

The Gongfarmer's Almanac



The 2019 Gongfarmer's Almanac: A Dungeon Crawl Classics RPG Zine

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



DARK TRAILS BONANZA! # TWO

VOLUME SIX OF FOURTEEN BOOKLETS

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DARK TRAILS CAROUSING

By Keith Nelson

Cover Art by Clayton Williams

For further Dark Trails information and updates, please check the official Dark Trails RPG website at www.darktrailsrpg.com.

A key component of any western is the premise that, coming into town with pockets full of money from a cattle drive, gold panning, bank heist, or bounty hunting, you need to let off a bit of steam. In Dark Trails, the need to unburden your mind and souls from the rigors and sanity-destroying horrors of the world is, if anything, even greater. If your posse or gang comes into a bit of money, they should be relieved of that burden. Thus, the Carousing table, particularly if you 1) don't want to role-play every bit of their debauchery; 2) want to relieve them of some of their hard-won gold and silver; and 3) want to provide a period appropriate way to blow off steam, deal with sanity and stressors, and get a bit of XP for cash. Carousing allows for different adventure hooks, some potential for gain or loss, and can provide characters with a way to gain XP in between adventures, if the judge so desires.

The basic premise of this has been presented in multiple blogs and publications over the past decade (and even earlier, in the first years of D&D), but not for a specific Weird Western-themed feel. Thus, these tables are a sample of potential Dark Trails-specific carousing mishaps; some good, some bad, some merely interesting, for you to inflict on your players. I have drawn strongly on Jeff Rients' excellent nearly setting-neutral Carousing rules, found at jrients.blogspot.com, for the less specific events.

When the PCs come to town, they may elect to carouse and get additional XP once per visit/adventure. This works as follows: They spend d4x10 dollars in carousing. They get the d4 result as XP. They then roll a Luck check. If they get over their current luck score or if they can't afford the amount they spent in carousing, then they roll on the following table. If they don't have the money to afford the amount given in the following table, then they take on a debt

equal to that amount, owed to a local businessman, criminal, or landowner.

TABLE: CAROUSING

d30	Result
1	Went to church, was overcome by remorse and the holy spirit. End up donating to the widows and orphans fund. Spend 5d6 dollars. Gain 1 Luck.
2	Followed the school teacher back from the general store, but your charms failed to woo them. You were set upon and beaten senseless by some of their larger students. Wake up in an alley with bruises. Lose 1d3 hit points.
3	Got suckered at a medicine show and bought 5d4 dollars worth of patent medicine (2d4 bottles). Supposedly worthless, or is it? (Roll percentile dice (1d100): 1-10% = poison, take 1d3 damage if ingested; 11-75% = nothing but high-proof, low-quality alcohol; 76-100% = healing elixir, gives 1d4 HP of healing if drunk).
4	Got caught in a gunfight. Make a luck check to avoid taking 1d8 damage from a bullet. Gain additional 2XP either way.
5	Tried to buck the tiger in a card game of faro and lost. Lose 2d20 dollars. Gain 1XP.
6	Got played for a sucker and bought a map to buried gold from an old prospector. Spent \$20 (or traded possessions of equal value). There's a 25% chance the map does lead to some sort of treasure and 100% chance it leads to danger.
7	Got stinking drunk, blew 4d10 dollars on drinks for the house. Gain 2d4 rumors and a bad reputation as an boozehound who can't hold his alcohol.
8	Attempt to woo an eligible, but chaste, lady or man. End up chaperoning a Sunday school picnic. Roundly

mocked when return to gang/posse. Gain a positive reputation among the churchgoers and get picked on by all the town bullies.

- 9 Take a wrong turn, end up in a backstreet opium den. Spend 5d4 dollars. 25% chance you get addicted and start chasing the dragon...
- 10 Follow a strumpet that beckoned you into the alley. Get sapped and rolled. Wake up in a puddle of urine, having lost d3 hit points and 50% of belongings. Gain +2 XP.
- 11 Try something new at the druggist/Chinese apothecary/conjure woman. Wake up fuzzy and weak, having spent 2d4 dollars. Make a DC 12 Fortitude check or lose 1d3 STR (get back as if spellburned).
- 12 Try something new at the druggist/Chinese apothecary/conjure woman. Wake up poorer, but refreshed. Spend 5d4 dollars. Get 1d3 hit points of healing.
- 13 Try something new at the druggist/Chinese apothecary/conjure woman. Wake up after a refreshing sleep with a head full of vague dream visions. Spend 1d6 dollars. There is a 10% chance of true visions in the dreams.
- 14 Try something new at the druggist/Chinese apothecary/conjure woman. Have strange premonitory dreams. Wake up with tattoo of exotic symbol on random body part. The dreams are unclear, but a sense of déjà vu permeates your most dangerous moments. Get +1 Luck.
- 15 Rogue wagon coming down the street. Make a Reflex check at DC8 to save self and DC 13 to save random small child. If unsuccessful, take 1d6 damage and have child's life on your conscience, respectively. If successful, gain home-cooked meal and gratitude of the child's parents.

- 16 Wake up with strange tattoos that writhe and squirm under your skin when no one is looking.
- 17 Pass out drunk on railroad tracks. Make luck check to avoid injury. If you fail the luck check, take 1d8 damage and roll 1d20, on a result of 1-4, lose a limb.
- 18 Slipped a mickey. Wake up in a boat, chain gang, or cattle drive chow wagon 2d10 miles out of town.
- 19 Mistaken for bank robber/rustler/outlaw and turned into sheriff. Need to convince sheriff of innocence or bust out of jail.
- 20 Save shopkeeper/banker from robbery. Grateful citizen rewards you. Gain 1d6 x 20 dollars.
- 21 Prospector shows you a strange artifact (pot, carved head, stone blade, beads) they found in an old Indian cave. Upon seeing it, you feel a great desire to possess it. Spend 2d20 dollars on it. If don't have that much money, make DC13 Will save or wake up with strange artifact, bloody hands, and a need to be on a fast horse out of town. You have an unknown artifact with a sense of deep power to it and an ever-increasing collection of disturbing dreams.
- 22 Buy a necklace of weird animal bones from peddler. The peddler swears that it will bring you luck. Spend 1d10 dollars on it. The next six times luck affects a roll, get +1d3 on the roll and a bone visibly darkens. The seventh time, the roll is at -6 and the necklace falls off and scuttles into a crack, moving independently.
- 23 Wake up with a splitting headache, an empty bottle of whiskey, and a small pouch of strangely shaped and colored red gold nuggets (worth 5d20 dollars) with a cryptic note that reads:

*"Get word to Chen that the doom is upon us all.
– Clarence"*

You hear of a man's body violated in strange ways and thrown on the steps of the local church. He is identified as Clarence Pagett. The sheriff is asking for information on who was recently seen with him.

- 24 Wake up with strange shiny green, partially dried fluid all over your body and a pounding headache. You remember nothing of the night before, but flashes of strange rituals with monstrous beings haunt your dreams. What little innocence you had is gone forever. Your skin takes on a faintly opalescent sheen in moonlight.
- 25-26 Get in brawl at saloon. Make a DC 12 Fortitude save or lose 1d3 hit points.
- 27-28 Minor infraction of local laws. Wake up in the pokey. Fined 2d10 dollars. Set to hard labor for 2d4 days if unable to pay.
- 29 Insult the mayor/preacher/mine owner/big rancher or their wives. Make a DC 14 Personality check. If successful, they are amenable to an apology and general groveling. If the Personality check is a failure, repercussions vary from being arrested on trumped up charges, refused service, or even ambushed and horsewhipped out of town up to hiring a gunfighter to challenge you.
- 30 Invest all your spare cash (100% of your portable wealth in gold, silver, jewels, dollars, or other currency) in a get-rich-quick scheme selling shares of a mine. Gain 3XP. Roll 1d8, modified by the PC's Luck modifier. On a 1-5, you lose it all and the con man is last seen riding out of town counting their cash. On a 6-7, you get back your money + 20%, but everyone else loses and the law is looking for you. On an 8+, it was a great deal after all and you make a return of 20 x d10% and get +1 Luck.

DARK TRAILS PATRON:

THE TRICKSTER

(COYOTE, FOX)

By Keith Nelson
Illustration by Clayton Williams



For further Dark Trails information and updates, please check the official Dark Trails RPG website at www.darktrailsrpg.com.

The trickster archetype runs deep in the folklore and beliefs of Dark Trails. One manifestation of this is the patron known as Coyote or Fox, a nature spirit or minor godling that delights in mischief, cleverness, and tweaking the nose of authority. Adherents of this patron are often well-meaning, but leave chaos in their wakes.

Invoke Patron check results:

- | | |
|-------|--|
| 1 | Failure and patron taint. |
| 2-11 | Failure. |
| 12-13 | It's always best if they can't catch you. Gain an extra +4 to initiative and +20 movement for the next d6 rounds. |
| 14-17 | You need to be smart, not strong. Gain an additional +d6 Intelligence for 24 hours and the ability to foresee the general immediate results (positive, negative, danger, etc.) of d3 actions over the next 24 hours |
| 18-19 | When you can't run away and you can't out-think them, it's time to hide. Gain +10 to hide attempts and +5 to move silently. This manifests as a puff of smoke and then the caster is gone. |
| 20-23 | The ability to disguise yourself is important for so many good pranks. You gain the ability to shapeshift into any beast of the same size/mass or smaller for the next d4 hours. The judge should randomly roll the time and keep it secret from the player. This adds +10 to disguise checks to mimic a specific individual. |
| 24-27 | Sometimes a prank gets a bit over the top. It's important to roll with it, because it's still funny as long as it's not you getting hurt. In the next 1-2 rounds, you maneuver up to 6 opponents into a position where the tree WILL fall on them or they WILL step into that prairie dog hole or rusted trap. They must make a Reflex save at a |

DC equal to the Invoke Patron result or take 3d12 damage and be trapped for d4 rounds. Those making the save take half damage and are not trapped. This result can be downgraded to one of the lesser results.

- 28-29 There's nothing better than a good joke. This one is so good it's bad. You tell a joke or produce a bit of physical comedy so perfect that all who see or hear it are overcome with laughter for d6 rounds, unable to do anything else, unless they make a Will save at a DC equal to the Invoke Patron result. Those saving are still at -4 to all actions and half movement speed. This crosses language and cultural barriers. This result can be downgraded to one of the lesser results
- 30-31 The trickster knows that everything in life just comes down to a little luck. The follower gains +10 luck for the next hour, which can be given to allies if desired. Additionally, all allies and the trickster also gain 2 boons + 2 more for each hex they currently have. Enemies are at -2 to all actions against the trickster to reflect the siphoning of their luck.
- 32+ The trickster is also the creator. The follower can call into being any physical item(s) they may need for a single project or, alternatively, call upon an avatar of Coyote to aid the caster. It will appear as a 10'tall, coyote-headed man.

Coyote avatar: Init +5; AC:18; Att bite +8 (d16+3) or spell; HD 10d8; HP 60; Actions: 2d20; SP transformation – the avatar points a small stick at a creature and transforms it into a small clay simulacrum in a funny or lewd pose. DC 16 Will save to resist. Damage resistance – all damage to avatar reduced by 10; SV Fort +10, Ref +12, Will +8.

PATRON TAIN: THE TRICKSTER

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

Roll	Result
1	The trickster puts their mark on you. On the first occasion, your ears elongate slightly, developing small points. On the second roll, they grow hair. On the third roll, they fully develop into the pointed ears of a coyote or fox, with the follower gaining the sensitive hearing of those animals (+2 initiative and enhanced hearing).
2	Not all marks are obvious. On the first roll, you gain a short tail (6"). On the second, the tail enlarges, fitting only barely within a dress or baggy trousers. On the third roll, the tail comes into it's full, bushy glory, being almost impossible to restrain with normal clothes. The follower takes a -1 on any Personality check when attempting to conceal it, due to their fidgeting and the strange bulge in their trousers (women wearing hoop skirts do not take this modifier). There is a -3 modifier to Personality checks when it is on display, unless the interactions are with someone from a culture and background that accepts the trickster as a canid, in which case the modifier is reversed, to +3 Personality.
3	The mind of a trickster is a strange one. You sink deeper and deeper into it, gaining insight, but also becoming more closely linked to their essential nature. On the first roll, you become more distant from other humans, taking a -1 to Personality checks. On the second roll, you feel your affinity to canids growing, resulting in strange behaviors and a -3 modifier to personality checks while interacting with humans that don't appreciate a bit of casual growling, yipping, and butt-sniffing (among other behaviors). On the third such roll, you've managed to integrate your dual natures, at least to some degree, with

the former penalties removed and replaced with a +2 to initiative due to your deeper understanding of disparate behaviors and a permanent loss of -1 Personality.

- 4 The trickster didn't get anywhere by sticking around for a fight. It's not quite cowardice, but you're ready to bolt when danger looms. On the first roll, you must make a DC10 Will save to avoid running and hiding at any sign of danger. On the second roll, the DC goes up to 12. On the third roll, you have a preternatural sense for danger and cannot be ambushed, but will use your first action in any combat to hide (at a +10) and avoid the combat unless you can make a DC16 Will save, at which time you will only reluctantly engage and will preferentially perform supportive "safe" actions.
- 5 The trickster is many things at once, remaining fluid and ever-changing. On the first roll, your gender identity changes, though your physical gender remains. On the second roll, your physical gender also switches (male to female or vice versa). On the third, you become truly hermaphroditic, with a fluid sense of gender identity.
- 6 Coyote/Fox takes over your personality and body. Make a DC12 Will save every 7 nights to avoid turning into a canid and running free in the wild. You will return by morning, spent and suffering a -2 to all actions for the next day.

DARK TRAILS PATRON:

MIKE FINK

By Keith Nelson
Illustration by Clayton Williams



For further Dark Trails information and updates, please check the official Dark Trails RPG website at www.darktrailsrpg.com.

Mike Fink was a notorious keel boatman, running keelboats up and down the Ohio and Missouri Rivers. He was widely known as a braggart and a bully, but also as a dangerous brawler and deadly shot. His legend grew over time and spawned a host of imitators, all vying to be the “half-man, half-gator, half-horse” and all-around best fighter of their patch of land. With this many minds focused on his legend, it was only natural for the Seven Days of Night to

release a bit of his particular energy back into the world to imbue his minions with some of his power.

Thus the legend of Mike Fink is perpetuated and grows in the blood, mud, and broken bones of a thousand back-alley or saloon brawls throughout the American West. A little hint of that legendary power can be gathered by those who pledge themselves to his credo.

Mike Fink values those followers who use their strength to inflate themselves and his legend, even at the expense of others. The fool-hardy but strong and callous are his preferred champions, rushing into battle headlong. His champions tend to be bullies, attacking those who show weakness or fear. In his words:

“I can out-run, out-jump, out-shoot, out-brag, out-drink, an' out fight, rough-an'-tumble, no holts barred, ary man on both sides the river from Pittsburg to New Orleans an' back again to St. Louiee.”

Any of his adherents may receive a +1 damage bonus for melee attacks in a single combat made after a roleplayed round of in-character bragging and taunts. Opponents are at -1 to hit the character in melee after this display.

Invoke Patron check results:

- | | |
|-------|---|
| 1 | Failure and patron taint. |
| 2-11 | Failure. |
| 12-13 | Mike Fink says you ain't puny, but you might need a little bit more to lick your enemies. Get +1d6 Strength for 1d4 rounds. |
| 14-17 | You got the fire of Mike Fink in your veins. Spend a round taunting your opponents and bragging about your abilities (in character) and get an additional +1d6 to Strength and Agility for 1d6 rounds (on top of the benefits noted above for the round of bragging). |
| 18-19 | Sometimes, a fella needs a little bit extry to git in the fightin' mood. Get +1d3 to hit and damage on melee attacks as a jug of white lightning appears and you drink it |

down. Lasts for 2d6 rounds, then make a DC12 Fort Save at -1 per plus received or pass out for 10 minutes per plus received.

- 20-23 Now, you ain't a chicken, but sometimes it don't make sense to go rushing in to tangle with some varmint up close and personal like. Gain a +1d4 deed die for all firearms for 1 hour.
- 24-27 You really are half-horse, half-man, and half-alligator. Gain an extra d20 kicking attack for 1d6+strength modifier damage. Also, your skin hardens and you gain +2 AC. This lasts for 1d6 hours.
- 28-29 You've got the power of the great Mike Fink coursing through your veins. Your muscles swell, your fists itch to punch someone, and you take on the countenance of the man himself, overlaying your own features. For the next 1d6 hours, you get his fighting ability and make attacks as a luchador of equal level (or, if a luchador, gunslinger, or mystic monk, as if you were 2 levels higher in that class).
- 30-31 You're the original wildcat, the cock of the walk, the mountain lion crossed with a grizzly. Everyone opponent facing you must make a DC20 Will save or quake in fear. Those making the save are at -4 to all rolls against you. You are at +4 to all rolls against them or saves against their actions. If they fail, they fall to the ground or flee in fear (50% chance), losing all actions for 1d4 rounds.
- 32+ Mike Fink takes notice. You get lightning in your fists and a voice like thunder. You are at +1d4 to hit in melee, and gain an extra attack each round with a d20 action die. When you land a strike, you do 1d3+4 damage + 2d6 electric damage. You gain +20 HP as you grow to the size of the legend. When you first speak, men quake and all in range of your voice must make a DC20 Will save. Those making the save will either run or rush into melee against you (at a -4 on all attacks), also taking 1d8 damage and being deafened temporarily. Those failing drop to the ground, unconscious for 2d8 rounds, and taking 2d8 damage.

PATRON TAINT: MIKE FINK

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

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

- | | |
|---|--|
| 1 | You're a half-man, half-alligator and the roughest fellow around. On the first roll, your skin becomes hardened and scaled like an alligator (-1 Agility, +2 AC). The second, your teeth elongate and become conical (-1 Personality, 1d6 bite attack). The third, your head slowly morphs into the shape of an alligator's head (-1 Personality). |
| 2 | You're half-man, half-alligator, and half-horse. The horse part seems to be winning. On the first roll, your legs grow a full coat of hair. On the second roll, you sprout a horse's tail. On the third, you develop hooves instead of feet (-2 personality, 1d6 kick attack). |
| 3 | You truly begin to embody the berserk brawler impulses of Mike Fink. On the first roll, you must make a DC12 Will save to not charge directly into battle, swinging your fists, gouging eyes and biting off noses (+2 damage for melee attacks, will refuse to use ranged weapons). On the second roll, make a DC12 Will save to not keep fighting for 1d3 rounds after a battle is over, even if only allies are left to attack. On the third, there is no save, and you will continue to fight anyone within 10' for 1d4 rounds after a fight is "over". |
| 4 | You lose just a bit of your empathy for your fellow man and everyone can sense it. On the first roll, you grow cold and distant, taking a -1 modifier on all social interactions. On the second, your mood swings grow wilder and you alternate between sullen alienation and forced bonhomie with a barbed, vicious undertone, gaining a -2 on all social interactions. On the third roll, |

your dead, flat black eyes announce your dissociation from the rest of humanity and you lose 1 point of personality and are at a -3 for all social interactions. The modifiers are reversed to positive in situations involving overt intimidation.

- 5 The river is in your veins, and in your very pores. In fact, you reek of it. On the first roll, you are perpetually a bit moist. On the second, a dark, river-bottom stench rises around you, causing a loss of 1 Personality. On the third, you carry the very core of the effluvium of a great river within you. All within 10' of you notice your pungent miasma and take -2 to all actions (including attacking you). You have a -2 to all social interactions. You can suppress these for up to an hour with a DC15 Fort check.
- 6 Mike Fink was a man with a powerful thirst and some of that imbues you now as well. On the first roll, you need to drink at least a pint a day (or be at -1 to all actions). On the second, your consumption increases to a quart a day (or be at -2 to all actions). On the third day, your consumption remains the same (or be at -3 to all actions), but it doesn't still the tremors completely (at -1 to all actions unless make a DC15 Fort save), and you are at -1 Fortitude and Intelligence. When liquor is available, you must make a DC10 Will save to avoid drinking until you pass out.

DARK TRAILS CREATURES

By Keith Nelson
Illustrations by David Hoskins

For further Dark Trails information and updates, please check the official Dark Trails RPG website at www.darktrailsrpg.com.

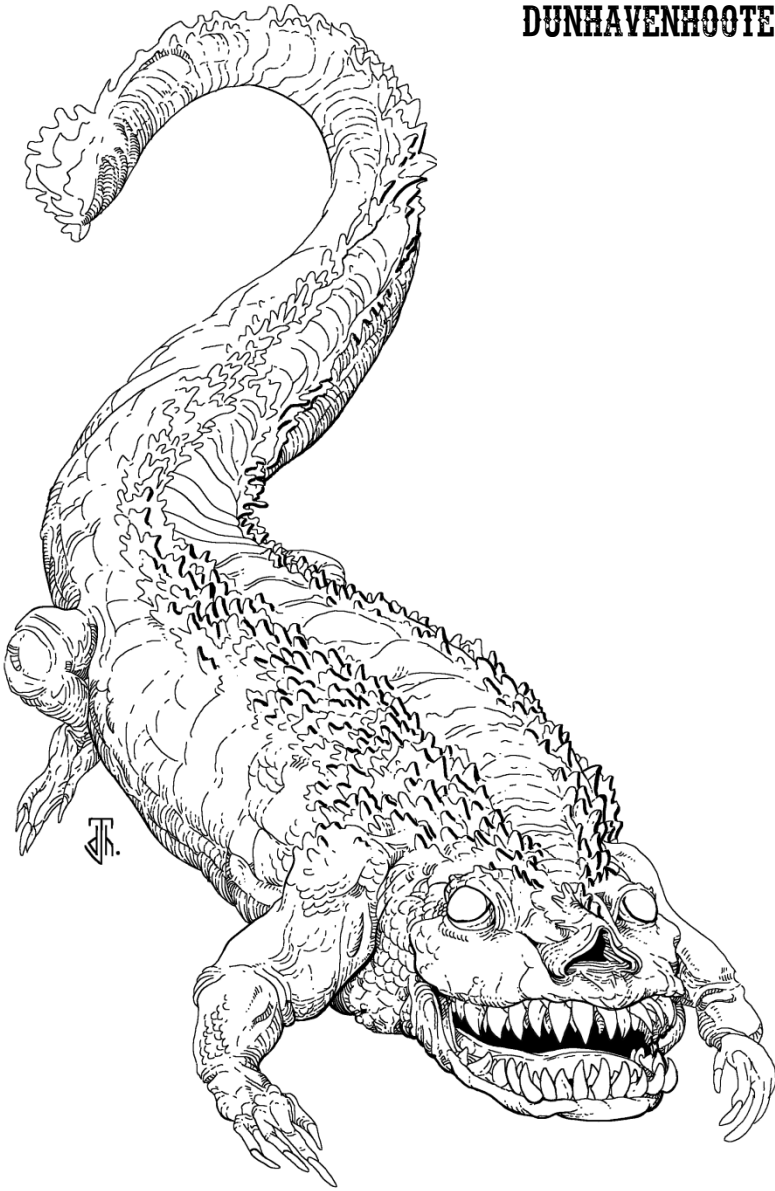
The following is a short bestiary of the weird west, with stats given for the upcoming Dark Trails RPG, by David Baity. These creatures are drawn from legends and tall tales of the American frontier. I refer those interested in expanding on this list of monstrous adversaries to the Purple Duck Games publication Fearsome Critters of the Woodlands by Daniel J. Bishop, Perry Fehr, and Mark Gedak. Sources of inspiration for this bestiary include Fearsome Critters, by H.H. Tryon (1939), Fearsome Creatures of the Lumberwoods, by William T. Cox (1910), and The Hodag and Other Tales of the Logging Camps, by L.S. "Lake Shore" Kearney (1928).

COACHWHIP SNAKE

Coachwhip snake: Init +3; Atk whip +4 melee (1d8) or tail grapple +4 melee (DC 13 Reflex save or knocked prone); AC 13; HD 2d8; hp 12; MV 50'; Act 1d20; SV Fort +1, Ref +5, Will +0; AL N.

This up to 20' long black snake can move as fast as a running horse, raising its upper body up to the height of a man and raising its long, thin tail off the ground as it moves. It runs alongside prey and whips at them with its tail, lashing around them to tangle them or cutting through their hide with a tremendous crack, like a bull whip. These may occasionally be seen working almost in concert with larger predators to control a small group of prey, herding prey towards ambush predators such as rattle wolves, sabertooth cats, or the like, then picking off smaller stragglers. Once the prey is brought down, the coachwhip uses its thin tail to whip prey to death or, in the case of larger prey, slice off strips of flesh that it will then eat.

DUNHAVENHOOTER



Dunhavenhooter: Init +2; Atk tail bash +4 melee (1d6 + knockout); AC 13; HD 3d8; hp 16; MV 25'; Act 1d20; SP +8 to hide. DC 14 Fort check to avoid being knocked out for 2d4x10 minutes by initial surprise attack; SV Fort +1, Ref +1, Will +2; AL N.

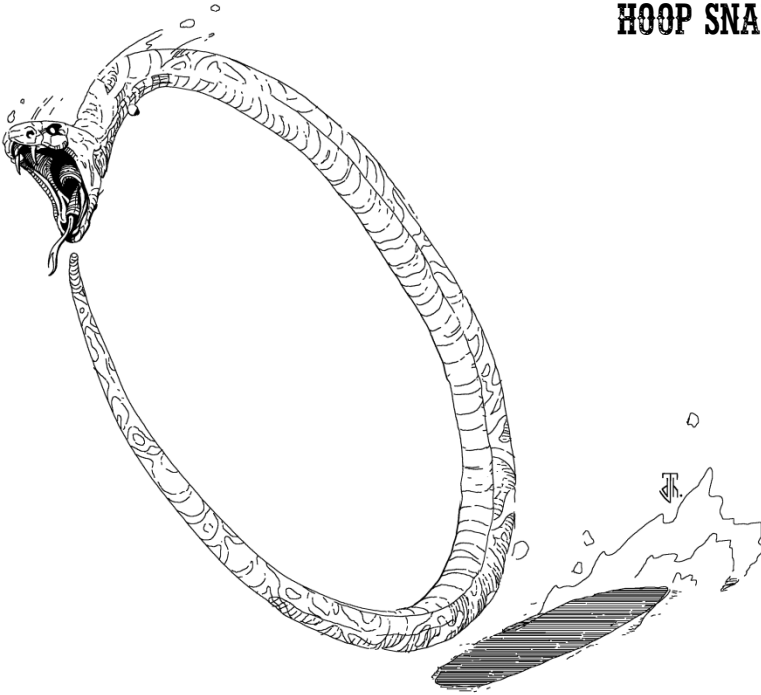
This low slung crocodile-like creature has a long, muscular tail and almost no head to speak of, featuring a single, wide nostril/mouth and small vestigial eyes. Its hide blends into the background as it lurks in ambush along trails and water edges near marshes and swamps, waiting for unsuspecting prey to wander within reach. It has a low cunning and acute senses that let it pick out with some accuracy the last in a line of passing prey, upon which it will unleash its large and muscular tail to batter into unconsciousness with a single heavy blow. Prey is then dragged back to its semi-aquatic lair before being battered into a fine molecular gas, which it inhales through the wide nostril. The lair features a fine cemented floor formed of the crushed bones of prey, along with various separated items of metal, which it turns into strange mosaics across the flooring.

GUMBEROO

Gumberoo: Init +0; Atk claw +2 melee (1d4) or bite +1 melee (1d10); AC 13; HD 4d8; hp 25; MV 30'; Act 2d20 claw or 1d20 bite; SP resistant to all weapons (-20 damage); 50% chance of missile or melee attacks rebounding into attacker(s); Vulnerable to fire (3x damage). Explodes for 4d8 damage in 30' radius when killed; SV Fort +10, Ref +3, Will +1; AL N.

This black creature the size of a bear is rarely seen, appearing generally in burned areas, where it emerges from a lair under large burned stumps when hungry. It swings through the burned tree limbs, hanging from its long arms, dropping down to bounce along the ground using the ring of 8 short legs around its midline. The rubbery, hairless hide of the gumberoo is impenetrable, bouncing back attacks made on it, with bullets and other missiles rebounding back to the attacker. However, it is vulnerable to fire, exploding in a large violent burst of flaming fragments when set alight, a danger to all around it at the time. A smell of burning rubber remains lingering for days to weeks after a gumberoo explosion.

HOOP SNAKE



Hoop snake: Init +4; Atk rolling +1 melee (1d4) followed by sting +6 melee (1d3+ poison); AC 16; HD 1d8; hp 6; MV 30' or 120' (rolling); Act 1d20; SP poison DC 15 Fort save or begin swelling up, taking 1d3 Stamina damage each round for 1d6 rounds. If stamina reaches zero, then the affected individual will explode, scattering entrails and gobbets of flesh in a 5' radius, expiring in the process. If they survive that, then Stamina returns upon resting, at 1 point/day; SV Fort +0, Ref +5, Will +0; AL N.

Appearing singly or in groups of up to 6, this long (up to 12') slender snake can roll itself into a hoop to go faster and bear down on its prey, moving at speeds up to that of a speeding locomotive (60 mph). The hoop snake can't be outrun short of finding an obstacle that it can't roll over or through, making it unroll to go over or under the obstacle. The hoop snake uncoils as it strikes its prey. The venomous sting on the end of its tail injects the prey with a potent venom that causes intense swelling before death, which is usually due to rupture of the swollen internal organs through the skin. This allows the snake, despite its size, to ingest prey of all sizes.

SANTER

Santer: Init +5; Atk tail bash +4 melee (3d4); AC 14; HD 5d8; hp 32; MV 50'; Act 1d20; SP DC 12 Reflex check or take an additional 1d8 heat damage from the scorching hot second to last tail ball; SV Fort +3, Ref +6, Will +1; AL N.

Long bodied and long-limbed, this varmint is at least 10' long, with a relatively slender body covered in long reddish fur. The head is large, rounded and bald, displaying a cunning intelligence in the domed forehead. The tail is at least as long as the body, with 8 iron-hard knots in it. It attacks using the tail as a flail to strike and knockout prey prior to devouring it. The long limbs move at an alarming rate, propelling the santer with great agility over the ground or through the trees at a tremendous pace. As a result, most reports are from observing the carcasses of its prey or as a reddish blur of battering. Some reports state that the santer cooks its prey, using some strange internal generation of heat through the balls in its tail, and scorch marks have been reported on the bruised skin of santer victims.

SKIN STEALER



Skin stealer: Init +2; Atk claw +1 melee (1 + venom) or obsidian dagger +3 melee (1d6); AC 12; HD 3d8; hp 15; MV 30'; Act 1d20; SP venom (DC 15 Fort save or paralyzed for 2d4 minutes). Able to easily mimic other creatures for 3d12 hours by donning the skin of a victim (DC 18 Intelligence check to notice); SV Fort +2, Ref +2, Will +4; AL C.

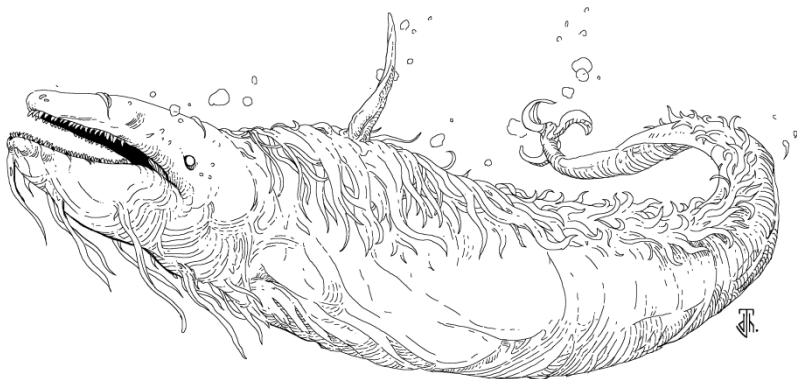
These strange creatures seem as humans, although flayed of every inch of skin. They lurk at darkened crossroads and on the edges of human habitation, existing in the shadows. They seemingly exist only to attempt to replace their skin, catching and skinning a wide array of animals in an attempt to cover their raw, bloody bodies. Those caught and skinned are discarded, with the skin draped around the skin stealer. For a brief time, the stealer may change into and present themselves as the individual (or even animal) whose skin they wear, but it rapidly decays and turns loose and tattered on them, forcing them to hunt for another skin to cover themselves with.

Skin stealers may attack either with the sharpened bones of their fingers, which can paralyze prey with a potent venom or with the obsidian dagger they all seem to be able to call forth at will. Upon paralyzing a victim, they can skin them within a matter of minutes.

It is said that these are but the wretched remains of those who tried and failed in arcane rituals to become skin stealers, capable of transforming themselves into another beast altogether, or that these are some strange manifestation of lycanthropy. Some even say they were formed by the ancient Aztec priests to fight against the conquistadores, but then hidden away in dark caverns until the recent transformations of the world. It is indisputable that they are a menace, preferring to prey on civilized men and women and causing chaos wherever they hunt.

SNOLIGOSTER

Snoligoster: Init +1; Atk bite +4 melee (1d8 + Special); AC 13; HD 6d8; hp 45; MV 50'; Act 1d20; SP DC 14 Reflex save on successful attack to avoid being flung onto the dorsal spike (4d6); Resistant to cold damage (1/2 damage); SV Fort +6, Ref +2, Will +1; AL N.



This marsh-dwelling variant on a giant whale has neither legs nor fins, save a strange tri-bladed arrangement of bony plates on the end of its tail, capable of revolving at high speed to drive it through the water and mud of the swamps. The upper portion of the body is covered with long dark, glossy fur that sheds mud and water, while the lower mimics that of the whale. A single tall spike extends from the back. When prey is captured, it is first taken in the mouth, with myriad minute teeth holding it firm before flinging the prey up and backwards to land unerringly on the dorsal spike. Prey can be kept there for hours, with others added, until the snoligoster chooses to feed. Feeding is done by digging a hole with the tail blades, scraping the victim's bodies into the hole, and then macerating them with the whirring blades until they form a thick soup to be drunk by the creature. The fat of the snoligoster is said to render into a fine unguent capable of allowing the wearer to resist all manner of cold, albeit with an accompanying pungent odor of marsh gas.

SNOW WASSET

Snow wasset: Init +4; Atk bite +4 melee (1d8 + Special); AC 13; HD 4d8; hp 24; MV 40'; Act 1d20; SP +8 to hide in winter. DC 12 Reflex check on successful attack to avoid being grasped and dragged under the snow; SV Fort +3, Ref +4, Will +2; AL N.

This thick-bodied 15' long animal is densely furred white in the winter, shedding that coat in great clumps, revealing a green undercoat prior to its hibernation in a marsh throughout July and August. In the summer, they sport short legs, but these are shed in

the fall, allowing the animal to move freely and easily through the snows. These hunt in pairs, lurking beneath the snow in mountains and the great forests of the north, bursting forth to ambush passing prey, pulling them below the surface of the snow as a shark might drag down a swimmer, never to be seen again. The paired hunters are fiercely loyal, and if one is killed the other will stalk and repeatedly attack those that killed its mate until it gains revenge.

SPLINTER CAT



Splinter cat: Init +6; Atk headbutt +8 melee (1d12 on charge) or bite +2 melee (1d6); AC 16; HD 5d8; hp 28; MV 80'; Act 1d20; SP knock opponent prone on successful attack. DC 12 Reflex save to any within 15' radius if it hits a tree (50% chance) or take 1d8 damage. Resistant to bullets and blades (-5 damage); SV Fort +8, Ref +5, Will +0; AL N.

This thick, muscular cousin to the mountain lion has a flattened head with a hard, bony forehead ridge. Found in wooded and mountainous areas, it is an ambush predator, but one that operates at a distance, preferring to attack prey on lower slopes. It moves in straight lines at extremely high speed, crashing into prey or into

nearby trees, exploding them in clouds of flying deadly splinters. It takes no damage from this due to the immense hardness of its head and the durability and resistance of its iron-like pelt. The pelt is a shimmering greyish red in color, with short, thick hairs covering it. The hairs are rock hard and the underlying pelt remarkably impervious to penetration, rapidly dulling or even turning aside even the sharpest blade. A coat made from splinter cat pelt, while not as effective as when on the cat itself, will serve the wearer as a form of armor (AC+2, -2 damage from sharp weapons). Making the coat, however, is the greater challenge...

TEACUP WOLVERINE

Teacup wolverine: Init +4; Atk bite +2 melee (1); AC 13; HD 1d4; hp 3; MV 40'; Act 1d20; SP use the stats for the "teacup wolverine fury" if 20 or more are encountered; SV Fort +1, Ref +1, Will +2; AL C.

Teacup wolverine fury: Init +3; Atk swarm +6 melee (4d4); AC 12; HD 8d8; hp 60; MV 40'; Act 2d20; SV Fort +1, Ref +0, Will +2; AL C.

These small, 1-2 pound creatures travel in a roiling pack of anger, fur and hunger termed a "fury". Generally, no less than 20 will be found at any one time, but never more than 40, for at that point the pack will tear itself apart, severing into two packs that treat each other as mortal enemies. Unfortunately, this is how they treat all other creatures, creating a swath of destruction across their large ranges. There are but two states for these creatures, awake and vicious or resting, where their peaceful and demure demeanor conceals their savage nature. Fair warning to the cowpoke or miner who disturbs a fury of these, for they mimic the savage piranha of Amazonia, stripping creatures to naught but bone in mere seconds.

WENDIGO



Wendigo: Init +4;

Atk claw +5 melee (1d12); AC 16;

HD 8d8 (or more); hp 36+; MV 40'; Act 2d20

claws or 1d20 spell; SP spells – Cold Spear (a lance of freezing negative energy is flung at an opponent, piercing their very soul for 1d16 damage), Stolen Breath (the wendigo inhales and all opponents within 10' lose 1d4 Stamina points while the Wendigo regains 4d4 hit points), Hide at +6, Damage resistant (-10 damage from all weapons or non-fire spells), Fire damage is as normal, Regenerate 3 HP per round; SV Fort +6, Ref +4, Will +6; AL C.

A tall, skeletally thin, attenuated being shaped like an 8-9' tall man with abnormally long arms and fingers tipped with sharpened bone spurs. The head is elongated as well, coming to a flattened point, with a long underslung jaw and burning red eyes. The teeth are jagged and the mouth can be distended to an abnormal degree. Constantly hungry, this is the physical remnant of a human who once, while starving, killed and ate others. Then, either liking the taste or, as some would have it, possessed by a demon, they continue their cannibalistic practices, never quite able to sate their unnatural hunger. They may live for centuries, preying on animals and humans in their hunting territory, occasionally becoming dormant only to emerge years later with an even greater need for human flesh and blood. They grow more powerful with age, developing greater speed and power, as well as certain magical abilities, although this is thought by certain scholars to be less a factor of age than due to the power gained from ingested souls. They are resistant to physical damage, though fire can wound them.

Wendigo may stalk a group travelling through their territory for days, lurking at the fringes and even herding them towards its lair. They come out at night, when they can fully use their abilities to fade into the darkness and come looming out of it, feeding on the fear of those it stalks.

The lair of a wendigo may be in a cave, a cliff dwelling, an old mine, or even an abandoned fort or monastery from the time of the Spanish conquistadores. They often wear tattered trappings of their former lives and live amidst the bones and flayed skins of their victims. Occasional items of value may be found there amidst the macabre decorations. There have even been reports of wendigo lairs with crude shrines to dark forgotten gods in them. Wendigo may have 1st, 2nd, or even 3rd level spells at their disposal as the judge sees fit.

WHITE BUFFALO



White buffalo: Init +3; Atk +5 charge (3d8) or horn hook (3d4); AC:14; HD:5d8; hp 36; MV: 40'; Act: 1d20; SP initiative is +8 for first attack. DC 14 Reflex save to avoid being knocked prone and trampled (+1d6 damage) if hit by charge; SV Fort +5, Ref +3, Will +5.

This apparition of an albino buffalo is known to haunt men, appearing in their dreams as well as in life. It is called into being as a curse, although tales exist of it appearing to haunt hunters who insulted the spirit of the buffalo, or to those who anger the gods. In the dreams of the afflicted it is a constant presence, keeping them from ever resting. As time goes on, it begins to appear in life, charging at them without warning, making them turn aside or dodge, only to move further into danger. Only at the final phases of the curse can it affect or be affected by the afflicted, when it is both most dangerous and most vulnerable. Upon killing the cursed individual, the buffalo will fade into the surroundings, disappearing forever. If it is slain in this state, it will also fade, leaving behind only a faintly shining white pelt. If the pelt is worn, the wearer will slowly transform into a buffalo, retaining only a vestige of their humanity and becoming a strange, minotaur-like being possessed of enormous strength and berserk rages.

Phase 1 of haunting: Appears every 1d7 days in daylight, but more often in dreams. This phase of the haunting lasts for one phase of the moon (28 days). The appearance of the white buffalo in daylight is only visible to the victim.

Gut check as if 2HD on first appearance.

Causes victim to lose sleep due to dark dreams after first appearance. Healing rate cut in half. Make DC 12 Fort save to avoid taking 1 point of temporary stamina damage each night due to sleeplessness.

Phase 2 of haunting: Appears every 1d3 days. This phase of the haunting lasts until the next new moon (roll d4 to see how many weeks, if you want to randomize it). The white buffalo appears only as a brief heat shimmer, swirl of wind, or other natural phenomenon to all except the victim, who sees a massive white buffalo appear in mid-charge out of nowhere.

Gut check as if 3HD.

DC 12 Reflex save to avoid charge and DC 14 Reflex save to avoid taking d3 HP damage from dodging into danger. Make a crit check with 1d8 if the victim's Reflex check roll is a 1.

Phase 3 of haunting: Appears physically and ambushes the victim. Attacks are focused on the victim. At this point, other individuals can see and interact with the White Buffalo.

DARK TRAILS CHARACTER SHEET

NAME	CLASS	XP	LEVEL
LUCKY SIGN	OCCUPATION	ALIGNMENT	SPEED

HP		ABILITY	MODIFIER	REFLEX
	STR			
	AGI			
AC	STA			FORTITUDE
	PER			
	LUCK			
GRIT	INT			WILL

SIGNATURE WEAPONS

WEAPON	DMG	SHOTS	RANGE	COMBAT
				INITIATIVE:
				MELEE BONUS:
				RANGED BONUS:
				CRIT DIE:
				FUMBLE DIE:
■■■■■ AMMO ■■■■■■				SPECIAL ■■■■

SPECIAL ABILITIES & SPELLS	GOODS & SUNDRIES
	ARCANE VAULT
	VALUABLES & DINERO
	STABLE

GFA TWENTY-NINETEEN

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