

Lost Tomb
of the
Bitchin' Chimera
Dead Milkmen RPG Adventure

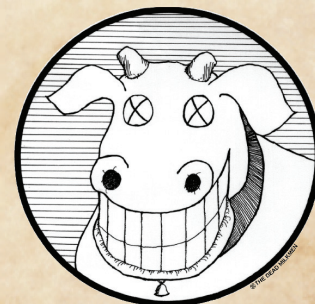
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Dungeon Crawl Classics

Conversion by George Holland

COMPATIBLE WITH
**DCC
RPG**





In a pinch...

- Personality (PER) is Wisdom and Charisma.
- Agility (AGI) is Dexterity.
- Comeliness (COM) does not exist as an ability score in the standard DCC rule set. That being said, feel free to either use PERSONALITY as the PC's Comeliness score or roll COM as its own stat for the purposes of this insane adventure.

Wandering Monsters (pg. 10)

1. Unfriendly Badger (1): Init +1; Atk bite +3 melee (1d8) or claws +3 melee (2d4); AC 15; HD 2d8; MV 30'; Act 1d20; SV Fort +3, Ref +3, Will +1; AL N.

2. Shrooman Sproutling (1): Init +0; Atk slam +4 melee (2d6) or spore cloud (1d4 bludgeoning and 1d4 poison damage to all non-fungus beings within 30 ft); AC 10; HD 2d8; MV 30'; Act 1d20; SV Fort +3, Ref +1, Will +2; AL N.

3. Awakened Shrubbery (1): Init +1; Atk scratch +3 melee (1d4); AC 11; HD 2d8; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will +2; AL N.

4. Johnston's Flumph Toad (1): Init +2; Atk acid breath +6 ranged or melee (1d12+1); AC 18; HD 2d8; MV 30' (flight); Act 1d20; SV Fort +4, Ref +2, Will +0; AL N.

5. Green Slimy Thing (1): Init -1; Atk acid splash melee (2d8 damage; DC 13 Reflex save for half damage); AC 10; HD 1d8-2; MV 20'; Act 1d20; SV Fort +3, Ref +0, Will +1; AL N.

6. Rusty Flying Dagger “The Fauxhemian” (1): Init +4; Atk slash +3 melee (1d8+1); AC 17; HD 3d8; MV 60'; Act 1d20; SV Fort +3, Ref +3, Will +3; AL C; Special: If reduced to zero (0) hit points, Rusty can be wielded as a +1 dagger.

Attic Armor (pg. 11)

2. Studded Leather Gloves (+1 to AC)
3. Yeti Hide Cape (+1 to AC)
4. Moldy Suit of Padded Armor (No Bonus; -2 to stealth checks)
5. Scale Mail Vest (as Scale Mail)
6. Visored Plate Helmet (+1 to AC; -1 to hit because the visor won't stay open)
7. Dented Breastplate, painted purple and green (as Plate Mail)
8. Leather Pants (+1 to AC if no other armor is worn; +2 to attempts to persuade)
9. Rustic Trollhide Boots (+1 to AC; +5 ft. to movement speed)
10. Very Small Shield (As Shield but only provides bonus against a single opponent at a time)
11. Chain Mail Skirt (as Chain Mail)
12. Studded Leather Cod Piece (+2 to AC; -2 to attempts to intimidate)

Crash, Bang, Boom (pg. 14)

The Leather-Armor Jacket provides a +2 on PERSONALITY checks and provides a +1 to AC.

Unruly Creatures of the Life-is-Shit Boneyard (pg. 14)

1. Brat (1): Init -1; Atk improvised attack +1 melee (1d7); AC 3; HD (1 HP); MV 10'; Act 1d20; SV Fort -1, Ref -1, Will -1; AL C.

2. Disgruntled Goth Kid (1): Init +0; Atk vicious mockery +3 melee (1d8+2) or +3 missile (1d8); AC 13; HD 3d8; MV 30'; Act 1d20; SV Fort +1, Ref +0, Will +2; AL N.

3. Right Wing Pigeon (1): Init -1; Atk peck +3 melee (1d8); AC 7; HD 1d8; MV 40' (flight); Act 1d20; SV Fort -1, Ref -1, Will -3; AL L.

4. Bleach Boy (1): Init +2; Atk sharpened stick +5 melee (1d4+1); AC 11; HD 3d12; MV 30'; Act 1d20; SV Fort +4, Ref +3, Will -0; AL C.

5. Thing That Only Eats Hippies (1): Init +1; Atk +2 bite melee (2d6; but only attacks characters with long hair or a COM/PER of 10 or lower); AC 18; HD 1d12+6; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL C.

6. Cultist of Charles Nelson Reilly (1): Init +1; Atk finger poke +3 melee (1d5); AC 11; HD 4d8+2; MV 30'; Act 1d20; SV

Fort +2, Ref +2, Will +2; AL C.

The Reflecting Pool (pg. 16)

When drinking from the reflecting pool, a roll of 6 will cause the imbiber to lose 1 point of PERSONALITY for 1d6 hours.

Some Features of the Owl Bear Burrow (pg. 18)

5. The enchanted Bone Panpipe casts bless as a 5th level Cleric once per day.

6. Maladapted Mimic (1): Init +3 (surprise – kind of...); Atk +6 bite melee (1d8+8); AC 15; HD 6d6+6; MV 20'; Act 1d20; SV Fort +4, Ref -2, Will -1; AL N.

Random Traps

2. Glowing Earwig (2d6): Init +1; Atk slime bite +1 melee (1d4+1 and target makes a DC 14 WILL save. Failure results in being mildly annoyed for one hour); AC 8; HD 1d4+1; MV 30'; Act 1d20; SV Fort -2, Ref -2, Will -1; AL N.

Wandering Monsters (pg. 19)

Blue Fungus (1): Init (always last); Atk slap +2 melee (1d4+1); AC 8; HD 1d4; MV 10'; Act 1d20; SV Fort +1, Ref -8, Will -4; AL N.

10' x 10' Black Pudding (1): Init (always last); Atk pseudopod +4 melee (1d4); AC 10; HD 4d8; MV climb 5'; Act 4d20; SP: half damage from slicing and piercing weapons, immune to lightning and acid) SV Fort +6, Ref -8, Will -6; AL N.

Giant Earwig (1): Init -1; Atk pinch +3 melee (2d4); AC 8; HD

1d6; MV 30'; Act 1d20; SV Fort +2, Ref +2, Will -4; AL N.

Big Lizard (1): Init -3; Atk bite +2 melee (1d6); AC 17; HD 3d8; MV 40' or climb 20'; Act 1d20; SV Fort +2, Ref +2, Will -2; AL N.

Stinking Skeleton (1): Init +0; Atk scimitar +0 melee (1d6); AC 9; HD 1d6+1; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +1, Ref +0, Will +0; AL C.

Troubled Troglodyte (1): Init +2; Atk bite +2 melee (1d6) or spear +5 melee (1d8+4); AC 14; HD 1d8+4; MV 30' or climb 10'; Act 2d20; SP infravision 100'; SV Fort +3, Ref +2, Will +3; AL L.

The Bitchin' Bestiary (pg. 28)

Bitchin' Chimera (1): Init +5; Atk multi-head attacks (x3) variable melee/missile (varies based on current array of heads) and lion claw +6 melee (1d8+1); AC 18 (body), 20 (heads); HD 20d6+18; MV 30'; Act 4d20; SP infravision 100', snake tail reaction*; SV Fort +9, Ref +6, Will +6; AL L and then C.

Snake Tail Reaction: tail bite +12 melee (2d6 HEALING); may target self or others. There is a 50% chance that the tail will accidentally strike a target other than itself within 30'.

Possible Heads (all attacks have a range of 10' unless otherwise stated)

- Friendly Badger Head; bite +3 melee (1d4-3)
- Big Lizard Head; bite -1 melee (2d4+6)
- Charles Nelson Reilly Head; Vicious Mockery Taunt (range 60'); taunts a target in range and does 2d4 madness damage and the target's movement is halved for 1d4 rounds.
- Cow Head; gore +5 melee (2d6+2); if a target says

“Moo” to the cow head it loses its next turn.

- Goat Head; gore +4 melee (2d4+3); Target must succeed at a DC 18 REF save or be knocked prone.
- Gorilla Girl Head; projectile vomit missile (2d6 nausea damage; range 30); target must succeed at a DC 16 FOR save or take 1d6 nausea damage per round until healed or a visit to the Laundromat.
- Jellyfish Head; gelatinous stinger ooze +4 melee or missile (2d4+6; range 20 if missile attack); target must succeed at a DC 16 FOR save or suffer paralysis and shame for 1d4 rounds.
- Lion Head; bite +6 melee (2d4+5)
- Swordfish Head; spiky bill peck +3 melee (1d4+6; range 20')
- Tarantula Head; web spit +5 missile (special; range 60'); target must succeed at a DC 16 REF check each round to get free; the web has 16 hit points and is susceptible to all forms of damage, especially emotional.
- Walrus Head; tusk attacks (x2) +3 melee (1d4+6)

Burrow Owlbear (1): Init +1; Atk beak bite +9 melee (2d6+6) and claw +8 melee (1d6+6); AC 12; HD 6d6+6; MV 20' or 60' burrow; Act 2d20; SP infravision 100', cave collapse ability, +10 to perception related checks related to smell; SV Fort +6, Ref +1, Will +1; AL N.

D'Orc (5d20): Init -2; Atk eye gouge +3 melee (1d6 + 1 in 10 chance of blindness for 1 round); AC 7; HD 1d4-1; MV 20'; Act 1d20; SV Fort +1, Ref -2, Will -6; AL C.

Roc-Gull (1): Init +2; Atk talons (x2) +10 melee (6d6+1 and DC 18 REF save or grappled and Roc-Gull loses a talon attack) and

beak rend +10 melee (6d6); AC 28; HD 12d6+200; MV 60' or
120' flight; Act 3d20; SV Fort +12, Ref +9, Will +6; AL N.



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