creatures. This does not protect their belongings or improve their movement rate underwater nor does it make them unable to breathe air. The duration is indefinite as long as the beneficiaries are within 50' of the bean-fionn and fades after an hour without her proximity.



Ballybog

Ballybog: Init +2; Atk claw -1 melee (1) or mud jet +1 missile fire (blindness); AC 12; HD 1d4; MV 20'; Act 1d20; SP mud jet; SV Fort +1, Ref +4, Will -2; AL C.

Ballybogs are mud-covered creatures of very small size. Their bodies are almost completely round, with their heads rising from their bulbous bodies without benefit of necks. They have long spindly arms and legs which look too thin and weak to support their weight. These faeries can be helpful or baneful, but are usually so unintelligent that it is hard to determine their temperament. Typically, they do not speak, instead relying on grunts and slobbering.

Ballybogs live at or near peat bogs. They are relatively harmless, but quite unpleasant. Their function and purpose has never been ascertained, though some believe that ballybogs are guardian spirits of bogs.

Ballybogs attack initially with mud jets which force their victim to make a DC 10 Ref save or be blinded until they spend an action clearing their eyes. After the initial blindness, the ballybogs attack by scratching and clawing.

Boobrie

Boobrie: Init +2; Atk bill +3 melee (1d10) or claws +0 melee (1d4); AC 13; HD 1d8; MV 40' flying or 30' swimming, Act 1d20; SP water dependent, shape change; SV Fort +1, Ref +2 Will +1; AL C.

The boobrie (boo-bree) is a water bird about a foot high which can either swim in or fly over water. This faery is water-bound and cannot come onto land without destroying itself.



Boobries have black feathers and a huge bill extending out about three feet from its body, which it uses to catch fish when meat is not available. It has a large, sharp claws which often resemble disfigured human hands.

The boobrie often preys on ships transporting sheep and cattle, which are its favorite foods. It mimics the sound of a particular animal's young to lure it to the side of the ship, where it is captured in the long talons and dragged underwater. When

thwarted in its quest for

meat, its cries of anger sound like those of an enraged bull.

Boobries attack primarily with their bill. If their target is on land, they speed to the water's edge and transform into water horses. They rear up and strike with their hooves (Act 2d20, Atk +1 melee (1d4)) while maintaining physical contact with the water. If their bodies are ever wholly over land, boobries twist and convulse until they explode into a harmless spray of water.



BONE GHOST

By Jon Hook

Bone ghost: Init +2; Atk chill touch +4 melee (1d4 pts of damage, plus 1d4 pts of Strength loss), or soul stare (see below); AC 10; HD 2d12+2; MV fly 40'; Act 1d20; SP undead traits, immune to non-magical weapons; SV Fort +4, Ref +6, Will +3; AL C.

Bone ghosts are created when a wizard, aspiring to become a lich in his afterlife, steals a bone from a recently deceased

individual and uses it in an arcane ritual. The wizard who took the bone may or may not have completed his transformation into a lich, but he still has possession of the dead man's bone. The spirit of the recently deceased whose bone was defiled is forever doomed to walk the earth as a bone ghost, unless his missing bone can be returned to him. Adventurers who are able to reunite a bone ghost with his missing bone are able to successfully lay a bone ghost to rest, earning XP for defeating the bone ghost and a +1 Luck bonus for restoring a bit of harmony in the universe.

A bone ghost has the ability to look within a person and assault their soul directly. When a bone ghost attempts a soul stare, it can make no other attacks that round. The bone ghost does not need to lock eyes with its victim, for it is looking beyond the adventurer's mortal flesh. The selected victim of a soul stare must succeed at a DC 16 Will save or lose 1d10 Luck.

MESSENGERS OF THE GODS

By James H. Pozenel, Jr.

"Gods do not soil themselves with deeds. That requires angels."

- Delirium's Mistress, Tanith Lee.

Deities often use intermediaries to communicate directly with their worshipers and priests. Only the most fervent and powerful among a deity's clergy have any hope of interacting with their godhead directly. Akin to mortal concepts of angels or demons, messengers play the role of emissaries for the gods to whom they serve. Messengers are often tasked with conveying their master's desires, performing miracles for the faithful, and answering prayers.

Below are three example messengers or angels for use in your campaign. Use them as rewards if a cleric has done something great or meaningful in the eyes of their god. Use them to give clues or provide adventure hooks. Or perhaps they answer the cleric's requests for *divine aid*, appearing from nowhere to mete out the god's response.

Messengers could even function as guardian angels for clerics or demi-patrons for wizards. The enterprising judge could make *divine aid* tables for each messenger or provide *invoke patron* spell check results to either clerics or divinely inspired wizards. Both volumes of *Angels, Daemons and Beings Between* have several patrons with religious angles to them (e.g. - Lavarial, Trisdeus, Lumgolit, etc.). Their *invoke patron* results could be leveraged as the judge sees fit to flavor the cleric's relationship with their guardian angel and god.

Messengers outlined here are intended to be companions and spirit guides to your players' clerics. They provide a way for you to interact with a character and still maintain a level of aloofness by the gods.

Messenger of Klazath, God of War

Suthaarven (type VI demon of Klazath): Init +10; Atk knife hands +16 melee (4d8+4); AC 22; HD 15d12; MV fly 60'; Act 4d20; SP phlogiston disturbance, spells (+8 spell check): *scorching ray, control fire, righteous fire*, demon traits; SV Fort +12, Ref +16, Will +14; AL L.

Suthaarven appears to its charges as a floating 8' diameter ring of blue flame. Around its entire circumference ten tentacles, four of which end in knife-like hands, erupt, flicker, and melt away. The tentacled appendages cycle in this manner endlessly. In the center of the ring a great face manifests in the form of flame and smoke. The visage alternates between two different faces: a rough, scarred old man with bright white flames for eyes and an eager, proud youth with red metallic orbs. When it speaks, the sound of ten thousand marching soldiers can be heard in the background.

Around Suthaarven is a sphere of what appears at first to be a heat shimmer that extends in a 60' radius from its body. Surprisingly, none within feel an additional rise in temperature. Any spell (clerical or arcane) cast by others within Suthaarven's sphere of phlogiston disturbance is subject to a flat 25% chance of resulting in a generic misfire no matter what the spell check result (DCC Core Rulebook page 120). Additionally, any time a spell check indicates a fumble, a phlogiston disturbance occurs and affects everyone within the 60' radius area of effect (see Table 4-7: Phlogiston Disturbance on page 103 of the DCC Core Rulebook). Wielders of magic can passively sense this idiosyncrasy in phlogiston forces with a DC 18 Intelligence roll.

Faithful servants favored by Suthaarven may be given access to the 4th level wizard spell *control fire* for 10 hours. This blessing is granted 15% of the time during a positive communion with the being.

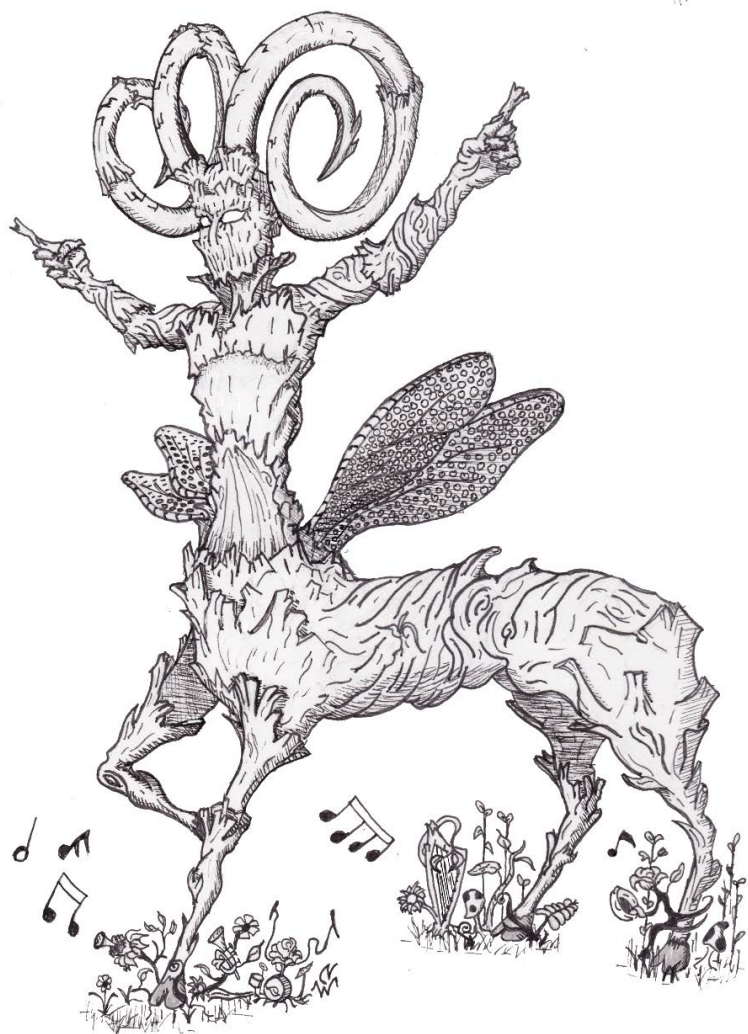
Messenger of Ildavir, Goddess of Nature

Habithid (type VI demon of Ildavir): Init +8; Atk horns +16 melee (4d10+8); AC 22; HD 15d12; MV 60' or fly 60'; Act 2d20; SP spells (+10 spell check): *animal summoning*, *wood wyrding*, *cause earthquake*, *weather control*, *empyrean voice*, *demon traits*; SV Fort +16, Ref +12, Will +14; AL N.

Habithid appears as a 16' tall centuaroid with a very narrow and elongated girth apparently made of tree bark. Its body resembles that of an elk with a humanoid torso and head. Its eyes emit white radiant light and from its head a pair of great goat horns protrude. On its back dragonfly wings twitch and buzz. Wherever the being steps, nearby plants begin budding and flowering.

Habithid rarely speaks, relying on telepathic communication for most conversations. When it does speak, a chorus of animal noises and sounds of nature erupt in a lush, symphonic voice. The chords and counter melodies evoke powerful emotions in those who hear the heavenly mélange of chirps, bleats, roars, burbles, rustles, and crashes requiring a DC 18 Will save else begin weeping uncontrollably. Those weeping may still fight (-1d to attack), move (half speed), and defend themselves (-2 AC). Those who save are misty-eyed and suffer -1 to their attack and AC. The effects last until Habithid ceases speaking. Anyone weeping may reattempt the Will saving throw each round until they succeed.

Mortals favored by Habithid may be given access to the wizard spells *animal summoning* and/or *nythuul's porcupine coat*. The ability to cast each spell lasts 1d24 hours and is granted 35% of the time during a positive communion with the being.



Messenger of Ahriman, God of Death and Disease

Korpuz, (type VI demon of Ahriman): Init +7; Atk horns +16 melee (4d10+8) or smoke arms +16 melee (DC 16 Will save or illusionary battle) or claw +12 melee (dmg 2d8+6); AC 22; HD 15d12; MV 60' or fly 60'; Act 2d20; SP spells (+10 spell check): *lotus stare, bolt from the blue, turn to stone, affliction of the gods, vocal assault, molten dung, demon traits*; SV Fort +14, Ref +12, Will +16; AL C.

Korpuz appears to mortals as a sphinx (human head with a lion body) comprised of dried dung. It stands 4' high at the shoulder with its great rotund bulk brushing the floor. From its head two great antelope horns protrude and its eyes are stark white with no pupil.

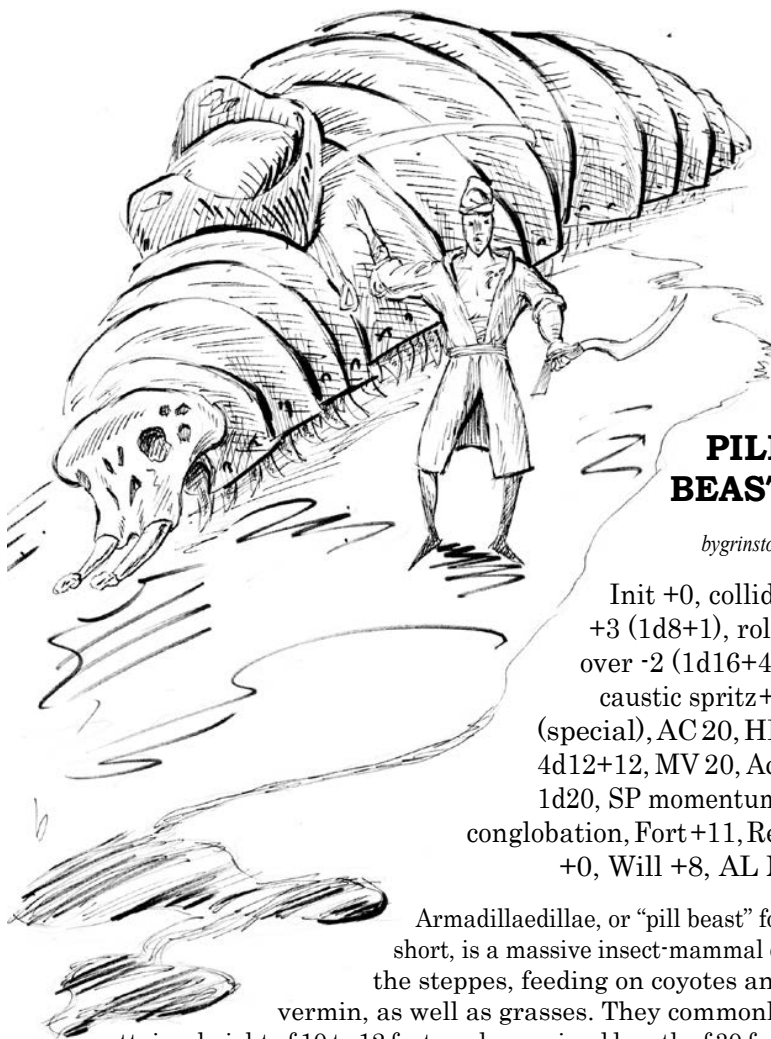
From its chest four arms of smoke writhe. As the arms move, a din of battle emanates from the smoky tendrils. Those encircled by its smoky arms must make a DC 16 Will save or be mentally trapped in a battlefield realm where the skies are choked with foul smelling smoke and the cries of the dying fill the air. The ground is wet with blood and littered with arms and the broken, twisted bodies of the dead. For each round spent wrapped in Korpuz's smoky appendages, the victim suffers a permanent point of Personality damage. They may attempt to break free with a successful DC 16 Will save each subsequent round until they reach 0 Personality at which point they die.

As it moves, Korpuz's outer skin cracks, ejecting superheated dung in splatterings that extend out up to 20' radius. There is a 20% chance of the molten excrement striking anyone within the area of effect. If someone is struck, they must make a DC 17 Fort save or suffer a *major corruption*. Like its master Ahriman, Korpuz's voice is a harsh and jarring mental assault.

All who hear it are compelled to kneel in obeisance unless they make a DC 15 Will save.



Note: I have opted to give the messengers demon traits (see page 401 of the DCC Core Rulebook). You are free to give them other traits based on alignment, planar origin, or other criteria, but to my thinking there is very little difference between the two.



PILL BEAST

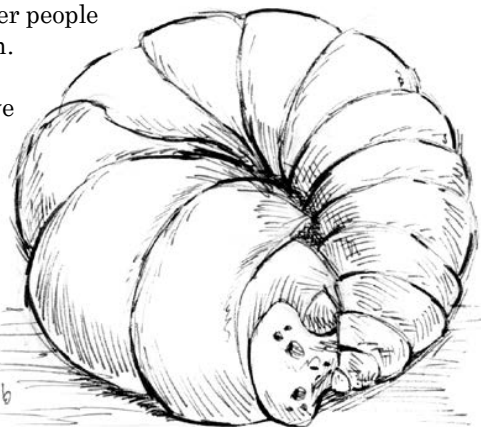
bygrinstow

Init +0, collide
+3 (1d8+1), roll-
over -2 (1d16+4),
caustic spritz+3
(special), AC 20, HD
4d12+12, MV 20, Act
1d20, SP momentum,
conglobation, Fort +11, Ref
+0, Will +8, AL N

Armadillaedillae, or "pill beast" for short, is a massive insect-mammal of the steppes, feeding on coyotes and vermin, as well as grasses. They commonly attain a height of 10 to 12 feet, and a maximal length of 30 feet in rare cases. Generally solitary, they sometimes amass in an area if feeding is especially good there, gathering in numbers up to the several dozens, working together when doing so.

They can spray a cloud of caustic mist from their flanks. A successful Fortitude Save vs. a DC 12 will avoid losing 1d2 Action Dice from loss of breath and from becoming completely blinded for 1d3 rounds and vision-impaired for another 1d6 thereafter. It generally sprays this mist out from one side of its bulk or the other, hitting everyone in melee range on that side. In rare cases, it will spritz from both sides at the same time, lowering the DC for the Save to 9.

The Armadillaedillae can curl up defensively, and can shelter people or objects within it's form. When it does this, its AC raises to 26, it cannot move of it's own volition, and the only attack left to it is its caustic spritz, which it can only employ blindly. Within its curled form, it can hide up to two human-sized people and a small amount of gear, or the equivalent. Whatever is inside is protected from impacts by the pillow-like underbelly of the huge creature.



ENGOSSIPHAR

bygrinstow

Init +3, punch +0 (1d3), sword +5 (1d4+2), net +4 (15', entanglement), AC 14, HD 1d20+6, MV 25, Act 1d20, SP -, Fort +4, Ref +6, Will +5, AL C

Mockingly known as Flea Riders, the Engossiphar have developed an intense relationship with their armadillaedillae mounts, able to control them and get miraculous feats out of them.

They are a scavenger peoples, roaming the steppes and surrounding mountains in search of food and of salvage, often trading with settlements on the outskirts of the steppe. They have a dry and barbed sense of humor, and value family and covenant.

When in the saddle, they add +2 to the hit probability and the damage of the pill beast's physical attacks as well as increasing their mount's speed to a base of 30. They can further increase their speed to 45 at the cost of 1 HD-worth of hp per hour (up to half an hour at no cost). While riding, they improve their mount's Reflex Save by +2 and can choose to act on the mount's initiative or their own, whichever is more advantageous to them.

They can get the pill beasts to leap gaps as wide as 40 feet with a good running start.

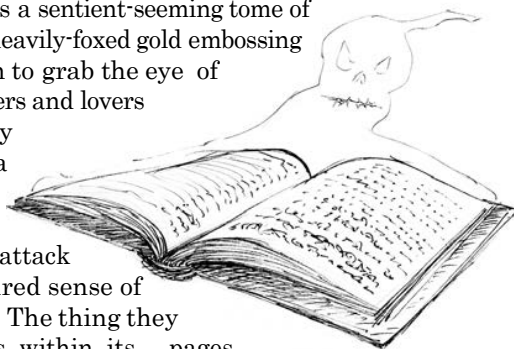
Escaping their nets requires a Reflex Save vs. a DC 20, failure requires a further Save at DC 18, with the Save continuing to lower by 2 each round. However, on a roll of a natural 1 on the Save at any point, the DC rises by a 1d6 points.

BOOK OF DOOM

bygrinstow

Init nil, Social Attacks: a) attract (special), b) enthrall (Will DC 20), c) obsess (Will DC 18), d) warp (Will DC 16), AC 2, HD 1d14, MV 0.5, Act 1d20, SP - , Fort +0, Ref +0, Will +18, AL C

The Book of Doom is a sentient-seeming tome of untold age. It features heavily-foxed gold embossing on its cover, of a design to grab the eye of sorcerers and lore-masters and lovers of the bizarre. Some say it's a monster, some say a trap, and some say an adventure unto itself.



The Book's *attract* attack will create an enraptured sense of mystery for the target. The thing they most want to know is within its pages somewhere, and the script within will adapt before the book is opened in order to suggest this very thing.

If the book is acquired by the target and carried around for at least 1d24 hours, the target must roll a Will Save to prevent being *enthralled* to the book. Once enthralled, they will not willingly give it up and will protect it before all other possessions, allies, and family.

An enthralled subject who spends at least 1d10 hours reading the Book will need to make a Save to avoid becoming *obsessed* with the Book. Obsessed characters will neglect other duties and self-care more than half of the time in favor of reading and rereading the Book to discern its secrets. They will spend up to 2d50+50 gold per week on rare scrolls, esteemed sages, and other sources of ancient and obscure information, in order to help them decipher the Book. At this point, Judges should be providing tidbits of information and lore to the character, based on their chosen interest when picking up the Book of Doom. Also, adventure seeds can be planted in this way.

Those obsessed with the Book spending more than 100 hours reading and researching the Book, along with an expense of 200 gold or more, risk becoming *warped* by the Book. Failing the Save, each additional week spent pouring over the Book, will incur a random Corruption, or a similar effect as determined by the Judge (perhaps related to the nature of the study). Readers should continue to get useful information out of the Book.

The Book can easily contain information on a Patron or Patrons, as chosen by the Judge, including the Patron Bond process for each Patron. The Book of Doom can only use its Action Die and its movement when not being observed.



SWORD-ARMED DEMON

bygrinstow

Init +2d4, sword-arm +2d4 (same 2d4 result, crit on natural 16+), AC 18, HD 6d8+12, MV 35, Act 1d24+1d20, SP immune to mundane weapons, sever anything, Fort +12, Ref +5, Will +9, Crit M/d30, AL C

These bastards have swords for arms. Anything without hp that they try to cut through, the Judge should assign a value of from 1 to 10, 10 being the most impossible thing to cut through. The number chosen is how many Actions it takes for them to cut through it.

Hooly flicking natrz, don't mess with these guys!



MOUNTAIN LION VARIETIES

By Anne Hunter

<https://diyanddragons.blogspot.com>

Travelers in the western half of North America know to fear the mountain lions that stalk the rocky Cordillera region from British Columbia down to Jalisco, and are even found occasionally back East. Mountain lions are solitary predators who follow their prey for some time and often surprise unwary victims. Mountain lions look like giant house cats, standing 3' tall at the shoulder and measure 7' from nose to tail. They have short tawny fur that turns white around their mouths and

down their bellies. Their ears and nose are outlined in black, as are their paws and the tips of their tails.

If PCs encounter a mountain lion, roll 1d6 to determine the type: (1) ball-tailed cougar; (2) cactus cougar; (3) mountain-lion cougar; (4) sabretooth cougar; (5) wampus cougar; (6) were-cougar. If the characters all stop attacking and throw down all their rations, kill an animal or person for the lion to eat, or allow the lion to eat someone who has already died, any mountain lion will take its meal and retreat to its den immediately.

Ball-Tailed Cougar

Ball-tailed cougar: Init +1; Atk claw +2 melee (1d4) or bite +3 melee (1d6) or tail-slap +2 melee (1d6); AC 13; HD 3d8; MV 40' or climb 20'; Act 1d20; SP pounce, tail-slap; SV Fort +3, Ref +3, Will +1; AL N; Crit M/d8.

The ball-tailed cougar has a double-long tail that ends in a rounded club like an ankylosaurus or manticore. If the ball-tailed cougar makes the first attack of combat, it will pounce; otherwise it attacks normally. Thereafter, it will alternate attacks between claw and tail-slap and bite and tail-slap, pouncing when possible.

Pounce: The ball-tailed cougar can pounce to gain an extra d20 attack die that round to attack with both its claws and bite. The ball-tailed cougar can only pounce if it surprises its victims, attacks first due to initiative, or has taken no damage since its previous attack.

Tail-slap: Each round, the ball-tailed cougar can make an attack with its tail using a d14 attack die.



Cactus Cougar

Cactus cougar: Init +1; Atk bodyslam +3 melee (1d6 + spikes) or bite +2 melee (1d6) or wail (special); AC 16; HD 3d8; MV 40' or 20' climb; Act 1d20; SP pounce, spikes, drunkard's wail; SV Fort +3, Ref +3, Will +1; AL N; Crit M/d8.

The cactus cougar has green tinged fur and six-inch quills growing at intervals across its body. Although as agile as any other mountain lion, it has a clumsy, staggering walk and a distended belly.

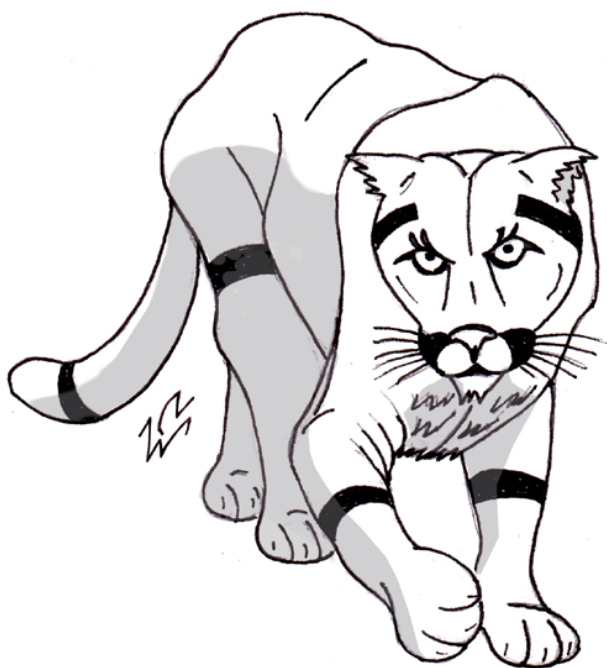
If the cactus cougar makes the first attack of combat it will use its drunkard's wail; otherwise it attacks normally. Thereafter, it will alternate attacks as follows: bodyslam, bite, and wail, pouncing when possible. If the cactus cougar puts every living opponent to sleep it will eat the sleeping target with the lowest Luck score then return to its den.

Pounce: The cactus cougar can pounce to gain an extra d20 attack die that round and attack with any two different options, i.e. body-slam and bite, bite and wail, or wail and body-slam. The cactus cougar can only pounce if it surprises its victims, attacks first due to initiative, or has taken no damage since its previous attack.

Spikes: A target hit by the cactus cougar's bodyslam, or who deals melee damage to it, is stabbed by several of its spikes. The target makes a DC 13 Fort save against poison. Upon success they take 1 damage; otherwise they take 1d4 damage and will be affected the next time the cactus cougar wails.

Drunkard's wail: The cactus cougar caterwauls like a drunkard singing on the walk home. Affected targets each roll Luck checks to determine how they are affected. If the cactus cougar wails during the first round of combat it affects the target who drank alcohol most recently, otherwise its wail affects all targets who failed their poison save since the last time it wailed:

Luck Check Result	Drunkard's Wail Effect
1/2 Luck score or lower	The water in the target's canteen becomes very fine mescal or tequila.
Luck score or lower	The target is drunk, and has a terrible hangover in the morning.
Higher than Luck score	The target falls asleep, and for 1 hour cannot be woken except by taking damage.
Higher than 2x Luck score	The target falls asleep, and for 8 hours cannot be woken except by magic.

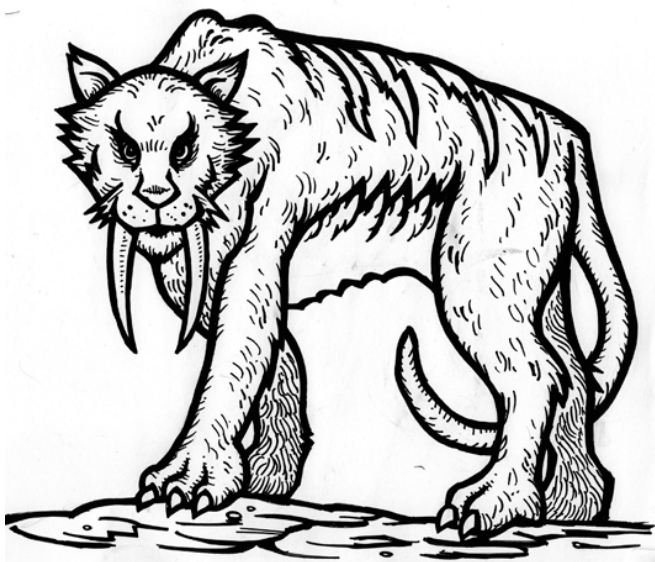


Mountain-Lion Cougar

Mountain-lion cougar: Init +1; Atk claw +2 melee (1d4) or bite +3 melee (1d6); AC 13; HD 3d8; MV 40' or climb 20'; Act 1d20; SP pounce; SV Fort +3, Ref +3, Will +1; AL N; Crit M/d8.

The mountain-lion cougar has the typical appearance described above. If the mountain-lion cougar makes the first attack of combat, it will pounce; otherwise it attacks normally. Thereafter, it will alternate attacks between claw and bite, pouncing when possible.

Pounce: The mountain-lion cougar can pounce to gain an extra d20 attack die and attack that round with both a claw and bite. The mountain-lion cougar can only pounce if it surprises its victims, attacks first due to initiative, or has taken no damage since its previous attack.



Sabretooth Cougar

Sabretooth cougar: Init +3; Atk claw +4 melee (1d6+1) or bite +6 melee (1d10+2); AC 16; HD 4d10; MV 40' or climb 20'; Act 1d24; SP pounce, crit on 20+; SV Fort +4, Ref +3, Will +1; AL N; Crit G/d4.

The sabretooth cougar is megafauna from an earlier era. It stands a foot taller and longer than other mountain lions with orange fur and a tawny belly. Its most notable features are its namesake foot-long fangs, which give it a vicious bite. If the sabretooth cougar makes the first attack of combat it will pounce; otherwise it will alternate attacks between claw and bite, pouncing when possible.

Pounce: The sabretooth cougar can pounce to gain an extra d24 attack die and attack that round with both claw and bite. The sabretooth cougar can only pounce if it surprises its victims, attacks first due to initiative, or has taken no damage since its previous attack.

Were-Cougar

Were-cougar: Init +3; Atk claw +3 melee (1d4+1) or bite +4 melee (1d6+2); AC 13; HD 3d10; MV 40' or climb 20'; Act 1d20; SP shapeshifter, pounce, lover's wail; SV Fort +3, Ref +3, Will +4; AL C; Crit DN/d4.

A were-cougar is a shapeshifter with two forms. In her human form she appears as a woman on the cusp of old age wearing simple local dress. She seems feisty and self-reliant. In her lion form, she has a slightly demonic air, pointier ears, shaggier fur, and sharper claws (she uses identical statistics regardless of form). A were-cougar is the implacable enemy of the nearest town, and may treat PCs as allies if they are outcasts there. She collects husbands and has a harem of 1d8 local men in her den at all times. She is not particularly jealous, and allows her men to take second wives, so long as she retains their primary loyalty. There is a 50% chance the were-cougar is first encounter her in lion form.

If a were-cougar makes the first attack of combat she will use her lover's wail; otherwise she attacks normally. Thereafter, she will alternate attacks between claw, bite and wail, pouncing when possible. Each round she doesn't pounce flip a coin; if heads she uses her move to shift between her human and cougar forms. A were-cougar prefers to use her claw and bite attacks against female opponents and against males who pass their Luck check against her wail. If every living male opponent has been affected by her wail she will return to her den and any new husbands will follow.

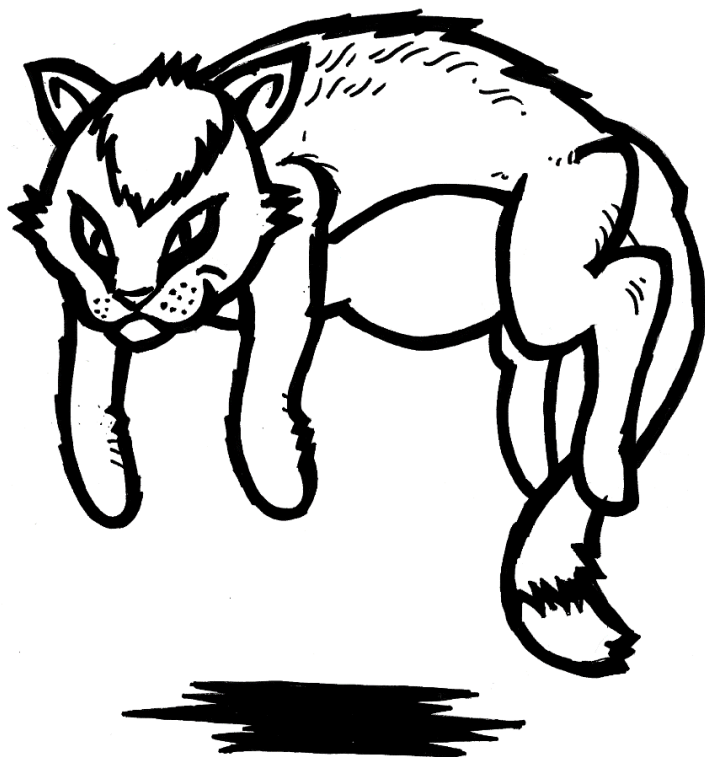
Shapeshifter: A were-cougar takes half damage from ordinary weapons. She counts as unholy for lawful clerics. The were-cougar can shift between her human and cougar forms as a move action.

Pounce: A were-cougar can pounce to gain an extra d20 attack die and attack with any two attack options, i.e. claw and bite, bite and wail, or wail and claw. The were-cougar can only pounce if she surprises its victims, attacks first due to initiative, or has taken no damage since her previous attack.

Demonic crit: A were-cougar rolls 1d4 on the demon crit table.

Lover's wail: A were-cougar sings a haunting, wordless song, like a lonely woman singing to her cat. A were-cougar's wail affects the male opponent with the highest Personality score who hasn't been affected yet today (in case of tie, she targets the opponent with the highest Luck score from among those with highest Personality). The affected target rolls a Luck check to see how he is affected.

Luck Check Result	Lover's Wail Effect
½ Luck score or lower	The were-cougar falls in love with the target and stops combat immediately. She will offer to marry the target as an NPC who mostly follows his instructions. She will follow him anywhere in order to live her life beside him.
Luck score or lower	The were-cougar is the most beautiful woman the target ever saw, but he knows it is just not to be.
Higher than Luck score	The target falls in love with the were-cougar and retires from combat while trying to talk his friends into stopping their attack. The target spends his downtime between adventures living with the were-cougar as her lover in her den. He refuses to go on journeys that would take him too far away from his lover.
Higher than 2x Luck score	The target falls deeply in love with the were-cougar, and fights to the death to prevent anyone else from attacking her. The target retires from adventuring to marry the were-cougar and live with her forever in her den.



Wampus Cougar

Wampus cougar: Init +0; Atk claw +2 melee (1d4) or bite +3 melee (1d6) or wail (special); AC 10; HD 3d6; MV fly 20'; Act 1d20; SP ghostly body, pounce, mourner's wail; SV Fort +1, Ref +1, Will +3; AL N; Crit U/d8.

The wampus cougar is smaller than other mountain lions, with longer, silver-white fur that seems to shine in the dark. It floats rather than walks, stalking completely silently, and appears almost unreal as it moves. The sight or sound of a wampus cougar is widely believed to be an omen foretelling death.

If the wampus cougar makes the first attack of combat, it will use its mourner's wail; otherwise it attacks normally. Thereafter, it will alternate attacks between claw, bite, and wail, pouncing when possible.

Ghostly body: The wampus cougar takes half damage from ordinary weapons. It counts as unholy for neutral clerics and lives halfway between our world and the spirit realm.

Pounce: The wampus cougar can pounce to gain an extra d20 attack die and attack with any two different attacks, i.e. claw and bite, bite and wail, wail and claw. The wampus cougar can only pounce if it surprises its victims, attacks first due to initiative, or has taken no damage since its previous attack.

Undead crit: A wampus cougar rolls 1d8 on the undead crit table.

Mourner's wail: The wampus cat caterwauls like a mother crying for lost children. The wampus cougar's wail affects the opponent with the lowest Luck score who hasn't been affected yet today (in case of tie, it targets the opponent with the lowest hit points from among those with lowest Luck). The affected target rolls a Luck check to see how they're affected:

Luck Check Result	Mourner's Wail Effect
1/2 Luck score or lower	Permanently gain 1 hit point
Luck score or lower	The target faints and immediately comes to. Lose 1 hit point and fall prone
Higher than Luck score	The target loses half her current hit points (rounded up) and falls prone
Higher than 2x Luck score	The target drops to 0 hit points and begin bleeding out

Signs

Some characters are skilled trackers and can discover the presence of wilderness creatures before they're encountered. Judges may allow their players to encounter clues about the identity of local monsters before encountering them directly. Use the portents below if players are potentially likely to encounter a mountain lion. A character hearing a distant wail as a sign of a nearby lion will be the first character targeted by the wail during combat. I recommend playing Ratatat's "Wildcat" quietly on repeat from the time the characters encounter a sign (or roll initiative for combat) until the end of the encounter.

Lion	Sign
Ball-tailed cougar	The PC hears a sound like a child bouncing a ball, over and over and over.
Cactus cougar	The PC smells tequila in the wind and hears caterwauling like a drunkard singing on the walk home. The PC who drank alcohol most recently is now drunk again and can feel the hangover coming already.
Mountain-lion cougar	The PC smells ammonia in the wind, and for a moment everything goes silent as the birds stop singing and insects quit their buzzing. After a short period the natural sounds resume.
Sabretooth cougar	The PC feels a sudden chill in the air, like breeze blowing in off a glacier, and hears what sounds like distant thunder.
Wampus cougar	A cloud crosses the sun and throws the PC into shadow. The PC hears a caterwaul like a mother's cry for lost children. The character with the lowest Luck and lowest hit points faints and immediately comes to after losing 1 hit point.
Were-cougar	The PC hears a woman singing. He can't make out the words, but it sounds like a lonely woman singing about her cat. The male character with the highest Personality and highest Luck is sure the singer is the most beautiful woman in the world.

Maġic Items

Gauntlets of the wailing mountain lion: These metal forearm-guards are made of the same vibrating material as a tuning fork or xylophone bar. The gauntlets seem to hum or purr constantly, sounding a musical note when struck against each other or used in combat. Each guard is carved to look like a mountain lion, tail wrapped around the wearer's forearms, haunches gripping the wrist, and the lion's chin resting on the knuckles. The gauntlets grant +1 AC and allow the wearer to make an unarmed punch for 1d4 damage, but prevent wielding another weapon in combat. They are ideally paired for two-weapon fighting. At least once per day the wearer can invoke the mouths to fire a soundwave at a target as a ranged attack for 1d14 damage by saying magical phrase "myow-myow," and the player has to say it out loud. Spellcasters can use this power a number of times per day equal to the highest spell-level they can cast. If the wearer uses two-weapon fighting to fire two soundwaves at once, this counts as only a single use of the gauntlets.

Gloves of the were-lion thief: These coal black mouse-leather gloves have weighted knuckles. The leather on the back of the wrists and hands is worked to look like a cat preparing to pounce - tail curled above the wrist, haunches perched on the hand, chin and forepaws gripping the knuckles. If worn by a non-thief these gloves allow the wearer to make an unarmed attack like a blackjack (1d3 subdual damage) with an additional +1 to hit and +1 damage, and once a day, the wearer can say the magic phrase "myow-myow" to use any one thief skill using a d24 skill die. If worn by a trained thief they function as above, however the thief may instead say the magic word to roll a d24 skill die thrice per day and if the thief uses this power while backstabbing the attack deals lethal instead of subdual damage with the automatic crit rolled on the monster crit table. When invoked, the player has to say the magic phrase out loud. Thieves who use this power more than once per day must use it for a different skill each time.

PLANT MONSTERS

A Menagerie of Monsters for Level 2 and Above Adventures

By Clayton Williams



Mauling Maple

Mauling maple: Init -1; Atk branch smash +4 melee (1d10) or grapple +10 melee (SP); AC 17 (13 when below half its total hit points); HD 3d10; MV 10'; Act 1d20; SP sap spray, sap tsunami, consume; SV Fort +7, Ref -1, Will +10; AL N.

Mauling maples are usually found in groves with other maple trees, sometimes in small packs. They typically roam an area, leaving a large trail of sap that is used like fly paper to capture prey and consume them, hiding until prey is caught. However, it also likes to ambush prey that is sleeping (or any creature holding still for more than two turns). A mauling maple will move in a flanking manner to push prey towards any nearby sap trail for 1d4 rounds before attacking. There is a 40% chance PCs happens upon a sap trail (ask for a Luck check to notice and leap over the sap). If caught, only a DC 14 Strength check can free the victim, this check must be rolled again each round.

For any prey stuck in sap, the tree will attempt one of the following. Roll 1d3: (1) smash them with its large branches; (2) target victims with a sap spray (range 30', DC 14 Ref save or any attempt to escape from the sap trail increases by +2); (3) grapple and consume the target. Targets grappled by the mauling maple must make a DC 18 Strength check or find themselves in the maw of the tree and subject to a chomp attack that inflicts 2d10 damage. Moving, jumping or rolling out of the tree's grapple on subsequent rounds requires another Strength check (if the judge is generous, they can allow the victim to abandon all armor and gear to reduce the DC by 4).

Mauling maples only have the most basic instincts but they are really strong. Its bark also works as a type of armor, granting +4 AC. After losing half its hit points it is considered armorless; however, without the bark its sticky sap flows more freely. During the first round below half its total hit points everything within a 15' radius must make a DC 15 Ref save or be stuck as a small tsunami of sap gushes forth. Trapped victims require a DC 17 Strength check to free themselves. Even if successful, they can only move half speed. If characters use a tool or weapon to help, the DC of the Strength check drops to 13 (they still need a 17 or better result to keep the item used, or it is lost in the sap).



Crawling Teeth

Crawling teeth: Init +6; Atk leap +4 missile fire (3d4, 15' range) or bite +6 melee (3d6); AC 14; HD 2d10; MV 15'; Act 1d20; SV Fort +1, Ref +5, Will +5; AL N.

Crawling teeth can be found in tall forests where they grow and live in the canopy. Its body is mostly a mouth crowned by three large leaves with razor sharp teeth, counterbalanced by a long tail they use to propel themselves in great hops forward. Some crawling teeth may be encountered on the ground, having consumed small game recently. They typically appear in large groups as they multiply after a couple of feedings.

Crawling teeth attacks by dropping from the canopy above onto unsuspecting victims. Judges may allow a Luck check to notice and dodge the attack. Victims caught by the leap attack may only fight with non-ranged weapons with a -2 penalty to attack rolls. Escaping the crawling teeth's hold requires a DC 14 Strength or Agility check. After hitting with a leap attack, the crawling teeth will perform a deadly bite with its massive jaws, clamping down on the victim in subsequent rounds.

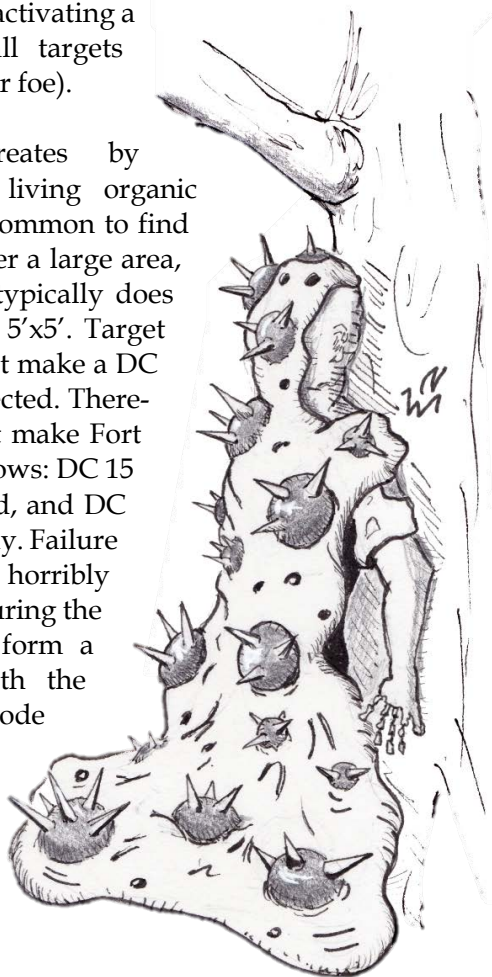
Crawling teeth are very hard to spot when not attacking or when high up in the trees. They get a large initiative bonus for these traits.

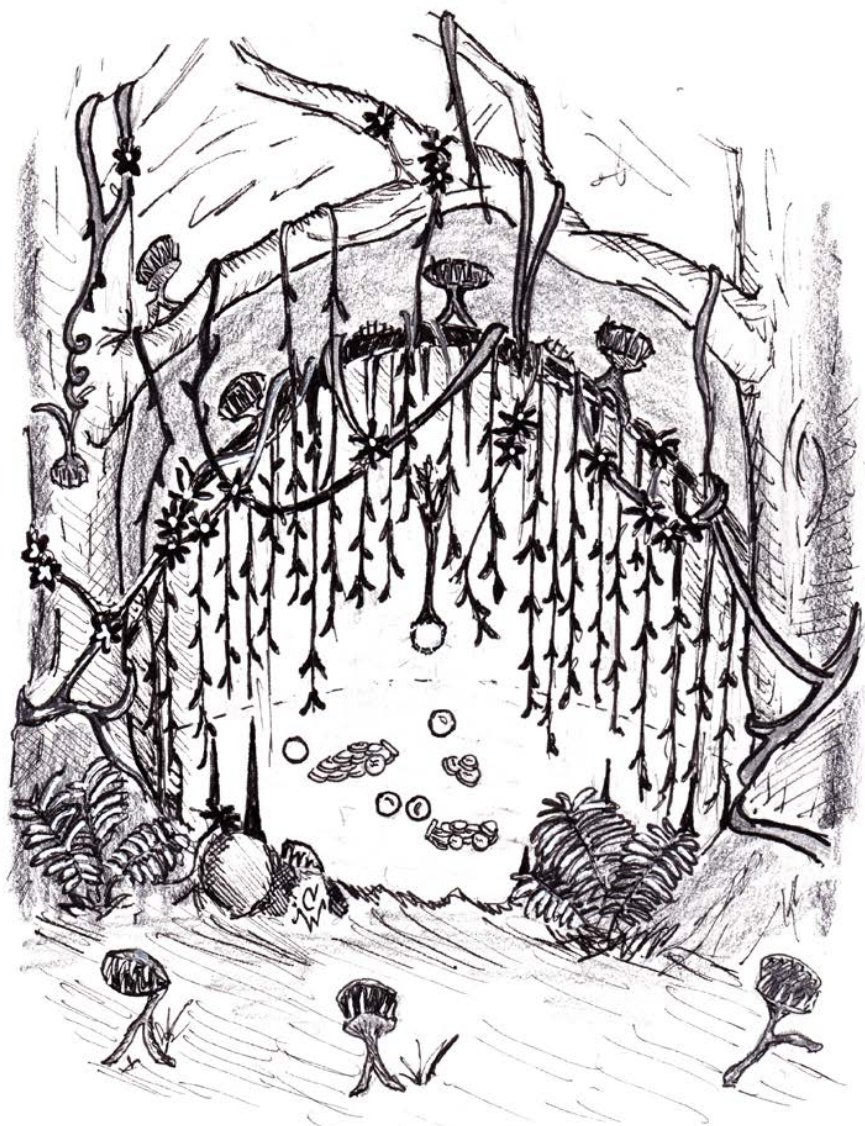
Bleeding Heart Fungus

Bleeding heart fungus: Init +0; Atk rain of spikes +4 missile fire (1d6, 20'); AC 12; HD 4d10; MV 0'; Act 1d20; SV Fort +3, Ref N/A, Will N/A; AL N.

Bleeding heart fungus is a white fungus with varied colored bulbous sacks growing out of it. Each sack has 1d5 spikes protruding off of it. Bleeding heart fungus acts like a living stationary artillery, sensing any physical movement within 20' of it and attacking by activating a rain of spikes on all targets within range (friend or foe).

The fungus procreates by impaling spikes in living organic material. It is not uncommon to find the fungus spread over a large area, though each fungus typically does not grow larger than 5'x5'. Target struck by a spike must make a DC 15 Fort save or be infected. Thereafter, the victim must make Fort saves each day as follows: DC 15 the 1st, DC 13 the 2nd, and DC 11 the 3rd and final day. Failure means the target is horribly consumed and dies during the next rest. Survivors form a parasitic balance with the fungus and may explode bulbous sacks (1d5 spikes each) at the cost of 1d4 Stamina points. This Stamina damage heals like spellburn damage.





Its-A-Trapper □

The Keepers of the Trapper

Its-a-trapper: Init +8; Atk bite +8 melee (4d4); AC 13; HD 6d10; MV 5'; Act 1d20; SP minions* (80'); SV Fort +5, Ref +1, Will +2; AL N.

The keepers of the trapper: Init (same as its-a-trapper mother); Atk bite +2 melee (1d4); AC 15; HD 2d4; MV 30'; Act 1d20; SV Fort -1, Ref +6, Will -1; AL N.

This monster is a two-in-one. An oversized venus fly trap that is camouflaged in thick foliage, within its mouth it creates tiny pearl like beads that are very shiny and can be noticed from a distance. In addition, adventurers previously eaten by this plant have been dissolved, leaving only gold or gems behind (which are also visible from a distance).

These monsters grow little tiny demon versions of themselves - mouths with tiny bodies on the top of their head - the keepers of the trapper. Keepers can be sent to attack nearby prey up to 80' away and drag the dead bodies back to the its-a-trapper mother plant to be consumed. A mother plant will have 2d4 keepers growing at any given time.



OCTOBEAR

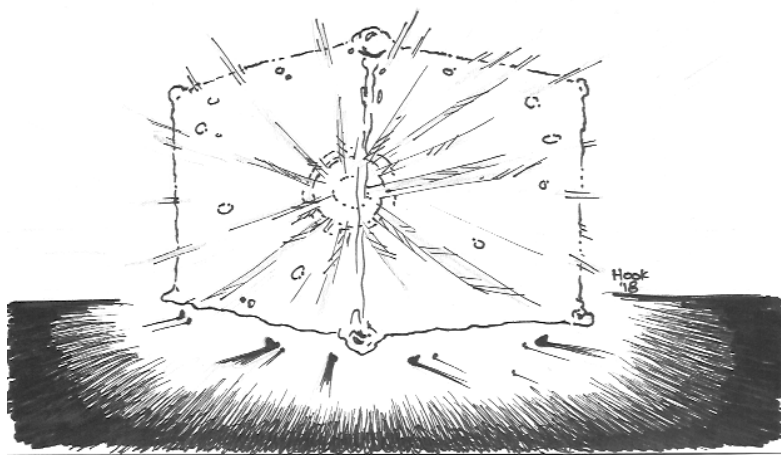
By Jon Hook

Octobear: Init +1; Atk grab +6 melee (Ref save vs grappled), or claw +4 melee (1d4); AC 10; HD 3d8; MV 20' or swim 40'; Act 2d20; SP cold resistance, ink cloud, camouflage; SV Fort +4, Ref +2, Will +6; AL C.

Transmogrifier and teratologist Xultich, bred abominations in his laboratories. One of

his earliest experiments was the arctic monstrosity, the octobear. The octobear has the head of an octopus and the body of a polar bear. Octobears have the tracking abilities and raw strength of a polar bear, plus the tentacle dexterity, ink cloud defense, and camouflage abilities of an octopus.

The octobear is covered in a thick layer of white fur and only takes half damage from cold-based attacks. The octobear is also able to change the color and texture of its fur to match its surroundings. Because of this, octobears are able to hide in plain sight; a DC 18 Intelligence test is needed to spot a camouflaged octobear. If prey walks up next to a camouflaged octobear, the octobear always gains a surprise attack. While in the water, the octobear can emit an ink cloud to cover its escape; the ink cloud cannot be used outside of the water. When it attacks, the octobear usually grabs its prey with its tentacles, and then rakes its defenseless prey with its claws.



SUN JELLY

By Jon Hook

Sun jelly: Init (always last); Atk pseudopod +4 melee (1d4) or heat ray +3 missile fire (2d6); AC 10; HD 1d8 per 5' cube; MV 5' or climb 5'; Act 1d20 per 5' cube; SP half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N.

Related to the gelatinous cube, sun jellies are cube-shaped semi-transparent slime monsters. Sun jellies get their name because they each carry one 2' diameter sphere in the center of their gelatinous form that glows like a miniature star. Sun jellies are easy to identify in the underdark because of the bright light they emit. During combat, one of the sun jelly's actions can be to open a funnel within itself in order to expose the creature's sun orb. When exposed, the sun orb shoots a heat ray in a straight line through the 'gun barrel' the jelly just formed. The sun jelly cannot make more than one heat ray attack in a single combat round, and it cannot make a heat ray attack in consecutive combat rounds. There must be at least one combat round without a heat ray attack, so it can reform the funnel-barrel.

WILDERNESS ENCOUNTER TABLES

By Martin Ralya

martinralya.com/yore

DCC RPG has a great selection of monsters which convey a lot about its implied setting, but no wilderness encounter tables for them. This is a world where there is always a chance you'll bump into time travelers from a million years in the future—or a dragon—and I wanted a way to convey that through random encounters.

Within each table, 10% of the entries communicate the implied setting of DCC RPG, 25% emphasize the importance of humans and humanoids, 20% round out the 'flavor' of the terrain type, and 45% define that terrain type. When in doubt about what monsters to use, I went with the choice that seemed like the most fun. Within just a few encounters, your players should have an idea what sets the mountains apart from the woods—and why to fear barren, blighted places.

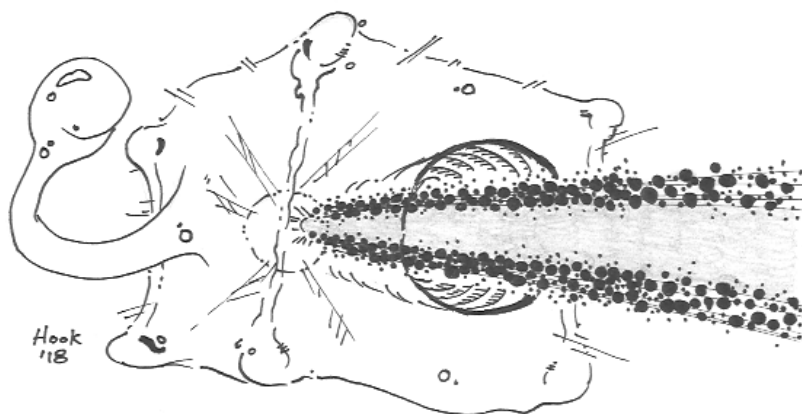
These wilderness encounter tables are based on fantasy western Europe (no jungle or desert), broken down by terrain type: barren, hills, mountains, swamp, water, and woods. They include the number of monsters appearing, and use only the DCC RPG rulebook. There's no scaling by PC level or party size, and they're not balanced in any way. The world is the world, and what's out there is what's out there.

If you need a method of figuring out whether or not an encounter takes place, here is one that takes advantage of the DCC RPG dice chain. Once per day, roll the appropriate die for the terrain type (along with d100, in case there's an encounter; if you roll the terrain die, then the d100, your players will know an encounter is about to happen); on a 1 or a 2, there is an encounter.

If the PCs are doing something that would dramatically increase or decrease the encounter chance, step up/down the die type accordingly. For example, if they're in a plains with an encounter check of d10, but traveling with a party of 20 hirelings and a wagon train, make the check using a d8.

TABLE: Encounter Check

Terrain	Die	Odds
Barren	d6	33.33%
Hills	d6	33.33%
Mountains	d4	50%
Plains	d10	20%
Swamp	d4	50%
Woods	d6	33.33%
Water	d6	33.33%



Wilderness Encounter Tables (Barren, Hills, Mountains, Plains)

dl00	Barren	Hills	Mountains	Plains
1	Dragon (5% chance of mated pair); <i>DCC RPG rulebook p.406</i>	Same	Same	Same
2	Demon; <i>DCC RPG rulebook p.401</i>	Same	Same	Same
3	Elemental; <i>DCC RPG rulebook p.411</i>	Same	Same	Same
4	Time traveler (2d4); <i>DCC RPG rulebook p.429</i>	Same	Same	Same
5-6	Dimensional sailor (1d4+3, 1 captain, plus 50% chance of 1 wizard); <i>DCC RPG rulebook p.405</i>	Same	Same	Same
7-8	Hollow one (2d4); <i>DCC RPG rulebook p.418</i>	Same	Same	Same

dl00	Barren	Hills	Mountains	Plains
9-10	Troll; <i>DCC RPG rulebook p.429</i>	Same	Same	Same
11-15	Subhuman (1d4x10, 1 leader); <i>DCC RPG rulebook p.429</i>	Same	Same	Same
16-20	Orc band (1 boss, 1d8x5 orcs, 1 witch doctor/30 orcs); <i>DCC RPG rulebook p.423</i>	Same	Same	Same
21-25	Hobgoblin band (6d6x10 goblins, plus hobgoblins: 1 corporal/15 goblins, 1 sergeant/3 corporals, 1 lieutenant/2 sergeants, and 1 general if there are any lieutenants); <i>DCC RPG rulebook p.417</i>	Troglodyte (1 chief, 1d3x10 warriors, 1d3+3 henchmen); <i>DCC RPG rulebook p.429</i>	Same	Bugbear band (3d6x10 goblins, plus 4 bugbears/30 goblins); <i>DCC RPG rulebook p.397</i>

dl00	Barren	Hills	Mountains	Plains
26-30	Men, bandit (1d6x10, 1 hero/10, 1 captain/20); <i>DCC RPG rulebook p.432</i>	Same	Men, magician (1 magician, 2d4 subhumans); <i>DCC RPG rulebook p.433</i>	Men, noble (2d4 nobles, 2d4 knights, 2d5 men-at-arms); <i>DCC RPG rulebook p.434</i>
31-35	Men, witch (90% 1 plus 1 familiar, 10% 12 plus 1 demon); <i>DCC RPG rulebook p.434</i>	Men, acolyte (2d4, plus 75% 4d4 peasants, 50% 1 friar); <i>DCC RPG rulebook p.432</i>	Men, berserker (3d10); <i>DCC RPG rulebook p.433</i>	Men, bandit (1d6x10, 1 hero/10, 1 captain/20); <i>DCC RPG rulebook p.432</i>
36-40	Manticore (1d4); <i>DCC RPG rulebook p.421</i>	Ant, giant (75% 1 queen, 2d6 soldiers, and 6d6 workers; 25% 1 queen, 1d3x100 workers, and 1 soldier/3 workers); <i>DCC RPG rulebook p.394</i>	Pterodactyl (1d4); <i>DCC RPG rulebook p.424</i>	Wolf (75% 3d6, plus 75% 1 dire wolf; 25% 2d4 dire wolves); <i>DCC RPG rulebook p.431</i>
41-45	Ghost; <i>DCC RPG rulebook p.413</i>	Bat (40% 1d5 mundane swarm, 20% 1d5 vampiric swarm, 20% 1d10 giant vampire); <i>DCC RPG rulebook p.396</i>	Man-bat (2d4); <i>DCC RPG rulebook p.421</i>	Centaur (2d10); <i>DCC RPG rulebook p.398</i>

	Barren	Hills	Mountains	Plains
d100				
46-50	Shadow (1d3); DCC <i>RPG rulebook p.425</i>	Ape-man, four-armed; DCC <i>RPG rulebook p.395</i>	Giant, frost; DCC <i>RPG rulebook p.415</i>	Chimera; DCC <i>RPG rulebook p.399</i>
51-55	Mummy (1d6); DCC <i>RPG rulebook p.422</i>	Basilisk (1d3); DCC <i>RPG rulebook p.396</i>	Giant, storm; DCC <i>RPG rulebook p.415</i>	Hobgoblin (6d6x10 goblins, plus hobgoblins: 1 corporal/15 goblins, 1 sergeant/3 corporals, 1 lieutenant/2 sergeants, and 1 general if there are any lieutenants); DCC <i>RPG rulebook p.417</i>
56-70	Skeleton (3d10); DCC <i>RPG rulebook p.426</i>	Giant, hill; DCC <i>RPG rulebook p.414</i>	Giant, stone; DCC <i>RPG rulebook p.414</i>	Gnoll (1d5x10, 1 beta/10, 1 alpha/40); DCC <i>RPG rulebook p.416</i>
71-85	Zombie (1d4x4); DCC <i>RPG rulebook p.431</i>	Chimera; DCC <i>RPG rulebook p.399</i>	Giant, cloud; DCC <i>RPG rulebook p.415</i>	Ogre; DCC <i>RPG rulebook p.422</i>
86-100	Ghoul (2d8); DCC <i>RPG rulebook p.414</i>	Ape-man, white (2d4); DCC <i>RPG rulebook p.395</i>	Griffon; DCC <i>RPG rulebook p.417</i>	Snake, giant (1d4); DCC <i>RPG rulebook p.428</i>

Wilderness Encounter Tables Continued (Swamp, Woods, Water)

d100	Swamp	Woods	Water
1	Dragon (5% chance of mated pair); <i>DCC RPG rulebook p.406</i>	Same	Same
2	Demon; <i>DCC RPG rulebook p.401</i>	Same	Same
3	Elemental; <i>DCC RPG rulebook p.411</i>	Same	Same
4	Time traveler (2d4); <i>DCC RPG rulebook p.429</i>	Same	Same
5-6	Dimensional sailor (1d4+3, 1 captain, plus 50% chance of 1 wizard); <i>DCC RPG rulebook p.405</i>	Same	Same
7-8	Troll; <i>DCC RPG rulebook p.429</i>	Same	Same
9-10	Hollow one (2d4); <i>DCC RPG rulebook p.418</i>	Same	Men, bandit (1d6x10, 1 hero/10, 1 captain/20); <i>DCC RPG rulebook p.432</i>

d100	Swamp	Woods	Water
11-15	Subhuman (1d4x10, 1 leader); <i>DCC RPG rulebook p.429</i>	Same	Men, bandit (1d6x10, 1 hero/10, 1 captain/20); <i>DCC RPG rulebook p.432</i>
16-20	Orc band (1 boss, 1d8x5 orcs, 1 witch doctor/30 orcs); <i>DCC RPG rulebook p.423</i>	Same	Deep one (1d6x30 warriors, 1d4 war wizards, 1 L3 cleric/10 warriors, 1 L5 cleric/30 warriors); <i>DCC RPG rulebook p.400</i>
21-25	Kobold band (1d10x30, 1 leader and 2 guards/30, 1 tribal leader and 5 guards/100); <i>DCC RPG rulebook p.419</i>	Bugbear band (3d6x10 goblins, plus 4 bugbears/30 goblins); <i>DCC RPG rulebook p.397</i>	Deep one (1d6x30 warriors, 1d4 war wizards, 1 L3 cleric/10 warriors, 1 L5 cleric/30 warriors); <i>DCC RPG rulebook p.400</i>
26-30	Men, bandit (1d6x10, 1 hero/10, 1 captain/20); <i>DCC RPG rulebook p.432</i>	Same	Deep one (1d6x30 warriors, 1d4 war wizards, 1 L3 cleric/10 warriors, 1 L5 cleric/30 warriors); <i>DCC RPG rulebook p.400</i>
31-35	Men, magician (1 magician, 2d4 subhumans); <i>DCC RPG rulebook p.433</i>	Men, acolyte (2d4, plus 75% 4d4 peasants, 50% 1 friar); <i>DCC RPG rulebook p.432</i>	Gargoyle (2d4); <i>DCC RPG rulebook p.413</i>

	d100	Swamp	Woods	Water
	36-40	Insect swarm (1d3); <i>DCC RPG rulebook p.419</i>	Ape-man, giant; <i>DCC RPG rulebook p.395</i>	Gargoyle (2d4); <i>DCC RPG rulebook p.413</i>
	41-45	Snake, giant (1d4); <i>DCC RPG rulebook p.428</i>	Centaur (2d10); <i>DCC RPG rulebook p.398</i>	Gargoyle (2d4); <i>DCC RPG rulebook p.413</i>
	46-50	Cockatrice; <i>DCC RPG rulebook p.399</i>	Cyclops; <i>DCC RPG rulebook p.400</i>	Gargoyle (2d4); <i>DCC RPG rulebook p.413</i>
	51-55	Hydra; <i>DCC RPG rulebook p.418</i>	Owlbear (1d6); <i>DCC RPG rulebook p.423</i>	Leech, colossal (1d4); <i>DCC RPG rulebook p.420</i>
	56-70	Lizardman (1d3+1, 15% chance of giant lizard); <i>DCC RPG rulebook p.420</i>	Wolf (75% 3d6, plus 75% 1 dire wolf; 25% 2d4 dire wolves); <i>DCC RPG rulebook p.431</i>	Leech, colossal (1d4); <i>DCC RPG rulebook p.420</i>
	71-85	Lizard, giant (1d8); <i>DCC RPG rulebook p.420</i>	Ape-man, four-armed; <i>DCC RPG rulebook p.395</i>	Harry (2d4); <i>DCC RPG rulebook p.417</i>
	86-100	Primeval slime (75% 2d4 HD, 20% 4d4 HD, 5% 4d4+20 HD); <i>DCC RPG rulebook p.423</i>	Ape-man, jungle (2d4); <i>DCC RPG rulebook p.395</i>	Pterodactyl (1d4); <i>DCC RPG rulebook p.424</i>

Stuck for inspiration or need a nudge? Roll on this table to get an idea of what the encountered creature or creatures are doing.

TABLE: What Is It Doing?

d16	Solitary	Multiple
1	Hunting	Hunting
2	Hunting	Eating
3	Hunting	Sleeping
4	Eating	Mating
5	Eating	Arguing
6	Traveling to someplace nearby	Hiding treasure
7	Traveling to someplace nearby	Dividing up treasure
8	Defending its territory	Traveling to someplace nearby
9	Defending its territory	Conducting a ritual
10	Sleeping	Praying
11	Hiding treasure or food	On a mission
12	Conducting a ritual	Discovering something strange
13	Praying	Burying their dead
14	On a mission	Cursing the gods for their plight
15	Discovering something strange	Roll again
16	Nursing an injury	Roll again

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A Free and Unofficial Zine for DCC RPG

