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No. 1

FROM
WIS

TALES FROM WIS SMOKING WYRM

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TALES FROM THE SMOKING WYRM

No. 3



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SEMPER HABERE HUNC CODICEM
PROPE TE CALAMITATES COCHLEARUM
AVERTIT. SI OBLIVIS CERIS HUIUS
TUM DESERE SPEM CUM PROVINCIAS
INSANIAE INTRAS.

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Abbreviations follow the DCC RPG Master Zine Index abbreviation list.





Dor Nyvs

He could feel the earth beneath, all the deep stone of it, cool and hard near the surface of the earth, but hotter and softer as you went deep, until it flowed like honey, a vast sweet fiery ocean of molten rock a thousand times more voluminous and ten thousand times heavier than the sea. It felt to him as if it were his own blood, and his heart pumped it.

—Orson Scott Card, *Stonefather*

Dor Nyvs is one of the five Archomentals of the elemental plane of earth. Known as the Dweller at the Core, Dor Nyvs is as much a part of the landscape of the elemental plane of earth as it is an individual entity. Dor Nyvs is said to be a vast mountain, riddled with the warrens of countless dao, cored at the center by a massive cavern that holds the spinning crystal sphere that is the locus of its intellect and power. The cavern itself is reputedly laced with countless precious stones and metals that sparkle back the inner radiance of the crystal sphere itself, illuminating the otherwise perpetual dark of the plane. Dor Nyvs is quite active, engaging with mortals to advance its plans and sending dao to check on details.



Dor Nyvs: Invoke Patron Results



Unlike most *invoke patron* spells, casting Dor Nyvs' *invoke patron* allows the caster to choose from lesser effects, but still counts their spell check result as normal.

CHECK RESULT

12-13 **Burdensome Granite.** Target's mass doubles for each degree of success the caster achieves. Once the number of successes have outnumbered the Strength bonus of the target, they are pinned. Target must make a Strength check vs. spell check DC each round to move. Effect lasts 1d5+CL rounds.

14-17 **Buoyant Pumice.** Target's mass, including what they carry, halves for each degree of success the caster achieves. They require double the weight to become encumbered for each success achieved. If unencumbered, they may leap five times normal distance. Effect lasts 1d5+CL rounds.

18-19 **Refractive Crystal.** Target becomes crystalline; any light sources that hit the target refract through them, shining out thrice as far and twice as intense. In broad daylight, those within 30' of the target must make a DC 15 Fort save or be blinded for 1d6 rounds. Effect lasts 1d3+CL turns.

20-23 **Tectonic Folding.** The ground folds in on itself in a 30' cone in front of the caster. Those standing on the ground must make a Reflex save or be prone and take 1d12 damage from earth and stone folding around them. Failing the Reflex save by 5 or more, a target is also pinned. In either case, a target must make a Strength check vs. spell check DC to escape. If the Reflex save is a natural 1, the target is pinned until dug out (which will take 1d0+CL rounds) and begins suffocating. While trapped, they continue to take 1d3 points of damage per round, as the earth squeezes them and contorts their body.

CHECK RESULT

Brittle Slate. Target becomes brittle, breaking along sagittal fault lines. Any hit causing more than 10 points of damage causes an automatic critical. In addition, if the hit causes 15 points or more of damage, it sheers a random extremity from their body: 1) left arm, 2) right arm, 3) left leg, 4) right leg, 5) head. If a limb is severed, target suffers an additional 1d14 damage; if the head is severed, they die. Effect lasts 1d3+CL rounds.

Mud Flow. Target's body becomes fluid, flowing, and folding as they move. They must make a Will save to retain control of their body, or collapse into a pool on the ground; each round on their turn, they may make a new save to regain control. Once in control, they can flow unimpeded through any crack greater than ¼ inches; smaller widths require 1d3 rounds to move through, and they cannot move through water-tight joints. Effect lasts 1d3+CL rounds.

Timeless Stone. The target turns to stone and freezes in place, and will remain frozen for up to a number of decades per point of spellburn spent. At the time of casting, the caster must establish a specific condition and/or time that interrupts the spell. The target does not die or age when they turn to stone, and continues to think, sense, and comprehend the outside world; this may unhinge the mind of the target. Every decade, make a DC 15 Will save; failure results in some increased mental infirmity for the judge to determine.

Overwhelming Avalanche. Turns all earth, stone, or earthen material in a 30-foot diameter sphere to pea-sized rubble that flows away from the caster for CL rounds. Each point of spellburn increases the diameter by 5 feet. Creatures caught in the path of this flow are overwhelmed, knocked prone and pinned, and ground against the rubble. They take 7d14 damage in the process, and their belongings are shredded. Fragile magic items (e.g., scrolls, potions) must make a Fort save or be destroyed.



Patron Taint: Dor Nyvs

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

ROLL RESULT

Your spells wildly summon matter from the elemental plane of earth.

First time: Casting any spell produces a hail of pumice that pelts everything 20' from the caster. This stone is hot, dealing 1 point of damage, sticking to natural rock, and making it hard to walk on or grip with hands without cutting bare flesh.

1

Second time: A scouring vortex of stone appears, stripping all ground cover within 25' of the caster. Those in the area take 1d3 damage and find their clothing and armor blemished and torn.

Third time: Living vegetation petrifies within 10' of the caster.

You take on aspects of the elemental plane of earth.

First time: Caster's eyes harden into spheres of stone, laced with precious metal. Roll 1d4: (1) gold, (2) silver, (3) platinum, or (4) electrum. The caster sight unaffected.

2

Second time: When at rest, the caster's facial expressions freeze into the position they held when the spell was cast, and their flesh becomes stiffened and rough, taking on a general hue of (1) red, (2) blue, (3) amber, (4) grey, (5) green, (6) white stone, laced with streaks of (roll 1d5, and drop the previously rolled color from the list).

Third time: The caster becomes far denser than normal, tripling in mass; although this does not encumber their carrying capabilities, their speed is reduced by 5'.



ROLL RESULT

The earth responds to you when you deploy spells, harming those not aligned to the elemental plane of earth.

First time: Whenever the caster uses earthen magic of any sort, the earth buckles slightly, and clawing stone paws erupt from the ground, attempting to grab any within 20' of the caster. They do no damage, but on a successful attack (+2 to hit), they slow the target's speed through the area by half.

Second time: The claws intensify in their ferocity (+4 to hit), and inflict 1d3 damage on a successful hit.

Third time: In addition to claws, earthen maws appear and grow over the feet of those within 10' of the caster, holding them in place on a 1 in 3 chance. Victims may make a Strength check (DC 10+CL) to break free.

Your skin changes due to your earthen affiliation.

First time: Nodules form under the skin of the caster, hard to the touch, and painful if pressed too much (e.g., if the caster is in non-customized armor, or tight-fitting clothing). Movement is excruciating, reducing the caster's speed by 10'.

Second time: The nodules erupt out of the skin, forming crystalline protrusions of (1) painite, (2) spessartine, (3) epidote, (4) barite, (5) hiddenite, (6) enstatite, (7) zoisite, or (8) melanite. If broken off, they regrow in 1d12 hours. If someone bumps into the caster, they take 1 point of damage. Due to the hardness of these nodules, the caster's unarmed attacks no longer inflict subdual damage. The caster has learned to accommodate the nodules in his movements, and his speed is now reduced by only 5'.

Third time: The nodules continue to grow, rending skin and replacing it with crystalline surface. The caster becomes increasingly harmed by sonic attacks (×2 damage), but their base armor class improves by 2, the damage from their unarmed attack increases to 1d4; they are also now inured to the irritation caused by the nodules, and their speed is no longer reduced.



Your internal organs alter to produce earthly effects.

First time: Your heart becomes a bloodstone, but otherwise functions normally. You become immune to critical strikes that harm the heart.

Second time: Your kidneys turn to jade and thereafter, you pass life nourishing urine, which can sustain someone for a day if they drink a full measure. You also filter out Fort-based poisons from your body, gaining a bonus on such saves equal to your caster level.

- 5 **Third time:** You begin forming bezoars in your stomach, at a rate of one per month. If regurgitated, these offer amazing restorative properties to others. If placed under the tongue while resting, the subject doubles normal healing rates. Bezoars are also useful in preventing poisons and toxins from harming the subject, granting a bonus equal to the caster's level on related saves when held in the mouth after being thus afflicted (the bezoar is rendered useless after being used in this manner). Otherwise functions as a normal bezoar.

Fumaroles spring up wherever you go.

First time: With a spray of loose rubble and hot steam, fumaroles erupt from the earth and belch sulfurous clouds all around the caster. These will cause the most ardent of people to wrinkle their noses as the smells overwhelm them.

- 6 **Second time:** The fumaroles are more numerous and form a noxious cloud, 10' in diameter, that chokes those present and causes them to pause their actions for a round while they clear their lungs (DC 10 Fort save to be unaffected).

Third time: Fumaroles spring up wherever the caster walks, trailing them with a sulfurous putrefactive odor that imposes -1d to all social interactions.





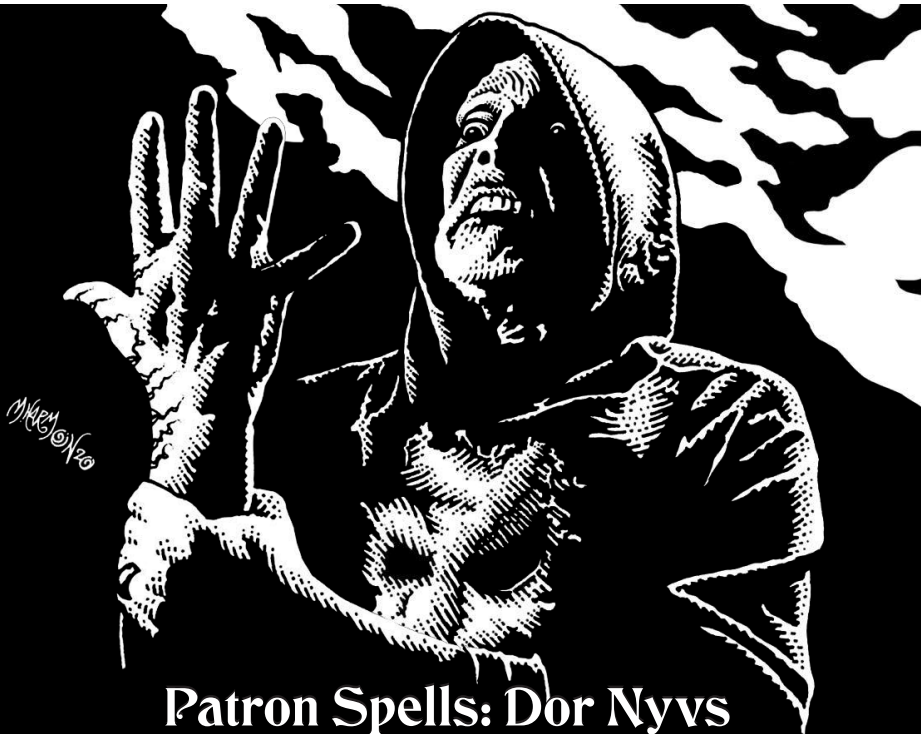
Spellburn: Dor Nyvs

Dor Nyvs is the fertile ground from which all life flows—the crystalline core at the center of all things. As such, it embodies the force of earth that often makes life possible—and sometimes inhibits it. Dor Nyvs seeks to gain influence on the world outside the elemental plane of earth—to reclaim that which has moved outside its direct control. When a caster utilizes spellburn, roll 1d8 on the table below or build off the suggestions to create an event specific to your own campaign.

ROLL	RESULT
1	You cough up pebbles and earthy debris, caking the ground with a fine phlegmy silt. All the spellburn comes from Stamina if this is rolled.
2	Crystal shards flow like tears from your eyes, blinding the caster for 1d3 rounds.
3	Your breath and sweat turns noxiously acidic like a fumarole, killing plants breathed directly on, souring milk, and causing those around you to choke, so noxious is your breath. The caster's clothing burns off from this acidic sweat, and any items in pockets are ruined.
4	One of your hands becomes stone, and can neither hold nor manipulate anything, but can bludgeon for 1d6 damage during this time. Lasts 1d3 hours unless a natural 20 is rolled, in which case it lasts 1d3 days.
5	A crystal third eye forms in the middle of your forehead, causing the light of the world to pierce into your mind. All spellburn is applied to Intelligence. There is a 1% chance the crystal is permanent; otherwise, it crumbles to dust when the spell ends.
6	You turn to stone for a 1d3 rounds, are immobile, and then regain your normal self.

ROLL RESULT

- 7 Your skin turns a brilliant coppery blue for 1d3 hours, and continues to patina and oxidize while in sunlight. On cold days, you become stiffened, with unpliant skin—moving slower by half. When your skin returns to normal, you find that your skin sloughs off, leaving you with raw copper, but also rashed skin that is painful to the touch for 1d5 days while it heals. During this time, you are more susceptible to infection, poisons, or other things that injure your skin in any way. Increase damage from such items by +1d.
- 8 Your legs root into the ground, not allowing you to move for 1d4 rounds, no matter how hard you try.



Patron Spells: Dor Nyvs

Dor Nyvs grants two unique spells, a variant of find familiar, and a ritual as follows:

- Level 1 spell: *Find Familiar (Dor Nyvs)*
- Level 1 spell: *Life and Death of Stone (Dor Nyvs)*
- Level 1 spell: *Summon Minion of Dor Nyvs*
- Level 2 spell: *Earth's Cradle (Dor Nyvs)*

Find Familiar: Dor Nyvs

*"Superman in super nature
Needs all the comfort he can find
Spontaneous emotion
And the long enduring kind."*

—Neil Peart, *Time and Motion, Test for Echo*

MANIFESTATION

Whether the familiar arrives at the time of casting (50% chance) or later, the following provides some description of how that initial appearance manifests.

If Elemental is rolled, Roll 1d3: (1) starting small, but picking up speed quickly, the dust in the air forms motes, which pick up the dirt on the ground and condense into scintilla, which disturb pebbles and form specks which crunch in on themselves and form the earthen center of the familiar; (2) there is a shaking, and the ground trembles and gives off a deep bass sound, which is overcome by a tearing sound as the earth congeals into a mass that rends itself away from the ground to become the familiar; (3) the earth around you shivers, and something resembling a mole-hill forms out of the ground, with the familiar crawling out of the mole-hill. A heavy ozone smell permeates the air, and hair stands on end.

If Dao is rolled, Roll 1d3: (1) the air shimmers around the caster, and small pebbles pop into existence, falling to the earth. They roll together forming the body of the Dao; (2) an outline forms on the ground, then deepens to create depth, and the Dao rips from the ground in that shape; (3) A fumarole spews forth from the ground, birthing the Dao in front of the caster.

This table provides the patron-specific effects of the find familiar spell.

CHECK RESULT

12-13 Guardian or Focal (caster's choice). Use Dor Nyvs table 7-5 for physical configuration.

14-17 Guardian, Focal, or Arcane (caster's choice). Use Dor Nyvs table 7-5 for physical configuration.

18-19 Elemental (earth). 1d12+CL for self-healing (see elemental familiar rules, this issue).

20-23 Elemental (earth). 1d14+CL for self-healing.

CHECK RESULT

24-27 Dao (earth-type Jinn).

28+ Dao (earth-type Jinn).

TABLE 7-5A: DOR NYVS FAMILIAR PHYSICAL CONFIGURATION (AND MASTER'S BENEFIT) GUARDIAN, FOCAL, OR ARCAN E FAMILIARS.

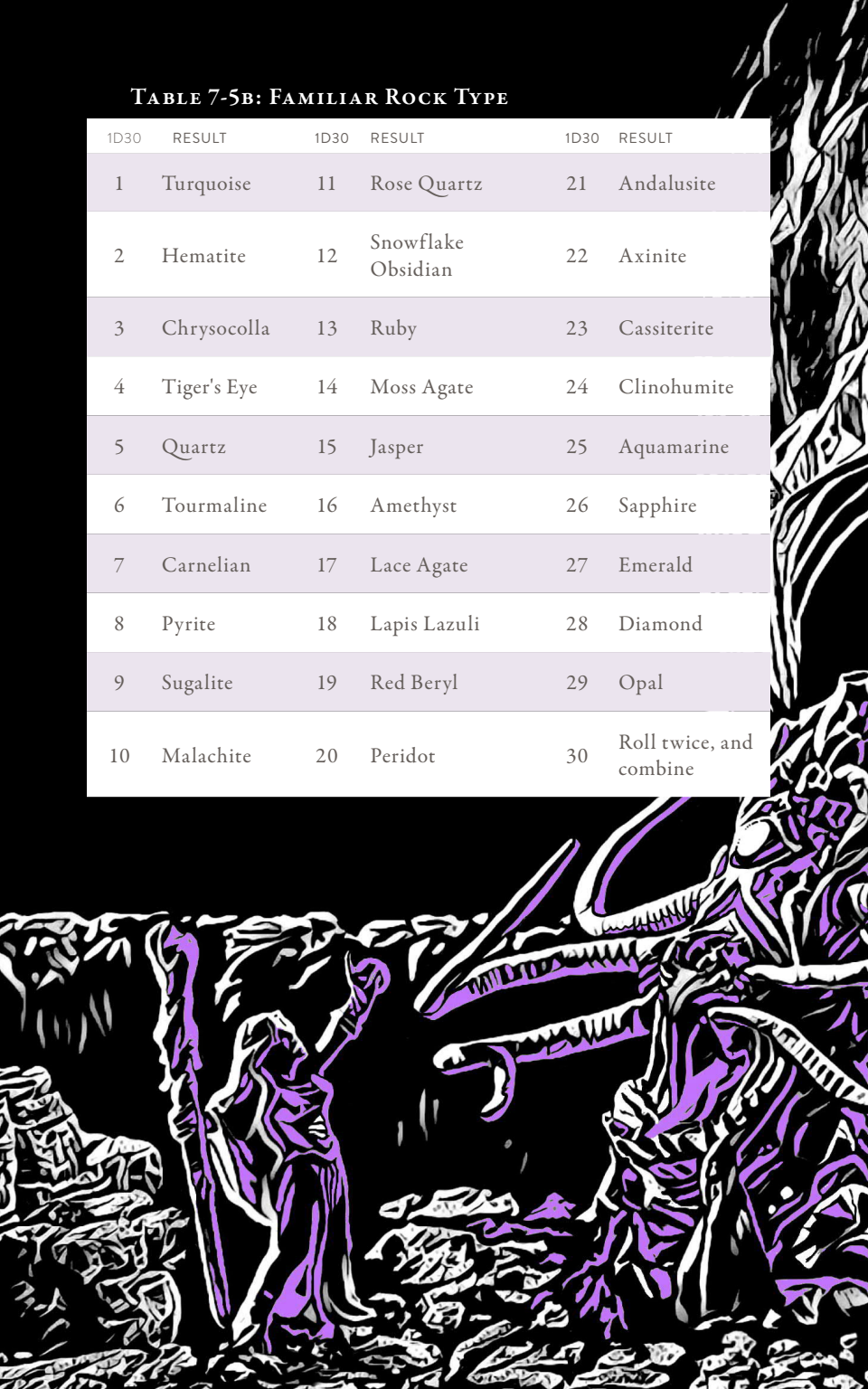
1D7	LAWFUL	NEUTRAL	CHAOTIC
1	Giant Ant (+1 to all attempts at telepathy, scrying, etc.)	Giant worm (decompose small item, vegetable or animal, in minutes).	Fungoid (tap into mycelium and talk to other fungoids)
2	Mouse (+10 move)	Rat (60' infravision)	Mole (+2 to search and spot, 20' infravision)
3	Burrowing tortoise (+2 AC, move -5)	Wolverine (+1 Stamina)	Honey badger (+4 hit points, -1 Personality)
4	Burrowing owl (60' infravision, innate feather fall)	Shrew (+2 Will save)	Snake (+1 Agility)
5	Kingfisher (superb vision, +1 Agility)	Fox (+1 fleeting Luck at start of each session)	Rabbit (+1 Luck)
6	Prairie Dog (+2 Reflex save)	Armadillo (+2 Fort save)	Otter (swim skill at a d24)
7	Squirrel (+1 Personality)	Giant Beetle (+1 AC, innate magic shield)	Skunk (innate choking cloud)

NOTE: Innate spells can be cast 1/day with a spellburn.



TABLE 7-5B: FAMILIAR ROCK TYPE

1D30	RESULT	1D30	RESULT	1D30	RESULT
1	Turquoise	11	Rose Quartz	21	Andalusite
2	Hematite	12	Snowflake Obsidian	22	Axinite
3	Chrysocolla	13	Ruby	23	Cassiterite
4	Tiger's Eye	14	Moss Agate	24	Clinohumite
5	Quartz	15	Jasper	25	Aquamarine
6	Tourmaline	16	Amethyst	26	Sapphire
7	Carnelian	17	Lace Agate	27	Emerald
8	Pyrite	18	Lapis Lazuli	28	Diamond
9	Sugilite	19	Red Beryl	29	Opal
10	Malachite	20	Peridot	30	Roll twice, and combine





MAR 2012

Life & Death of Stone

*"You can roll that stone
To the top of the hill
Drag your ball and chain behind you
You can carry that weight
With an iron will
Or let the pain remain behind you."*

—Neil Peart, *Carve Away the Stone, Test for Echo*

Level 1	Range: Variable	Duration: Instantaneous	Casting time: 1 Round	Save: Will vs. Spell Check DC
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GENERAL

The adherent of Dor Nyvs can feel the pain in living or dead stone, and can restore life lost and bring back from the dead stone no longer connected to the earth. Alternately, this spell can be reversed so that the adherent can castigate the stone for not fulfilling its true purpose, breaking it down so it can become part of the continual process of life and death of stone. Additionally, Dor Nyvs adherents can manipulate natural unworked stone: reforming and contouring it to their will.

MANIFESTATION

Roll 1d3: (1) from the space around the stone, dust rises up, balling into larger particles, which fly through the air and cement themselves back into places they once occupied; (2) a wet warm mist surrounds the stone and then departs, having restored the lost portions to the edifice; (3) light flashes are seen and rolling thunder is heard as lightning strikes the stone, revealing it less damaged than before in the blink of an eye.



ROLL	HEALING	RESHAPE
1	Lost, failure, and patron taint.	Lost, failure, and patron taint.
2-11	Lost. Failure.	Lost. Failure.
12-13	Temporarily restore a 10' cube of stone the caster can touch. Lasts 1d4 days.	Permanently reshape up to a 10' cube of stone the caster can touch.
14-17	As above, but up to 2 contiguous 10' cubes of stone.	As above, but up to 2 contiguous 10' cubes of stone.
18-19	As above, but up to 3 contiguous 10' cubes of stone.	As above, but up to 3 contiguous 10' cubes of stone.
20-23	Permanently restore up to 3 contiguous 10' cubes, as long as the caster can touch stone within 10' of and connected to the stone being healed.	As above, but up to 4 contiguous 10' cubes of stone, as long as the caster can touch within 10' of the stone being reshaped, and the stone is within the caster's sight.
24-27	As above, but up to 4 contiguous 10' cubes, as long as the caster can touch stone within 20' of and connected to the target.	As above, but up to 5 contiguous 10' cubes of stone, and as long as the caster can touch within 20' of the area to be reshaped.
28-29	As above, but up to 5 contiguous 10' cubes, as long as the caster can touch stone within 30' of and connected to the target.	As above, but up to 8 contiguous 10' cubes of stone, and as long as the caster can touch within 40' of the area to be reshaped.
30-31	As above, but up to 6 contiguous 10' cubes, as long as the caster is within sight of the stone they wish to heal.	As above, but up to 12 contiguous 10' cubes of stone, and as long as the caster can touch within 100' of the area to be reshaped.
32+	Caster completely restores the stone fully as long as they are within sight of the stone they wish to heal. Ruins are rebuilt, and stand tall and proud. Or cast into ruin, if the reverse spell is cast.	As above, but up to 20 contiguous 10' cubes of stone, as long as the caster is within sight of the area to be reshaped (no touch needed).

Summon Minion of Dor Nyvs

"From below they will come, in form and function like the earth, but with mine commands they shall rend you down like the magma consumes the tree, or the pyroclastic flow chokes and bakes the deer—overrunning it even as it flees."

—Shantarak the Chaplain unto his oppressors



Level 1	Range: Varies	Duration: Varies	Casting time: Varies	Save: No
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GENERAL

The caster etches a symbol of Dor Nyvs upon the ground, anchoring its minions to the material plane. The caster then conjures the minions from the plane of earth, drawing them up from below. Base casting time is a turn, but reduces with increased success in casting.

MANIFESTATION

Roll 1d3: (1) The minions erupt from the earth as crystalline spheres, cracking open to reveal their earthen forms; (2) the air becomes heavy with water, which rains down upon the earth, creating a mud bath from which the minions arrive with the heavy smell of ozone; (3) crystalline structures grow from the symbol of Dor Nyvs, forming into the summoned minions.

ROLL	RESULT
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1	Lost, failure, and patron taint.
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2-11	Lost. Failure.
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12-13	Caster summons one elemental earthen creature of 1 HD or less. The monster remains for up to 1 hour as long as it stays inside the symbol of Dor Nyvs etched into the earth. The creature obeys the caster's commands within normal bounds. Those contrary to its nature have a 50% chance of releasing it. If the symbol of Dor Nyvs is broken then service is ended.
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14-17	As above, but caster summons two 1 HD or one 2 HD creatures.
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18-19	As above, but caster summons two 2 HD or one 3 HD creatures. They may travel up to 20' outside the symbol of Dor Nyvs.
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20-23	As above, but caster summons two 3 HD or less, or one 4 HD creature, that remain for up to 2 hours, but must stay within 40' of Dor Nyvs symbol.
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ROLL RESULT

24-27 As above, but casting time reduced to 4 rounds; may summon up to four 1 HD, two 2 HD, or one 4 HD creatures of elemental earth that are fanatically loyal to the cause of Dor Nyvs and will not commit actions against their nature to best serve the elder earth elemental.

28-29 As above, but may summon up to eight 1 HD, four 2-3 HD, two 4 HD, or one 8 HD creatures, that remain in service up to 4 hours and may move up to 50' outside symbol of Dor Nyvs.

30-31 As above, but casting time only 1 round.

32+ As above, but may summon up to sixteen 1 HD, eight 2-3 HD, four 4 HD, two 8 HD, or one 16 HD creature. The enemies of Dor Nyvs should probably be afraid at that point, because we know which one of those options we would summon.



Earth's Cradle

"The stone loves you. Don't you see it? Hasn't it shown you its love all your life? Doesn't it hold you in safe embrace and profound emptiness show you the desolate places deep in its heart? And don't you respond with longing for solitude and emptiness?"

—Grideon, *Esoteric of Stone*

Level 2 Range: Duration: Casting time: Save: None
 Personal Varies 1 round

GENERAL

The caster can merge with the earth, becoming one with their elemental master—able to breathe the very soil, move through its solidity as if air, and even take others with them.

MANIFESTATION

Roll 1d3: (1) caster slowly fades into nothingness and reforms below; (2) with a deep baritone sucking sound, the caster is pulled into the earth; (3) the earth parts, bubbling up fresh soil as the caster sinks into the ground. Then, the earth reforms as it was previously.

ROLL RESULT

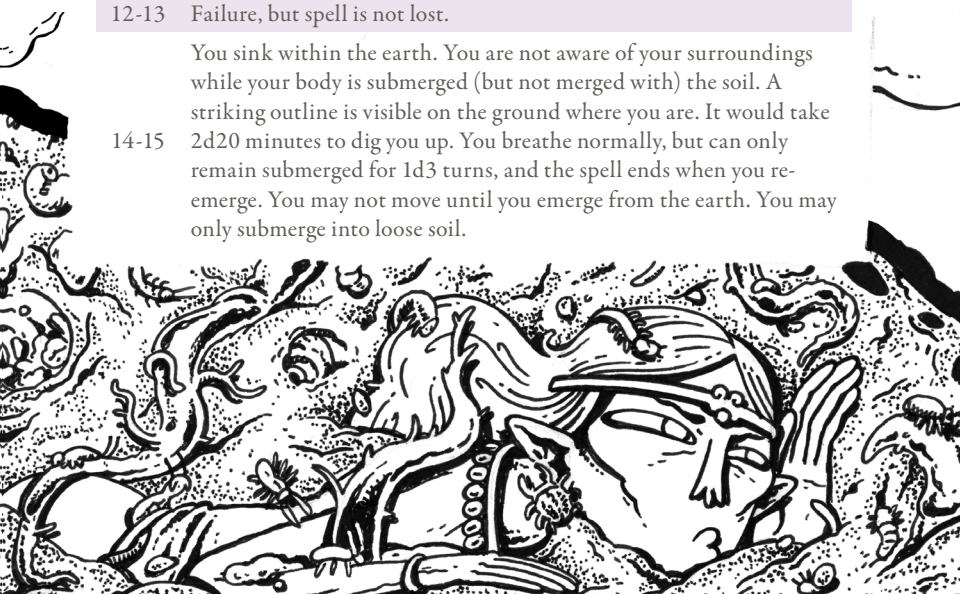
1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

You sink within the earth. You are not aware of your surroundings while your body is submerged (but not merged with) the soil. A striking outline is visible on the ground where you are. It would take

14-15 2d20 minutes to dig you up. You breathe normally, but can only remain submerged for 1d3 turns, and the spell ends when you re-emerge. You may not move until you emerge from the earth. You may only submerge into loose soil.



ROLL RESULT

16-19 As above, but you may eavesdrop on surrounding out to 10' range with a successful DC 15 Intelligence check. While submerged, you may move your appendages unrestricted, and if you successfully sense others, you may cast spells at the judge's discretion—but manifestations will happen to your outline, calling attention to your location. You may not move beyond the location you submerged at. You may submerge in land of soil and broken natural stone for up to 3d3 turns. It would take 4d20 minutes to dig you up. Your surface outline is very faint.

20-21 As above, but you may eavesdrop at up to 20' range with a successful DC 10 Intelligence check. Submerged, you retain limited movement of $\frac{1}{4}$ your normal rate, and may not move any faster than a walk for any reason. When you move, so does your faint outline. A DC 10 Intelligence check allows those above ground to notice the movement. You may merge with landscapes up to full natural stone for 5d3 turns. Digging you up would take 8d20 minutes if you did not move out of the area.

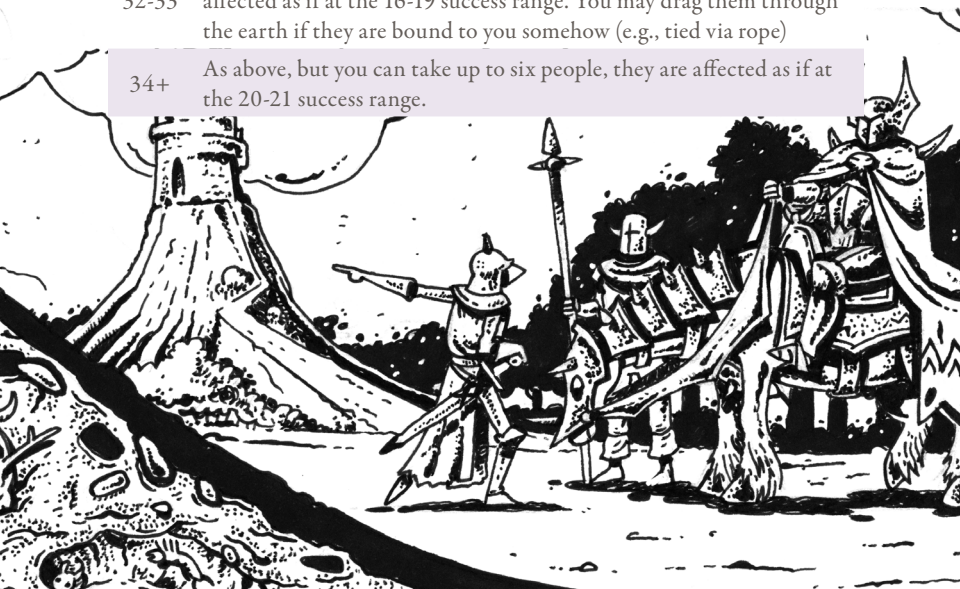
22-25 As above, but you now merge with the earth fully, and cannot be dug up. You can sense at your normal distances, and move at $\frac{1}{2}$ speed. You no longer leave an outline when you merge with the earth. You may merge into landscapes up to worked stone for 1d3 hours.

26-29 As above, but you move at normal speed. If in stone, you can sense at twice your normal distance at no penalty.

30-31 As above, but you can take one person with you. They are affected as if at the 14-15 success range.

32-33 As above, but you can take up to three people with you. There are affected as if at the 16-19 success range. You may drag them through the earth if they are bound to you somehow (e.g., tied via rope)

34+ As above, but you can take up to six people, they are affected as if at the 20-21 success range.



CULLPEPP

Agaric, Black

Name Needed

Description: For all intents and purposes, Black Agaric is identical to Red Agaric. It is only in preparing the Agaric that one discovers the difference. When boiled, if the pileus white spots turn black, then you have picked Black instead of Red Agaric. The odds of this happening are about one in ten, since Black Agaric is decidedly rarer than Red Agaric.

Where to find: While Black Agaric is not visually different in any discernible way, it does grow in different areas. Black Agaric does not grow on or near red oak trees. Rather, it can be found in areas of mild climate, with boggy, highly acidic soil. Notably, Black Agaric is known to form mushroom rings of varying size—from a foot up to twenty feet in diameter. Most of the time these rings are incomplete. Complete rings can be dangerous and are described in greater detail under astrology.

Flowering time: The mushroom itself is the fruiting body and they normally appear in early to mid-summer.

Astrology: Black Agaric is associated with the rogue moon Cania, which appears in the sky only a few months every few years. Cania is the gateway to Mät Lă Tări—resting place of Zeernbooch, an unholy viceroy of the Unwyrn. Foul magic, and

fouler deeds, are associated with Zeernbooch. It is said that stepping into a fully formed circle of Black Agaric while Cania is in the sky will transport you to Mät Lă Tări. But to do so is madness, for there you would be under the power of Zeernbooch and its minions.

BODILY VIRTUES

Pileus (cap): If dried to leather-like consistency, soaked in the venom of the cockatrice for a week, rubbed across the belly of a red devil toad, and then steeped in vinegar for a month, Black Agaric pileus will cure unwanted wasting (loss of XP) from creatures like un-dead, demons, or evil swords.

Stipe (stalk): When macerated, the fibers are easily picked apart. They make excellent short surgical string as they seem to have antibiotic properties, and thread a needle quite well when soaked. As they dry, they pull tight and help close the wound (heal at twice the normal rate). The scars do turn black though.

Lamellae (gills): The gills of Black Agaric, when scraped out of the pileus, make the most robust stew—capable of sating hunger for a few days (1d3) when in dire straits. If men eat this stew when Cania is in the sky, there is a 5% chance they will transform into a man-bat during the night, and a 1% chance this is permanent.

ER'S HERBAL

Agaric, Death's Head

Name Needed

Description: Death's Head Agaric, also known as Adam's Repose, is smaller than many mushrooms in the Agaric genus, growing to no more than two inches tall. It favors a steeply domed pileus, with a smaller cap to stalk ratio of 3-4:1. The stipe is fairly robust at the bottom, narrowing about one-third of the way up and maintaining consistent diameter thereafter. The pileus is beige tinged with pale yellow at the edges. The spots—bright white on other Agaric species—are nearly invisible during the day on Death's Head Agaric, but luminesce a pale yellow at night.

Where to find: Mainly at the bases of trees that have advanced rot in both dry or wet climates. However, when large patches of Death's Head are found, it is almost always the site of some ancient battle or slaughter.

Flowering time: The fruiting body can emerge at any time, but since this is a fungus, it does not flower.

Astrology: Death's Head Agaric is closely tied to Stygia, the dwarf moon that lumbers through the sky, completing a full lunar cycle once a year by the Old Imperial calendar. When Stygia is hidden behind the sun (approximately twice the year),

Death's Head Agaric luminesces with twice normal intensity.

BODILY VIRTUES

Pileus: When found growing on trees and eaten raw, the pileus provides a good night's rest. If many caps are steeped in cold water overnight, the supernatant then drained away and evaporated in a shallow dish, the resulting crystalline residue can be mixed with a sticky substance (pitch, rosin, honey) to deliver a potent poison (DC 18 Fort; 2d5 Stamina temporary; 3d5 Stamina permanent; prolonged healing on normal save: 2d4 days per point of Stamina recovered).

Stipe: Extremely resilient and flexible, if individual fibers are separated and several stipe recombined, with rosin, makes excellent strings for bows, crossbows, and wind instruments. These strings can withstand very strong pulls (up to Strength 20) hundreds of times.

Lamellae: The gills make a potent aphrodisiac if brewed with the leaves of elm. They are especially prized by the citizens of Valdaire, who celebrate the saints of their god Donn by brewing vast quantities of this brew—which they call punet—on Seckosat (All Saints Day, 18th day of Sec).

Agaric, Red

Name Needed

Description: A fungus that has three clear divisions—pileus, stipe, and lamella. Red Agaric grows to large size—roughly the size of a clenched fist to about the size of your head.

Red Agaric is so named because its pileus is bright red, and speckled with white, bumpy spots. The majority of the pileus are mostly flat, often six to eight times the diameter of the stipe.

Where to find: Red Agaric is found growing at the base of red oak trees. This association has implications for elves, particularly those who owe patronage to the Red Oak King.

Flowering time: The mushroom itself is the fruiting body, but there are no flowers associated with it. The mushrooms usually form in early summer.

Astrology: Strongly aligned with the lost moon Nessus, which was subsumed into the Goet far realm as a result of the War of Dis—when the unholy viceroy Jaracus the Jigarwakar attempted to destroy the world by flinging the moon Dis into Nearn. Nessus influences our world even though it is no longer visible in our skies, as those elves who adhere to the Red Oak King claim to see and siphon power from it still.

BODILY VIRTUES

Pileus (cap): The red pileus is highly poisonous (DC 21 Fort; 1d4 Stamina temporary/2d4 Stamina permanent, if eaten without twice boiling, which reduces Fort save to DC 5). Incredibly tasty, with a heavy crustacean taste—although the Minotaur Nations

commonly associate it with the taste of elven flesh. Dried pileus retains potency for several years and is the main ingredient in the red cap stew of the Sempalli halflings.

Stipe (stalk): Thick, woody in texture, and prone to being unpalatable, the stipe is useful as a thickener in stews, and as a form of glue. If boiled for several hours, the stipe dissolves into a sticky, rubbery paste that adheres to fabrics very well. When applied to footwear it makes them water resistant and improves traction (+1d to climb checks).

Lamellae (gills): Under the pileus, the thin gills can be scraped off. They have some poisonous qualities if eaten raw (DC 13 Fort; 1d2 Stamina temporary/1d3 Stamina permanent). If dried, powdered and added to food, it induces vomiting, palpitations of the heart, and an awful throbbing in the head for 1d3 days. However, it is also known to flush the bowels of parasites.

Rites & Rituals III

IMAM

This is a warning, not to disturb the Ark of the Covenant.

INDY

What about the height of the staff, though? Did Belloq get it off of here?

IMAM

Yes, it is here. This was the old way, this means six kadam high.

SALLAH

About seventy-two inches.

IMAM

Wait! ...and take back one kadam to honor the Hebrew god whose Ark this is.

INDY

You said their headpiece only had markings on one side, you absolutely sure?

Sallah nods.

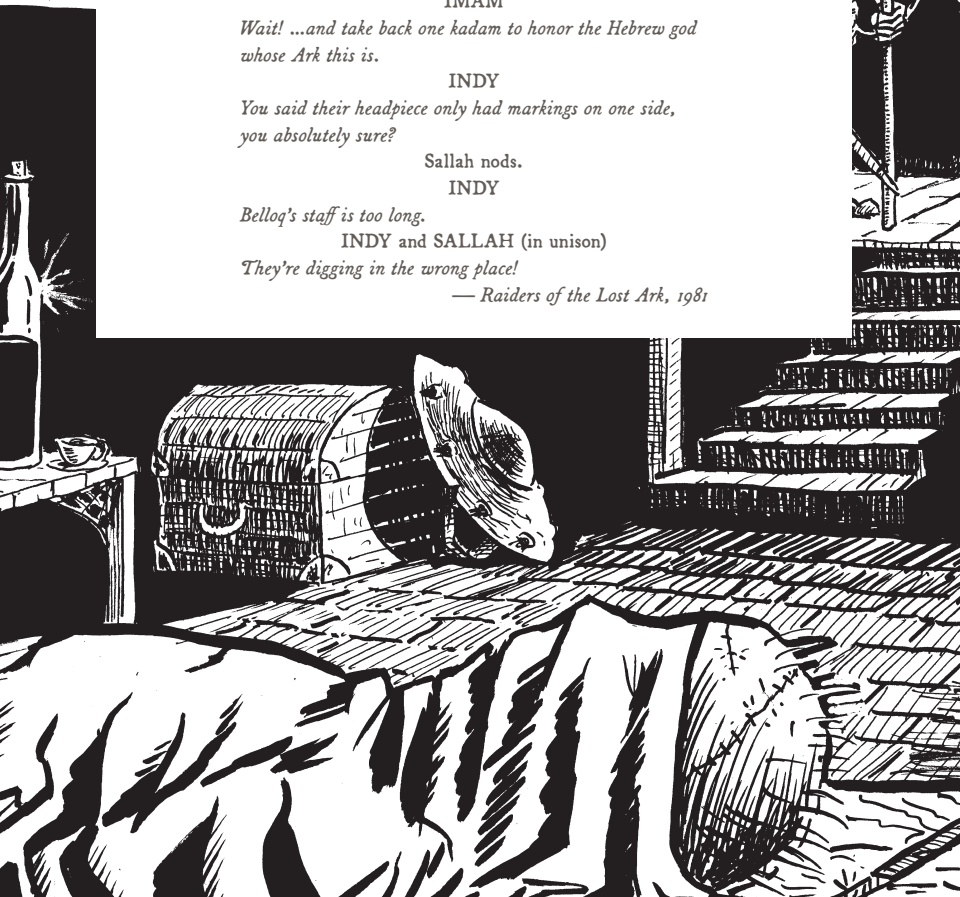
INDY

Belloq's staff is too long.

INDY and SALLAH (in unison)

They're digging in the wrong place!

— *Raiders of the Lost Ark, 1981*





In the first part of this article, we introduced how rituals work, and the ways in which you can augment them to produce an improved chance of success or new effects. We also explored some magic item creations that are fairly useful—preserving portions of your soul against death and creating a dowsing device to locate objects or sites of power. In part two, we delved deep into the mysteries of the church, exploring how one might become a cleric, and how graveyards and churches are protected from those who would wantonly destroy them. In this third and last part, we will explore how to integrate rituals into your game, as well as the creation of homunculi and floating fortresses to keep yourself safe from your enemies.

Rites and rituals are designed to provide a host of roleplaying opportunities for judge and player alike. Because the base action die starts so low, it is imperative that the players work to provide bonuses to the die roll. This comes in two forms: die bumps and roll bonuses.

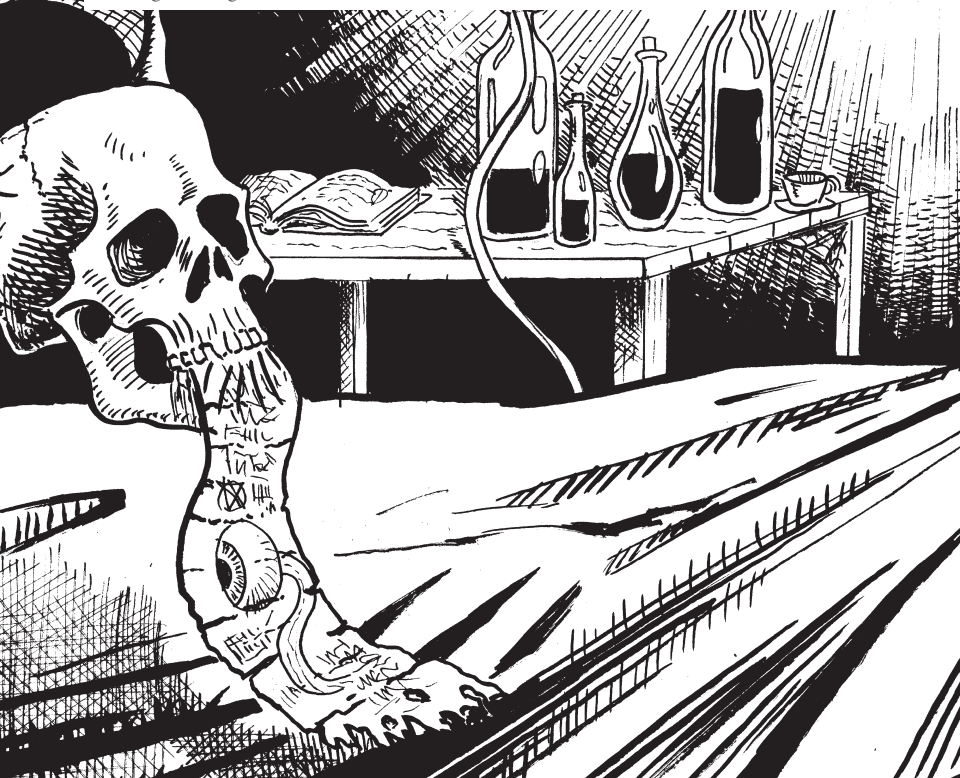
Die bumps provide additional range to the possibility of success but retain the swingy nature of DCC—it is equally likely that you will roll the lowest result as the highest. So, while your highest result will be improved, your lowest result or a failure is still possible, if not outright probable, due to the nature of the ritual success tables not granting even a modicum of success until at least a result of twelve.

Bonuses to the action die roll provide the best assurance that the players will succeed, but are often limited in accumulation possibility, or hard to pull together due to the resources necessary to gain them. Still, they are definitely worth pursuing if possible.

It is always possible, even likely, that multiple forms of the ritual exist. We explored this by providing various example rituals for judges to see comparisons. Ritual form variances reflect the nature of the power that “granted” the formula—chaotic entities provide more difficult or grisly ways to accomplishing the same goal as a power of law does, for example. Characters can always look for additional forms of the ritual, or find a form and then tinker with it to see what produces possibly better results—an area we leave entirely up to the judge to adjudicate, except to say, make it fun, memorable, and remember the spirit of DCC: *Don't have it? Quest for it!*

Gathering together the resources and people needed to successfully execute the ritual can be an adventure in and of itself. It is with the flick of the creative wrist that the judge can bestow hidden nooks and crannies—even entire secret sections—to published modules to integrate the necessary material components into the game.

One area we would be remiss to not mention is the need to consult sages or oracles to gain the knowledge necessary to best enact rituals. It is common among Appendix N literature that consultations of these forms provide unique and game changing interpretations. While not of Appendix N fame, one cannot help but remember when Indiana Jones consults with the Imam in Raiders of the Lost Ark and discovers the secret to locating the Well of Souls. Such wonderful moments make the game, and provide sagas told down through the ages.





Homunculi Servant

Level 1	Base Die: 1d8	Range: 20'	Duration: Varies	Casting time: 1 Day	Save: None
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GENERAL

The caster prepares an accumulation of bodily scraps, leather, metal, and wood to create an homunculi servant of various power levels. This simulacrum can take on many different shapes, depending on the whims of the caster.



*As described in the Writings
of Nim Numdrin*



CONDITIONS

Circle of casters: 2/+1d

Automatic corruption: major/+4, or greater/+6

Extra duration: 1 day/+1

Rare ingredient: dragon heart strings/+2d, or halfling liver lobe/+1d

Sacrifice: blood (1d3 hp)/+1d, or (1d16 hp)/+4

Spellburn: 3 points Stamina/+1d

Location of power: ley line/+1

Spells: *comprehend languages, feather fall, mending, spider climb, detect invisible, invisibility, levitate, fly, haste, wizard sense*

MANIFESTATION

Roll 1d4: (1) the raw ingredients are consumed in a fire, and when the ritual ends, the assembled and imbued creature rises from the ashes; (2) the raw ingredients take on a pseudo-life and stitch themselves together over the length of the ritual; (3) the raw ingredients encrust with a blackened substance, which boils and roils, eventually bursting open with newly imbued life as the homunculus steps forward; (4) lightning erupts from the ground surrounding the amassed ingredients, sparking off them and causing them to fuse into imbued life.

CORRUPTION

Roll 1d8: (1-4) minor corruption; (5-6) major corruption; (7) greater corruption; (8) roll twice, using a 1d7. Note: every pint of blood added to the ritual reduces the die rolled for corruption by 1 die step.

MISFIRE

Roll 1d4: (1) the ingredients rise up, and dissolve into a black cloud of plague flies, which attack for 1d3 rounds and can transfer mummy rot (Appendix P, DCC RPG, p. 446; change “touch” to “wound”); (2) the ingredients assemble, but into the wrong form which limps off about 10' before falling apart, ruined; (3) the ingredients explode in a violent display, draining all present of 1d3 hit points; (4) the ingredients wither to dust, as do any of the homunculi within 1d7 × 10' of the ritual.



*As described in the Cultis
Ghoulis Vandirium*

**CONDITIONS**

Circle of casters: 3/+1; up to 12 followers for +4

Automatic corruption: greater/ +3

Extra duration: 8 hours /+1d

Rare ingredient: the hair of a virgin/+1d; hair of three virgins/+4d. Used as string to stitch the homunculus together.

Sacrifice: Consumption of living flesh of a creature with Intelligence above 3/+1d; above 17/+2d

Spells: Comprehend Languages, Feather Fall, Spider Climb, Invisibility, Levitate, Fly, True Name, Speak with Dead

Location of power: The same spot a king was assassinated/+2d

MANIFESTATION

Roll 1d4: (1) lightning and fire spark down from the heavens, engulfing the raw ingredients. The ingredients animate, and lightning stitches them together into their final form; (2) smoke billows up from the ground, obscuring the raw components. An acrid stench fills the air, and any followers present puke forth their last meals. Moments later, the fully formed homunculus strides forth from the smoke; (3) the air seems to twist and rend itself, as the pieces of the homunculus levitate and warp into the final form of the ghastly little creature; (4) blood pours from the eyes and mouths of those present, flowing through the air until it pools around the raw ingredients, obscuring them in a red mist. Amid screams and cries of pain, the homunculus emerges from the mist fully formed.

CORRUPTION

Roll 1d5: (1) minor corruption; (2) major corruption; (3-5) greater corruption.

MISFIRE

Roll 1d4: (1) the ingredients rise up and attack the caster and any followers, inflicting 1d4 damage; (2) random body parts of the caster and followers are torn off their bodies, and rise into the air, dissolving into a chunky mist of clotted bodily products. Each participant loses 1d3 stamina permanently; (3) Any followers involved in the ritual rise up into the air, emaciate and shrivel,

then explode into dust. If no followers, then this happens to the caster; (4) The spell completes and everything appears normal, until the caster realizes that the homunculus actually controls them. Things probably don't get better from this moment forward for the caster.

CHECK EFFECTS`

1 Failure and worse! Roll 1d4 modified by Luck: (0 or less) corruption + misfire + patron taint; 1-2) corruption; 3+) misfire. Affects all participants.

2-11 Failure. Roll misfire, only affects caster.

12-13 You craft a homunculus with basic functionality. Roll once on the **Body Parts** table, using a d3.

14-17 You craft a homunculus with moderate functionality. Roll once on **Body Parts**, using a d5.

18-19 You craft a homunculus with good functionality. Roll twice on **Body Parts**, using a d7.

20-23 As above, but roll 1d3+1 times on **Body Parts**, using a d8.

24-27 As above, but roll 1d4+1 times on **Body Parts**, using a d10.

28-29 As above, but roll 1d4+2 times on **Body Parts**, using a d12.

30-31 As above, but roll 1d6+2 times on **Body Parts**, and 1d3 times on the **Powers** table.

32-33 As above, but roll 2d4+1 times on **Body Parts**, and 1d5 times on **Powers**.

34+ As above, but roll 2d4+2 times on **Body Parts**, and 2d3 times on **Powers**.

The resulting creature is a small (no more than 2-3 feet tall) roughly-formed humanoid, clearly artificial in origin. It cannot speak any intelligible language but can communicate telepathically with its creator. Where appropriate, use the following stats, modified by the results from the **Body Parts** and **Powers** tables. At the judge's discretion, casting certain spells during the ritual may affect the abilities the homunculus gains.

Homunculus: Init +2; Atk claws +2 (1d3); AC 14; HD 1d4+2; MV 20'; Act 1d20; SP special (see Table 2 and Table 3); SV same as master; AL same as master.

TABLE 2: HOMUNCULUS BODY PARTS TABLE

ROLL BODY PART

1 **Heads.** Roll 1d16: (1) humanoid; (2) mammalian; (3) avian; (4) crustacean; (5) reptilian; (6) piscine; (7) insectoid; (8) mechanoid; (9) just an eyeball; (10) just a mouth; (11-13) 2 heads*; (14-15) 3 heads*; (16) 4 heads*
* Roll 1d10 to determine each head's type

2 **Legs.** Roll 1d8: (1-4) 4 legs, +10' MV; (5-6) 6 legs, +20' MV; (7) no legs, just a serpentine lower half (can climb at MV); (8) no legs, just levitates (this is not true flight, and creature must stay within 5' of a solid surface)

3 **Arms.** Roll 1d7: (1) talons (damage +2d); (2) meaty fists (damage +1d); (3) muscular (+2 to attack); (4) raptorial (+2d grapple); (5) tentacles (+1d grapple); (6) 4 arms*; (7) 1d6 arms*.
* Roll 1d5 to determine arm type. Gain one additional action die (attacks only) for each pair of arms past the first.

4 **Skin.** Roll 1d12: (1) dermal bone (+3 AC); (2) chitinous (+2 AC); (3) scales (+1 AC); (4) dense muscle (gain 1d4+2 hp); (5) slimy (can exude ½ pint mucous per round, grants +2d to escape grapple); (6) feathers; (7) fur (+1 to saves vs. cold); (8) bioluminescent photophores; (9) chromatophores; (10) metallic colored; (11) woody; (12) thorny (melee attackers take 1d3 damage on successful hit)
Color: Roll 1d16 on Table 9-1: Humanoid Skin Color (DCC RPG, p. 380)

5 **Eyes.** Roll 1d8: (1) pit eyes; (2) spherical lens eyes; (3) multiple lenses; (4) refractive cornea; (5) reflector eyes; (6) composite eyes; (7) cyclopean*; (8) 2d3 eyes*.
Can detect (roll 1d10): (1) magical auras 60'; (2) infravision 60'; (3) x-ray vision 30'; (4) invisible creatures and objects 60'; (5) pierce illusions; (6) demons; (7) un-dead; (7) clairvoyant (see within 60', as if at location); (8-10) "normal" spectrum.
* Roll 1d6 to determine the eyes' type



ROLL BODY PART

- Ears.** Roll 1d3: (1) aural pinnae; (2) tympanal membrane; (3) aural hairs.
- 6 Can detect (roll 1d8): (1-2) infrasound; (3-4) ultrasound; (5) clairaudient (hear within 60', as if at location); (6) understands 1d3 random languages; (7-8) "normal" sonics.
- Movement.** Roll 1d5: (1) fossorial (can dig at half MV); (2) natatorial (can swim at MV +20'); (3) saltatorial (can leap its MV); (4) cursorial (+20' base MV); (5) arboreal (climb at MV)
- 7
- Wings.** Roll 1d5: (1) insectoid (fly 20'); (2) feathered (fly 30'); (3) bat-like (fly 40'); (4) armored (flightless, +2 AC); (5) patagium (glide only; move only forward and/or down at MV, landing without damage);
- 8
- Tail.** Roll 1d6: (1) prehensile; (2) barbed: Atk +2 (1d3); (3) poisonous stinger: As (2), plus tarantula poison (DCC RPG, p. 446); (4) stubby; (5) long and twitchy; (6) just sort of hangs there
- 9
- Mouth.** Roll 1d8: (1) crocodilian teeth with long, narrow rostrum; (2) butterfly tongue (1d4 feet long); (3) gaping orifice with radula; (4) piercing insectoid mandibles; (5) teeth in a recessed tunica that folds out of the maw; (6) gular pouch; (7) beak; (8) wattles around the mouth
- 10



ROLL BODY PART

- 11 **Antennae.** Roll 1d10: (1) setaceous; (2) filiform; (3) serrate; (4) pectinate; (5) clubbed; (6) geniculate; (7) plumose; (8) aristate; (9) stylate; (10) moniliform.
 Can detect (roll 1d12): (1) precious metals; (2) gems; (3) virgin; (4) water; (5) decay; (6) un-dead; (7) giants; (8) dragons; (9) demons; (10) North; (11) wizards; (12) enemies (+4 initiative)

- 12 **Organs.** Roll 1d7: (1) adrenal gland (+2 initiative); (2) twin hearts (+1 Reflex save); (3) proteinaceous gland (vomit up to dissolve flesh at 2 lbs. per round); (4) filter gills (immune to gaseous poisons); (5) abdominal pouch; (6) subdermal scales (+1 Fort save); (7) photophoric lure on head (extendable 1d7 feet)

TABLE 3: HOMUNCULI POWERS TABLE

1D10 POWERS (USE TABLE 3-2: MUTATIONS, MCC RPG, P.44)

1-7 Physical mutation

8-9 Mental mutation

10 Defect

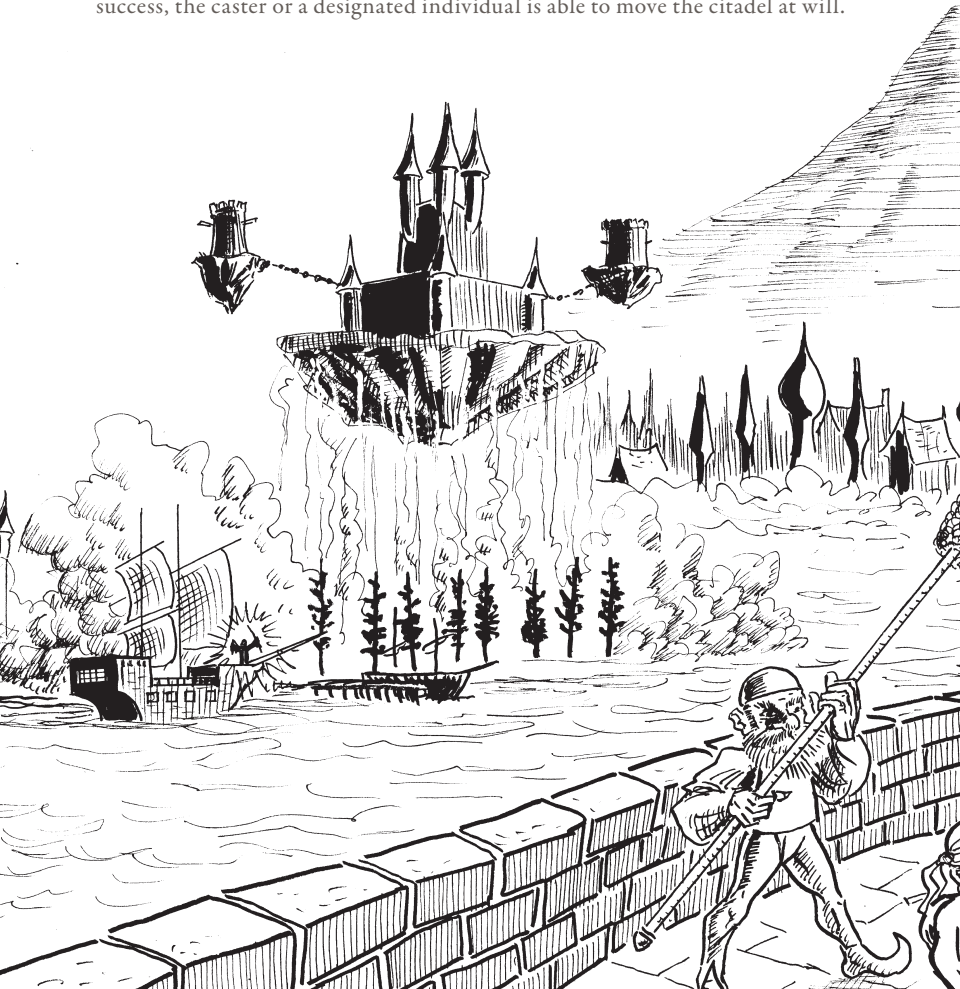
The homunculus uses the wizard's spell check bonus at their time of creation to determine the strength of their powers. Passive powers do not change once generated; active powers roll their check with this fixed bonus each time they are used.

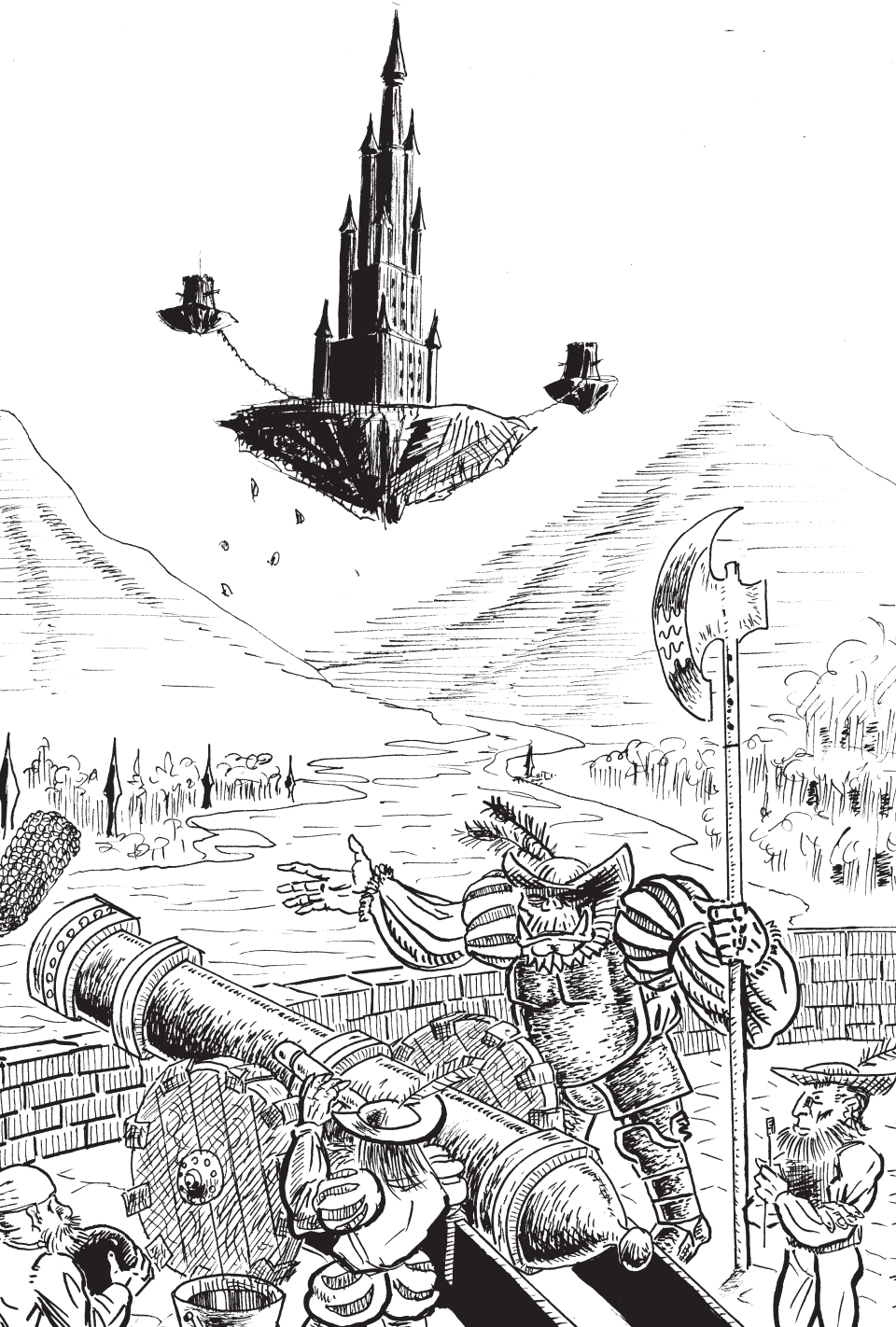
Sky Citadel

Level 5	Base Die: d3	Range: Varies	Duration: Permanent	Casting time: 1 Week	Save: None
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GENERAL

This ritual raises a structure of the caster's choosing and surrounding lands to create a flying citadel. The resulting lands become protected by an insubstantial sphere that provides consistent weather, temperatures, and air to promote a self-sufficient environment for the residents. At higher levels of success, the caster or a designated individual is able to move the citadel at will.







*As recorded in the Valdarian
Rights of Rulership*



CONDITIONS

Circle of casters: 5/+1d

Circle of followers: 10/+1

Extra duration: +1/day

Rare ingredient: A granite or iron obelisk of at least 10 ft tall that serves as the epicenter of the ritual. With a score of 28+, the caster (or designated individual) is able to move the citadel from this location.

Location of power: +1d

Automatic Corruption:

Automatic Corruption: Major

MANIFESTATION

Roll 1d3: (1) a powerful wave erupts from the epicenter of the ritual spreading out and creating a visible dome encircling the affected area, (2) a beam shoots into the sky from the epicenter of the ritual, exploding to create a translucent dome that spreads to the boundaries of the affected area and disappears after 1 hour, (3) veins of quartz spread out from the epicenter of the ritual to a radius of 100' that pulse with magical energies.

CORRUPTION

Roll on *DCC RPG* Table 5-3: Minor Corruption

MISFIRE

Roll 1d4: (1) minor tremor knocks all in a 100' radius to the ground unless a DC 10 Reflex save is made; (2) all earth and rock in a 1d20 × 10' radius around the obelisk disintegrates; (3) all participants in the ritual are turned to stone for 1 week, with a 50% chance for each individual that this petrification is permanent; (4) the obelisk, and all earth and rock in a 2d5 × 10' radius surrounding it, lifts from the ground and begins hurtling skyward, never to be seen again.



*As recorded in the Grand Rituals
of the Lost from Mes Droits Divins*



CONDITIONS

Circle of casters: 3/+1d

Circle of followers: 5 of Noble Title/+1

Extra duration: +3/day

Location of power: +2d

Automatic corruption: minor/+1/followers only

Extra Spells: *planar step* (30% phlogiston disturbance, *DCC RPG*, p. 103)

MANIFESTATION

Roll 1d3: (1) the air is infused with golden light as the island tears out of the earth; (2) a choir of ethereal floating angels with trumpets appear in the sky, and herald the island's disjoinment from its native earth; (3) the ground rumbles and shakes, with the smell of sulfurous fumaroles filling the air as the island rends itself from the ground.

CORRUPTION

Roll on *DCC* Table 5-4: Major Corruption

MISFIRE

Roll on *DCC* Table 5-6: Generic Spell Misfire

CHECK EFFECTS

1

Failure and worse! Roll 1d4 modified by Luck: (0 or less) corruption + misfire + patron taint, 1-2) corruption, 3+) misfire. The land around the ritual location withers, dies and becomes incapable to sustaining life in a d10 × 100' radius.

2-15 Failure. Roll misfire, only effects caster.

CHECK EFFECTS

16-19 The land and all structures in a 250' radius (~4 acres) lift into the air d6 × 100'.

20-23 The land and all structures in a 500' radius (~18 acres) lift into the air d10 × 100'.

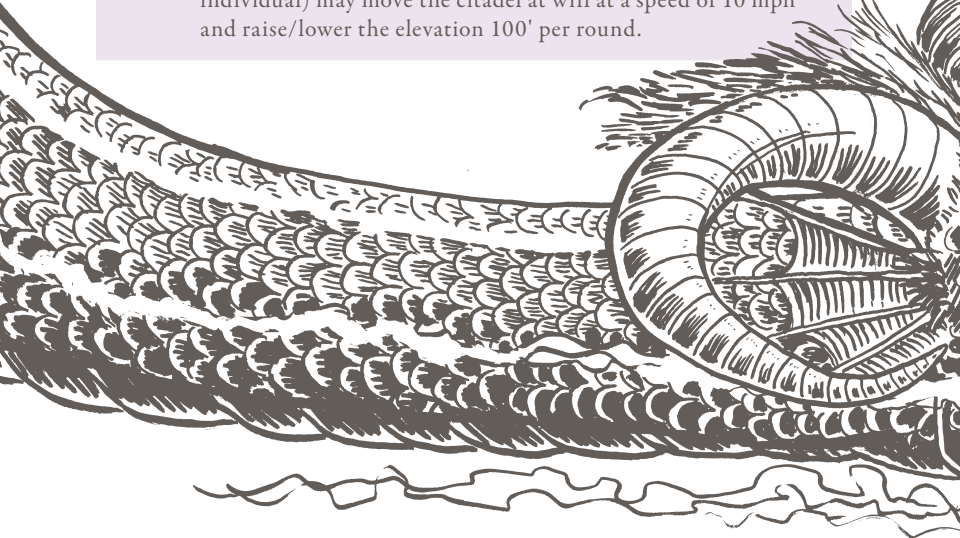
24-27 The land and all structures in a 1000' radius (~72 acres) lift into the air d20 × 100'.

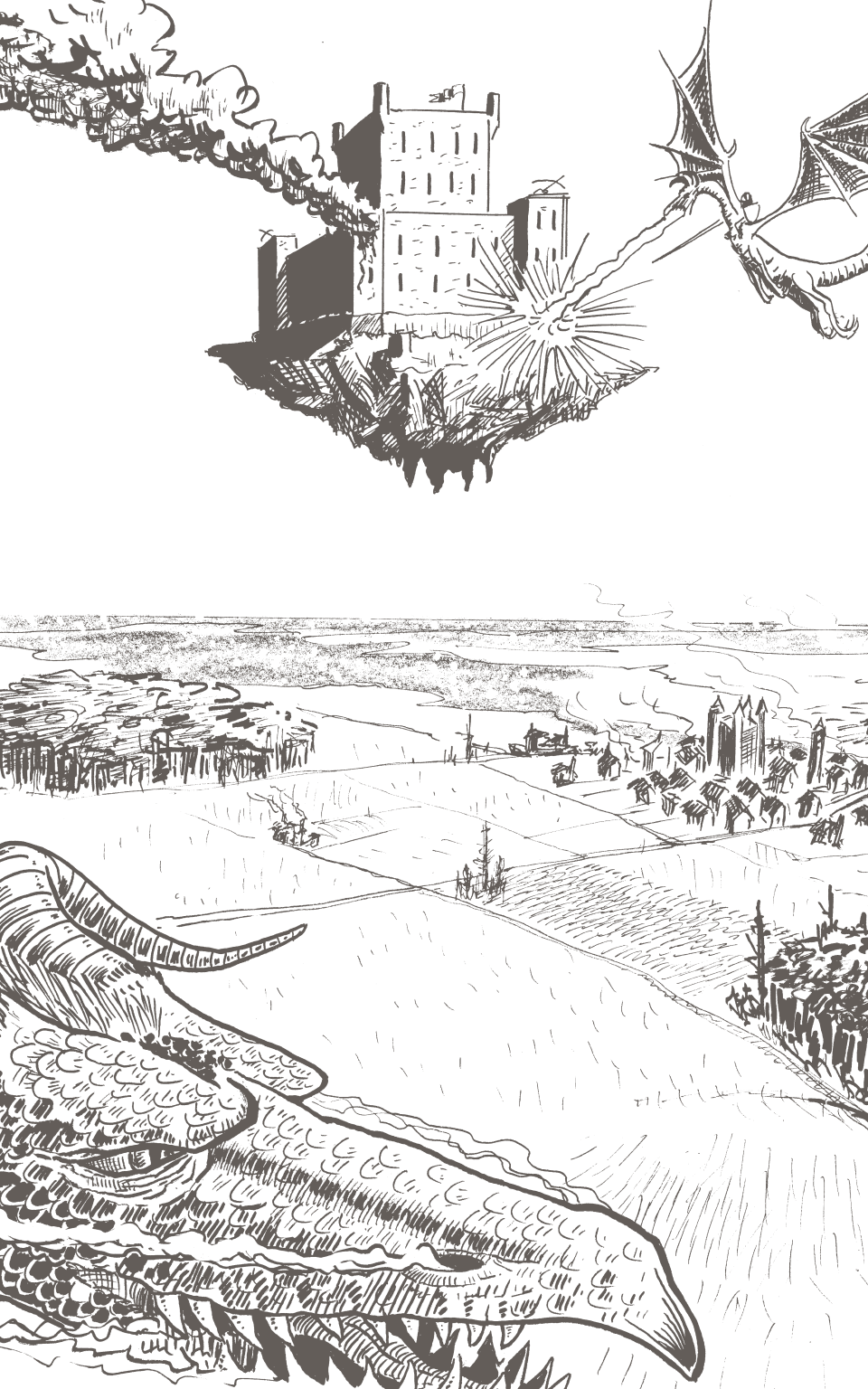
28-31 The land and all structures in a 1/2-mile radius (~500 acres) lift into the air d8 × 1000'. The caster (or designated individual) may move the citadel at will at a speed of 1 mph and raise/lower the elevation 100' per hour.

32-35 The land and all structures in a 1-mile radius (~2000 acres) lift into the air d10 × 1000'. The caster (or designated individual) may move the citadel at will at a speed of 2 mph and raise/lower the elevation 100' per turn.

36-39 The land and all structures in a 5-mile radius (~50,000 acres) are lifted into the air d20 × 1000'. The caster (or designated individual) may move the citadel at will at a speed of 5 mph and raise/lower the elevation 100' per minute.

40+ The land and all structures in a 10-mile radius (~200,000 acres) are lifted into the air d30 × 1000'. The caster (or designated individual) may move the citadel at will at a speed of 10 mph and raise/lower the elevation 100' per round.







C. Vance

Tentacular

The tentacular dwells in the nightmares of most, but in the fantasies of all cat lovers. An abomination of form and function, the tentacular possesses the playful and cantankerous soul of the cat, coupled with the murderous, diabolical nature of the Eye Tyrants of D&D's infamous Greyhawk Supplement IV. They are highly intelligent, and extremely predatory. All non-tentacular are seen as prey to be manipulated in some way—emotionally, socially, politically, or physically—to the creature's own advantage.

FAMILIAL AND SOCIAL STRUCTURE

Tentacular range as tight-knit family units, called “glarings”, consisting of a father and his cubs. Male tentacular mate only once a decade, with female tentacular mating an unknown number of times, due to their peculiar nature.

Mother tentacular, or succatubus, are not considered part of the family unit because they do not stay with the family. The lifecycle of the female is largely unknown, since they rarely can be found in one place or plane for more than a few days' time after they have reached adulthood. Rather, if the mother is attracted to the nest the male makes, she lays 2d5+1 scarlet eggs in the natal lair the father prepares. These eggs are wretched up from inside the mother through her belly beak. Eggs deposited and safe with the father, the mother then slowly phases out of this plane seeking to proliferate the tentacular cause in divergent planes. Prior to leaving, the mother smears a mucilage-like substance exuded from her tentacles on the walls of the nest. This scent forever associates herself with these walls to all other female tentacular and allows her young to identify her on first smell evermore.

Thereafter, the father tends to the eggs, cradling them in its tentacles and bathing them in the nutrient rich fresh blood necessary to foster the quickly developing young. Hatching approximately 3 months after being laid, the clutch of young tentacular becomes a fearsome glaring. Young mature over a roughly six-year period. During adolescence, they spend their time playing raucous games along the tunnels the father has dug, which link the various portions of their nest together.

Not all male tentacular mate or rear their own young. In fact, many male tentacular that have mated attract their unmated male family brood members back to their side as uncles to help rear the young. Uncles in a nest increase the chance of juvenile tentacular surviving greatly. The young are especially precocious and vulnerable until they undergo their rite of passage into adulthood by stalking and feeding on their first wizard. The name for a father + uncle cohort is a tentaclouder.

In extremely rare situations multiple breeding males are pushed into family units, and these are called tentacoalitions. When multiple breeding males are present, the males will take turns fathering a brood. However, it is critical that only a single male be present when a female appear, as she will slay and eat any males she does not mate. The infighting in these nests is intense, and the young tentacular undoubtedly feel the pressure of the presence of multiple breeding males. Such nests are often plagued with sadistic social conditions. Tentacoalitions are extremely fragile peace agreements usually formed under duress, and there are numerous instances of these falling apart in catastrophic ways.

PHYSICAL AND MAGICAL VARIATIONS

Physically, the tentacular has the torso and head of a feline, but where tail and legs should sprout from its frame, long, seemingly boneless, tentacles instead emerge. Head, torso, and proximal limbs are furred, with the distal tentacular limb losing fur just past the only noticeable first limb joint. Fur is soft and takes on different textures that are environmentally dependent. Tentacles may be colored differently than the furred body mass and are subtly striped. The often-rotund belly culminates in a massive beaked maw that, in some breeds, is fringed with small tentacles. Famed cryptozoologist Zolgi Harrison claims different breeds can often be distinguished by the shape and color of these beaks, even if their obvious color pattern has been altered by wildlife trade markets. The beaked maw is the feeding mouth of the tentacular, while the mouth on the head is used exclusively for breathing, smell, and speech.

Most characteristic of the tentacular, though, are their eyes. Young tentacular possess up to three major and up to five minor eyes. As the young mature into juveniles, they gain eyes during their puberty rite of passage. Adults have as many as seven major eyes and nine minor, again gained during their adult rite of passage. As strange as the proliferation of eyes are, what is stranger is their magical nature, with each possessing a different magical property.

There are several regional variants or “breeds” of the tentacular, and Zolgi Harrison is known to have written a small, but authoritative monographic treatise on these creatures. Harrison’s work includes investigations of the common black tentacular, feral silver tentacular of the Great Plateau, the calico tentacular of the Sempalli jungles, the rusty Kel-Turian tentacular of the Great Desert, and even



the opalescent tentacular native to the moon Cania, which stalk the lands of Mät Lă Tări and make slaves of the un-dead. Tentacular breed synanthropy varies (see Table 1); the most commonly encountered is the black tentacular, often found in urban locations and especially fond of toying with people. We will be discussing the black tentacular as the “default” breed for this article.

TABLE 1: TENTACULAR BREED SYNANTHROPIC TENDENCIES

BREED	DEGREE OF SYNANTHROPY			
	NO	MILD	MODERATE	HIGH
Common Black			X	X
Feral Silver	X			
Calico		X	X	
Rusty Kel-turian	X	X		
Opalescent				X

RITES OF PASSAGE

Tentacular undergo rites of passage to move from young to juvenile, and then juvenile to adult. While these rites have numerous parts, the central focus is successfully feeding upon a wizard. A successful feast results in the wizard’s total destruction, propelling the tentacular into a new life stage. Each stage transition occurs in a cocoon made of the hardened outer skin of the previous life stage (+2 to AC of previous life stage for cocoon AC).

One would think that the tentacular cocoon would be remarkably vulnerable, but this is not always the case. Any eye abilities that the tentacular already possesses prior to transitioning may erupt out of the cocoon from a random direction if any movement is detected within 20' of the cocoon. The cocoon is limited to a single eye ability per round.

The father hides these cocoons deep in their nest for safekeeping. Once the passage is complete, the tentacular emerges from the shell larger, more powerful, and with amazing new innate abilities. Tentacular breeds often have different core rites of passage, some of which we decode here for the reader, although Zolgi Harrison outlines several more in his monograph *Tractus Diabolicae Tentacularus*.

CHILDHOOD’S END

Upon feasting on the soul of a hapless wizard, the tentacular callously tosses the broken body into the air. As the twisted wreckage of wizardry lands, all other tentacular within sight reach out with at least one tentacle (1 action die) to share in the feast of the fallen foe—they rend off a chunk of wizard and cram that flesh into their awaiting beaks. This is an ingrained compulsion for all tentacular present and requires a DC 15 Will save to not direct the action die to the event. Roll 1d3+1/per participating tentacular on Table 4-7:

Phlogiston Disturbance (DCC RPG, p.103). All tentacular in attendance are heard to scream:

IaaggiA! IaaggiA! IaaggiA!
Cattacthu gh'taggen dirr'lictoo!
IaaggiA! IaaggiA! IaaggiA!

Over the next 1d4 rounds, the skin of the tentacular that ate the wizard's soul will harden until that tentacular is immobile in their cocoon. It will be the color of their fur, but that fur will fall out of the cocoon over a few days' time, and the cocoon will take on a creamy, pearlescent white color. Any adult male tentacular will require a DC 18 to not immediately rush the cocoon to the primary nesting chamber for seclusion while the metamorphosis takes place. The transition to juvenile takes place over 1d3 months. Each week the tentaclolder will need to bring the fresh blood of a medium-sized beast to bath the cocoon so the transformation goes well. At that time, the alpha male will recite the ritual of transformation in the native tongue of the tentacular. While different breeds have different interpretations, these always begin with this phrase:

MeeowiiiiÄÄ! EErrowwwaith! MeeowiiiiÄÄ!

And end with this phrase:

Cattacthu gh'taggen dirr'lictoo!
IaaggiA! IaaggiA! IaaggiA!

The rite of passage ends with the cocoon breaking open, a visibly larger tentacular emerging, and the glaring all sharing in the blood of a larded medium-sized creature.

RITUAL OF ADULTHOOD

Similar to childhood's end, moving from juvenile to adulthood is an especially intense period for the tentacular. The rite begins with the devouring of a wizard's soul, the hardening of the cocoon and the glaring sharing the nutrient rich blood of a medium-sized or larger creature. From here, things change perceptibly.

First, the alpha male will rush the cocoon to a secondary nesting chamber specially prepared for this rite of passage. There, the tentaclolder will bury the cocoon in an underground tube with two medium-sized larder creatures, leaving a small opening for gas exchange. The opening is covered in rocks and boulders. The cocoon of the juvenile is different from that of the young, in that two of the tentacles retain some flexibility. These will thrash around slowly until they find the larded prey, attach themselves, and slowly drain the prey of life.

The glaring will visit the buried cocoon several times a week to chant the ritual of adulthood, adding their will that the buried cocoon survive the transition to adulthood. Fresh blood is consumed by the glaring, who often

bring the largest victim they can attract to the enchanting. Again, there are variations, but the ritual always begins the same:

MeeowiiiiĀĀ! Cooonthabula!
Kittenibus'marr! Ftaggcthoniam! Ftaggcthoniam!
IaaggiA! IaaggiA!

Ending with:

Ftaggcthoniam! Ftaggcthoniam!
IaaggiA! IaaggiA!

The adult will emerge from the burrow some 1d4 weeks later. It is at this time that the tentacular first presents any hint of male or female gender, since young and juvenile stages are decidedly asexual in demeanor. What happens to the tentacular during the ritual is unknown, although Harrison's treaty suggests that they "wander the planes" in search of some test of strength and cunning.

TENTACULAR IN WIDER SOCIETY

Though tentacular predominantly inhabit the wild places of the world, they have been known to dwell in the more domesticated bastions of civilization—towns, cities, and the like. Oddly, tentacular are rarely perceived as "other" by different species, instead being adopted as a natural extension of that species, as if they had always lived harmoniously with that group. It is believed that tentacular might domesticate other species. Their charismatic way of interacting with individuals makes it seem like they are above reproach, no matter how much damage they do to a village or city. In fact, this very disarming nature allows tentacular to often become the center of life for a group of dedicated "tentoisseurs", who often do not like dogs.

Tentacular are preternaturally intelligent, able to converse with most intelligent creatures, and have a knack for languages. Entrenching themselves in society with their formidable powers, they make natural leaders of cults, gangs, churches, or even city councils. Tentacular have a passion for knowledge of all sorts, so they often sit on boards of education or dwell in the universities of larger cities. They are known to larder impressive libraries of knowledge in their nests.

Young tentacular: Init +3; Atk tentacles +3 melee (1d6, 10' range) or beak +2 melee (1d8+4) or stare (special); AC 13; HD 3d12; MV levitate 50'; Act 2d20; SP stare (1d3), feed 3d4; SV Fort +1, Ref +5, Will +2; AL C.

Juvenile tentacular: Init +5; Atk tentacles +5 melee (1d8, 15' range) or beak +3 melee (1d10+4) or stare (special); AC 15; HD 7d12; MV levitate 60'; Act 3d20; SP crit on 19-20, stare (1d5), feed 3d6; SV Fort +2, Ref +7, Will +3; AL N.

Adult tentacular: Init +7; Atk tentacles +8 melee (1d10, 25' range) or beak +5 melee (1d12+4) or stare (special); AC 18; HD 10d12; MV levitate 80'; Act 4d20; SP crit on 18-20, stare (1d7), feed 3d10, immobilizing sting; SV Fort +3, Ref +9, Will +5; AL L.

Feed: In order to feed, the tentacular must grapple the target with its tentacles, drawing the target to its chest and feeding on it in subsequent rounds. Feeding involves plunging its beak into the body of the target, rending the flesh and spirit simultaneously, as the beak gulps down the target’s physical and spiritual life force—once it begins to feed, the tentacular will not stop until the target’s soul is devoured—or the tentacular is killed. Devouring the soul takes 1 round per victim level. Feeding in this manner causes the development of a new minor eye on the tentacular’s head. Victims

of such an attack may not be brought back from the dead ever, even with a wish spell. Further, as the victim’s soul is destroyed, they may not be brought back as un-dead of any sort.

Stare: The number of stares that a tentacular can make is determined randomly each round, shown as “SP stare (1d3)”; one (and only one) action die can be used to power all of these attacks. Stare effects vary based on the creature’s age. To determine how many eyes a tentacular has, roll on the following table, then consult the Minor Eye and Major Eye tables to determine their abilities. It is possible for tentacular to roll the same magical effect up to three times; each time that effect is rolled, it increases in intensity—in effect, the creature brings multiple eyes to bear on the same target. This means the tentacular can choose from a single more powerful attack, or 2–3 of the lesser attacks (dependent on number of eyes). If an ability is rolled a fourth time, reroll or choose another ability.

Immobilizing Sting: Adult tentacular develop two tentacles ending in barbed stingers capable of delivering a powerful sleeping poison. On a successful attack, these stingers do only 1 point of damage, but require a DC 22 Fort save or the target enters a comatose state for 4d10 days. Each venom sac requires 1d4 rounds to recharge with enough venom to deliver another attack.

TABLE 2: TENTACULAR EYES

AGE	NO. OF MINOR EYES	NO. OF MAJOR EYES	SAVE (IF APPLICABLE)
Young	1d4 + 1	1d3	DC 12 + # of eyes used
Juvenile	1d4 + 3	1d3 + 2	DC 16 + # of eyes used
Adult	1d5 + 4	1d4 + 3	DC 19 + # of eyes used



TABLE 3: MINOR EYE TABLE (YOUNG: D5,
JUVENILE: D10, ADULT: D16)

D* MAGICAL QUALITY

- All-Around vision.** *See in any direction, easily evading surprise, or unanticipated attacks.*
- 1 **1st Eye:** +1d bonus on searching and spotting. Thief backstab attempts are at -1d.
2nd Eye: +2d on searching and spotting. Thieves backstab at -2d.
3rd Eye: Cannot be surprised. Thieves cannot backstab.
- Arcane sense.** *Arcane spellcasters radiate a red aura to the tentacular, even if invisible.*
- 2 **1st Eye:** Detection out to 40'.
2nd Eye: Detection out to 80'.
3rd Eye: Detection out to full line of sight.
- Arcane Sight.** *Visually detect all magic at will.*
- 3 **1st Eye:** As *detect magic* at spell result 18-19 (*DCC RPG*, p. 260).
2nd Eye: As *detect magic* at result 20-23, to 60'.
3rd Eye: As *detect magic* at result 24-27, to 120'.
- Cone of Menace.** *Projects a cone of vehement menace.*
- 4 **1st Eye:** 30' cone. Will save, or target's action die at -1d and -1 AC for 24 hours, or until successful attack against tentacular. If save is successful, immune to further cones of menace from this tentacular for 24 hours.
2nd Eye: 40' cone. Will save, or as above, but -2d to action die and -2 AC.
3rd Eye: 50' cone. Will save, or as above, but -3d to action die and -3 AC.
- Cacophony.** *Ear shattering cone of sound that harms targets.*
- 5 **1st Eye:** 30' cone. 1d10 damage, Fort save for half. Others can hear the sound up to 500' away.
2nd Eye: 40' cone. 1d12 damage, Fort save for half; sound heard up to ¼ mile away.
3rd Eye: 50' cone. 1d14 damage, Fort save for half; can be heard up to ½ mile away.
- Entropic Burst.** *The eye builds up multi-colored energy that erupts as a burst all around the tentacular, affecting adventurers based on their alignment.*
- 6 **1st Eye:** 30' radius burst. Lawful characters are hit by a wall of chaotic energy that staggers them for 1d5 rounds and does 2d5 damage. Neutral characters gain a defect (*MCC RPG*, p.44). Chaotic characters gain a minor corruption.
2nd Eye: 40' radius burst. As above, but lawful characters are staggered for 1d8 rounds and take 2d7 damage. Neutral characters gain two defects (*MCC RPG*, p.44). Chaotic characters gain a major corruption.
3rd Eye: 50' radius burst. As above, but lawful characters are stunned for 2d6 rounds and take 3d7 damage. Neutral characters gain 1d4 mutation (*MCC RPG*, p.44). Chaotic characters gain a greater corruption.

Dazzle. *The eye projects pulsing light and dark emanations, confusing an opponent's vision*

- 7
1st Eye: 30' cone. Fort save, or -1d to all actions for 1d3 rounds.
2nd Eye: 40' cone. Fort save, or -2d to all actions for 1d5 rounds.
3rd Eye: 50' cone. Fort save: on failure, -3d to all actions for 1d7 rounds, or -1d to all actions for 1d3 rounds on success.

Debilitating Cone. *Eye projects a field of debilitating energy, causing them to be unable to do anything if they fail a Fort save.*

- 8
1st Eye: 30' cone. Fort save, or unable to take any actions for 1d3 rounds.
2nd Eye: 40' cone. Fort save, or unable to take any actions for 1d5 rounds.
3rd Eye: 50' cone. Fort save: on failure, unable to take any actions for 1d7 rounds; on success, unable to take actions for 1 round

Cone of Despair. *Eye projects waves of despair. Don't cry!*

- 9
1st Eye: 30' cone. Will save, or paralyzed 1d4 rounds.
2nd Eye: 40' cone. Will save, or paralyzed 1d6 rounds.
3rd Eye: 50' cone. Will save, or paralyzed 1d8 rounds.

Electric Ray. *Eye fires rays of electricity. They hurt.*

- 10
1st Eye: 60' ray, 2d6 damage, Reflex save for half
2nd Eye: 90' ray, 5d6 damage, Reflex save for half
3rd Eye: 120' ray, 7d6 damage, Reflex save for half

Enslave. *Eye targets one person, who is forced to obey the telepathic commands of the tentacular.*

- 11
1st Eye: Range 30'. Will save, or enslaved as if by lotus stare (result 16-19, *DCC RPG*, p.276).
2nd Eye: Range 60'. Will save, or enslaved as if by lotus stare (result 20-21).
3rd Eye: Range 90'. Will save, or enslaved as if by lotus stare (result 22-25).

Ethereal Push. *Eye propels target into the border ethereal if a Will save is failed. During this time, the target can see into, but not interact with, the material plane; they can, however, interact with ethereal creatures.*

- 12
1st Eye: Range 30', lasts 1d4 rounds.
2nd Eye: Range 60', lasts 2d6 rounds
3rd Eye: Range 120', lasts 1d3 turns.

Flicker. *Eye pulses, causing tentacular to blink in and out of existence. This provides the tentacular with an AC bonus, but makes it difficult for the tentacular to attack, and impossible to hide.*

- 13
1st Eye: AC +4, -1d to tentacular's attacks, cannot feed
2nd Eye: AC +6, -1d to attacks, cannot feed
3rd Eye: AC +8, -1d to attacks, cannot feed

Force Blast. *Eye emits a scintillating globe of force at one target*

- 14
1st Eye: Range 60'. 3d8 damage, Reflex save for half
2nd Eye: Range 90'. 5d8 damage, Reflex save for half
3rd Eye: Range 120'. 7d8 damage, Reflex save for half

D* MAGICAL QUALITY

- Hypnosis.** *Eye projects shifting patterns of light in a cone that hypnotizes targets. Targets are prone to suggestions and will not recognize the tentacular as a foe.*
- 15 **1st Eye:** 30' cone. Will save, or hypnotized for 1d6 rounds.
2nd Eye: 40' cone. Will save, or hypnotized for 2d6 rounds.
3rd Eye: 50' cone. Will save, or hypnotized for 3d6 rounds.

- Rend Armor.** *Eye projects a ray that rends armor. If the armor's AC modifier is reduced to 0, the armor is destroyed. Unarmored opponents are unaffected.*
- 16 **1st Eye:** Reflex save, or AC modifier by reduced by 1.
2nd Eye: Reflex save, or AC modifier by reduced by 2.
3rd Eye: Reflex save, or AC modifier by reduced by 4.



TABLE 4: MAJOR EYE TABLE (YOUNG: D4,
JUVENILE: D8, ADULT: D12)

D* MAGICAL QUALITY

Cone of Madness. *Eye emits a cone that causes madness for those who fail their Will save. On a failed save, roll 1d4: (1) attack normally; (2) do nothing and babble incoherently*; (3) flee at fastest possible speed; (4) attack nearest creature.*

1

1st Eye: 30' cone.

2nd Eye: 40' cone.

3rd Eye: 50' cone.

* Alternatively, roll on the "M is for Madness" table, Cthulhu Alphabet, p. 45

Cone of Frenzy. *Eye emits ray causing frenzy. On a failed save, spellcasters also cannot cast spells.*

2

1st Eye: Fort save, or +4 Strength, +4 Stamina, +2 Will, -2 AC for 1d6 rounds.

2nd Eye: Fort save, or +6 Strength, +6 Stamina, +3 Will, -4 AC for 1d12 rounds.

3rd Eye: Fort save, or +8 Strength, +8 Stamina, +4 Will, -6 AC for 3d8 rounds.

Cone of Magic Resonance. *Eye emits an aura of ever-changing magical energies, disrupting all magic and spellcasting within the radius of the eye. Magic items must make a Fort save or stop working until outside the radius. Spellcasters cast at reduced die and incur additional penalties.*

3

1st Eye: 30' cone. Spellcasting within cone at -2d action die, failure invokes a phlogiston disturbance (*DCC RPG*, p. 103), success invokes a misfire.

2nd Eye: As above, but 40' cone. Spellcasting is at -3d.

3rd Eye: As above, but 50' cone. Spellcasting is at -4d. All spellcasting checks invoke both misfire and a phlogiston disturbance.

Slow. *Eye emits a ray that slows opponent on a failed Fort save.*

4

1st Eye: As per slow spell outcome 27-31 (*DCC RPG*, p. 229).

2nd Eye: As per slow spell outcome 32-33.

3rd Eye: As per slow spell outcome 34-35.

Destructive Harmonics. *Eye creates a sonic blast cone, disrupting objects or flesh and bone with its vibrations.*

5

1st Eye: 30' cone. 3d10 damage, Reflex save for half.

2nd Eye: 40' cone. As above, but on successful save, damage is subdual damage only.

3rd Eye: 50' cone. As above, but non-living material is also affected; unattended objects must succeed on a DC 15 Fort save or be shattered.

D* MAGICAL QUALITY

Dissolve Magic. *Eye ray dissolves magical abilities, effecting both magic items and spellcasters.*

- 6 **All Eyes:** Fort save, or all of the target's magical items have their abilities suppressed for 24 hours. Arcane spellcasters must also make a Will save, or lose all spells for 24 hours.

Dissolve Mind. *Eye emits ray that stupefies the target. Untreated Intelligence damage heals at the normal rate (1 point per day, or 2 points with bed rest)*

- 7 **1st Eye:** Will save, or 1d5 Intelligence damage.
2nd Eye: Will save, or 1d7 Intelligence damage.
3rd Eye: Will save, 1d10 Intelligence damage.

Energy Drain. *Eye emits ray that drains life energy from the target.*

- 8 **1st Eye:** Fort save, or lose 1d3 XPs (target does not lose any levels from XP loss)
2nd Eye: As above, but lose 2d4 XPs.
3rd Eye: As above, but lose 3d5 XPs.

Petrification. *Eye emits ray that turns target to stone.*

- 9 **1st Eye:** Fort save, or partially petrified for 1 hour, as if by *turn to stone* (result 16-17, *DCC RPG*, p. 233).
2nd Eye: Fort save, or petrified for 1 day, as if by *turn to stone* (result 22-23).
3rd Eye: Fort save: on failure, petrified permanently; on success, same as **1st Eye** failure effect

Death Ray. *Eye emits a ray that kills the target. Dead, dead, dead.*

- 1st Eye:** Fort save, or dead.
 10 **2nd Eye:** Fort save, or dead. May not roll the body.
3rd Eye: Fort save, or dead and soul destroyed. May not be subject to *raise dead* or *speak with dead* spells.

True Seeing. *Eye can see things as they actually are. The tentacular sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under obscuring effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of changed, or transmuted things.*

- 11 **1st Eye:** Must concentrate for 1 full turn to use true seeing.
2nd Eye: As above, but concentrate for 1 full round.
3rd Eye: As above, but true seeing is the normal state of vision for this tentacular, and requires no time delay.

Disintegrate. *Eye emits a ray that disintegrates its target.*

- 12 **1st Eye:** 3d12 damage, Fort save for half. If this is more hit points than the target has, it is reduced to a pile of fine dust. Possessions are unaffected.
2nd Eye: As above, but 7d12 damage
3rd Eye: As above, but 10d12 damage

YOU, TOO, CAN GONGFARM!

TABLE 1-3: OCCUPATION IN THE DCC CORE RULEBOOK has a quite extensive list of medieval inspired occupations. But have you ever wondered why there are no human barristers? Or halfling jesters? Besides being stereotypically good at it, why do only dwarves get to be miners? Fret no more, as there is a quick solution!

WHEN RANDOMLY DETERMINING
A 0-level character's occupation, first roll
1d10 to determine race: 1-7 = human,
8 = dwarf, 9 = elf, 10 = halfling. Then
roll percentile dice as usual, ignoring
whatever race is indicated.

BECAUSE EVEN ELVES
NEED SOMEONE
TO CLEAN UP
THEIR \$#!+

Fuzzies & Steelies & Beakies

This article came about in an interesting way. As we were finalizing the text and layout for this issue, a picture/meme made the rounds on Facebook. That picture, from *White Dwarf #8* (1978), described how to make miniatures for the creatures Jennell Jaquays detailed in “Fuzzies & Steelies” in *The Dungeoneer*, Vol.1, No.2 (1977). On a re-share of the *White Dwarf* article, Jennell herself posted a screencap of the original write-up. We take inspiration from such classic zines and knew the fuzzies and steelies had to become DCC creatures in their own right!



Original illustration from *The Dungeoneer*, Vol.1, No.2, by Jennell Jaquays

The tentacular is our own take on the beholder, and fuzzies and steelies were described as beholderkin in the original article, therefore a DCC version just had to be related to our tentacular! Without further ado, and inspired by Jennell Jaquays’ own creation (with some additional twists of our own!), we present:

FUZZY: Init +3; Atk tentacle +3 melee (1d3 plus constrict) or sting +3 melee (shock) or as weapon +2 melee; AC 13; HD 3d8; MV fly 40'; Act 3d20; SP shock 2/day (2d6, DC 13 Fort save or paralysis for 1d6 rounds), constrict 1d3, regeneration 1d4, mental blast (+5 check); SV Fort +2, Ref +4, Will +4; AL N.

STEELY: Init +3; Atk tentacle +4 melee (1d3 plus constrict) or sting +4 melee (shock) or as weapon +3 melee; AC 20; HD 3d8+6; MV fly 30'; Act 3d20; SP shock 2/day (2d6, DC 15 Fort save or paralysis for 1d6 rounds), constrict 1d6, regeneration 1d6, mental blast (+2 check); SV Fort +4, Ref +4, Will +2; AL N.

BEAKY: Init +4; Atk tentacle +3 melee (1d3 plus constrict) or beak +5 melee (1d8 plus crush); AC 16; HD 3d8; MV fly 30'; Act 3d20; SP constrict 1d3, regeneration 1d4, trill (+3 check); SV Fort +3, Ref +4, Will +2; AL N.

When a tentacular kitten feasts on a corrupted wizard or soul-eater, the arcane putrescence will rarely cause the kit to mutate into another form entirely, only barely resembling their tentacular origins. Surprisingly, these mutations are not slain by their sires (who still feel an instinctive attachment to their progeny)—rather, they are summarily ejected from the nest to make their own way in the world. These stray “tentakin” generally manifest in one of three forms: 1) “fuzzies” appear as an orb of stiff fur, as if the kin’s entire coat were perpetually-raised hackles; 2) “steelies” compress their fur tight against their bodies, and exude secretions that harden the coat into a glossy silvery-grey shell; and 3) “beakies” have a coat that is heavily matted, the clumps resembling thick scales. The various kin otherwise share similar forms: spherical bodies 1–2 feet in diameter, the multitudinous eyes of their original form coalesce into one large central eye, and all but three of their tentacles shrivel and fall away. The belly maws of fuzzies and steelies also atrophy, but the beaky’s maw instead enlarges into an immense and jagged parrot-like beak, migrating to the space under their central eye (which is somewhat reduced compared to the other kin).

The tentacles that remain can contract almost completely into the creature’s body or extend up to 10’ away to make attacks. On a successful attack, the kin can immediately wrap the tentacle around a target. Each round thereafter, the kin constricts this victim for automatic damage (noted in each stat block) for each tentacle thus grappling. If the victim wishes to break the creature’s grip, the kin has a +6 bonus on any such grapple checks. Oddly enough, fuzzies and steelies have even been known to employ manufactured weapons gathered from past prey; however, any tentacles wielding weapon cannot be used for constriction. Beakies have never been known to utilize manufactured weapons.

Kin tentacles slowly absorb ambient phlogiston, which grants several abilities. All tentakin gain some physical resilience from this energy: at the beginning of each round, the kin will regenerate hp damage (see stat block); however, once brought to 0 hp, the creatures no longer regenerate.

Fuzzies and steelies can release this energy as a neuro-electrical shock, similar to an electric eel. This shock can be delivered as its own attack or can be dealt automatically if the kin is grappling a target. Fuzzies and steelies are also able to focus their strength of will into a psychic assault on anything within 40’ they can see with their single eye. This functions as the mental blast mutation (MCC RPG, pg. 76).

Beakies lacks the sting of the other tentakin, but the retention of their beak has gifted them with two sonic abilities. This trill is emitted as either a hypnotic sonorous purr which functions as sleep (DCC RPG, pg. 155), or a nerve-wracking yowl which functions as sonic generation (MCC RPG, pg. 60). Trilling can be used once per round.

As one might expect, a beaky kin's beak is also quite adept at rending flesh, and breaking and crushing bone. On a successful beak attack, the target must make a Fort save (DC 10 + damage dealt); on failure, randomly determine a body location (see figure 1), and a bone in this area is broken (judge determines what additional effects such a break might have).

ONWARD RETAINER

FEATURING THE
LEGION

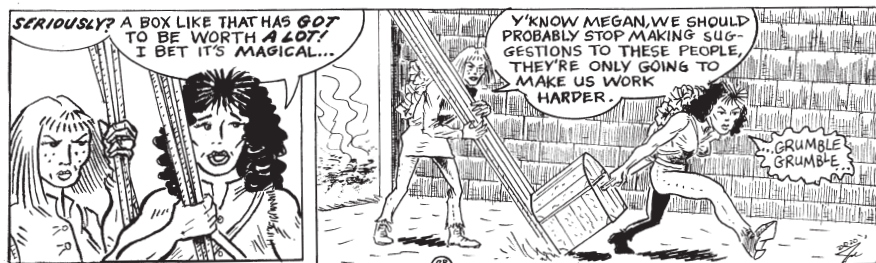
BY JOEL R PHILLIPS

#3



SAMANTHA SCUM WHIZZLER DORMUTH MEGAN ABBY FINGERS

A TORRENT OF FIRE
FILLS THE ROOM,
KILLING THE ROBOLDS
WITHIN IT.



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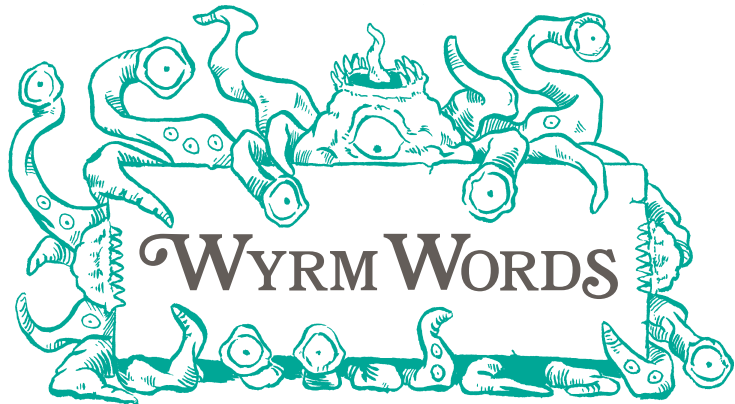
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