

BLACK POWDER BLACK MAGIC

.....
VOLUME 3
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.....
A ZINE OF SIX-GUNS AND SORCERY

BLACK POWDER, BLACK MAGIC

A ZINE OF SIX-GUNS AND SORCERY

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CONTENTS

Fumbles in *Black Powder, Black Magic* 3

Kung Fu Monk..... 7

Spellburning with Demon Ore..... 11

Strange Loot 15

The Red Duke 17

It’s Explosive: Black Powder..... 27

Varmints! The Malcupine *by Daniel Bishop* 29

Varmints! Black Tommy *by Noah Stevens*..... 31

Magic Item: Indigo Signalman’s Lantern 35

“If you could kick the person in the pants responsible for most of your trouble, you wouldn’t sit for a month.”

-Theodore Roosevelt

FUMBLES IN BLACK POWDER, BLACK MAGIC

BY ERIC HOFFMAN

In the *Black Powder, Black Magic* setting, the lack of armor requires a few changes in the fumble mechanics. It is suggested that in a *Black Powder, Black Magic* game (or other Wicked West style game), that all fumbles are resolved with a d16 roll, modified inversely by Luck (a positive Luck modifier reduces the result and a negative Luck modifier increases the result).

For fumbles involving firearms, use the table below.

Roll	Result
0 or less	The chambered round is a dud, but nothing happens.
1	Wild miss! Luckily no innocent bystanders are hit.
2	Rookie mistake. You forgot to take off the safety!* Hilarity ensues.
3	Trip! Uneven footing causes you to stumble as you fire. Make a DC 10 Reflex save to avoid falling prone.
4	Damn Canadian knock-offs! The trigger breaks, the cylinder falls out or some other such result of shoddy workmanship. Firearm may be repaired with 10 minutes of work and a DC 10 Skill Check** after combat ends. Magical or exceptional quality weapons may be immune or allow a Luck check to avoid, at Judge's discretion.
5	Spoiled powder! The damp, rust, or bad juju has spoiled all of the ammunition in your weapon. It must be completely re-loaded or abandoned.

- 6 Your sweaty palms cause a momentary loss of control. Take a -1d penalty on any attacks the following round.
- 7 Stick to the fundamentals! Your slick moves cause you to drop the weapon. You must pick it up with another action or draw a new weapon.
- 8 Jam! The weapon jams and can only be cleared with a DC 15 Agility check or 5 minutes of work after combat.
- 9 Distracted! Your weapon makes a funny sound or bucks the wrong way in your hand. -2 AC until the beginning of your next turn.
- 10 You are jostled as you fire and have a 20% chance to hit an ally instead. Make another attack roll.
- 11 Pop, no bang! The round is slowly cooking off in the chamber and will go off in 1d3 rounds. If the character tries to fire the weapon again see result 16+.
- 12 Overcharge! This round was not packed properly, the sting causes 1d4 damage to the character and a DC 15 Agility check is required or the firearm is dropped.
- 13 Same side! Your bullet goes astray or one of your less tactically aware allies steps in the way. Roll another attack at +1d against a random friendly.
- 14 You shoot yourself in the foot! Take normal firearm damage.***
- 15 Bad Jam! The round goes off in the weapon but the bullet doesn't exit. The weapon is useless for the rest of this combat and may be permanently ruined (Luck Check). If it is not requires a DC 10 Skill Check** and 10 minutes when combat is over.
- 16+ Round explodes in the chamber causing normal firearm dam-

age*** to the character and the weapon is destroyed. Magic weapons may make a DC 10 save using their + and the characters Luck modifier as a bonus.

*Historically most western era firearms did not have safeties but for the sake of comedy suspend your disbelief.

**Skill Checks are made with a d10 unless the character has an appropriate background. In this case Gunsmith, Soldier, Hunter, etc.

***This damage may 'explode' as per normal firearm rules.

OPTIONAL RULE: VARIABLE FUMBLE DICE

The Judge may also want to use the following variable fumble die by class and level chart.

Class and Level	Fumble Die
All 0-level characters, Cleric 1-3, Thief 1-4, Wizard 1-6, Gambler 1-2, Prospector 1-3	d16
Cleric 4-6, Thief 5-6, Warrior 1-2, Wizard 7-10, Gambler 3-4, Prospector 4-6	d14
Cleric 7-9, Thief 7-8, Warrior 3-4, Gambler 5-8, Prospector 7-10	d12
Cleric 10, Thief 9-10, Warrior 5, Gambler 9-10	d10
Warrior 6	d8
Warriors level 7+	d6



KUNG FU MONK

BY ERIC HOFFMAN

Scores of warriors from the mysterious and remote monasteries and temples of the Far East have begun to appear throughout the Dark Territories. Why they have suddenly issued forth from their religious fastnesses is a mystery but clearly they are here for a purpose.

Kung Fu Monks are unparalleled martial artists. They use their bare hands and feet, exotic asian cutlery, and improvised weapons to single handedly take on powerful enemies and entire gangs at once.

Hit points: A Kung Fu Monk gains 1d10 hit points at each level.

Weapon training: Kung Fu Monks are trained with slings, short bows, long bows, blowgun, all melee and thrown weapons, including improvised weapons. Kung Fu Monks may never use firearms.

Alignment: Most Kung Fu Monks tend toward the Lawful alignment. They are dedicated and disciplined warriors that spend a lifetime perfecting their minds and bodies.

Neutral Kung Fu Monks are mostly from those orders that are dedicated to a very specific ideal or purpose, such as defeating a particular enemy, protecting a particular class of person, etc. Because of this single minded focus they tend to ignore other questions of alignment, good vs. evil or law vs. chaos. This gives the appearance of Neutrality through disinterest.

Chaotic Kung Fu Monks hail from temples that were infiltrated long ago by extraplanar forces of chaos or criminality. Although individually still very disciplined, chaotic Kung Fu Monks serve dark masters with their own agenda that can range from summoning a dead chaos god or simply distributing the fruit of the poppy.

Martial Arts Master: Kung Fu Monks are expert combatants in their chosen styles of martial arts. Each Kung Fu Monk must select two from

the following categories: melee weapons, unarmed, thrown weapons, missile weapons, or improvised weapons. In his selected category he is able to use a Deed Die as a Warrior, per the table on page 9.

Unarmed Damage: Kung Fu Monks are able to use their hands and feet as deadly weapons. When fighting unarmed they do damage according to the table on page 9.

Those Kicks are Fast as Lightning: Kung Fu Monks receive the ability to do multiple attacks earlier and more often than any other class, as the table below indicates. As usual, the Deed Die (if applicable) applies to all attacks in the combat round.

Mind, Body and Spirit: Through years of esoteric training, the Kung Fu Monk is very resilient to all forms of attack. This is represented by the Kung Fu Monk having significantly better saving throws than other classes.

Leap of the Grasshopper: At an early stage of training Kung Fu Monks learn to make amazing leaps and bounds. A Kung Fu Monk may always make a percentage of his total movement equal to his level as a jump, needing no equipment or running start. At 10th level a Kung Fu Monk may literally fly!

Luck: Kung Fu Monks may apply their Luck modifier, if any, to all attacks with their chosen category of martial arts as well as their Initiative.

Action Dice: Kung Fu Monks receive multiple action dice starting at 3rd level and may only use them for attacks in their chosen martial arts category.

Level	Attack	Crit Die / Table	Action Dice	Unarmed Damage
1	+d3	1d10/III	1d20	1d4
2	+d4	1d12/III	1d20	1d5
3	+d5	1d14/III	1d20+1d14	1d6
4	+d6	1d16/IV	1d20+1d16	1d7
5	+d7	1d20/IV	1d20+1d20	1d8
6	+d8	1d24/V	1d20+1d20+1d14	1d10
7	+d10+1	1d30/V	1d20+1d20+1d16	1d12
8	+d10+2	1d30/V	1d20+1d20+1d16	1d14
9	+d10+3	2d20/V	1d24+1d20+1d16	1d16
10	+d10+4	2d20/V	1d24+1d24+1d20	1d18

Level	REF	FORT	WILL	Armor Bonus
1	+2	+2	+2	+3
2	+3	+3	+3	+4
3	+3	+3	+4	+5
4	+4	+4	+4	+6
5	+5	+5	+5	+7
6	+5	+6	+5	+8
7	+6	+6	+6	+9
8	+7	+6	+6	+10
9	+7	+7	+7	+11
10	+8	+8	+8	+12

SPELLBURNING WITH DEMON ORE

BY ERIC HOFFMAN

One of the reasons that Demon Ore is so sought after in the Dark Territories is that practitioners of magic have discovered they can fuel their spells and rituals with the chaotic residue of power that Hellstone contains. Not unsurprisingly, adding the pure essence of chaos to the already unpredictable and dangerous nature of spellcraft can have incredible effects.

When using Demon Ore to add spellburn to a casting, the Wizard must roll on the appropriate table below to determine how the spell is affected. Although generally favorable, the nature of the effects are always unpredictable. The Hellstone is always consumed in the process, regardless of the result unless stated otherwise, and must be used immediately before casting the spell, exactly like spellburn per the core rules.

GENERIC DEMON ORE SPELLBURN TABLE (D7)

Judge's may use this table to calculate effects for all Demon Ore, or varieties they have created for their own game, if they do not desire to also make their own specific tables.

1	+1 spellcheck
2	+2 spellcheck
3	-1 spellcheck
4	+3 spellcheck
5	-2 spellcheck

- 6 +4 spellcheck
- 7 -4 spellcheck and caster must make a Willpower Save equal to the rolled spellcheck or a small gate opens long enough to admit 1d3 4 Hit Die Demons.

FROG EYES SPELLBURN TABLE (D7)

Frog Eyes are known to be even more chaotic in their effect on spells than other Hellstones. Caster beware!

- 1 +4 spellcheck
- 2 -3 spellcheck and caster must make a Fort save equal to the spellcheck or become violently ill for 1d5 rounds, unable to take any action other than half movement and retching.
- 3 +1 spellcheck
- 4 +2 spellcheck
- 5 -1 spellcheck
- 6 The spell fails and the caster automatically suffers minor corruption.
- 7 +4 spellcheck and all variable numeric effects of the spell are doubled.

MOONSTONE SPELLBURN TABLE (D10)

Moonstone is known as the most stable, if not most spectacular, Demon Ore to use when enhancing a spell's power.

- 1 +1 spellcheck

- 2 -1 spellcheck
- 3 +2 spellcheck
- 4 -2 spellcheck but caster is at +1d for any saving throws for the next 1d14 turns.
- 5 +1 spellcheck
- 6 +2 spellcheck
- 7 -1 spellcheck
- 8 +1 spellcheck but the caster must make a DC 8 Willpower save or suffer a minor corruption.
- 9 -2 spellcheck
- 10 +2 spellcheck and one variable numeric effect of the spell is increased by 20%.

QUEEN'S TEETH SPELLBURN TABLE (D6)

Queen's Teeth is very difficult to carry and handle, but if done successfully, can add power and longevity to spells.

- 1 No effect, the Queen's Teeth breaks while being handled. Reflex save DC 8 or suffer 1d4 damage from the jagged edge.
- 2 +1 spellcheck and all variable numeric effects of the spell are increased by 50%.
- 3 -1 spellcheck
- 4 +4 spellcheck and all variable numeric effects of the spell are increased by 100%.

- 5 -4 spellcheck and the Queen's Teeth explodes causing 1d6 damage to the caster. In addition the caster must make a Willpower Save DC 10 or suffer minor corruption.
- 6 +4 spellcheck and the spell duration becomes permanent.

INDIGO STEEL SPELLBURN TABLE (D7)

Only the insane or desperate carry Indigo Steel to use for spellburn as prolonged exposure to the unworked Ore is known to cause debilitating effects, deformities and corruption. Then again, if used successfully the results can be terrifying.

- 1 Pholgiston Disturbance! Roll on the table in the core rulebook and apply all effects to the single caster, even if contradictory!
- 2 +8 spellcheck and all enemies within 60' of the caster must make a Willpower save, DC of the final spellcheck, or fade away into motes of purple glowing dust.
- 3 +2 spellcheck
- 4 -4 spellcheck and caster suffers a major corruption
- 5 caster may make 2 spellchecks at +4 each and apply all effects, effectively casting the spell twice.
- 6 -2 spellcheck and caster suffers 1d4 minor corruptions.
- 7 spellcheck at +2d and all other spellchecks at +1d for 1d4 rounds

STRANGE LOOT

If you were faster on the draw than Ol' Nine Toes, you earned the right to go through his haversack. If you survived your encounter with El Macabre and his hideous constructs, then waste no time searching his vile laboratory for valuables. Below is a list of oddities to make that recent haul more interesting.

1. A human scalp of pure white hair that floats on air.
2. A brass mirror that shows no reflection of man.
3. A labeled apothecary bottle of powdered mastodon bone.
4. An unfired brass rifle cartridge of unknown and immense caliber.
5. A small tube of *E.B. Hendershot's Amazing Adhesive*.
6. A small tin oil can labeled *E.B Hendershot's Super Solvent*.
7. A small wood figurine of a hog. It radiates magic if detected.
8. A Boston rocker made of black iron, weighing 400 lbs.
9. A silver snuff tin containing dried leaves from a hangman's tree.
10. A tomahawk made from the jaw bone of an unknown creature.
11. A paper bag with a dozen purple caps from an Angel's Eye cactus.
12. A perfect sphere of polished copper weighing 5 lbs.
13. A *frogmouth* potion. Breath underwater, jump 180' for 1d4 hours.
14. A cavalry bugle. When blown, it emits the screams of the dying.
15. A sizzling cast iron skillet which needs no fire to cook.
16. A branding iron from the Triple 6 ranch. It deals 1d6 damage.
17. A small music box that plays random, dischordant notes.
18. A black billy goat. Periodically, he speaks strange words.
19. A box camera, it's film plate exposed. Have the film plate developed.
20. A pair of spectacles which allow you to see twice as far in moonlight.
21. A canary in a birdcage that sings the Battle Hymn of the Republic.
22. A rusty iron gear weighing 2 lbs, stamped with glowing runes.
23. A bayonet covered in ice and frost that won't melt.
24. A Mason jar full of eyeballs that follow your every move.
25. A brass compass that won't point north, but points to something...
26. A pair of handcuffs built for a child. The key is nearby.
27. A porcelain doll that cries if left alone.
28. A bloody letter opener. Inflicts 1 point of damage.
29. A rosewood cross that allows the wearer to walk on water.
30. A silver-plated and filligreed bone saw with an ivory handle.



THE RED DUKE

BY ERIC HOFFMAN

The entity now known as The Red Duke was once a raider and explorer from dark ages Norway named Thorgils Ulfsson. He was a very spiritual Viking, a priest among the Norse in fact, who was always seeking evidence of the gods' influence in the world of men. Their ship was blown off course while heading to Ireland, but they eventually found their way to the new world. Once there, Thorgils Ulfsson was overcome by the spirits of this new land and enticed by the darker spirits of the primeval frontier. Thorgils made fitting sacrifice by slitting the throats of each and every Norse raider while they slept, thus gaining much knowledge and power from the spirits of this new land.

Thorgils then disappeared into the forest and has wandered the Americas ever since, gaining longevity and power. He sometimes will extend his patronage to Wizards and Warriors. He has a hatred of "The New Faiths" as he calls them, which encompasses just about every tradition and religion other than his own unique view of the multi-verse.

He often appears to his clients as a wanderer of some sort. His favorite guise is that of Rodger Hertog, a hard-scrabble prospector.

INVOKE PATRON CHECK RESULTS

Roll	Result
12-13	The Red Duke is disgusted by the casters ineptitude. He grudgingly grants a +2 to the caster's next spell check but after the spell is cast it is lost for the remainder of the day.
14-17	The Red Duke is busy but spares some time to increase the caster's ability to save his own hide. All saving throws are made at +2d for the remainder of the day.

- 18-19 The Red Duke sends the caster protective charms equal to CL+1d4. Each charm increases the wearer's Armor Class by 2. The magic wears off after 1d4 hours.
- 20-23 The Red Duke makes a bargain with the Norns on the caster's behalf. For the next 2d3 hours the caster cannot die. Many other horrible things may happen to him but he will automatically make any Luck check for the purposes of rolling the body.
- 24-27 The Red Duke sends two special ravens to serve the caster for 24 hours. The ravens can speak any language and obey the caster faithfully. The caster can use the raven to cast any spell as if the raven was the caster.
- 28-29 The Red Duke sends a eight-legged horse to serve the caster for 24 hours. The horse can move at 100' per round in combat and 40 miles per hour when moving overland. The horse has 8HD, is immune to mundane weapons, can detect invisible creatures and conveys a +4 AC to the caster while mounted. The horse will accept up to 3 riders designated by the caster but will violently rebuke all others that attempt to mount.
- 30-31 Thunder! The Red Duke infuses the caster with the power of Thor, granting him the ability to call down thunderclaps on his enemies. The caster may call down 1d3+CL thunderclaps, each causes 3d7 damage (Fort save for half) to any creatures within 20' of the target location. In addition to the damage any creature in the area of effect must make a second Fort Save or be stunned for 1d3 rounds.
- 32+ Thunder and Lightning! Same effects as a result of 30-31 plus the initial target of the attack is also hit with a lightning strike which causes CLd8 electrical damage (Fort save for half).

PATRON TAIN: THE RED DUKE

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

- | | |
|---|---|
| 1 | The caster must tattoo himself at the next available opportunity. At first the tattoos are small and barely noticeable but on subsequent results they are larger and more disturbing incurring a -1 to Personality. |
| 2 | The caster feels the urge to wander, for each month he maintains a residence in the same place (town, part of city, etc.) he loses a point from a random ability permanently. On a second result the time until the caster must move is reduced to a week. For a third result the time is only one day. |
| 3 | Berserk Fury. The caster has a small chance (5%) of going berserk each combat he enters. When berserk, the caster temporarily gains 4 Strength, Agility and Stamina as well as d10 hit points per caster level. While berserk, however, the caster is unable to cast spells or use items that produce spell-like effects (wands, etc.). On a second result the chance increases to 10%. On a third result the chance increases to 25%. |
| 4 | Zealotry. The caster begins to foster an irrational hatred of any religion or faith tradition that has come to the new world since the late 900s. He suffers a Personality modifier of -2 when dealing with any adherents of those faiths. On a second result the penalty is increased to -4 and on a third result the caster refuses to be in the presence of such people. |
| 5 | The caster begins to hear the spirits of the land speaking to him and cannot help but occasionally respond to them. Others think he is talking to himself. On a second result the conversation is fairly regular and the caster suffers a -2 to his Personality permanently. On a third result the voices of the spirits are so distracting that the caster also suffers a permanent -2 to his Intelligence. |

- 6 The caster refuses to trim his hair or beard as this is a sign of a thrall! At first the strange style is merely memorable and the caster takes a -1d on any attempts to hide his identity. On subsequent results, however, the caster goes to further extremes and begins to tie fetishes in his hair or braid his beard in strange and distracting fashions, suffering a -1 to Personality on each result.

SPELLBURN: THE RED DUKE

Roll **Spellburn Result**

- 1 Blood! The Red Duke requires blood to power the caster's magic. The caster must cut himself. The resulting blood loss manifests as stat loss.
- 2 Pain! The caster must inflict pain on another creature. If the creature is willing, then the caster may gain twice the number of spellburn points as the creature is willing to take in stat loss.
- 3 Oath! The Wizard must agree to undertake a task on behalf of The Red Duke. The task difficulty is directly proportional to the amount of spellburn.
- 4 Fate! The Wizard temporarily frays the threads the Norns have woven for him. For one point of spellburn gained the Wizard must take a -4 to the next meaningful spellcheck, attack roll, saving throw or skill roll. Each additional point of spellburn inflicts a penalty on another subsequent check.

PATRON SPELLS: THE RED DUKE

Those who bargain for power with The Red Duke learn three unique spells:

Level 1: Runic Shotgun

Level 2: Alter Hamingja

Level 3: Forest Primeval

RUNIC SHOTGUN

Level: 1 (The Red Duke), **Range:** Caster, **Duration:** Varies, **Casting Time:** 1 action, **Save:** None

General: The caster inscribes secret, magical runes into a mundane piece of wood or iron and a magical shotgun is summoned that may only be used by the caster for the duration of the spell, after which the weapon disappears. Unless otherwise noted in the spell check description, the weapon functions as a normal shotgun with respect to range, firing mode, ammo capacity and damage. A caster may take a lesser effect if desired.

Manifestation: (1) The caster reaches into various pockets and pouches and produces several pipes, gears and lenses that fit together into a short brass and wood contraption (2) a fine Italian fowling piece with blue-steel barrel and carved walnut stock appears in the caster's hands (3) a battered blunderbuss is conveniently found leaning against a nearby wall, behind a rock, in a drawer, under a bed, etc. (4) a gleaming Valkyrie appears and presents the caster with a heavy, axe-like shotgun which can also be used to melee at the same attack bonus and does 1d10 plus strength damage [5] a hip holster containing a wicked looking sawed-off appears on the casters waist.

1 Lost, failure and patron taint.

2-11 Lost. Failure.

12-13 The shotgun lasts for CL rounds. The weapon appears fully loaded but the caster must provide ammunition for any re-loading.

14-17 The shotgun lasts for CL rounds, is +2 to hit, and mundane ammunition also magically appears for the spell's duration.

- 18-19 The shotgun lasts for $CL+2d5$ rounds, is +4 to hit and mundane ammunition for reloading also magically appears for the duration of the spell.
- 20-23 The shotgun lasts for $CL+2d6$ turns, is +2 to hit and mundane ammunition for reloading also magically appears for the duration of the spell.
- 24-27 The shotgun lasts for $CL+2d5$ rounds, is +6 to hit, magically reloads to full capacity at the beginning of each round, and each barrel inflicts $3d4$ damage. This damage explodes like normal firearm dice. Furthermore the ammunition is considered to be magical and can affect supernatural creatures normally unaffected by mundane weapons.
- 28-29 The shotgun lasts for CL turns, is +6 to hit, magically reloads to full capacity at the beginning of each round, and each barrel inflicts $3d4$ damage. This damage explodes like normal firearm dice. Furthermore the ammunition is considered to be magical and can affect supernatural creatures normally unaffected by mundane weapons.
- 30-31 The shotgun lasts for $CL+1d6$ turns, is +6 to hit, magically reloads to full capacity at the beginning of each round, and each barrel inflicts $4d4$ damage. This damage explodes like normal firearm dice. Furthermore the ammunition is considered to be magical and can affect supernatural creatures normally unaffected by mundane weapons.
- 32+ The shotgun lasts for the remainder of the day, is +8 to hit, has double the normal range of a shotgun, magically reloads to full capacity at the beginning of each round, and each barrel inflicts $5d4$ damage. This damage explodes like normal firearm dice. Furthermore the ammunition is considered to be magical and can affect supernatural creatures normally unaffected by mundane weapons.

ALTER HAMINGJA

Level: 2 (The Red Duke), **Range:** 60' or more, **Duration:** 24 hours, **Casting Time:** 1 turn, **Save:** Varies

General: The once mighty Gods of the Norse may not have the power they once did in the mortal world, but they are still able to nudge reality here and there in favor of their disciples. By beseeching them on behalf of the caster, The Red Duke is able to provide a myriad of boons to his clients. The caster may always choose a lesser result on the table below. Once this spell is cast successfully it may not be cast again in the same 24 hour period.

Manifestation: None or as listed by result.

- | | |
|--------|--|
| 1 | Lost, failure and patron taint. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but spell is not lost. |
| 14-17 | Silver-Luck: Fortune finds the caster, literally. Any found, won or earned treasure is 1.5x as valuable as it normally would be. Bronze and copper items turn to silver, alexandrite becomes emerald and anklets transform into tiara. |
| 18- 21 | Battle-Luck: The caster gains a bonus of CL temporary Luck points to spend on any roll involved in a combat for the day. This can be on an attack roll, a spell check, a saving throw or any other roll the Judge deems applies. In addition, if the caster is reduced to zero hit points he may not only apply any remaining Luck points to his total Luck for purposes of recovering the body, he also gets one reroll if the first Luck roll fails. |
| 22-25 | Travel-Luck: The caster, and any allies travelling with the caster, have incredible fortune on the days travel. Rivers thought to be uncrossable are running low, mountain passes thought to be snowbound are inexplicable and temporarily passable, roads |

are in good condition, etc. The party reduces the time to travel by 10% per CL. In addition any chances for wandering monsters,, disasters or other undesirable encounters are reduced by a similar percentage. For example, a 5th level caster can make a trip that normally takes 10 hours and has a 1 in 6 chance for wandering monsters become a 5 hour trip and have only a 1 in 12 chance for random encounters.

- 26-29 Companion-Luck: All henchmen, hirelings, familiars or other creatures beholden to the caster (although not other PCs or classed characters) gain $\frac{1}{2}$ CL HD (rounded down) and +1 die to any checks required throughout the day.
- 30-33 Spell-Luck: The caster may choose one result above or below that which is rolled for any spell cast during the day. For spells in which a lesser result may be chosen (such as this one) the caster may instead make the spell check at +1 die.
- 34+ Wyrd-Luck: The Norns drastically reweave the skein of the casters life for this day and he may choose 2 of the results on this table.

FOREST PRIMEVAL

Level: 3 (The Red Duke), **Range:** Varies, **Duration:** Varies, **Casting Time:** 1 turn, **Save:** See below

General: The caster calls upon the primal forces of the unspoiled wilderness to temporarily emerge around the caster. The wilderness repulses all associated with elements of recent invaders and immigrants as well as protects the caster and his designated allies.

Manifestation: (1) giant, first-growth oak and elm trees (2) jagged spires of New England granite (3) tangle of hawthorne, briars and nettles (4) orchard-like rows of white birch with blood-red leaves (5) mist and fog with no discernible origination, crashing waves can be heard faintly.

- 1 Lost, failure and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-17 Within the confines of the temporal wilderness any creature not native to the Americas (excepting the caster and designated allies but including most humans that are not part of a local native tribe) must make a Willpower saving throw or be unable to enter.

If currently within the confines of the spell they must leave as quickly as possible, suffering -2 die on any checks made until they do. In addition no spells or magical effects (including the casters) work within the confines of the summoned wilderness. The Judge may make an exception for magics somehow tied to, or originating from, the land itself (for instance the patron spells of Johnny Appleseed). Any healing, recovery or regaining of beneficial abilities by the caster and his allies while within the wilderness is at double the normal rate.

From outside visibility into the affected area is only 5', including creatures with infravision. Missile weapons or spells targeted within the affected area detonate on the outside, so that very powerful weapons or spells could affect those inside if the radius is large enough. The dark power of the primeval wilderness is seductive, however, and the allies of the caster and any creatures that succeed on their Willpower save to enter or remain within the forest must make a second Willpower save if they wish to leave before the duration of the spell is over. The caster may not take a lesser result and may not dispel the wilderness early!

At this result the wilderness has a diameter of 60' and lasts for 2 turns.

- 18-19 At this result the wilderness has a diameter of 60' and lasts for

1 hours.

- 20-23 At this result the wilderness has a diameter of 100' and lasts for 3 hours.
- 24-27 At this result the wilderness has a diameter of 100' and lasts for 8 hours.
- 28-29 At this result the wilderness has a diameter of 200' and lasts for 8 hours.
- 30-31 At this result the wilderness has a diameter of 1000' and lasts for 2 days.
- 32-33 At this result the wilderness has a diameter of 1 mile and lasts for 1 week. In addition all of those within gain 1d3 Luck.
- 34+ At this result the wilderness has a diameter of 1 mile and is permanent! In addition the Saving Throw to leave is at -1 die!

IT'S EXPLOSIVE: BLACK POWDER

In this series of articles we're going to share our thoughts on various explosives, both mundane and supernatural. We'll start with black powder blasting stick. While less powerful and more dangerous to the operator than its successors, it's still found in old mines and can be easily created. It explodes when exposed to fire, and the fuse can be lit by torch, cigar, spark from flint and steel, etc.

As a standard, we suggest that all explosive sticks (black powder, dynamite, TNT, etc.) are 8" long and 1.25" in diameter. Fuse length can be modified as needed, from a very short (explosion in 1 round), up to a minute by using an entire spool of fuse.

Using an explosive stick in a mundane scenario, such as clearing a tunnel collapse, creates no additional risk of injury. But if used as a weapon, incorporated into a trap, or used under duress, a Luck check is required to avoid lighting the fuse too close to the stick, crimping the blasting cap too close to the primary charge, or otherwise mishandling which will cause early deflagration or detonation. The Prospector class (see *Black Powder*, *Black Magic v2*) is not subject to this rule and may handle explosives such as black powder, dynamite, and TNT, without additional risk.

BLACK POWDER BLASTING STICK

Cost: \$4/full stick, \$1/60' spool of fuse

Damage: Full stick: 4d4/r20', Half stick: 2d4/r10', Quarter stick: 1d4/r5'

Save: Reflex DC15 for half damage, Fort DC15 or be deaf and stunned for 1d6 rounds

Black powder is also transported in barrels known as powder kegs, weighing 8 pounds each, and if exposed to fire, will deflagrate. Damage is 8d4 within a 20' radius.



VARMINTS!

THE MALCUPINE

BY DANIEL BISHOP

A malcupine appears like a combination between a large porcupine and a centaur, except that the features of the upper torso are equally porcupine-like, save the creature's hands and glowing orange eyes. A malcupine is only between 3½ to 4 feet tall.

Any creature that attacks a malcupine with a weapon shorter than a spear is at risk of being damaged by the creature's quills (Ref DC 10 avoids). These quills do 1 point of damage and remain embedded in the victim. Each round, a DC 10 Will save must be made, or the victim suffers 1d3 points of Personality damage. When a victim's Personality is reduced to 0, it becomes the willing slave of the malcupines. A single attack's worth of quills can be removed with a DC 10 Agility check, an appropriate skill check, or applicable magic – until all the quills are removed, though, the Personality damage and the festering wound do not heal. A natural “1” when removing quills makes things worse – the quill embeds itself deeper, and the victim takes 1d3 Personality damage (no save).

A malcupine can attack with either a bite or a tail slap. A successful tail slap attack automatically embeds quills in the target. The 1 point of damage from the quills is already part of the tail slap damage; the potential Personality damage is additional.

Malcupines resist damage from normal weapons, having 5 points of damage resistance unless a weapon is of +2 value or equivalent.

These evil creatures live on the outskirts of human and demi-human communities in pine woodlands, where they survive by scavenging garbage as well as the occasional child or pet. A community of malcupines usually consists of 1d4 members plus a leader type. A leader knows 1d3 1st level wizard spells, which can be cast with a +1d5 bonus.

Malcupine: Init +0; Atk tail slap +0 melee (1d2 + quills) or bite +1 melee (1d3); AC 11; HD 1d6; MV 20'; Act 1d20; SP quills, DR 5/+2; SV Fort +1, Ref +1, Will +3; AL C.

Malcupine Leader: Init +1; Atk tail slap +1 melee (1d2 + quills) or bite +2 melee (1d4); AC 12; HD 3d6; MV 20'; Act 1d20; SP quills, DR 5/+2, spells; SV Fort +2, Ref +2, Will +6; AL C.

FOLKLORE

Use the stat appropriate to the method used to acquire this information. If inquiring with the locals, use Personality, if doing research in the library, use Intelligence, or, if you're out in the wild, use Luck.

Common (DC 10): Evil creatures like malformed porcupines sometimes live in the wood. Their eyes glow with an eerie orange light.

Uncommon (DC 15): Some folk call these creatures "malcupines". They're attracted to human refuse, and eat the occasional pet or child. Their quills can sap you of your will, and make you their slave.

Rare (DC 20-25): Malcupines are attracted to salt, and salt may sometimes be used to trick them or to bargain. Beware, though, for malcupines keep their word only as long as the balance of power is not on their side. A hive of malcupines is ruled by a shamanic leader, who can cast spells like a wizard.

Obscure (DC 30+): The spells of a malcupine shaman are linked to some object, a treasure kept hidden near the places he torments. A person who finds and holds that object can demand anything of its owner, and is immune to that shaman's spells. Should the holder lose the object, though, malcupine vengeance may be terrible.

ADVENTURE HOOK

A malcupine's spells are a powerful tool when fleeing a town of its mon-

ey. A banker used the spell object of a malcupine shaman to force just such aid. Now, having lost it, the desperate banker hires the adventurers either to recover it, or to wipe out the malcupine hive before they can take their vengeance on him.

Plot Twist: The object is now held by a bitter preacher, who wishes to repay the town's sinful ways with ruin.

BLACK TOMMY: A REALLY HATEFUL ENGINE

BY NOAH STEVENS

Black Tom was a gleaming steam train of the Baldwin 0-4-0 type, beloved by his crew and owned by a private freight line in Missouri, the TH Railway Company. It was one of the first of its type to roll off the factory floor in Pennsylvania, and had served well for only a few years when it was hijacked in October of 1872.

A notorious outlaw known as “Demon-Eyes” Sentenza, boarded the train with a cohort of ghouls, each clutched in the grip of the summoned bat-demon. Sentenza murdered most of the crew and planned to use the train to commit a mass sacrifice of innocents by animating the thing with an other-worldly will.

As the sigils on the firebox writhed and twitched, a grimacing and petulant face appeared on the front of the engine. Sentenza was cowed, and his ritual sacrifice of the crew was only sufficient to entrap the demon within, now frustrated and vengeful. A stalwart band of private citizens unhooked the demonic engine from the rest of the train, and it chugged into the arid lands west of the sleepy town of Winslow, causing mayhem and murder wherever it went. Eventually, it was buried purposefully under an avalanche and incorporated into a dam.

Tommy is a large demon, though a lowly and petty one. His bulk is rusty iron and flabby sinews, with a blackened funnel spewing team and smoke.

Towering at 18 feet tall, he lumbers around the countryside on legs as thick as tree trunks and can take to the rails as he likes. He must stop and drink water as he is able, but the fire in his firebox cannot, and will not, expire naturally. Wherever he goes, a plaintive “PEEP PEEP” rings out over the countryside, and the normally cheery sound now sets locals on edge.

He gains all the critical attacks of a Giant (Table G in the core book, page 385), and in addition, can breath a gout of superheated steam once per encounter, doing 2d12 damage to all directly in front of him to a maximum distance of 20'. A successful DC 14 Reflex save will halve this damage.

Following a breath attack, Tommy will recuperate for 3 full combat rounds and will be slowed to 20'. His action die will be reduced by -2d, as his engine returns to speed. He is not very bright and easily tricked with flattery. He loves nothing more than to destroy buildings, topple other trains, and to tear up train tracks everywhere he goes.

Black Tommy: Init +5; Atk flaming punch +5 melee (3d6) or stomp +7 melee (2d10) or steam blast; AC 21; HD 10d10 (HP 85); MV 50'; Act 2d24; SP immune to heat damage and non-magical weapons, double damage from cold attacks, -2d save vs Charm Effects; crit on 20-24; SV Fort +20, Ref -5, Will -5; AL C.

FOLKLORE

Use the stat appropriate to the method used to acquire this information. If inquiring with the locals, use Personality, if doing research in the library, use Intelligence, or, if you're out in the wild, use Luck.

Common (DC 10): Black Tommy is incredibly strong, but beware his blast of steam. He seems to lose momentum and drive after a blast of steam, so that's a good time to strike, or run away.

Uncommon (DC 15): There's no point in fighting fire with fire, because Tommy's immune to it.

Rare (DC 20-25): The demon engine burns hot with hellfire, and he

seems to steer clear of the mountains and the colder climate further north. The cold is his Achilles heel.

Obscure (DC 30+): Another option to consider when dealing with Black Tommy is parlay. He's not that bright, enjoys flattery, and is charmed easily.

ADVENTURE HOOK

It's a year of El Niño. Rraging storms have flooded the desert, and the dam that imprisoned Black Tommy has burst. Trappers last spotted the mechanical beast headed into the petrified forest just 60 miles west of Winslow, which is the territory of the lost indian tribe of Colohocha... troglodytes.

If Black Tommy subdues the tribe, together they would be a terrible force. Currently, the cannibalistic natives are content to slaughter only those who venture into the fossil-rich lands, but a war party led by Black Tommy would surely put an end to prospecting, trapping, and virtually all commerce and expansion in the area.

To make matters worse, U.S. army scouts report that Black Tommy is now leading a group of troglodytes in reclaiming the meteoric rock at the center of Canyon Diablo Crater, just 18 miles from Winslow. What vile purpose will Black Tommy have for this otherworldly metal? Will he fashion armor and weapons for himself, or will this be used to outfit the troglodyte tribal warriors?

Plot Twist: What is commonly believed to be a meteor is in fact demon ore. Ore of this type is only found deep underground, so this is a rare opportunity to acquire the metal without delving.



THE INDIGO SIGNALMAN'S LANTERN

BY NOAH STEVENS

Appearing for all intents and purposes as a standard railroad signalman's lantern, bearing the stamp of the United Continental line, this artifact differs from others of its kind only by the bluish-purple luster of its thin metal. The original owner was Geordi Gammill, who died in a railway blasting accident in 1864.

Kept in a cupboard by his widow Delilah, it subtly changed when The Soul Rending was complete, although Delilah met a tragic end before she knew the value of her keepsake. It burns oil - mainly whale oil, prosaically, but if it is grasped during dusk, the handler will learn its unique properties.

If the lens is scryed at this time, the handler will receive the suggestion that camphene is fine, coal oil is sufficient, and Pennsylvania oil will do, but if filled with rendered human fat, then the lantern will provide the effect of Protection from Good or Evil (either one, but not both) within the circle of light it casts.

This is considered to be at level 18 on the casting results, and can be enhanced by Spellburn of attributes by the user. The lantern will sputter and smoke and operate in this fashion for 1d4 turns plus one turn per point of Spellburn, howling dire notes as oxygen combusts with Hellfire.

ADVENTURE HOOK

Grave robbers and relic hunters are currently using this lantern to plunder the sacred burial grounds of local tribes, bypassing the spiritual guardians on those lands. You could make allies of the tribe by vanquishing these intruders and returning the relics to their rightful place, or keep the lantern for your own nefarious plans.

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