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# The Pint 'n' Pony

A STRANGE NIGHT AT THE PINT 'N' PONY  
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WOODS

UP

DOWN

1 mile of tunnel  
rat

VENT

EXIT  
(CAVED IN)

## A Strange Night at the Pint 'n' Pony

This is a 0-level funnel intended for 12-18 characters. It can be the start of a campaign, or a one-shot adventure. This adventure can be placed in any town or city setting.

Welcome to the **Pint 'n' Pony!** The **Pint 'n' Pony** only allows short patrons (including small humans, gnomes and wildlings). When creating starting characters, use the **“Short” Conversion Occupation Table 1-3s** to modify your roll results within **Table 1-3** (see p. 22 *DCC Core Rulebook*). This will assure that all characters will be small enough to gain access to the **Pint 'n' Pony**.

### “Short” Conversion Occupation Table 1-3s

Your Roll      Adjust your roll to *this entry* on **Table 1-3**  
**Table 1-3**      and use the notes added.

1-17    is    1-17 see **Note A\***

18-19   is    18 see **Note A\***

20-24   is    19-20

25-26   is    21

27-28   is    22

29-31   is    23-24

32-33   is    25



34-35   is    26

36-38   is    27-28

39        is    39-47 with **Note A\***

40        is    48 with **Note A\***

41        is    49 with **Note A\***

42        is    50 with **Note A\***

43        is    51-52 with **Note A\***

44        is    53-54 with **Note A\***

45-46   is    55

47-50   is    56-57

51-52   is    58

53-54   is    59

55-56   is    60

57-58   is    61

59-60   is    62

61-62   is    63

63-64   is    64

65-67   is    65-67 see **Note A\***

68        is    Wild Elfin Farmer (items as 68) see **Note B\*\***

69        is    70 see **Note A\***

70        is    71 see **Note A\***

71-75   is    Gnome Jeweler (items as 72) see **Note C\*\*\***

76-77   is    Gnome Locksmith (items as 73) see **Note C\*\*\***

78-79   is    Gnome Mendicant (items as 74) see **Note C\*\*\***

80        is    75 (roll d4 1-elf\*\*, 2-halfing, 3-dwarf, or 4-human\*)



81-84   is    Gnome Merchant (items as 76) see **Note C\*\*\***

85        is    Wild Elfin Artisan (items as 77) see **Note B\*\***

86        is    78 (roll d4 1-elf\*\*, 2-halfing, 3-dwarf, or 4-Human\*)

87        is    79 (roll d4 1-elf\*\*, 2-halfing, 3-dwarf, or 4-Human\*)

88        is    80

89        is    Halfling Pony Hostler (items as 81)

90        is    82 (roll d4 1-elf\*\*, 2-halfing, 3-dwarf, or 4-Human\*)

91        is    83 (roll d4 1-elf\*\*, 2-halfing, 3-dwarf, or 4-Human\*)

92        is    37-38 see **Note B\*\***

93        is    33-34 see **Note B\*\***

94        is    86 see **Note A\***

95        is    87 see **Note A\***

96        is    94

97        is    95 see **Note A\***

98        is    96 (roll d4 1-elf\*\*, 2-halfing, 3-dwarf, or 4-Human\*)

99        is    97 (This is a human magically altered by their master to appear as a dwarf, but in all respects is human. He/she will return to their human form in 1d30 days.)

100      is    Dwarven Woodcutter (items as 98-100)

**\*Note A:** This is a small human. All small humans have a 20' rate and +1 AC due to size. Why so small? Roll 1d4, you are: (1) a small child; (2) unusually short, 3-4 feet tall; (3) had a halfling or dwarf parent, are short, but in all respects human; (4) afflicted with a magical curse that shrinks you to 2 feet tall. The curse ends after 3d4 days.

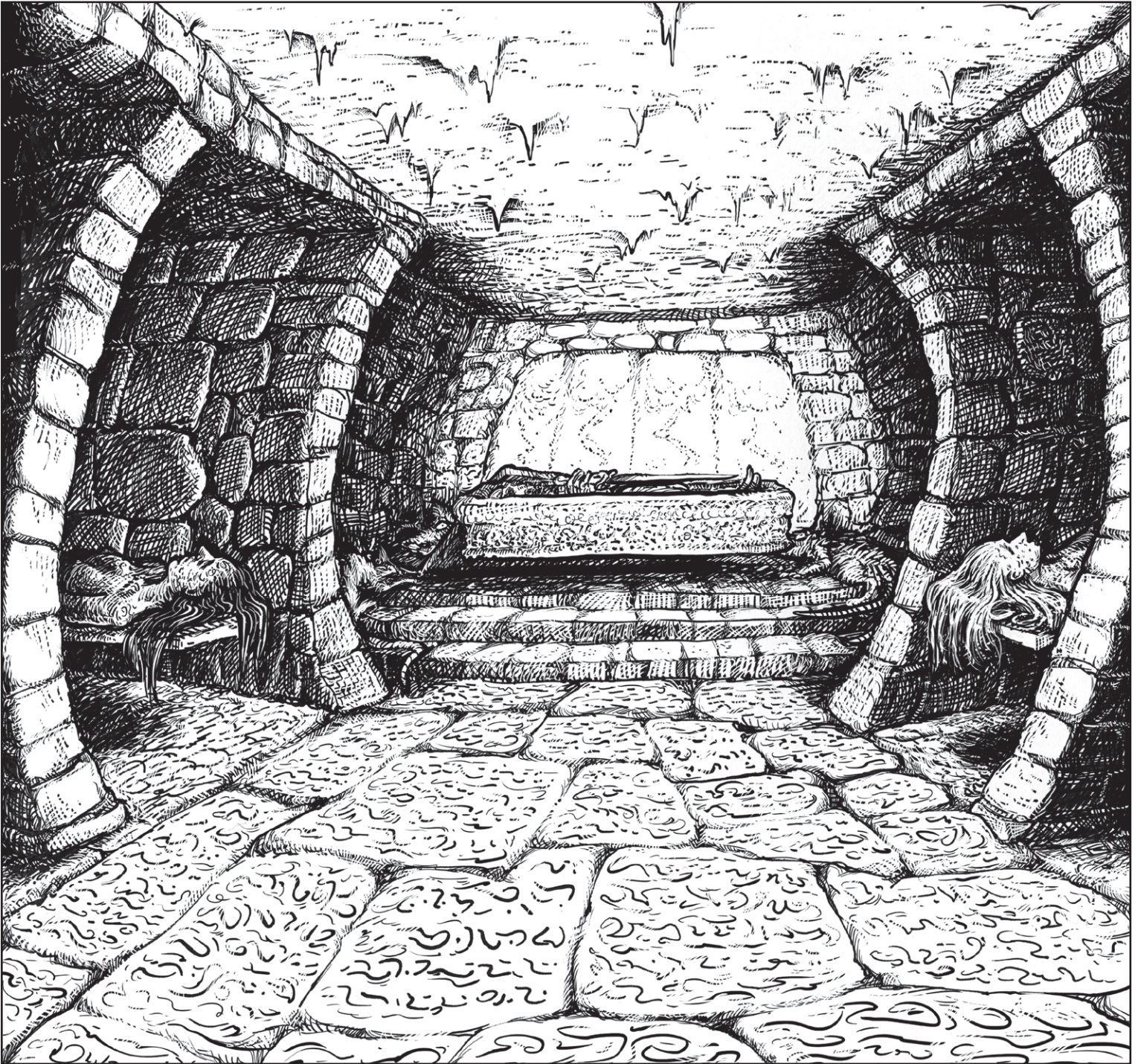
**\*\*Note B:** This is a wildling elf (see p. 14 *Greenwood of the Fey Sovereign*). If you don't have wildling elf rules, this is a very short elf. Short elves have a 20' move rate and +1 AC due to quickness and stature.

**\*\*\*Note C:** This is a gnome (see p. 10 *Crawl* issue #6). If you don't have gnome rules, this is a halfling.

## Background

Eons ago, when the world was home to super-science and magic, aliens and devils, there arose a Vicar of the insectoid god Leicca. This Vicar was the first human to stand with the ones called devils—a race of misunderstood insectoid humanoids who were hated and persecuted with an antipathy passed down into the present-day collective psyche (fear of insects). At that time, the devils thrived in what was known as the shadow years, but as humanity restored its grip on civilization, a great pogrom threatened the decimation of Leicca's followers. It was then the Vicar of Leicca arose to cast down four symbolic foes within herself: hatred, fear, ignorance, and desire. Having destroyed these, the Vicar could see that elimination of the legions of Leicca would also doom humanity. The Vicar ultimately gave her life in preservation of insectoids, and Leicca ordained a shrine be built to protect and one day revive her. The magic and science behind its awesome purpose was lost in the cycles of a myriad of ages and revolutions of thought. Leicca became a patron dormant and forgotten, and like insects, made small and weak. But the shrine and its power remained untouched. Until now, that is. Ratmen under the city have built their

# HANDOUT A



*flies, centipedes, and other unknown bizarre insects move with common purpose in the direction you travel.*

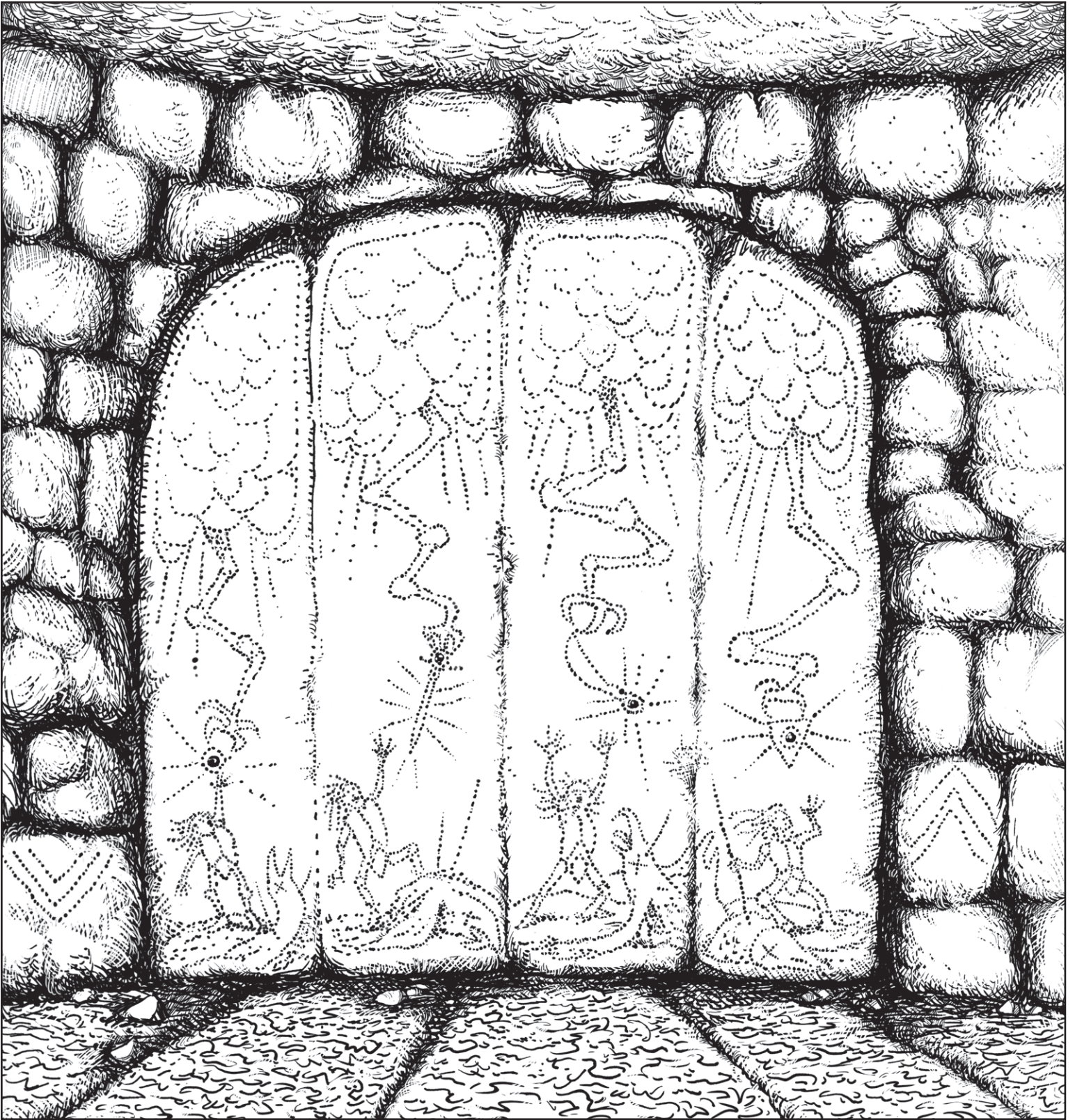
A DC 15 Agi check is required to avoid crushing a bug. Once one is crushed, the others coalesce into a purple glowing mass in the form of an insectoid man. This avatar of Leicca can dissipate each round to blast out an area of effect attack, then quickly reform.

**Insectoid Avatar (5):** Init -2; Atk swarm blast special (1d2); AC 10; HD 2d8; hp 10; MV 20'; Act 1d20; SP

swarm blast (DC 7 Ref save for all within 5' or 1d2 dam of stinging insect bites), takes 1/2 damage from all physical attacks; SV Fort +2, Ref +1, Will +0; AL N.

(2) **Ambush!** Ratmen warriors infected by the **Breath of Leicca** wait in ambush behind cavern rocks. Allow alert PCs a DC 10 Int check to avoid being surprised. If these ratmen are killed, they appear relieved, as a harsh purple light (a small portion of the **Breath of Leicca**) exits the body and flies away. They each carry a short sword and shield.

## HANDOUT B



attack is at +5 for 1d8+3 dam. On a natural 20, the blade drains the life of the victim, granting the drained amount as temporary hp to the sword's wielder, and bestowing 1d3 Str for 1 turn. The blade has a strong will and complex alien mind. It is confused and only fills the user with an all-consuming hatred of this strange world.

There is nothing else of value in the coffin. Touching the Vicar's corpse will cause it to collapse in the area touched. The clothing is odd and of a time or culture entirely unfamiliar to the PCs. Attempts to take the clothing result in further destruction of the corpse.