

# The Gongfarmer's Almanac



2020



# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## GFA 2020 Compilation

VOLUMES 1-16

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)

# Table of Contents

## Volume 1: DCC Adventure Time #1

Blood Diamonds of the Chaos Cult (Level 0) .....	5
The Second Time Around (Level 0) .....	28
Honi Soit Baba (Level 1) .....	36

## Volume 2: DCC Adventure Time #2

7 Beauties (Shudder Mountains Level 1) .....	5
Dead Dragon Peak (Level 1) .....	23
Hoard of the Metal Goddess (Level 1) .....	42

## Volume 3: DCC Adventure Time #3

Loose Change (Level 1) .....	5
Down The Rabbit Hole (Level 1) .....	19

## Volume 4: DCC Adventure Time #4

Descent Into The Underhive (Level 1) .....	5
Contemplation of the Dust (Level 1) .....	16
Shrine of Noctys (Level 1) .....	30
Noctys (Patron) .....	37

## Volume 5: DCC Adventure Time #5

The Inn in the Forest (Level 1-2) .....	5
Beyond the Diamond Veil (Level 2) .....	16
Get Off Ye Wrasses (Level 3-4) .....	38

## Volume 6: DCC Adventure Time #6

B Mine (Level 4-6) .....	5
--------------------------	---

## **Volume 7: Character Classes**

Human .....	5
Peasant .....	9
The Fowl Summoner .....	12
Martial Grandmaster .....	24
Tarantino Elf .....	29
The Hive Master .....	34
Barbearian .....	38

## **Volume 8: Character Class - Styles & Rules**

Creating Non-Level 0 Characters .....	5
Adding Character to Your Class .....	9
The Training Montage .....	13
A Little Bit of Magic for Everyone Else .....	26
Runelords in DCC .....	38
Patron Bond Vision Quest Rules .....	43

## **Volume 9: Axes, Beasts, and Collections**

Weapons With Which to Drive Thine Enemies .....	5
Another Man's Trash .....	9
Monstrous Encounters .....	23
Animal-Men Generator .....	29
Farmyard Familiars: A New Option for Finding Familiars .....	43

## **Volume 10: NPCs, Hamlets, Towers, and Babies?!**

Poonchucker Dan: King of the Hooks .....	5
Tower of the Manticore .....	9
Hamlet Happenstances .....	47
Character Occupations for Skill Checks: A Primer at Level 1....	56
Diaper Crawl Classics .....	60

## **Volume 11: Dark Trails - Yee-haw! #1**

Going to the Crossroads .....	5
Cornstalk Boogeyman (Level 1) .....	20
Uncle Silas (Level 1) .....	36
Dark Trails Character Sheet .....	51

## **Volume 12: Dark Trails - Yee-haw! #2**

Cough Drops .....	5
Into the Forest Primeval (Level 1) .....	12
Armillamycetes, The Mycelial Master (Patron) .....	48

## **Volume 13: MCC - Cataclysm Adventures**

Moremen: The Mutants with More .....	5
Moremen, More Problems (Level 1-3) .....	12
Dead Man's Hand (Level 2) .....	21
Spaced Out (Level 2) .....	41

## **Volume 14: MCC - Mutants & Machines**

Scholar (Character Class) .....	5
Mastermind (Character Class) .....	9
Insectaur (Character Class) .....	13
Geologist (Character Class) .....	18
MCC: Items Found in the Dwellings of the Ancients.....	24
Datum of the Computarchs .....	32
Wetware of the Rock Gods .....	44

## **Volume 15: 2020 Master 'Zine Index Part I**

DCC RPG Master 'Zine Index .....	5
----------------------------------	---

## **Volume 16: 2020 Master 'Zine Index Part II**

DCC RPG Master 'Zine Index .....	5
----------------------------------	---

## **GFA 2020 Credits**

### **Cover Art**

Doug Kovacs

### **Title Page Art**

Marc Radle

### **Authors**

Brent Allan, Randy Andrews, David Baity, Erica Barlow, Jason Basile,  
Daniel J. Bishop, Benjamin Boro, bygrinstow, Matthew Carr,  
Ariel Churi, Christian Cotten-Dixon, Hector Cruz, SGT Dave,  
Sean Duffy, William Fischer, Cory “DM Cojo” Gahsman, Karim Glue,  
Kevin Heuer, Michael Jones, Ed Kabara, Bjorn Nelson,  
Keith Nelson, Christian Ovsenik, Ari-Matti Piippo, James A. Pozenel Jr.,  
A.R.R. Purcell, Duamn Figueroa Rassol, Matt Rayburn, Stan Reed,  
Brian Saliba, Ian Zebarah Shears, Ryan Smith, Tim Snider,  
Jeremiah Edward Sprague, Stefan Surratt, Mihailo Tešić, R.S. Tilton,  
Matthew Towle, Marlene “HitMore” Whitmer, Shyloh Wideman,  
Clayton Williams, The Neon Space Wizard,  
Ann Wycoff, Dieter Zimmerman

### **Illustrators & Cartographers**

Boson Au, Andrew Barlow, Michael Barous, Shawn Brewer,  
Jonathan Byrne, SGT Dave, Samuel Dillon, Karim Glue, Lucas Haley,  
Cheese Hasselberger, Bobby Jackson, Chris Jeffers, Bart Kucharski,  
Christian Ovsenik, Benjamin Marra, Brad McDevitt, Colin Mills,  
Max Moon, Joel R. Phillips, Lester B. Portly, Duamn Figueroa Rassol,  
Matt Robertson, Miguel Rodrigues, Aaron Siddall, Dennis Stanley,  
J Stone, Matt Sutton, Carmin Vance, Andy Webber, Shyloh Wideman,  
Clayton Williams

### **Editors & Proofreaders**

bygrinstow, Tim Deschene, Klint Finley, William Fischer,  
Cory Gahsman, Michael Harrington, Tony Hogard, David Koslow,  
Shane Liebling, Luke Martinez, Cullen McDonald, Todd McFarland,  
Jason Morgan, Keith Nelson, Robert Nelson, John Replogle,  
Marcie Riebe, Jeff Scifert, Ian Zebarah Shears, Tim Snider, Dan Steeby,  
Shyloh Wideman, Ann Wycoff, Judge Yossarian, Dieter Zimmerman

### **Creative Vision, Project Management & Layout**

William Fisher, Karim Glue, Michael Harrington,  
Jon Hershberger, Davin Kluttz, Doug Kovacs, Jeff Scifert,  
Dan Steeby, Stefan Surratt, Shyloh Wideman,  
Clayton Williams, Jon Wilson, Dieter Zimmerman

# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## DCC Adventure Time #1

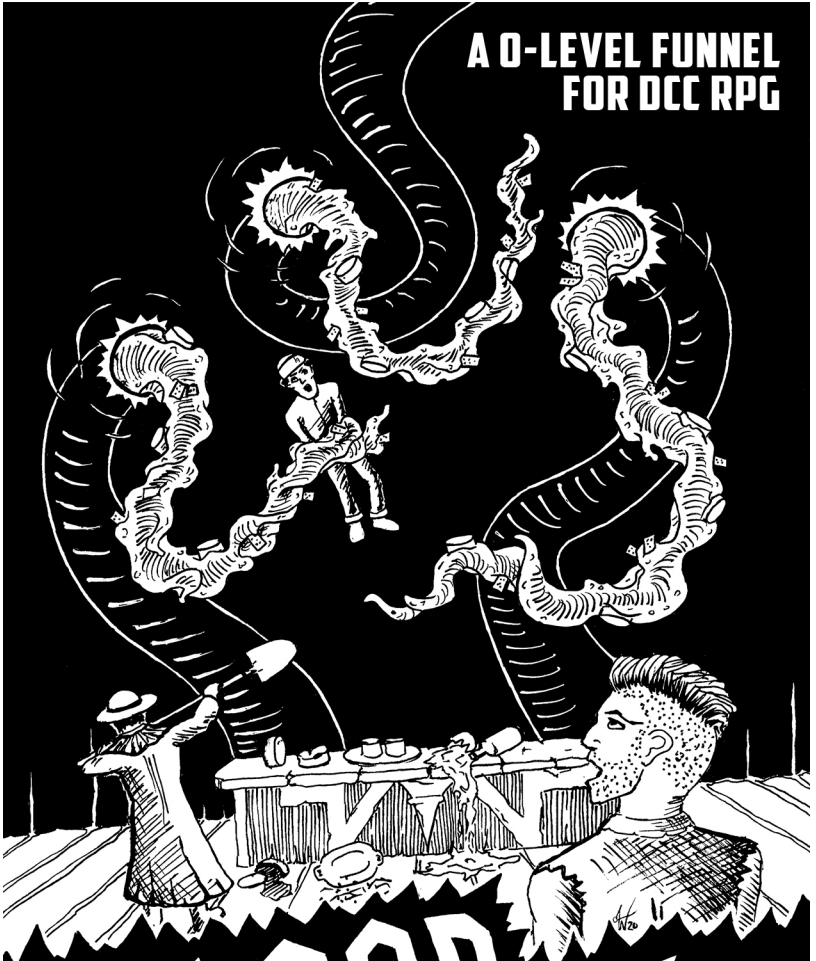
VOLUME 1 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)



**A 0-LEVEL FUNNEL  
FOR DCC RPG**



# **BLOOD DIAMONDS OF THE CHAOS CULT**

**BY MATT TOWLE  
ART BY ANDY WEBBER**



# BLOOD DIAMONDS OF THE CHAOS CULT

By Matthew Towle, art and cartography by Andy Webber

## A Zero-level funnel for Dungeon Crawl Classics. Part One of the Blood Diamonds Cycle.

For months, you have been slaves in the diamond mines of the Chaos Cult! Torn from your ordinary lives in your ordinary villages, you were chained, and force-marched to a forbidding mountain that has been your home, and your prison, ever since. But today, your life of hardship and servitude ends! A colossal explosion of light and magic has ripped through the mine. All the Blood Sorcery employed by the cultists has gone awry. Now a vortex of pure Chaos has opened up within the mountain, transforming everything it touches. The tunnels have twisted; the guards are gone. Will you seize this chance to escape the slave mine of the Chaos Cult?

This scenario is written for 15-20 zero-level characters with only basic clothing and no weapons or other gear. A party of first-level characters with no gear might do just as well, but the action in the mines is violent and deadly, and replacement PCs may only be found in Chamber Six, the Sorcerer's Workroom.

## **BACKGROUND NOTE: THE CULT**

Who are These Fanatics?

The Chaos Cult has been operating in one form or another in the tunnels honeycombing the mountain for decades. They did not build the complex, although they did expand it, as will be seen in *Beyond the Diamond Veil* (q.v.). Their fortunes have waxed and waned, and they are vulnerable now, as this colossal mistake has brought ruin to their headquarters and many of their members.

Their current operations include harvesting slaves from villages within a couple days' hard ride from the mountain (the PCs in this adventure were abducted less than a year ago). The cult uses the

diamonds that are not used in ritual magic to finance their efforts to expand, funding mercenaries and supplies used to keep the blood rituals flowing in the mountain.

One aspect of the Blood Magic is the creation of Blood Diamond Artifacts (q.v.), which serve both as tools of the elite cultists of the Cult and as a further source of revenue, as wizards across Aereth will pay handsomely for any artifacts the 'Cult is willing to part with, even though they know the source paid an evil price to create them.

Although the 'Cult is mostly concerned with arcane power, they are not oblivious to widening the scope of their political power. Already the villages within 20 leagues are accustomed to their visits. T, and towns and cities more than 50 leagues away have heard tales of their power. Their riders are feared in many towns, and their chains have enslaved men and women of all walks of life.

## **DEATH IN THE DIAMOND MINE**

The uncontrolled entropy unleashed by the Blood Sorcerers creates unpredictable effects. Any time a PC dies, their body rapidly (less than one round) putrefies, Bones turn to paste. Flesh decays to jelly. Most of the mass vanishes into the air. Anyone examining the body closely will see something glittering deep in the mass of gelatinous offal: a Blood Diamond Artifact! The magic of the Chaos Cult has labored for years to create such things, but the entropic maelstrom now creates a random item each time a PC dies. Roll 1d12 + luck modifier on the following table for each death, if the body is examined:

### **BLOOD DIAMOND ARTIFACT TABLE**

(roll d12+luck modifier, or judge's choice)

1. A Blood Diamond dagger, nigh-unbreakable (1d5)
2. A Blood Diamond arrow, nigh-unbreakable (1d7)
3. A Blood Diamond piccolo. May be played as a normal instrument. Alternatively, one hit point may be sacrificed (the character bleeds at the lip) to attack a single target within 80' that the user can see. Roll d20 +user level +Luck modifier. The

target must make a Fort save against the result or deafened until magically healed.

4. A Blood Diamond monocle. May be used normally to aid close reading, or the user may sacrifice a hit point (bleeding from the eye socket) to read any language for 1d16 rounds.
5. A pair of scissors, just 6" long, made of Blood Diamond. Never dulls from normal use. For one hit point (bleeding from the fingernails), the user may "snip" the vocal cords of a target within 60'/visible range. Roll d20 +user level +Luck modifier. The target must a Fort save against this, or cannot talk until magically healed.
6. A piece of Blood Diamond shaped not unlike the handle of a suitcase, or the handle of a door. For one hit point (user tastes blood in back of throat), the handle will stay wherever it is, unmovable, nigh-unbreakable, until someone else grasps the handle and sacrifices another hit point. It may be "attached" to any surface, or even suspended in air. The handle will support whatever weight the PCs manage to burden it with.
7. A Blood Diamond wand. If the user sacrifices one hit point (bleeding from nose), they may pull a fraction of the "essence" from any single target within 80' that they can see. Roll d20 +user level +Luck modifier. The target must make a Fort save against this value,, otherwise 1d3 damage per point they missed the save by.
8. A Blood Diamond ring. If the user sacrifices one hit point (blood around fingernails), they may throw a ring of fire around a single visible target within 60'. Roll d20+ level + Luck mod. The target must pass a Ref save against this value, or suffer 1d5 damage, and have their arms constricted, causing a -4 to attacks or spells for the duration of the encounter..
9. A Blood Diamond flat flask (½ pint, with stopper). May be used as an ordinary flask, or, at the cost of one hit point (bleeding from the gums), user may drink a tart tisane (hot herbal infusion) from the flask that enhances one physical ability(Strength, Agility, or Stamina) of the user's choice by +8 until the end of the encounter. Note: if Stamina is chosen, this will result in additional hit points, which will be lost first in combat.

10. A jagged, single-edged long knife of Blood Diamond. May be used as a short sword (1d7), and is nigh-unbreakable. By sacrificing one hit point (paper-thin cut along the forearm), the user may rip a hole in spacetime, creating a deadly disturbance affecting up to two adjacent, visible targets within 70'. Roll d20 +level +Luck modifier, and the target must make a Ref save against this value or suffer 1d3 damage per point they missed the save by, and be knocked prone. If this damage is enough to kill the target(s), the bodies are sucked through the rupture and vanish into the wilds of spacetime.
11. A bracelet of Blood Diamond. By sacrificing one hit point (pin-pricks of blood on the wrist), the user may call down a lightning bolt at up to three adjacent, visible targets within 80'. Roll d20 + level +Luck modifier. The targets must pass a Ref save of equal difficulty, or suffer 1d3 damage per point they missed the save by, and be deafened for the duration of the encounter.
12. A single gauntlet of Blood Diamond. Gives +1 AC when worn, may be used to strike in combat for 1d5 damage. By sacrificing one hit point (pain shooting up arm past shoulder, approaching heart), the user may “charge up” the gauntlet, giving it a sinister red glow. For the rest of the encounter, the gauntlet is +2 to hit, +2 on damage, and may strike targets otherwise immune to normal weapons (ghostly undead, creatures out of phase with reality, “invulnerable” hide or scales, etc). Against such creatures, it will crit on a 17-20 (if it hits) and uses a crit die TWO steps up the dice chain.

**NOTE:** All Blood Diamond Artifacts suffer these limitations:

- If the user is killed, the item is likely useless. The plunderer must pass a DC 15 Luck check or the item is flawed. It is still usable as a mundane item, but has no special powers.
- The artifacts are things of Chaos. A Lawful Cleric or church will regard the items as unholy and desire their destruction.

## **BACKGROUND NOTE: ROCKS**

Just What Exactly IS Blood Diamond, Anyway?

Blood Diamond Artifacts are creations of Chaos Magic that require diamonds in great supply, a source of arcane energy, and both the pain and death of sentient beings. The Chaos Cult has codified their

generations of research, and have been able to forge artifacts with specific powers. The PCs, however, are escaping a mine filled with a vortex of chaotic energy, and the normal rules for item creation are suspended during this catastrophic event.

The artifacts are indestructible under normal circumstances, unless their power is destroyed along with their wielder, at which point they become merely diamond-hard items of high quality. Each artifact varies in appearance between almost totally transparent to deeply red and merely translucent, as the judge likes.

## **THE ACTION BEGINS**

The action begins in a tunnel complex of tunnels that has been transformed by uncontrolled Chaos Magic. The eponymous Cult has, after decades of entropic incantations, finally pushed its luck too far. A Chaos Vortex, a swirling double-helix of shimmering, silvery anti-energy, has appeared in the center of the mountain, and changes everything it touches. Many of the cultists have died, others hideously mutated., and eEven the tunnels themselves are no longer in the “right” places,(although some remain recognizable) although some remain recognizable. There is a way out, but peril unlike any the miners have ever seen lies between them and their goal

Just before dawn, the PCs are awakened by a massive earthquake, accompanied by groaning rock, dust and pebbles falling from the ceiling. A pervasive sense of dread fills their hearts, as if their very existence has been called into question. When the quake has ended, they will see an unusual light streaming from the guards’ chamber adjacent to them, a pearly glow not heretofore seen in their underground prison.

## **CHAMBER ONE: GUARDS’ WRECK ROOM**

Or: Whiskey Tentacles Take My Mind!

This chamber,a simple break room for the brutal guardsmen, now has a giant “window” facing the Chaos Vortex in place of one wall. It is thus lit by the unreal radiance of the Vortex.

The weird window shows a view of a vast underground space, perhaps a mile from base to peak, a hollow in the midst of the mountain filled with motes of dust, floating rock, and a colossal double helix of pearly white light, swirling as if alive. Strange tendrils branch off from the helix, occasionally reaching out toward other windows within the mountain. This view is seen from many of the chambers in what is left of the mine. Rooms with “a view” are the most altered by the runaway Entropy.

Near the “window” wall, a long table laid with food and drink available only to the Diamond Guards has been affected by the weird magics swirling nearby. A half dozen knives (1d3), forks (1d2), and ceramic mugs (1d4 once, then 1d2) are on the table next to a minor feast of tinned meat, crackers, mustard, and whiskey.

Only 1d3 rounds after the PCs have begun to explore the area, three tentacles push through the window Grey and slimy outside the chamber, they assume the material of those things closest to the window the moment they pass into the room. These tentacles become composed equally of canned meat, crusty crackers, jellified whiskey, and spicy mustard. Now the “spamicles” reach deep into the room and grapple or stab the PCs.

**CHAOS TENTACLES (3):** Init +3; Atk +3 grab and squeeze melee (1d7) or +3 stab and drain melee (1d5); AC 10; HD 2d8; hp 9; MV 60'; Act 1d20; SP double damage from fire or chopping weapons; ; SV Fort +3, Ref +1, Will +1; AL C.

If enough damage is done to “kill” a tentacle, it withdraws through the window, and back into the swirling maelstrom of entropy.

In addition to the tables, the chamber contains five battered lockers used by the guards. One of them contains a burlap sack filled with woolen socks, clean but with holes in heels or toes. One locker contains a dagger in a sheath, a bronze helmet (+1 AC), and a club made of black wood. The last locker contains a whip (1d4) and pickaxe (1d6), along with a pair of high, hard boots.

An archway opens into a dark, ill-lit corridor, leading to freedom, or death.



## **CORRIDORS IN THE MINE**

All corridors in the Mines of Chaos have smooth, finished floors, but rough walls and ceilings, and are 10' wide and 15' high. If the PCs linger in the corridors, the judge may choose to create a random encounter. By default, the corridors are deserted.

## **RANDOM ENCOUNTERS IN THE MINE**

1. Scuttlemutt: Init +1; Atk +2 bite melee (1d8); AC 13; HD 2d8; hp 9; Act 1d20; MV 30'; SV Fort +3, Ref +2, Will +1; AL N. These dogs are composed of rough diamond, and act much as dogs do, though they only eat ore.
2. Diamond Ooze: Init -1; Atk +2 glorp melee (1d6); AC 10; HD 3d8; hp 14; Act 1d20; MV 20'; SV Fort +2, Ref -1, Will +0; AL N.
3. Earth Tremors! Dust and shaking and the whole place is coming down! Oh, it stopped.
4. One PC is overcome with sneezing and coughing. Mine Fever! PC must pass a DC 10 Fort save or -1d to everything until recovered/healed.
5. 2 Scuttlemutts, as above.
6. 3 skeletonized guards, still in uniform, but their bones are diamond, and fused. One of them has a random Blood Diamond Artifact (see table)

## **CHAMBER TWO: CONFIDENCE COURSE**

Or: A Cat May Look at a King

This chamber has been drastically affected by the Chaos Vortex. What once served as a storeroom and home to a few mice (and cats!) has now become a deadly obstacle course, where failure will result in a long fall to oblivion (see map).

There are four obstacles in the room: a climbing net, a set of monkey bars, a swinging roundabout, and a leap of prodigious faith. A platform lies just before and after each of the tests. The real danger lies while occupying each platform; the Cavern Cats will attempt to swat a PC occupying a landing once each round.

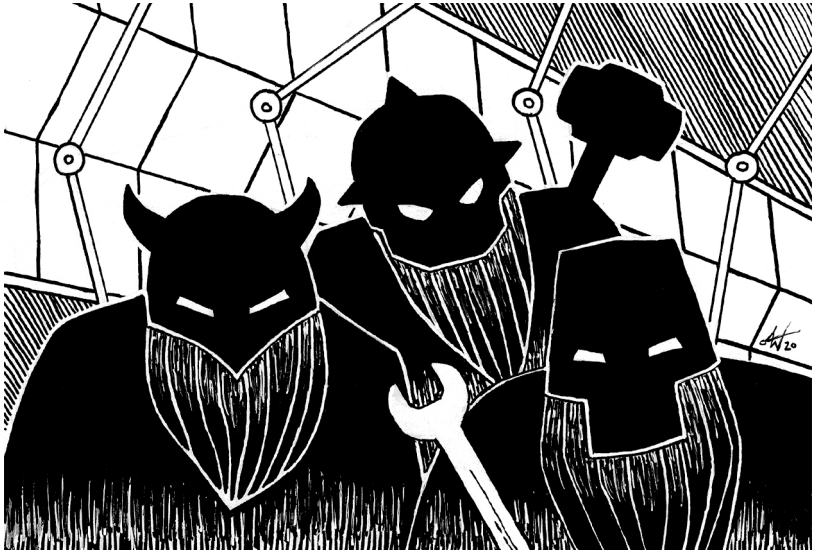
The Cavern Cats are just visible, lurking high above the accessible areas of the room. Originally domestic cats, the Chaos Vortex has touched them, and they are now huge (18' long) cats: a shadowy grey and black, a calico, and huge yellow tomcat missing most of both ears. Full stats follow, but the cats function here as a room hazard, and will only bedevil the players as indicated in "Running the Gauntlet", below.

**Cavern Cats (3):** Init +4; Atk claw melee (2d8) or bite melee (2d10); AC 14; HD 6d8; hp 28; MV 35' or 60' pounce/leap; Act 2d20; SP unearthly agility (20 Agi), SWAT!; SV Ref +9 Fort +3 Will +2; AL C.

**Running the Gauntlet:** The four obstacles can be passed by a simple DC 10 save: Will for the climbing net, Fort for the monkey bars, Ref for the swinging roundabout, and Fort for the leap of prodigious faith. Failure on these saves requires a second DC 12 Ref save, or the PC falls to his doom in the darkness below. Each time a PC passes an obstacle, they will have to occupy the platform for one round, allowing the Cavern Cats to SWAT! Clever players will move multiple PCs through the obstacle course at a time, as only one Cavern Cat will pounce each round that a PC occupies a platform.

**The SWAT!:** Any time a PC ends a round on any of the platforms, one Cavern Cat will SWAT at them. If more than one PC rests there, the Cat will target the one with the lowest luck. The affected player must make a DC 13 Ref save, or be swatted clean off the platform. Sadly, the platforms are suspended over a pit that plunges more than 200' down into the depths of the mine. Falling damage is 20d6.

The last platform gives access to a door made of stone and bronze, unlocked and untrapped, and painted green. Adjacent to the door is a bronze rack with a two-headed club, wrapped in leather painted blue and red (d10, d16 initiative for the wielder) and a stretchy suit of red padded leather armor (does not cover the knees or below, short sleeves, but functions as leather armor) hanging on pegs.



## CHAMBER THREE: DOWN TO THE CROSSROADS

Or: Degenerates and Dancing

This cavern was once a mined-out chamber. Simply a crossroads, no active mining had occurred here for years. The Degenerates here were once miners, but have been touched by the Chaos Vortex. Now they are devolved, primitive humanoids, and attack everything they don't understand.. Which is, in fact, nearly everything..

The center of this chamber is no different from the rest, except that it exists slightly out of phase with the rest of the mine. Anyone who enters it is immune to attacks from anyone outside of it, and vice versa. Missile weapons moving through the center appear to move incredibly slowly to those outside the field. Movement in the middle is normal, but all those outside the circle appear suffused in a dark violet hue (the dreaded "Deep Purple Shift"). The Degenerates are only semi-intelligent now, and shy away from the center of the chamber instinctively.

**Dungeon Degenerates (6):** Init +0; Atk +2 pickaxe handle melee (1d4+1 hp); AC 12; HD 2d10; hp 11; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will -1; AL C.

Appear to be devolved humans and dwarves, with protruding eyebrow ridges, long, knuckle-dragging arms, and inconveniently vigorous hair growth. Still wearing leather outfits they have outgrown in awkward ways, they look disturbing, enjoy dancing around saying “ook”, and smell hideous.

If the “armor” of the Degenerates is salvaged, it will serve as Leather armor, but smells repulsive and will attract vermin and other pests, as the judge deems fit. The pick handles make excellent clubs (1d4).

At the far end of the chamber is a door made of bronze and stone, painted red, untrapped and unlocked. Other passages from the room are evident, but the Degenerates have filled them up with rubble and stone (room for the Judge to expand) and are impassable.

## **BACKGROUND NOTE: REAL WORLD EVIL**

What has all this to do with REAL Blood Diamonds?

Blood diamonds, or conflict diamonds, are an evil of our own devising. Sources of diamonds co-opted and controlled by warlords and dictators in Africa are used to fund arms purchases from all over the world, including the U.S. and other “peaceful” democracies. Although no blood sorcery is involved, these warlords force children to become soldiers, force others to work the mines as slaves, and kill any who stand in the way of their military and political goals. Interested readers should visit the website for GLOBAL WITNESS, a watchdog organization, or seek out other organizations working to end these atrocities. Blood Diamonds of the Chaos Cult, while somewhat light-hearted in tone, was inspired by a desire to draw attention to atrocities in our world. In roleplaying games, it is possible to defeat an organization like the Chaos Cult by taking decisive, direct action. This is less true away from the gaming table, and the struggle against these cruel warlords goes on.

## **CHAMBER FOUR: HIT THE SHOWERS**

Or: It's La-Trine. From the French.

This chamber is a rare oasis of peace in the Mines of Chaos. The PCs will recognize the chamber, although the corridors leading to it have changed. One wall contains rough showers that were used by the PCs (forcibly) once a week, and fed by fresh water from an unknown source streaming down from the ceiling. The opposite side of the chamber, separated only by low wooden barriers, is an entire wall of rude outhouse-style toilets, each "hole" leading down (see Chamber Five, below)

PCs here may avail themselves of the showers and/or commodes as they wish. Stairs just outside this chamber lead down to the Galley.

## **CHAMBER FIVE: GALLEY**

Or: Something's in the Kitchen with Dinah

This chamber contains what is left of the main kitchen for the Mines. A large cauldron dominates the room at one end, while another wall has "water" seeping down it continuously. Perceptive players will note that the fluid dripping down from above is coming from the chamber just above this one, i.e., the toilets, and is serving as the apparent source of "water" for the kitchen. Whether this was always the case, or is now only due to the influence of the Chaos Vortex is beyond the scope of this narrative, but allow the PCs to connect the dots.

There are tables and counters throughout the room, containing a few salvageable weapons (a meat cleaver (1d6), a hammer (1d5), 3 long iron spikes (1d4), and a stringed instrument, much worn but playable, with five strings).

The danger here lurks in the cauldron, as the Chaos Vortex has touched the multi-gallon brew on the fire, creating a GRUEL ELEMENTAL, a creature of amorphous but deadly form. (use Otyugh mini if you have one)

**Gruel Elemental (1):** Init +0 or +3; Atk +3 hot tentacle slap melee (1d8); AC 10; HD 4d12; hp 26; MV 20' or 20' climb vertical surfaces; Actions 1d24+1d16; SP immune to mind-affecting magic; SV Fort +3, Ref +0, Will +3; AL C.

The Gruel Elemental lurks in its cauldron until either prodded by a PC or 1d3 rounds have passed. It will then leap out of the cauldron and attack with its tentacles, gaining a +3 on initiative for this encounter. It looks vaguely humanoid, with two stumpy feet and two long tentacles. It smells as if composed of toilet water and leftover scraps a dog would not eat, warmed over a fire until pungent, then given life by someone with singularly poor judgement. Its eyes seem to be two sheep's eyes of different sizes. Probably sheep.

## **CHAMBER SIX: SORCERERS' WORKSHOP**

Or: Heads, We Dance

This chamber once housed a number of sorcerers, all working to advance the knowledge of the Chaos Cult. It has gone unused in recent years and served, until recently, as a storeroom for supplies, and as a holding area for the occasional soon-to-be-sacrificed.

Strapped to stone slabs throughout the chamber are 1d14 prisoners (or enough to ensure all players have at least two PCs each, as the judge desires) held bound and gagged. In the middle of the slabs, there is a circular area with a smooth, polished floor (suitable for dancing or wrestling), and a container holding an ancient bronze dagger, pieces of white chalk, and a single, silver coin (depicting a faded queen on one side, and lion facing a unicorn on the other).

***Note:** in playtest, no elves or halflings were available as initial PCs, as the Chaos Overlords considered them poor miners and slaves. All the zero-levels here were halflings and elves, as they were set aside for sacrifice. The judge may follow this pattern or allow all character types at both stages of the scenario, as desired.*

Other than fresh bodies, each PC may make a luck roll. Successful rolls allow them to find one random item from the random starting equipment list (DCC, p.73), or from any other list the judge likes. A mixmaster or digital calculator from modern times, a com-badge or

tricorder from the distant future, or a pirate hat with crossed flippers from a parallel dimension, all might be found in this magically-charged nexus.

## CHAMBER SEVEN

Or: Don't Try This at Home

***Judge's Note:** This encounter is optional for timed or convention games. In playtesting, a four-hour time block was adequate to run every encounter listed in this scenario, but only just. Judges are urged not to penalize players by including this encounter if that will mean skipping the confrontation with the Architect of Chaos in CHAMBER EIGHT, below.*

This chamber contains what is left of the mighty Engines of Mis-Chance, steam-powered devices that somehow increase entropy in a barely-controlled fashion. For generations, the Cult has powered their sinister magicks with the dual power of blood and entropy. Now, near the feathered, fractal edge of Everything, three surviving Mechengineers struggle to maintain control of a power that is running amok.

The Engines occupy three tiers, ascending into the long, high-ceiling chamber. Their sinister red light provides the only radiance here. Clustered at the highest Engine are the three surviving Mechengineers. Once dwarves, they are now 7' tall humanoids as dense and broad as any dwarf. Immensely strong and heavy, they are clad in thick black chain hauberks, and armed with the hammers and wrenches of their trade.

The Engines of Mis-Chance are 15' high each, pumping pistons and belching steam and smoke and grit into the air, clamoring with harsh metallic clanks and thumps. Shouting is the only form of verbal communication that will succeed here.

If the party attempts to bypass the encounter, the Mechengineers are less watchful than other threats they have faced so far. The PCs may succeed in slipping out the door at the top of the chamber if the PC with the lowest Luck passes a Luck check.

If combat is initiated at range, two of the Engineers will seize the third and toss him bodily at the largest cluster of players. Up to three adjacent PCs may be thus threatened, requiring a DC 13 Ref save, or targets are “bowled” over by the Engineer, take 1d5 damage and fall prone.

Any fumbles by a PC or Mechengineer in this chamber result in the Engines of Mis-Chance activating. Likewise, if any player attempts to manipulate the Engines (e.g., to shut one down, or to break it), then roll a d5:

## **ENGINES OF MIS-CHANCE ENTROPY TABLE (d5)**

1. PC is drawn into the Engine stretching their body impossibly thin, appearing as a ribbon (very briefly) that swirls about the room, then is fed into the Engine’s “maw”, never to be seen again.
2. PC loses primary arm as it explodes wetly, briefly deafening the character and splattering bits of flesh on all within 20’. The arm is replaced by a diamond stump that can move, and to which a prosthetic arm may be fitted as if it were flesh. Fighting with the “wrong” arm is -1d until the next adventure, at which point the character will have adapted.
3. PC has all possessions ripped off their body. The items turn to dust and orbit the player briefly before being drawn into the Engine’s “maw.” Some of the dust is then ejected from the machine’s exhaust port (on top) and settles on the player, permanently coating them with a thin blood diamond sheen. Still flexible and functional, but now granted a permanent +2 AC (before armor or other bonuses/penalties) and -1 to Personality
4. PC experiences bio-plasmic agony while their frame is twisted by the Engines of Mis-Chance. After one round of screaming, the character is transformed into a (d5):
  1. Hairless halfling
  2. Four-armed badger-person (extra d16 action die, no shield bash, otherwise as Dwarf)
  3. Fluttering sprite (1’ tall humanoid (fey) w/ dragonfly wings.



- Fly 30', d4 hit dice)
4. Giant dwarf (7' tall w/ d12 hit dice, +6 to Str, -6 to Agi (except for tossing people), weigh 500 lbs, similar to Mechengineers below)
  5. Sasquatch (7' tall hair-covered, long-limbed humanoid, +4 Str, -1d tool use, natural 1d6 claw or pummel attack, d10 Hit Dice, otherwise as Warrior)
5. All characters (PC and NPC) in the room roll d30. If the roll is under their luck score (treat NPCs as having luck 10) then they permanently gain a 1d7 hit die as muscle and flesh swell along their torso, arms, and legs. Those that fail instead grow a new eye in the back of their head, fully functional, and useful for keeping an eye out.

**Mechengineers (3):** Init +1; Atk +3 tool smash melee (1d10); AC 14; HD 3d8+3; hp 15; MV 35'; Act 1d20; SP Giant Dwarf Bowling; SV Fort +5, Ref +1, Will +2; AL C.

The chain hauberks worn by the Engineers are too large and ill-proportioned for use by the PCs, but if a suit is taken with the Band, a blacksmith or other talented craftsman could, given time, rework it into something suitable. The armor functions as chainmail, but half again as heavy, an additional -1 to skill checks, and providing 1d3 points of damage reduction (roll only once, upon creation of the hauberk)

The hammers and wrenches used by the Engineers may be taken and used as two-handed weapons by the PCs if desired. The judge is encouraged to customize them if desired, otherwise treating them as a Polearm (DCC p.71).

## **CHAMBER EIGHT**

Or: To the Window! To the Wall!

This large chamber is both temple and workshop for the Cult of Chaos. At the far end lies the dreadful Altar of Pain. Behind it, where once was a wall illustrated with images of Chaos, now lies another window to the Chaos Vortex!



Note that the altar lies at the end of the long room, and the PCs, should they wish to finish the Architect of Chaos once and for all, will have to fight through his chaos beasts to earn that right!

As soon as the Band enters the chamber, roll for initiative as normal. Take note of how many rounds it takes before a player is within striking distance of the Architect, as that affects his powers. Two chaos beasts stand in the way of the party, each a terrifying sight:

**Chaos Chimera:** Init +2; Atk +3 boar tusks melee (2d5) and +3 leopard bite melee (1d10) and +3 yellowjacket sting melee (1d5 + DC 13 Fort save or paralyzed 1d7 rounds); AC 12; HD 3d12; hp 20; MV 20' or 40' flying; Act 1d24 (tusks)+1d20 (bite)+1d16 (tail sting); SV Fort +5, Ref +3, Will +3; AL C.

An amalgam of a giant boar (primary, head, body, and forelegs), a leopard (head and midlegs) and a Yellowjacket (4 wings, hind legs, and tail w/ sting), this terrible beast will fly at the players and engage them head on, landing near any grouping of targets worthy of its time.

**Bone Beast:** Init +2; Atk +3 bony stab melee (1d7); AC 10; HD 5d6; hp 22; MV 25'; Act 1d20+1d14; SP immune to mind-affecting spells, Un-dead; SV Fort +2, Ref +0, Will +3; AL C.

Composed of the still-recognizable skeletons of many men, women, and children, this 12' high creature resembles nothing so much as an effigy of man, striding about awkwardly, and stabbing at those who have the effrontery to resist it. Its eyes glow with an orange light, the color of embers on a sacrificial pyre now dying.

Jan-kixx, High Priest of the Upper Temple, Blood Speaker, Grand High Architect of the Chaos Cult: An imperious, hatchet-faced man, Jan-kixx wears the scarlet and black robes of the Cult, complete with black satin slippers and scarlet satin gloves. Upon discovery of escapees in the Temple, he has turned his attention away from taming the chaos outside his doorstep, and has been drawing power from the Double Helix into himself. Each round his servants delay the PCs, his power grows:

**Round Bonus**

- |    |   |
|----|---|
| 1  | +1HD, +1 Attacks, +1 Spell checks, +1 damage per attack |
| 2  | +2HD, +2 Attacks, +2 Spell checks, +2 damage per attack |
| 3+ | Repeat pattern as needed                                |

**Jan-kixx:** Init +2; Atk +2 serrated scimitar melee (1d6) or +5 Flaming Eye ranged spell(1d14, 50'); AC 12; HD 4d6; hp 14; MV 30'; Act 1d20+1d16;; SP Black Curse; SV Ref +3 Fort +1 Will +4; AL C.

**Black Curse:** As an action, Jan-kixx may choose a target within 50'. That target must make a DC 14 Will save or take -2d on all actions for 1 turn.

***Judge's note:** Jan-kixx should provide a reasonable challenge to the PCs. He is not frighteningly powerful unless they do not hurry to engage him as he gathers power. The judge may choose to set a reasonable maximum on power he can absorb, (say, 5 rounds worth). At which point, he will turn and stride confidently into battle alongside any surviving minions.*

It should be clear to observant PCs that the Chaos Vortex outside is only getting bigger, with numerous tentacles (see Chamber One) emerging from its central mass. One channel of energy seems to be leading directly to the Great Architect. It is now or never!

Loot here includes the scimitar and robes of Jan-kixx, and fragments of bone from the minions. The chimera will collapse into three separate heaps, and decay rapidly, leaving bone and sinew and a giant stinger, which may be used as a spear. The Bone Beast will fall apart completely, exposing the skeletons of the many innocents that died to form it, and a massive garnet (500 gp) that served as its heart. The altar trappings are of bone, wood, and stone. Ancient discolorations on the altar betoken a decades-long history of blood sacrifice.



Those brave enough to peer out the window, (if they can take their eyes from the Vortex), can see a broken staircase leading down and around the gaping hole in the mountain, ending at a shaft with odd machinery leading up and out. A lift-shaft!

Two doors in this chamber still exist. One leads only to a robing chamber used hours ago by Jan-kixx contains clothes suitable for hiking, (including boots, socks, etc.), and a bronze telescope of ancient design, inscribed with eldritch runes in a twice-dead language. The other door leads into a corridor that quickly becomes a staircase down and around, losing one wall to the chaos in just 20', and offering the PCs a path to freedom!

*Depending on the judge's needs, the bronze telescope may have a connection to a chaotic patron with an outer-space feel (providing the spell Patron Bond), or to a deity of similar style (e.g. Azathoth, Cthulhu, or a Star-God of the judge's own devising). It may serve as inspiration for a surviving character when it comes time to choose a class. At the judge's discretion, mastering the telescope (surely a task requiring time and effort, perhaps a quest) may provide insight into various spells, or provide a bonus to spell checks for certain thematic spells, or affect the user's luck or health in certain environments (allowing the user and/or companions to breathe on an airless moon, for example). The sky is the limit, or not, as the judge prefers.*

Once off the lift and out of the mine, the party will notice the ground begins to tremble constantly. Within six hours of the PCs' escape, an eruption of chaotic energy tosses rock and dust a mile in the air, and lays waste to half the terrain within a mile of the exit. After everything settles, no obvious point of entry are apparent. The threat of the Chaos Cult will be ended. For now.

***Final note:*** *it is recommended that all surviving PCs be given 10 xp, thus allowing them to advance to level one. Although little in the way of gold or silver is to be had here, any surviving Blood Diamond Artifacts the Band possesses are certainly priceless treasure, and a few other items may have made it out. A sequel to this adventure, Beyond the Diamond Veil, is suitable for level 2 PCs, and is set two years after the Band escapes the diamond mine. It is incumbent on the judge to provide adventure for the players until*

*they reach that august milestone. Until then, may your dice fall like thunder, and your dungeons run hot with blood!*

LIFE ISN'T ALWAYS BETTER...

# THE SECOND TIME AROUND

A FUNNEL ADVENTURE FOR 8-12 LEVEL 0 PCs

AUTHOR - JASON BASILE  
ARTIST - ANDY WEBBER





# The Second Time Around

**A level 0 funnel 5 room adventure for 8-15 characters**  
**By Jason Basile, art by Andy Webber**

## Background

I wanted to create a quick yet entertaining funnel adventure that could be used either independently or could be dropped into any corner of a map. I used the ‘Five Room Dungeon’ concept with a few random generators that I then embellished on and created an interesting boss monster. Embellish on the narration and remember the five senses! If you are not familiar, you can read more about five room dungeons at <https://nerdsonearth.com/2017/12/5-room-dungeon/>

## Adventure Background

Hangos is a small backwater village which is dominated by a large church surrounded by a few squat buildings which give the citizens enough to live on. The harsh landscape surrounding the village includes several natural geological sites that certain undesirables have taken up residence in... one being the Hangos Cave, which is known to have an entrance about a mile outside of the village. Rumors that “a powerful old man that worships an ancient demon” has taken up residence in the cave, the citizens of Hangos have taken it upon themselves to rally and drive out this menace.

## Area 1: Entrance

The cave entrance is obscured by foliage and a DC 10 Intelligence check is required to find it. On a failure, the party is attacked by d3 Swarms of Confused Rodents before they successfully find the entrance.

**Swarm of Confused Rodents:** Init -2; Atk bite +0 melee (1d8 + plague); AC 11; HD 1d6; hp 3; MV 30'; Act 1d20; SP swarm: received half damage from normal weapon attacks; plague: After combat, characters bit by rates must make a DC 13 Fort Save or

suffer a cumulative -1 to a random physical stat each day until healed by lay on hands or by other magical means, and do not heal with normal rest. There is a 1 in 20 chance per day for the disease to spread to another member of the party; SV Fort +2, Ref +2, Will -2; AL N; Attack Priority: toughest, closest

Once the entrance has been found, the leaves and brambles are pulled away to reveal the entrance to a dark and dusty space beyond. Inside, a terrifying sight:

Halfling-sized creatures, made from nothing but bones, and seem to be held together by glowing threads. They are shackled together at their necks by a chain.

One of the skeletons is wearing a silver skull necklace with glowing green eyes. While the necklace is unbroken, skeletons will revive (GM should roll the HD of the creature upon revival and reroll their initiative) in d3 turns after being defeated.

**Skeletons (3):** Init +0; Atk longsword +0 1d8; AC 10; HD 1d8; hp 6; MV 30'; Act 1d20; SV Fort +0, Ref -2, Will +2; AL C; Crit Table: U | 1d6

If the PC's move in to engage the skeletons, their movements also disturb an angry bat, which also attacks the party, and will not target the skeletons.

**Swarm of Angry Bats:** Init +2; Atk bite +0 melee (1d8); AC 10; HD 1d8; hp 5; MV 30' fly; Act 1d20; SP: Cannot be blinded; SV Fort +2, Ref +2, Will -2; AL N

## Area 2: The Pit

Falcor, a local of Hangos village and well-known alchemist and inventor, is locked in a cage suspended by a rope 9 feet above a pit in the floor of this room. He has been missing from the village for a couple of weeks and has been driven mad by his captivity. The cage hangs by a rope from a pulley in the ceiling, and the rope tied to a spike driven into the wall. The pit is an illusion created by Zarrdeontrum Ravenskull, the magician who has taken up residence in these caves. A large supply of grain is also stored in this area, and

are piled in a corner of the room.

The cage is heavy and if the rope suspending it is untied from the spike, it will fall to the floor, causing 1d6 damage to Falcor and smashing the cage, freeing him. If the cage is let down safely, no damage is done to Falcor but the cage must then be opened with a DC 10 lock picking check. The bags of grain can be placed under the cage to cushion the fall.

If Falcor is released, he will give the party his spectacles claiming they will “help you to see the truth”. They are missing a lens. (**Falcor’s Spectacles:** +1 to spot hidden things, +2 if missing lens is found)

Falcor is frightened and too out of his mind to help the players beyond giving them the specs. He knows of the magician taking up refuge in the cave whom he simply calls “the old man”. He does not know what the magician is up to but has heard screams of agony coming from the room beyond. After giving the players the specs and telling them in a cracked and hoarse voice “they will help you to see the truth...” he hastily escapes the cave by way the characters came.

### **Area 3: The Chasm**

Dangerous rock debris from a collapse covers a large chasm that spans the entire room. A wooden door set into a deeply carved door frame stands on the opposite side of the room. PCs may climb over the debris with a DC 10 Agility check. On a failure, the PC slips and falls to their doom in the chasm below. They can be saved by a DC 10 Reflex save, but the attempt to cross the chasm must then be made again.

### **Area 4: The Lair of the Magician**

The door to this area is locked and requires a DC 10 pick locks check to open or a DC 12 Strength check to bash open, but opening the door by force will alert the occupants of the room, giving them time to ready a surprise attack.. The room is scattered with all manner of bizarre things and random objects used in the magicians’

research. Tables containing various bottles, apparatus, candles, crystals and strange things in jars line the walls. Rotted bookshelves and dusty tapestries abound. A large magic circle has been scrawled on the floor in blood and the room is brightly lit with large braziers. As the PCs enter, the magicians' guardians attack the party, consisting of 3 skeletons and 2 hobgoblins.

Zarrdeontrum the wizard is a slightly hunched, gaunt man in his 40s but appears much older. He has a long nose, thick hair along his cheeks and yellowed teeth. There is a purple pall over his eyes. He wears a wide brimmed, crooked conical hat and long, black dusty robes emblazoned with magical sigils. When the PCs enter, he is stooped over a long table with a vivisected body strapped to it. He is chanting a long dirge which is interrupted by the entrance of the



characters. He turns to face them and exclaims: “When your bodies are strapped to my table, my work will finally be complete! Guards! Attack!!” He should be included in the initiative order as he will fight when he has to but will be more concerned with raising his guards and casting spells on the PCs.

**Necrotic Skeletons (3):** Init +1; Atk +0 rusted shortsword (1d6+1); AC 10; HD 2d8; hp 8; MV 30'; Act 1d20; SP: Necrotic Wounds. For every hit, 1d2 points are necrotic and cannot be normally healed. SV Fort +0, Ref -2, Will +2; AL C

These skeletons are almost human shaped, but have unnaturally long arms. Their bones are marked from what looks like the gnawing of many small, fanged jaws. They each wield a rusty short sword and wear an old iron helmet over their bare skull.

**Hobgoblins (2):** Init +1; Atk +0 flint dagger (1d4+1) or bomb +2 ranged (1d6-1); AC 10; HD 1d8; hp 4; MV 30'; Act 1d20; SP bomb: each hobgoblin carries a single bomb, which will deal full damage to a target on a hit and will deal half damage to everyone within 15' radius of blast. SV Fort +0, Ref +0, Will -1; AL L  
Attack Priority: spellcasters, toughest

These hobgoblins stand about five feet tall, have dark green skin, and flashing yellow eyes. Their snouts are broad and flat, their ears are pointed and long hairs trail from them. They are dressed in good quality clothing that has been clearly stolen from the local villagers. They are armed with jagged stone daggers and each carries a bomb.

## **Zarrdeontrum Ravenskull, Magician of the 7th Order of the Secret Guild**

He has been holed up in this cave fervently researching for the secret to immortality, and he has almost found it.

Init +0; Atk dagger -1 melee (1d4-1) or harmful spell (see below); AC 11; HD 3d4; MV 30'; Act 1d20; SP cantrip, magic missile, raise dead; SV Fort +1, Ref +1, Will +4; AL varies.

**Spells:** Magic Missile, Animate Dead (3/day): Zarradeontrum will cast animate dead on fallen allies 3 times per day as a free action. This will automatically succeed, reviving the fallen ally with full hit points.

If the party vanquishes him, they find an old key on his body (this is the key to the cage in room 2).



One of the hobgoblins carries a small glass lens in a pouch, which is the this is the missing lens to Falcor's Spectacles. Returning the lens increases the usefulness of the spactacles to spot hidden from a +1 to +2.

## Area 5: Treasure Room

The door to this room is hidden, cleverly concealed as a slat in the wall and covered by a decrepit tapestry. DC 10 to find the door (Falcor's Spectacles will give +2 to the roll if the missing lens has been found)

In an unlocked chest in the room:

- 50 cp
- 2 sp
- A Cursed Scroll of Feather Fall (lv 1 Wizard spell). This scroll may be cast by reader at normal casting result. Once it has been cast, the scroll unleashes Tog'tholloth, a demon that hunts the caster (this could be a hook for future adventures).

## New Creatures

### **Thog'tholloth, Goblinoid Watch-Demon (Type 1):**

Init +1; Atk charge +3 melee (1d6) or sting +3 melee (1d6); AC 13; HD 4d12; hp 24; MV 20'; Act 1d20; SP demonic traits, infravision, darkness: can cast the spell darkness with a +4 modifier, takes half damage from non-magical weapons and fire; SV Fort +4, Ref +0, Will +1; AL C





*Tel parle de la guerre qui ne scet pas que c'est;  
Je vous jure en mon ame que c'est un piteux fait,  
Et que maint homme d'armes et gentil compaignon  
Y ont perdu la vie et robbe et chaperon.*

*- chanson picarde*

Honi Soit Baba is a level 1 DCC RPG adventure for 4 to 5 non-magical\* PCs in a semi-historical low fantasy setting.

\* For judges wanting to implement supernatural elements, players can pick a cleric who would only have access to magical features like “lay on hands” or “turn unholy” (no spells) **inside** the reed field.

Judges should introduce these features step by step while experiencing the strange things happening to the party. This can prove useful against advanced cases of corrupted creatures in a more combat-oriented session.

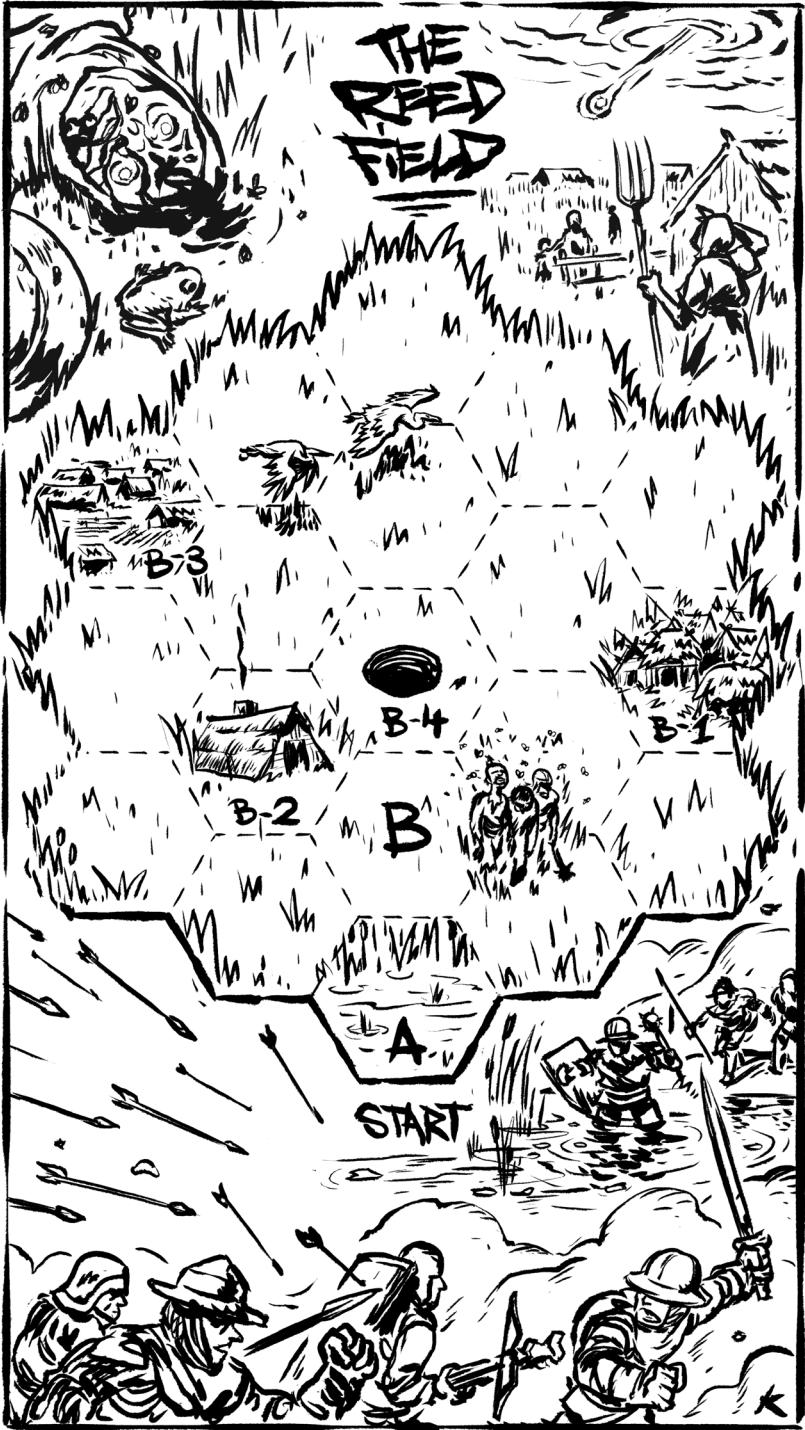
**Writing & Art:** Karim Glue

**Editing:** Michael Harrington

**Layout:** Dan Steeby

## **Thanks to:**

Clockwork Goblin, Julian Bernick, and Claytonian for their feedback, and to the GFA 2020 coordinators for the amazing opportunity and their hard work.



## INTRODUCTION

*You're a warband of mercenary soldiers hired by the Kingdom of France in dire straits against the English Invasion in the XIVth century.*

*Pinned down by enemy archers, you follow your captain away from the battlefield, dodging arrows raining down on you through the thick mist and buzzing flies.*

*Soldiers are closing in and you hear screams of agony from everywhere yet something gets your attention. In the distance, a silhouette holding a dim lantern yells and waves at you, then immediately starts running away, disappearing into the mist. Knowing you won't find glory standing against a victorious army, you rush towards the mysterious figure.*

**Area A – The Lake:** *After hours ploughing the mud with excruciating effort, you break the mist line, knee deep in a lake. In front of you a wall of reeds stands high, the soft breeze drying the sweat pearling your faces.*

PCs can take a moment to introduce themselves.

When ready, and if looking around carefully, one PC may spot blood flowing in front of them or hear lapping nearby.

If the PCs follow these cues they'll find:

*Sixty feet away a body twists half inside the reeds, the other half suspended in the water, disgorging a red cloud of blood.*

*A soldier clutches his innards, a bolt sticking out of his chain mail, to his side a lantern laying on dry land. He points and speaks to you in French:*

*“Across this field... is the way to Chateau Caneteau... \*gasps\* ... inform the garrison, but beware of... \*inaudible grunt\* ... ”*  
*He passes out, as you hear shouts in English coming from the mist behind you.*

Apart from the lantern, the dying soldier carries a waterskin, flint & steel, oil and a short sword.

Before PCs enter the field they'll be spotted by a patrol of 1d6+2 **English soldiers** in 2 rounds. Thereafter they will be spotted by a patrol every 6 rounds.

The party can enter the field from the sides swimming with 60% chance of being discovered by the patrolling soldiers. Using the dead body to hide their passage reduces the risk to 40% or less with creativity.

**English soldiers:** Init +0; Atk sword +1 melee (1d6) or bow +2 missile fire (1d6); AC 14; HD 1d8; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L.

**Area B – The Reed Field:** As soon as the PCs enter the field, they feel dizziness and disorientation which lasts for a few minutes. The sky is a grayish haze and the air is still.

Little do the PCs know that there's a chaotic force making exit from the field impossible.

The reeds by the water are about 2 meters tall - any PC sitting on another PC's shoulder has their field of view limited beyond a kilometer. There are no landmarks visible.

Travel from one hexagon to another takes 2 hours. Each time the party moves to an adjacent hex, the Judge rolls in the random encounter table.

Since exiting the field is virtually impossible, if the PCs reach the edge of the hex map, just bounce them away to a random hex by rolling a d6 or pick any hex of your choice.

The adventure starts at midday and the judge can decide when night falls, as this triggers the demon hag to hunt for any prey roaming the field.

Traveling at night with a lit lantern automatically attracts the creature (see details about the **Demon hag** on page #1-48).

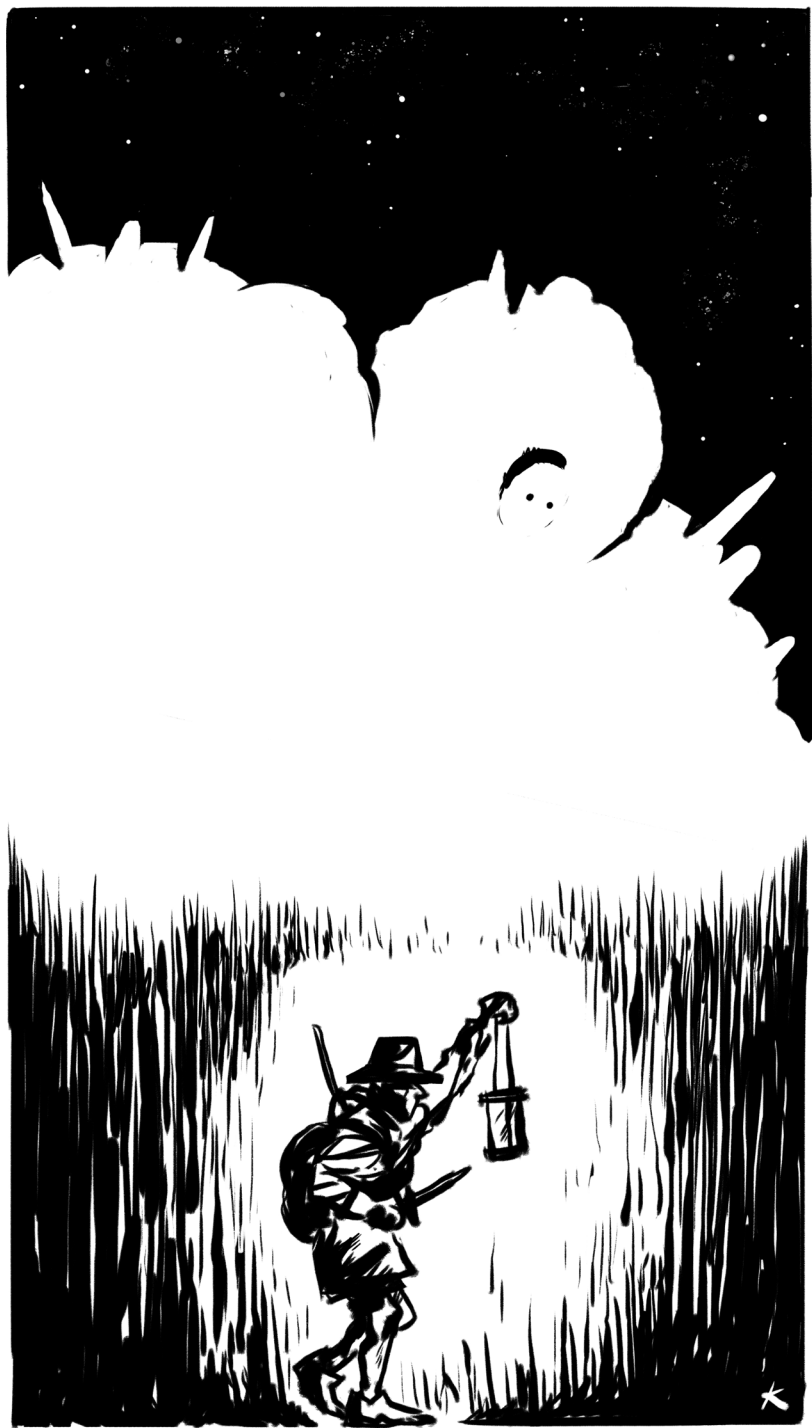
Every morning, PCs have 10% chance of suffering corruption: Roll 1d3 on the minor corruption table (see DCC RPG rulebook page 116 - Table 5-3: Minor Corruption)

## RANDOM ENCOUNTERS

(see the “field dwellers” section for details on following entries)

1. **Wildlife:** (1) horse, (2) heron, (3) hog, (4) frog
2. 1d4 **corrupted villagers**
3. 1d4 **deserters**
4. **Smoke signals** emanating from the deserters’ settlement a kilometer away
5. **Heron** swarm attack
6. **Trap** (ex. a dead body covers a spiked pit DC10 Ref save)
7. 1d6 **soldiers** patrolling: (1) French, (2) English, (3) bandits
8. The 2 **women** finishing off a soldier
9. **Black pit**, if no one’s wearing the mask, roll another random encounter. If landing next time on the women, they are throwing a body down the pit, thus making it visible.
10. 1d4 **Shamblers**





**Area B-1 – Deserters’ Settlement:** *When you reach the smoke signals, you find makeshift huts and a mirador packed together.*

*Banners and flags of various allegiances fly on spears or cover the roofs. Some of these huts show recent signs of damage and to your surprise are tended by a group of soldiers both French and English.*

*Stunned, you don’t notice being surrounded by soldiers emerging from the fields.*

*They point bows, spears or crossbows at your heads.*

*“This bunch is fresh, lower your weapons brothers !”*

*Orders a stout man in French, a bandage covering both his eyes, pustules evident where skin shows.*

*Introducing himself as Georges, he tells you he is the settlements chief and begins to show you the encampment.*

*Georges explains that nearly a hundred people live here, and you see that the soldiers are dressed in heavily worn uniforms, their faces displaying various degrees of corruption.*

*Grimly, he tells you the men are defending themselves nightly against attacks from the demon, occasional shamblers and sometimes even from comrades who have lost their minds.*

If PCs ask details about the geography of the field, Georges will wearily show the PCs a compass with a spinning or stuck needle, shrugging and saying “Here there are no directions.”

However, Georges will be able to point the PCs to the location of the **corrupted village** using a “milestone” system.

Georges asks the PCs to join his group and assist in hunting expeditions or any other helpful activities.

Proposed missions:

1. Hunting on 4 hexes (50% chance catching game or roll on **random encounter** table)
2. Patrol the settlement and drive off **shamblers** (and/or the **demon** at night) for 2 hexes
3. Craft weapons/make repairs for 6 hours, every 2 hours there's 20% chance of a **shambler** or a **soldiers' patrol** attack on the settlement.
4. Trade game for crops with villagers.
5. Research for countering the effects of corruption (alchemists, herbalists and clerics could craft potions or artifacts to limit corruption exposure for a limited time. This might prove quite useful before delving in the pit's tunnels)

If any of these missions is successful, your reputation improves and the party can then request a hireling or two ( The judge may require the party leader to make a personality check) to join a mission of your own (attacking the demon at night, exploring the field, etc.)

**Area B-2 – Women's Cabin:** *This shack with a low thatching and a smoking chimney is barely noticeable outside the wall of reeds surrounding it. The smell of steaming cabbage and onion that pervades the air intensifies the growls coming from your stomach.*

When they arrive at the women's cabin the PCs are standing at the edge of a clear patch of land 40' away from the cabin.

The party can approach with "sneak silently" DC 20 but also have to look for traps DC10 on the way to the house. On failure, the PC releases a toxic gas - anyone immediately adjacent must make a DC12 Fort Save or be ill for 1d4 hours (-1 to all rolls while sickened).





Optional situations when approaching the cabin (The judge should refer to the details about the women in the field dwellers section):

1. They'll see a young woman cooking and tending the house through the logs and branches. If the PCs tarry, an older woman will enter through the door, carrying food.
2. The house is empty, there's food, water and barely any valuable belongings. Tools, a horn, hats, and clothes are hanging unevenly. If PCs diligently search, they'll find a box hidden from view and inside a light enamel mask with unsettling features and two small circular holes for eyes.
3. An older and younger woman asleep, weapons at finger's reach.

If they are disturbed, the old woman will blow a horn and grab weapons trying to send the party away. The old woman says that in any minute a horde of **shamblers** will arrive (2d6 shamblers will appear in 4 rounds every time she blows the horn).

The women will always be hostile to soldiers (especially males). However there's a 5% chance that one of the male PCs reminds the women of their lost son/ husband and they will appear unsettled while observing him.

This unique PC will have a chance to communicate with the women and/or be spared in a fight if the party's wiped in combat.



**Area B-3 – Corrupted Village:** The village keeps going with farming and crafting despite the continuing effects of corruption. The villagers, forever trapped in the field and maddened by their condition, can none-the-less be questioned about the field’s corruption if approached diplomatically, (If the PCs for example, offer an original object from the “outside” world).

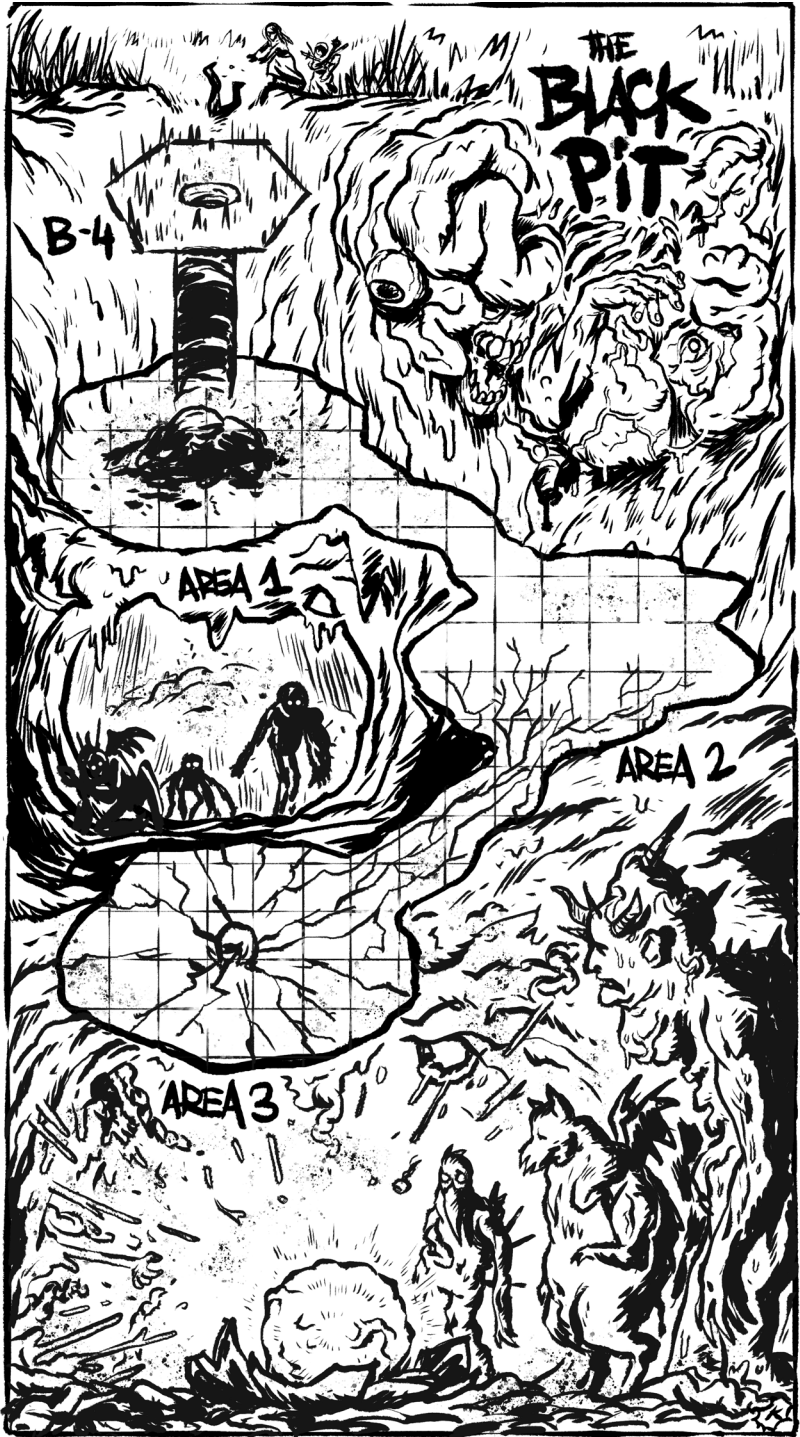
The villages can tell the PCs rumors similar to the below:

1. “These deserters brought something evil to our land, it must be these English strangers with their ungodly ways, are you one of them ?”
2. “ It all changed since the red shooting star crashed, - no one believes me”
3. “The women...I’ve seen their faces, and they don’t bear a single sign of corruption like all of us... and your lot very soon, it’s inevitable. I tell you.”
4. “It always happens at night, believe me, just stay away from whatever lurks out there... hey, have you seen my dog ?”
5. “These witches are sacrificing people to the devil, but no one knows where they dispose of the bodies, some say they’re eating them. Oh Lord!”
6. “It can’t be the women, especially the old one, she trades healing herbs and potions to soothe our pain in exchange for our crops, don’t listen to these fools!”

While the villagers are wary of strangers and especially bandits or patrolling English soldiers, they’ll enthusiastically trade any military equipment, banners or weapons you can get them for food and water.

“Useless” goods like gold coins and jewels are stored in a house in the middle of the village -this is loot the women trade. This war booty is worth between 200 and 300 gp at the judge’s discretion.

If the party has a dispute with any villagers, they’ll likely become hostile and drive the PCs away in numbers. If PCs steal or kill one of them they will retaliate and there are hundreds of them.



**Area B-4 – Black Pit:** It is a circular black void in the middle of the field only visible if the party stealthily follows the women while they ditch bodies in there or if any one PC wears the mask found in their cabin.

Although the stench is unbearable, there's an intense pull around the pit and anyone peering into it will have to roll on the minor corruption table if they fail a DC15 Will save. For every 2 hours spent there, the PCs must roll 1d5 on the table again. If daring, the party can descend the pit which is 50' deep before landing on a mushy pile of rotting corpses.

There's a narrow tunnel leading to 3 more cavernous areas, with plastered body parts all over the walls and ground. Each Step a PC makes causes them to sink into the decomposing flesh releasing nauseous gases (DC Fort 10 or puke; -1 to all rolls for 1d4 rounds).

The closer the party moves to the source of corruption without protective gear, potions or artifacts, the more they will party will be exposed to increasing levels of corruption:

In **area 1** roll 1d5 on the **minor** corruption table if PCs fail a DC15 Will save.

There's a visible trail carved in the body-covered ground leading to the next area. **Decaying shamblers** roam slowly throughout, some lying down, crawling or sitting - yet they don't pay much attention to the PCs.

In **area 2**, the effect of corruption is so strong that PCs must make a DC15 Will save or roll 1d5 on the **major** corruption table with (see DCC RPG rulebook, table 5-4 page 118).

The walls are pulsating and there's a faint red glow coming from area 3.

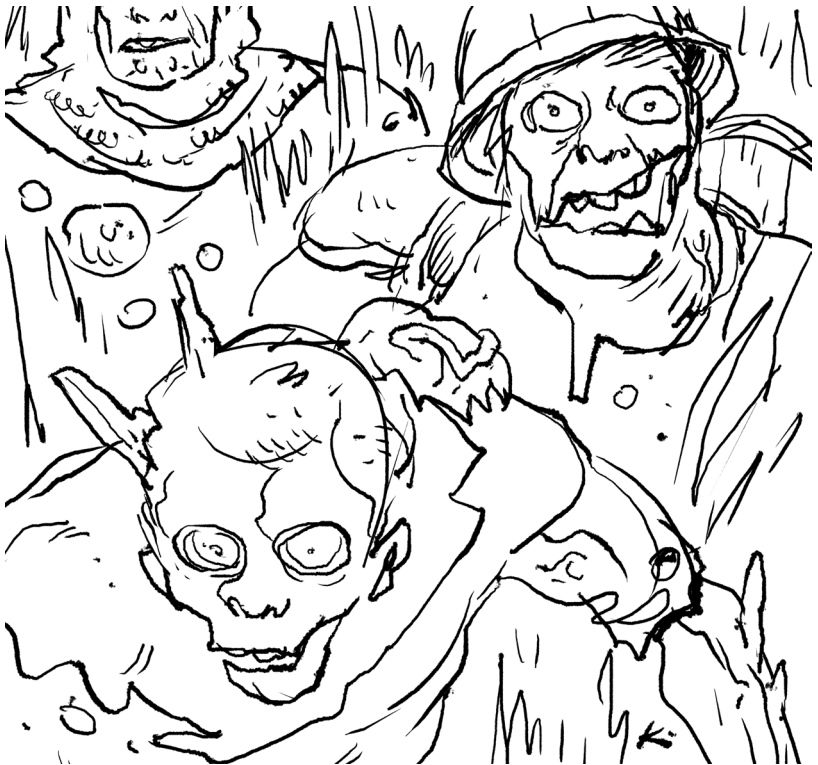
**Area 3** is the source of corruption.

2d6 **decaying shamblers** stand in a circle at the center of the cavern, around an orb emanating a bright red light that slowly sucks at the surrounding flesh in a circular motion. Observant PCs will notice that the blood orb sits on bright broken pieces, like an enamel shell.

Every two rounds the PCs must make a DC15 Will save or roll 1d5 on the **greater** corruption table (see DCC RPG rulebook, table 5-5 page 119).

If the PCs attempt to destroy the orb, it will sense their intent and summon 1d8 **decaying shamblers** to defend itself.

If the PCs manage to destroy the red orb (HD 3d10) this ends its corruptive effect on the surrounding area.



## FIELD DWELLERS

**The Demon hag:** Init -2; Atk claw +6 melee (2d8+8) or hurled body parts +4 missile fire (1d4+2, range 100', SP Paralysis on hit DC10); AC 16; HD 6d10; MV 30'; Act 1d24; SP infravision, SP Gaze Mask (pick up opponent and use paralysis for 1d4 rounds); SV Fort +6, Ref +5, Will +4; AL C.

There's a 70% chance of getting caught by the demon hag at night without a lit lantern. This chance is lessened to 50% if the PCs attempt to use stealth. This, however, doubles the traveling time. Otherwise roll on the random encounter table.

The demon hag can be summoned at night by the old woman when she wears the mask near the Black Pit.

The Demon Hag is actually an amalgamation of rotten bodies piled in the tunnels of the Black Pit that wraps around the old woman and leaving only the mask visible. This monster can grow up to 10ft. It feeds on human souls and will try to grab, paralyze and throw PCs in the pit.

The hag can attack by throwing amalgamated body parts at a PC. If hit by these, the concentrated corruption of the body party causes one round of Paralysis.

Any PCs in a 30ft radius of the Demon must make a DC 15 Will save or suffer a -2 penalty to all rolls until the end of the encounter.

The Demon Hag does have weaknesses that can be spotted by attentive PCs:

1. Hitting the mask with a successful mighty deed of arms will stun the demon for 1d4 rounds.
2. After hurling body parts 6 times, the giant demon will show a gap underneath the layers of flesh, revealing bits of the old woman, hitting that gap (DC18 or Mighty Deed) for 6 points of damage will destroy the demon, revealing the dying old woman donning the mask and body parts sliding away.

Optional rule: When the creature loses 80% of its HP, it walks closer to the pit and summons rotten bodies to patch itself up for 2d8 health points in one round before attacking or chasing the PCs.

## **The Women Hermits:**

**The old woman:** Init +2; Atk sword +1 melee (1d6+1); AC 10; HD 1d4+2; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; AL L.

**The young woman:** Init -1; Atk club -1 melee (1d4-1); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL C.

These independent women are the mother and wife of a deceased soldier, finding shelter in this field after years of grief and wartime abuse.

The older woman developed survival skills choosing lone soldiers wandering the fields as her victims. She then used the Black Pit to contain the people she killed with the young woman's assistance.

In return for her sacrifices, the demon inhabiting the Black Pit grants both women corruption immunity and an increased life span.

The old woman is very protective of the young one, vowing to protect her at all costs. If there are many soldiers/deserters showing up in the area, she will summon the demon from the black pit at night to tackle the threat (See **The Demon Hag** entry for more details).

The young woman, isolated from the rest of the "world" isn't aware that her mother-in-law is linked to the demon at night as she's sleeping "locked" in her dreams. She believes it's just a manifestation of the chaotic energy cleansing the field from soldiers.

**Corrupted villagers:** Init -2; Atk club -1 melee (1d4-1); AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL varies

For corruption ideas, roll or pick from on the Table 5-3: Minor Corruption toned down to a "believable" low fantasy vibe (see DCC RPG rulebook page 116 )

**Deserters:** Init +0; Atk axe +1 melee (1d6); AC 14; HD 1d8; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL N.

This group of soldiers and mercenaries come from all sides, yet they're gathered in this settlement to survive and welcome newcomers in their ranks regardless of origin. Although the threats in the field are real, they never have felt this free and are holding strong despite taking losses during expeditions.

The levels of corruption depend on the length of stay. Although some soldiers believe they've been trapped for decades, they don't show any sign of aging except for various levels of physical corruption.

**Shamblers:** Init -1; Atk club +3 melee (1d4+2); AC 13; HD 1d8+2; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will -2; AL C.

These are soldiers or villagers so thoroughly corrupted by chaotic energy that they have lost their humanity, and shamble through the field, slowly decaying. They will assault anyone in sight.

**Decaying shamblers:** Init -4; Atk claw +1 melee (1d4); AC 9; HD 1d6; MV 10'; Act 1d20; SP paralyzation, infravision 30'; SV Fort -2, Ref -4, Will -2; AL C

These survivors are suffering advanced cases of corruption from continuous exposure to the source of the Black Pit. These shamblers appear vaguely humanoid and bear the signs of greater corruption (see DCC RPG rulebook page 119) and decay, with animal-like heads, tails, beaks growing flesh and limbs that are sloughing off (think Hieronymus Bosch meets Zdzisław Beksiński listening to Primitive Man's Caustic album).

Although they won't engage the party, if a PC pushes or attacks a decaying shambler, it will retaliate with a poisonous claw the target must make a DC 14 Will save or be paralyzed, unable to move or take any physical action for 1d6 rounds.



**Horse:** Init +1; Atk hoof +2 melee (1d4+2); AC 14; HD 3d8; MV 60'; Act 1d20; SV Fort +4, Ref +3, Will +1; AL N.

**Heron:** Init -2; Atk beak (1d4); AC 10; HD 1d6; MV fly 40'; Act 1d20; SV Fort +2, Ref +2, Will -2; AL N.

**Heron swarm:** Init +5; Atk swarming peck +1 melee ; AC 10; HD 4d6; MV fly 40'; SP attack targets within 40' x 40' space, half damage from non-area attacks; Act 1d20; SV Fort +2, Ref +2, Will -2; AL N.

**Hog:** Init +2; Atk tusk +2 (1d6); AC 10; HD 1d6; MV 40'; Act 1d20; SV Fort +2, Ref +2, Will -2; AL N.

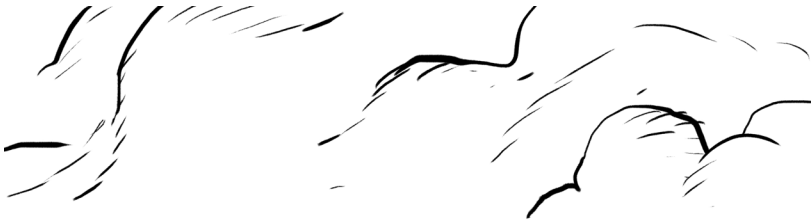
**Frog:** HD 1d4-1

## CONCLUSION

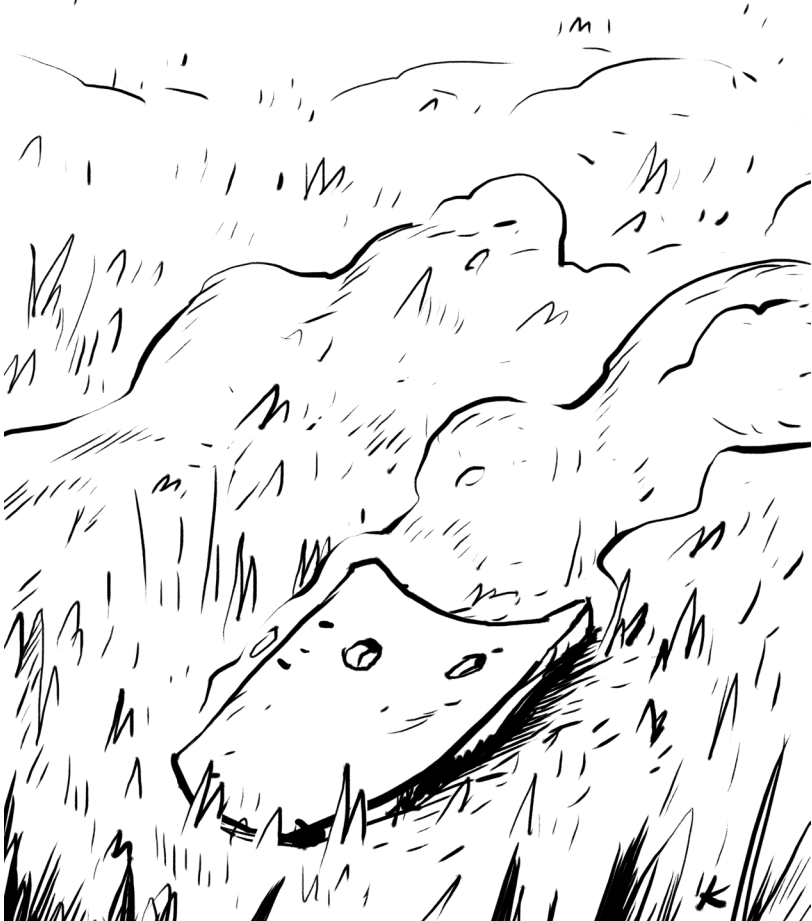
The PCs can break the corruption grip on the field immediately by destroying the *blood orb* in the pit or they can stop the corruption by preventing the old woman from feeding the pit with bodies.

With the *blood orb's* influence removed, the gray veil in the sky will dissipate and a strong fresh wind will blow through the reeds. To the PCs it will be as if they can finally breathe after almost drowning and their field of view will expand enough to see the horizon beyond the reed field. These cues can prompt the party to leave to meet the garrison at Chateau Caneteau.

The party may decide to stay in the field and hide from the outside world if they show visible signs of corruption. Teaming up with the deserters is an option to establish a base. However, they risk better organised patrols or even an army (French/English) to punish the deserters and/or cleanse the field of ungodly corruption.



**In late 14th century France, war rages as a group of fleeing soldiers and mercenaries find refuge in a massive field of reeds in the Camargue region. What looks like a safe haven might be the host of unspeakable occurrences.**





# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## DCC Adventure Time #2

VOLUME 2 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)

# 7 Beauties



Artwork by @fairstranger

# SEVEN BEAUTIES

A Level 1 DCC RPG in the Shudder Mountains

by Christian Ovsenik

Illustrations by Jonathan Byrne

Cartography by Christian Ovsenik

## BACKGROUND

In this adventure, the party is sidetracked while returning from a county fair. Staying overnight in a house of horrors run by Shonokins, a race of humanoids who existed in the world before Humans and demi-humans, they will have to fight their way out of an almost dormant Gardinel's basement.

## ENCOUNTER TABLE

Area	Type	Encounter
1-1	C	1d3+3 Beastmen
2-2	C	4 broom brawlers 4 attack chairs 1 shonokin
2-3	C	5 giant rats
2-5	C	Bear rug monster
2-6	C	Summoned coyote Delilah
2-7	C	Lester Winston

# INTRODUCTION

*Your party has been traveling for two days from the county fair in Munson's Hollow. You are escorting a troupe of seven beauties who travelled to the county fair to compete. Four of them placed in various competitions: yodeling, fiddle playing, clogging, and of course, the beauty contest. They are happy they have done so well at the competitions as they are tired of hearing about the #1 log rolling team in all of the Shudders. They are tired, too. Competing at the fair is stressful.*

*Virgil, the chaperone of the beauties, decided you would push through the night to arrive home in Timber Drop sometime before morning. The weather has quickly turned inhospitable - a hard-driving rain pelts your cloaks, thunder crashes, and high winds whip through the trees on either side of the road you travel. A low mist rolls in across the well-traveled path you walk on. In the distance, you hear the howl of a wolf and a strange braying that causes the hair on the back of your neck to stand on end.*

*"I don't right like the sound of that," says Virgil. So far, your trip has been uneventful. You saw a couple of wild hogs fighting on your way down, and you came across a lone traveler the day previous, but nothing dangerous has occurred.*

*"Let's just take this here shortcut west and maybe avoid that varmint makin' that racket off north. We'll cut around behind it and make good time back to Timber Drop." Virgil leads you west along a much less traveled path. Overgrown with weeds in spots, the trees reach in to almost touch you as you make your way.*

*"I know this path. My daddy would take me down it to go fishing in Three Finger Lake. It meanders by the Devil's Traipsing Ground on its way t' meet the main road just below The Great Grandmother."*

On a DC 10 Intelligence check, PCs know the following details about the Devil's Traipsing Ground and the Great Grandmother:

## The Devil's Traipsing Ground

*"Maw told me that clearin' this side of Three Finger Lake was plain haunted. Nothin' ain't never growed there for hunned's a years. Just barren rocks and dirt about 100 yards 'round."*

## The Great Grandmother

*"I seen the Great Grandmother when I was knee-high to a huntin' dog. That rock formation looks just like Tosh's old granny I reckon. Some say a witches' coven carved it years ago as a place a power so to speak. I don't even want ta look at it I tell you."*

As the PCs march deeper along the path, they hear another long howl and odd braying again.

*The rain drums your cloaks even harder as you slosh through the mud between the tall, leafy trees on either side of the trail. The howl you heard earlier is now even closer - louder and longer. Your hands quiver as a blood-curdling braying starts up again - sounding like a dying or deformed goat. Something humanoid in shape flies over the path in front of you - it looks like a man with great moth-like wings. A huge humanoid with the head and arms of a bear steps onto the path in front of you, wielding a wooden club. One of the beauties lets loose a blood-curdling scream.*

# THE INN

## Area 1-1: The Path

The muddy, root-laden path is closely bounded by trees on either side. The rain, fog, and darkness contribute to a -1d penalty to attack rolls for human characters.



Artwork by @fairstranger



**Beastmen (1d3+3):** Init +1; Atk Spear/Club/Mace +1 melee (1d6), AC 12; HD 1d8; hp 5 each; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will -1, AL C.

These beastmen were created in the tar pits around the now-abandoned town of Buncombe Bluff. Five years ago, a conjure-man who served Nengal the Wild One performed a horrible ritual over the tar pits trying to create a tar golem. Instead, the tar turned some of the townspeople who worked the pits into mutated beastmen. They now serve Nengal too. They have varied forms transformed from animals from the appalachians. Roll a D6 to determine the appearance of a given beastman:

**1d6 Result (appearance of beastman)**

1	A beastman with moth wings and red, glowing eyes. His hands end in horrible claws.
2	A small, lithe beastman covered in coarse grey fur. His head is pointy with beady black eyes and large, curved ears. He has a long, slimy pink tail.
3	A skinny reptilian humanoid with spindly arms and legs. Its head is that of a golden snake. It hisses and flicks its tongue.
4	A fat, shaggy, black-furred beastman walking on short, thick legs with short, thick arms. His head resembles a horrific bear.
5	A beastman with the head and tail of a skinny wolf. His hands end in claws and his legs are plantigrade.
6	A turtle man with fleshy brown arms and legs with a hard shell on his back.

The beastmen attack with reckless abandon. If they take someone down, they begin to gorge on human flesh. After the party has defeated the band of beastmen, they hear another howl in the dark as more fog rolls in.

*"We've got to get a move on!" Virgil shouts over the din of the pouring rain. "I seen a light up 'round that bend!"*



Artwork by @fairstranger

Virgil will lead the party if they aren't taking the lead. Just around the bend, a clearing opens up on either side of the trail.

*A large wooden shack is set back about 50 feet off the trail to the left. Lights burn in the two small front windows, and a lantern hangs over the heavy wooden door on the front of the house. Dark green kudzu vines grow from the dirt all the way to the tin roof of the hovel. Rain patters on the tin, creating an eerie song that promises a dry night on a warm pallet.*

The shack is extremely large - 40 feet x 40 feet. Having a wooden door and a tin roof makes it very high class for the Shudder Mountains.

Across the path sits a much larger clearing. It is tough to make out in the rainy gloom.

If the PCs approach the other clearing:

*The clearing is covered in tall grass except for a rocky circle about 100 feet in diameter centered on some low stonework. It looks like old stone foundation work, a very rare thing in the Shudder Mountains. In the center of the stonework looks to be the remains of a burn pile.*

If the PCs search the pile, have them roll a find traps check (DC 10). If they succeed, they see:

*Under the burn pile, the ground is cracked, as if it were dried out completely from the fire.*

If the PCs approach the house:

*You walk up the path from the road toward the red painted wooden door of the shack. Virgil looks back at you. "This place looks as promising as any for a place to bed down. Real sorry I got y'all into this pickle!"*

*Knocking on the door yields a response from a pleasant male voice. "Hello, who's there?"*

If the PCs identify themselves, the innkeeper will let them in.

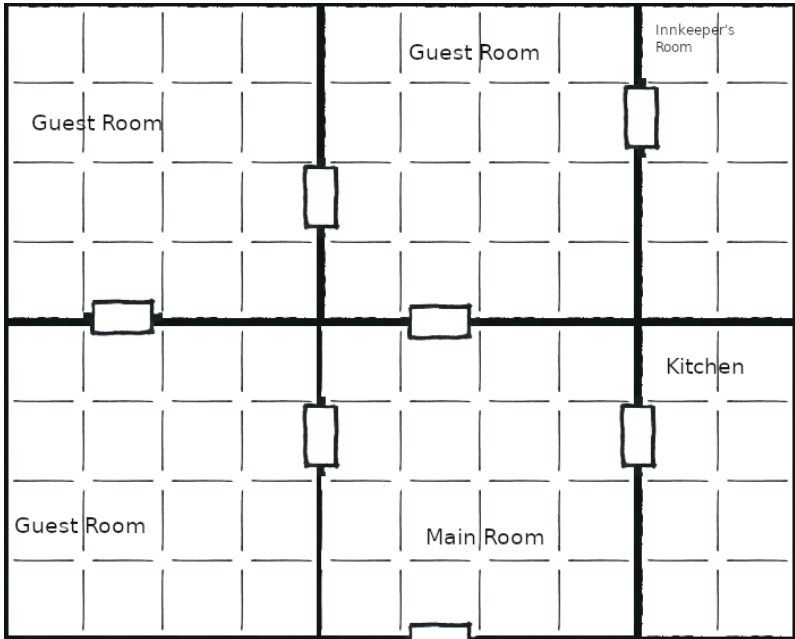
*As the door opens, the warmth of the shack blows out the large door and seeps into your bones. The enticing smell of meat stew cooking wafts out past the curious dweller who opened the door. "Welcome, welcome! Get yourselves in here out of the rain and cold." He gestures to a coarse wire welcome mat on the wooden floorboards at your feet. "Once you've wiped your feet, come have a rest at the table and eat some supper. All are welcome at The Handsome Bee".*

*Looking around the room, it clearly doesn't take up the whole shack. The walls are made of rough barnwood. The floor is sanded wood. A comfortable, homecraft dining table is set with bowls and spoons, surrounded by long wooden benches. A huge hearth takes up another side of the room, a roaring fire staving off the night's cold and dampness. Before the hearth, several pallets and a long, stuffed couch are situated around a large black bear rug. A Halfling reclines on the couch with a woman who looks to be in her early 40s; before the hearth, a male Elf sings a murder ballad beautifully. In the back wall and right-side wall are thin wooden doors.*

*The dweller who let you in is tall, taller than most Shudfolk. He wears a long frock coat over a flannel shirt and corduroy pants. He wears shoes made from deer or moose hide. "I'm the keeper of this inn, named Lester Otis. Been keeping this inn in these parts for years."*

Roll a Luck check for each player. Any who succeed notice the man's eyes glint in the candlelight. Any player who rolls

below a 5 notices his ring fingers are longer than the rest of his fingers.



*"That's odd, I ain't never seen this inn before, and I've been by this Devil's Traipsing Ground once afore in my long life," says Virgil.*

*"Been here near to 5 years" says Lester. "But let's might sit you down and get you some supper."*

*A shapely woman of around 30 years enters the room from the right-side door. She wears a white apron over a scarlet dress cut just in the right places. She bears a big soup pot - at least 5 gallons - on a tray. The stew in the pot smells delicious.*

*"Got here some venison stew with plenty of bread for the lot of y'all!" says the woman in a sing-song voice. Lester emerges from the kitchen with two huge loaves of warm bread. The food is placed on the table.*

*"What are y'all charging for this fine feast you present so thoughtfully to weary travelers wore out from the weather and the walkin'?" asks Virgil.*

*"Oh, a pittance, my friend, a pittance. Five copper per night will see each tired traveler rightly fed, roomed, and bedded with the finest food and furnishings this side of Pilot Mountain."*

*Virgil reaches into the purse he keeps tied tightly around his rotund waist - pulling out several coins. "This should cover our lot for the evening, plus a little more for your gracious hospitality."*

*Lester quickly deposits the coins in an interior pocket of his coat. The other travelers are delivered bowls and bread in their current seats - leaving the large dining room table for your party.*

The party can socialize with anyone present. Here are short descriptions/bios for each person present in the room.

**Delilah, the mistress of the house:** Short, with long red hair, Delilah is a handsome 30-year-old woman in a scarlet dress. Her blue eyes dart around the table as she sips her stew from a large spoon and drinks hill wine out of a wooden cup. She pours wine or more stew for anyone present. She will only say that she grew up around Bacon Holler, just a short jog from the Devil's Traipsing Ground.

She is actually an aspiring Witch. She is working with the Shonokins to feed the Gardinel beneath the Devil's Traipsing Ground.

**Delilah:** Init -2; Atk claw -2 melee (1d4-1) or curse (DC 16 Will save; see below) or spell; AC 9; HD 3d6; MV 20'; Act 1d20; curse, spellcasting (+4 spell check); SV Fort +4, Ref +0, Will +8; AL C. (Spells: *charm person, chill touch, sleep, animal summoning*)

She can *curse* a target as the Cleric spell with a result of 22.

**Lester** is a Shonokin, a race of ancient humanoids from before the Shudfolk. He is tall and lithe, but only differs from humans in two ways; he has cat eyes and his ring finger is longer than his other fingers. He can cast spells and possesses a magic pair of spoons. The spoons will force anyone who hears them to begin dancing.

The Shonokins' goal is always the elimination of all Humans and demi-human races. Their current goal is to feed the Gardinel, hoping to regrow the first floor above ground, so they can move somewhere else and let the Gardinel eat people unattended.

The Shonokins have sharp nails and cannot tolerate the presence of one of their dead. If a dead Shonokin is in view, any other Shonokin will flee.

**Lester:** Init +2; Atk claw +2 melee (1d4+1) or offensive spell (1d6 damage); AC 12; HD 3d12; hp 18; MV 30'; Act 2d20; SP spoons; SV Fort +3, Ref +1, Will +3; AL C.

### **Spoons of Dancing Death:**

Lester's spoons look like a pair of brass spoons. When he slaps them on his knee or side, everyone in earshot must make a DC 12 Will save or begin clogging for 3 rounds. On the second round, they can make a Will save again vs. a DC 10, or DC 8 on the third round. Anyone clogging is unable to take any actions. If a player actually stands up and clogs on the table, he will save automatically next round.



Artwork by @fairstranger

**Gordy, the Halfling:** Gordy is a road dog shoe salesman. He is one of the few Halflings seen wearing shoes. He sells “genuine authentic gator skin boots” that he claims to tan and cobble himself. He tries to work shoe sales into every conversation.

**Elvira, the Priestess of Shul:** Elvira is a middle-aged woman with a large black hairdo. She venerates and evangelizes Shul, the moon god, patron god of literacy. She wears a black robe with a wool hat. She is just passing through the Shudder Mountains from the Low Country, and her message of literacy is not popular here.

**Zaos, the Elf Bard:** Zaos is traveling the Shudder Mountains gathering stories. He has lived a long life in the area and is working on collecting all the stories told in the oral tradition locally into a Grimm’s Fairy Tales-type book. He wears a long wool jacket over a white long sleeve shirt and wool breeches.

Delilah comes back out of the kitchen with some fresh stew.  
*“Well now y’all will wanna have some of this stew I made for you. It’ll restore your vitality and really put some meat on them bones.”*

The PCs can talk with the NPCs for a while over dinner. Delilah will bring out pots of hill wine as part of dinner, which will flow freely.

After dinner, Lester will show the PCs to their rooms.

*“These are your rooms, folks. Finest rooms you will find this side of the Yancy River.”* Each room has a pile of pillows on one side, a pile of heavy wool blankets on the other, and heavy rugs covering the floor. *“If y’all need anything just give a shout. Delilah and I will be just down the hall.”*

Allow the PCs to organize themselves how they wish; seven people will fit in a room. As the PCs settle in, they find that

the room is warm, though they can hear the wind howling and the rain pelting the side and roof of the house.

After a couple of hours, allow the PCs to roll Fort saves against DC 12. Anyone who fails is affected by the drugs Delilah put in the wine and will not wake up easily. The room with fewer PCs in it (more beauties) has a visitor: a Shonokin pops up through a trapdoor in the floor under one of the rugs. He pulls the sedated beauties down through the trapdoor and puts them in the basement for the Gardinel to eat. Allow PCs who didn't fall for the sedation to roll a DC 10 Intelligence check to notice the Shonokin stealing slumbering beauties down the trapdoor.

## **THE BASEMENT**

### **Area 2-1: The Stairs Down**

The ladder down from the bedroom leads to a dank basement with clay floors, wood slat walls, and a timber ceiling. There is no lighting. Dripping water can be heard, and the air smells like soggy bread. Light is visible under the crack of a door at the end of the hall. The door is not locked. It is an old pine door with just a latch, opening inward.

### **Area 2-2: The Storeroom**

This is a large room with a clay floor. Wood beams hold up the ceiling overhead. The floor is piled high with crates and barrels. In among the crates are a stack of old chairs and several nasty old brooms. A candle burns in a wall sconce next to some stairs leading upward. A hall leads away from the room into darkness.

This room is normally the storeroom for the inn. After a moment of looking around, a Shonokin stumbles on the PCs from down the hall.



A tall man, rather resembling Lester, but not he, stumbles onto you from down the hall. "Say, what are y'all doing down here?" says the man.

PCs may notice he has the same cat's eyes and long ring fingers as Lester.

"I don't believe y'all belong down here. Let's go back upstairs," he says.

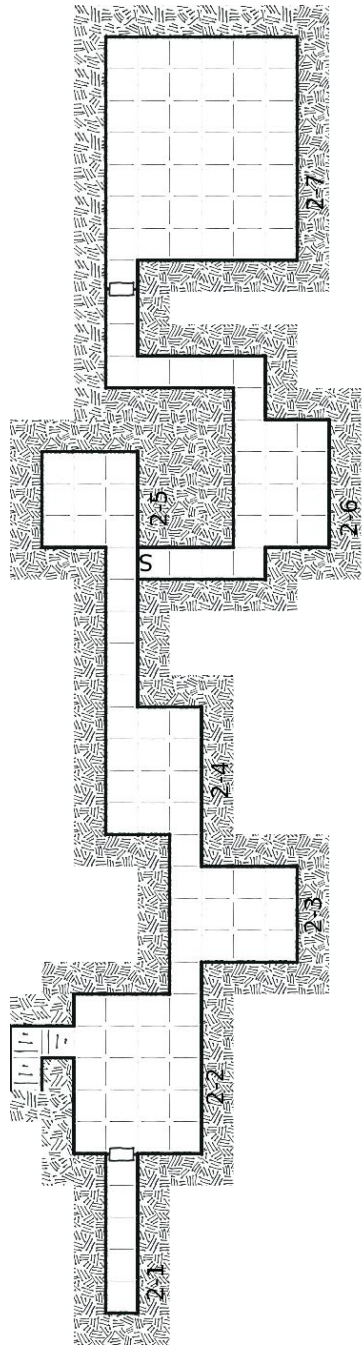
If the PCs disagree or attack, the man fights back:

"Well now, I hoped it wouldn't come to this."

The man reaches inside his long frock coat and takes out a large frog. He hangs it by one leg from his hand and chants:

*Dance, dance yonder chair,  
Prepare to slay intruders there,  
Obey my command dusty broom,  
Kill the trespassers in this room!*

The frog lets out a loud CROOOAKK as the chairs and brooms animate. The brooms stand up on their bristles like many legs, swinging their ends like staffs. The chairs splay out their backs like spines, charging toward you with the intention of impaling.



**Attack Chair (4):** Init -1; Atk stab +1 melee (1d4); AC 12; HD 1d8; hp 5; MV 20', Act 1d20; SV Fort +2, Ref +1, Will +0; AL N.

**Broom Brawler (3):** Init 0; Atk slam +2 melee (1d3); AC 12; HD 1d8; hp 5; MV 20', Act 1d20; SV Fort +2, Ref +1, Will +0; AL N.

Brooms can split into two smaller brooms when slain:

**Small Broom Brawler (3):** Init 0; Atk slam +1 melee (1d3-1); AC 12; HD 1d8; hp 4; MV 20', Act 1d20; SV Fort +2, Ref +1, Will +0; AL N.

### **Area 2-3: Hill Wine Cellar**

The walls of this room are lined with barrels, tapped with spigots. The floor is sticky with old hill wine and stump whiskey. The smell of old wine wafts over from the barrels when entering from the hall. The sound of quiet slurping is barely heard over the drip-drip-drip of the wine.

This room is largely empty, but footprints are noticeable in the dust if PCs look toward the floor. A large number of rats have feasted on the old wine and whiskey and have been tainted by the drugs put in them. The effect of the drugs varies depending on the rat (or person), but the bite of the rats causes extra damage from the effects of the drugs. The rats only attack if the party gets close to them, under the wine barrels against the wall.

**Rat, Giant (5):** Init +2; Atk bite +1 melee (1d4 plus disease); AC 13; HD 1d6; hp 3; MV 30' or climb 20'; Act 1d20; SP disease (DC 7 Fort save or additional 1d3 damage); SV Fort +4, Ref +2, Will -1; AL N.

### **Area 2-4: Root Cellar**

Crates of old food are stacked high on the dirt floor of this old root cellar. The flickering torch casts eerie shadows across the old quilts hanging from the wall. A clock hangs on the wall with different symbols and more than 12 hours. One of the hands spins wildly above a small closed door.

If the PCs approach the clock, it clangs loudly as the hands pass each other.

The door on the clock face opens, and a small wooden bird slides out on a wood dowel, opening its beak. A purple cloud shoots out of the beak in a cone 5 feet out from the bird.



The cloud is a mixture of aging mist. Any PCs affected by the cloud must roll a DC 13 Fort save or age 3d3 years. They gain any side effects of aging, like balding, wrinkles, gray hair, arthritis, etc.

### **Area 2-5: The Bear's Lair**

This room is piled high with old junk. Ratty blankets, an old bear rug, and threadbare clothing are piled up in the far corner. The smell of rot pervades this dead-end room. Old blankets hang from the walls where they look like they were being cleaned before being forgotten.

When the PCs investigate the pile of junk, they hear:

*From behind one of the blankets over your shoulder, you hear the words "Rise, Mortimer!"*

*A frog croaks, and the old bear rug on the center of the pile begins to stand up before your very eyes. The flat legs step down to support the hide while the head, loaded with sharp teeth, wobbles around. A dull roar echoes through the cavern as the bear rug monster leaps down.*

**Bear Rug Monster:** Init +1; Atk bite +2 melee (1d6), swipe +2 melee (1d4); AC 13; HD 3d10+3; hp 20; MV 30' or climb 20'; Act 3d20; SP bear hug; SV Fort +4, Ref +2, Will -1; AL N.

If the bear rug monster hits with 2 of its 3 attacks, it can bear hug. It wraps the target like a towel and starts to squeeze. The target takes an additional 1d4 damage. They can try to shake off the rug next turn with a DC 10 Strength or Agility check.

If the PCs investigate the voice that cast the rug-animating spell, they find a secret door leading onward behind the blanket. It can be found by an Elf (who is entitled to a check automatically while passing it) or anyone looking for it carefully with a DC 8 Intelligence check.

### **Area 2-6: Preparations**

*The floor squelches under foot. The walls look like tan mud, but they hold together. A disgusting smell, like bile, wafts back from the hall ahead. A large wooden table is laid out with clothing and jewelry. Delilah stands next to the table, an ugly look on her face. She points a wooden spoon at you.*

*"Y'all really do not belong down here. You should have stayed sleeping in your room until we came to get you for the Gardinel." She shakes her spoon, and a large black canine erupts from the floor.*

**Delilah:** Init -2; Atk claw -2 melee (1d4-1) or curse (DC 16 Will save; see below) or spell; AC 9; HD 3d6; hp 16; MV 20'; Act 1d20; SP curse, spellcasting (+4 spell check); SV Fort +4, Ref +0, Will +8; AL C. (Spells: *charm person, chill touch, sleep, animal summoning*)

She can *curse* a target as the Cleric spell with a result of 22.

**Summoned Coyote:** Init +2; Atk bite +2 melee (1d6 SP Rabies); AC 13; HD 3d6; hp 10; MV 40'; Act 1d20; SV Fort +1, Ref +2, Will +1; AL L.

The coyote's attack will cause rabies after a failed DC 12 Fort save. Rabies causes 1 point of Intelligence loss every 24 hours and 1d3 damage. Eventually the sufferer goes mad and starts attacking other party members, also inflicting rabies with his bite.

### **Area 2-7: The Stomach**

*The hallway opens up into a massive room. The walls are made of the same tan mud the last room was made of. On the walls you can see fleshy person-sized lumps. Lester, and the man who resembles Lester, are turned away from you on the far side of the room. You see them slide the body of one of the beauties into a gap in the wall, which closes around the beauty.*

If the PCs look up, read:

*The ceiling converges around a tiny opening. A small amount of light filters through the hole onto the floor in the center of the room.*

As soon as the PCs enter:

*Lester and his partner slowly turn toward you. Their cat eyes focus on you in unison. "So, you have come to be fed to the Gardinel!" growls Lester. "You could have rested and slowly drifted off like the rest of your companions," says his partner. The frog croaks, and a purple glowing orb flies toward the party.*

**Lester:** Init +2; Atk claw +2 melee (1d4+1) or offensive spell (1d6 damage); AC 12; HD 3d12; HP 18; MV 30'; Act 2d20; SP spoons; SV Fort +3, Ref +1, Will +3; AL C.

**Spoons of Dancing Death:** Lester's spoons look like a pair of brass spoons. When he slaps them on his knee or side,

everyone in earshot must make a DC 12 Will save or begin clogging for 3 rounds. Each round, they can make a Will save again vs. a DC 10, or DC 8 on the third round. Anyone clogging is unable to take any actions.

**Winston:** Init +2; Atk claw +2 melee (1d4+1) or offensive spell (1d6 damage); AC 12; HD 3d12; hp 18; MV 30'; Act 1d20; SV Fort +3, Ref +1, Will +3; AL C.

If either Shonokin is slain, the other will recoil from the dead body.

## FINISHING UP

The PCs can leave as they wish. They could climb up out of the sphincter in the ceiling. They could go back out the way they came. They can burn the Gardinel and the inn to the ground or take it over as a place to live. Picking up the brass spoons and Delilah's wand will grant them powerful magic items.

**Howlin' Wooden Spoon:** This magic wooden stirring spoon allows a Wizard or Elf to cast summon animal at +1d. The animal summoned is always a canine.

**Brass Spoons of Dancing Death:** These spoons look like a pair of brass spoons. When a user slaps them on his knee or side, everyone in earshot must make a DC 12 Will save or begin clogging for 3 rounds. Each round, they can make a Will save again vs a DC 10, or DC 8 on the third round. Anyone clogging is unable to take any actions.



# **DEAD DRAGON PEAK**

A level 1 DCC RPG adventure

by Stefan Surratt

Cover Art by Carmin Vance

Cartography by Matt Robertson

## **INTRODUCTION**

This adventure is designed for 4-6 1st-level characters. However, this adventure can be enjoyed by lower or higher-level parties increase/decrease enemy numbers, Hit Dice, and/or attack/damage modifiers, or include/remove hirelings in/from the adventuring party.

What happens after a dragon is killed? What if the dragon's corpse was the dungeon? Often those who kill a dragon will make the most of their kill by crafting armor or weapons. Necromancers, on the other hand, might have entirely different plans in mind and may even discover more than they anticipated.

## **ADVENTURE BACKGROUND**

In an age long past, the Frozen King of the Fey Court threw a javelin made of pure ice into the heart of a dragon. The dragon, its heart frozen, fell and crashed into a high mountain peak where the once fearsome dragon remains to this day. The frozen heart still beats once every few years and it slowly warms and rots even atop this frozen peak.

For some time, the wizard Zumaka Yechir has been following in his father's footsteps and researching draconic origins and biology. Although his father, Yecharz Yechir, was well known for writing *The Shine of Scales*, it was entirely based on historical stories, memoirs, and letters. Zumaka, having now



found an actual dragon corpse, is currently researching the practical properties of dragons.

Zumaka is working under the theory that the dragons “disappeared” by teleporting to a distant realm or even another plane of existence. He believes that he is only steps away from completing a ritual that will allow him to take control of the dragon’s body and open a portal to the realm of dragons.

Zumaka has created a special ritual spell that gives him, if performed correctly, a +15 while both attempting to cast animate dead on the dragon and to the transference spell to meld his mind with the dragon’s. His early experiments lead him to create a number of creatures made entirely of dragon blood (Bloodmen) and altering the ancient, frozen corpses found in the dragon’s stomach (Draconic Un-dead). He even created Draconic Clones of himself that will ease the transference ritual and help bridge the gap between man and dragon.

Unfortunately for Zumaka, an intrepid dwarven inventor has an interest in dragons and aims to gain access to Dead Dragon Peak with her new inventions, a “hot air balloon.” This dwarven inventor, Volvana Snowpeak (a last name sometimes given by those disowned by their families), does not obey the typical dwarven clan traditions.

## **HOOKS**

*As you travel along the roads of dirt and snow, you see an odd sight in the distant snow fields. Something like a basket attached to a large sphere is quickly coming down out of the sky. You hear a screaming voice over the wind as it lands hard in the snow, spraying snow into the air.*

*After trudging out into the fields to check on whatever individual is in this contraption, you find a very stout figure in thick hide furs trying to get hold of what appears to be a large piece of cloth*

*attached by ropes to a basket. You hear a gruff, feminine voice call out over the wind, "By the ancestors, if you're done staring then help me get a handle on this damned thing! I need to get this on me sled."*

*After you help the dwarven woman pack up her materials, she thanks you, introduces herself as Volvana, and asks you to accompany her while she pulls her things to the tavern a few miles down the road. During the journey, she cheerfully speaks of her invention (a hot-air balloon), but with some sadness notes that she was banished for seeking to fly high instead of stay low as her ancestors did. She seeks to summit the legendary Dead Dragon Peak, an ascent which no climber has yet survived. She is eager for companions to assist her in the ascent. Explaining that she aims to take back a collection of dragon scales on her first trip but would greatly appreciate others taking the more unsavory job of venturing inside the dragon to see if they eat gold as well as men.*

## **RUMORS**

1. (T) A fairy king used a javelin of ever-frozen ice to slay the dragon in a past age.
2. (T) Three dwarven brothers scaled the mountain about thirty years ago, but never returned.
3. (F) The dragon only slumbers! The fiery heart of the dragon still beats.
4. (T) Dragons absorb most heavy metals. You're more likely to find mithril than gold inside.
5. (T) No one except a master armorer would know how to work with dragon scales.
6. (F) The dragon crashed into the mountain after eating too many ale-soaked dwarves.
7. (F) You can still hear the dragon's dying roar in the wind coming off the mountain. It's spirit must live on.
8. (T) Toreg Gatesmasher says he saw some figure climbing up the mountain like a cave-spider in heat just a few moon's ago.

# PLAYER START

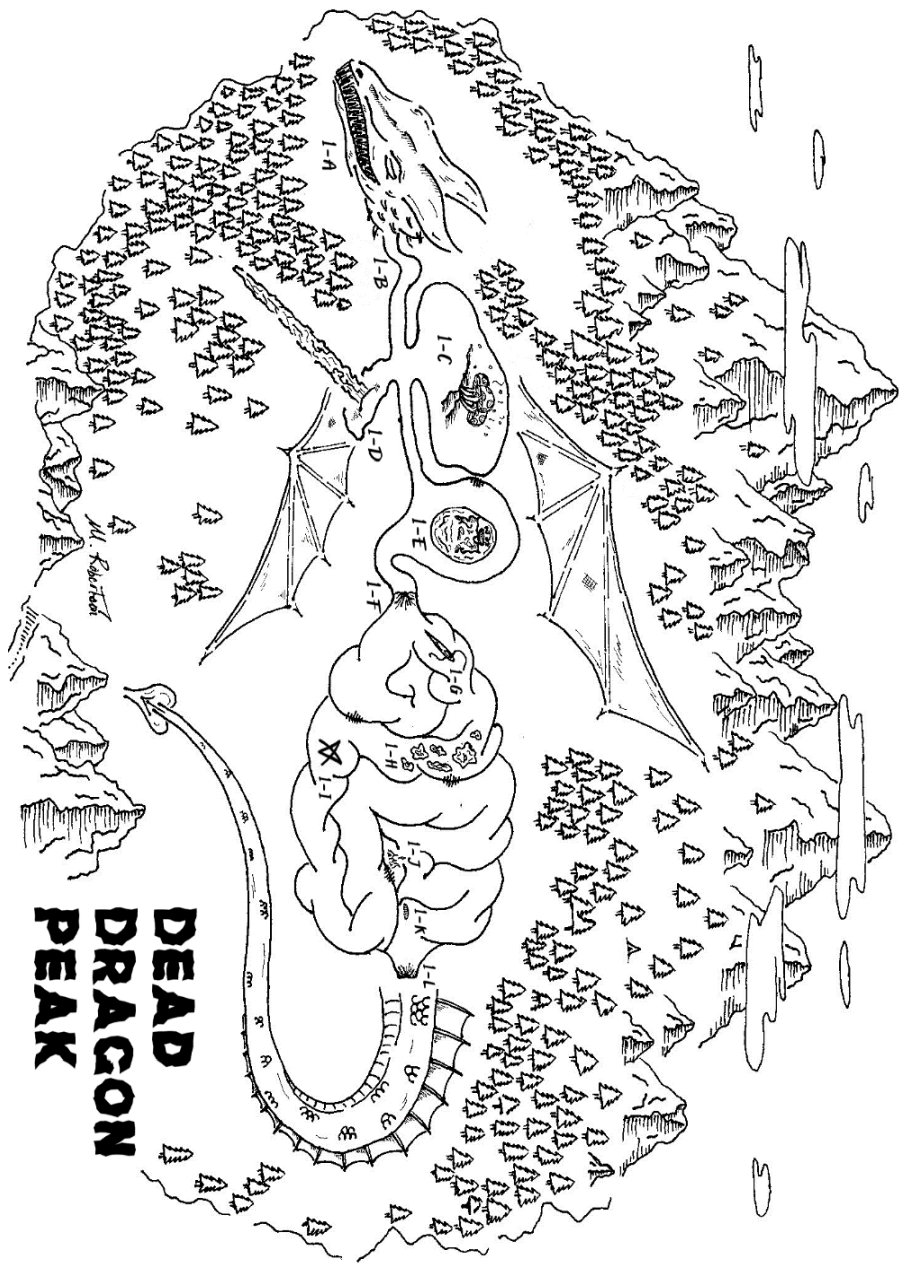
## THE MOUNTAINTOP

*The green pine trees, that now seem the size of children's toys from this great height, are covered by a harsh blanket of furious snowfall. The wind carries the balloon quickly towards the peak as Volvana shouts instructions at you over the roaring wind, "USE THE HARPOON AND SPEAR US TO THE PEAK! THE WIND IS TOO STRONG TO LAND NORMALLY!" You eye three harpoons attached by a rope to a hand winch then look towards the mountaintop where you see the outline of a frozen dragon carcass.*

The party must make a ranged weapon attack and hit AC 10 to secure the harpoon. After that they can reel themselves in with the hand winch to bring themselves closer to the mountaintop and then use the other two harpoons to tether the basket safely. Volvana will deflate the balloon and secure it in the basket before inspecting the site.

If the PCs are not wearing adequate clothing for high-altitude, low temperature environments they will need to make DC 10 Fort Saving Throws every 10 minutes, with a failure resulting in 1 point of Stamina damage unless they warm themselves or find shelter.

After landing, your view of the frosted dead dragon becomes clear as you approach it. A massive, shattered ice javelin still peaks out the dragon's back. The frozen head rests on its side, the neck covered by ice build-up, and the rest of the body drapes itself on the other side of the mountain's crest. Volvana yells to you "Get in there and see what the innards are like. They should be well preserved," and heads off to inspect the wings of the fallen beast.



# ENTER THE DRAGON

**General Features:** Passages inside the dragon are generally cramped and completely dark. The insides are almost entirely frozen, but due to the arcane and fiery nature of the dragon not all sections are completely frozen. Unless otherwise stated, all walls are frozen solid, and not easily breakable.

**Area 1-A - The Dragon's Mouth:** *The giant maw of the red dragon rests sideways on the ground, its man-sized teeth still sneering even in death. The jaws are barely open, not leaving enough room to fit through without further effort.*

A DC 10 Strength check is necessary to break off a tooth to allow entry into the mouth. +1d if they take the time to investigate which teeth might be loosest.

Each of the fourteen teeth on the bottom jaw have golden plaque worth about 15 gp if removed. The first character who investigates the gums of the teeth can find a gem worth 10 gp.

**Area 1-B - The Neck:** *The twisted broken neck creates a winding and frozen passage, with otherwise smooth walls of cold flesh periodically interrupted by bone pressing into the esophagus. Little red six-legged lizards crawl around, some burrowing into little holes in the flesh walls. A large meaty flap separates two passages. One passage stings your nose with its acrid odor and the other has a slightly musty smell that is carried by a faint draft.*

**Area 1-C & D - The Lungs:** *The left passage (C) is warm and smells of musty rot. The right passage (D) is frozen and deflated. A huge icicle, at least 2 feet wide, pierces the lung and a draft can be felt issuing from it.*

If the players enter the left lung chamber, they will see blue spore clumps growing throughout the area. The spores are flammable and will catch fire if exposed to open flame. Any

disruption of the spores results in those nearby needing to make a DC 10 Fort save to avoid a fungal lung disease that causes growths to begin festering in the lungs of the afflicted which, while not deadly, will result in diminished lung capacity and a -1d to all Stamina checks after 1d3 days. This fungal infection can be cured with 2d of Lay on Hands.

The right lung is completely deflated and frozen. The huge icicle is the ever-frozen ice javelin that the Frozen King used to slay the Dragon. A few small Draconic Salamanders chew on the lung near the wound. The ice javelin blocks entry.

**Area 1-E - The Stomach:** *The large area is characterized by a ankle-deep pool of slushy green liquid that pools in the center of this approximately 15' by 40' oval room. The sharp acidic smell burns your nose. A hole in the nearby stomach lining reveals what appear to be ribs. In the center of the room, surrounded by stomach acid, there is an altar of pulsating, living tissue. On it, augury bones float in a bowl of stagnant blood. At the other end of the room, the smooth wall is interrupted by a 4-foot-tall closed sphincter.*

At some point during the exploration of this room, the Judge should have three 6-legged red salamanders crawl out of the hole in the stomach and begin attacking. Once 2 of the creatures die the last one will run away, squeezing through the sphincter into the intestines.

**Draconic Salamander Youngling (3):** Init +1; Atk bite +1 melee (1d3 piercing +1 acid) or acid spit +2 ranged (1d3 acid, range 30'); AC 13; HD 1d8+1; hp 5; MV' 30 or climb 20'; Act 1d20; SP camouflage (+10 to hide); SV Fort +0, Ref -1, Will -3; AL N

DC 10 Intelligence check to notice that the hole in the wall was created by bite marks. DC 13 Intelligence check to see bite and sucker marks on the ribs that, from the numerous faded bite marks, indicate the salamanders have been eating the dragon slowly over a long time.

The altar is used as a relay system for Zumaka's final plan to transfer his consciousness into the dragon. If the altar is physically destroyed or *turn un-dead* is used upon it then Zumaka's ritual bonus is lowered by 5.

The sphincter at the other end of the room is the entrance to the intestines. It will open reflexively by holding up a torch or similar heat source to it, or by forcing it open with a DC 13 Strength check or a Mighty Deed.

**Area 1-F - The Intestines:** *This lengthy maze of guts is partially thawed; the ground is covered with an icy slush that wriggles with lethargic maggots. The air is warm and pungent. The average height of the passage being so that a tall man would almost scrape against the top and the average width would force anyone not walking single file to scrape the walls. The intestinal walls are marred by holes, varying size between a hand's width to an arm's length, clearly having been created by the gnashing teeth of some creature or creatures.*

**1-G - Intestine Repairs:** *A scaly disfigured man is trying to mend the intestinal walls. When he notices you, he turns towards you and lets loose an almost reptilian hiss and begins to stride towards you.*

**Draconic Clone:** Init +1; Atk claw +2 melee (1d3+2); AC 11; HD 3d4+4; hp 11; MV' 30; Act 1d20; SV Fort +3, Ref +1, Will -2; AL N

Spells: *flaming hands* (at +3 spellcheck)

This clone is using a rusty sewing kit to, quite noisily, sew dead skins over large tears in the intestines to repair some previous damage. It will attack immediately upon noticing intruders. When casting *flaming hands* it shouts *Kortarax*.

**1-H Slush Puddles:** *This small area is heavily laden with green slush puddles, making passage difficult.*

A puddle of acid blends in with the intestinal sludge. Unless the players describe being careful in a way that would prevent it, each character passing through this space has a chance of accidentally stepping in the acid puddle. Have each player character make a Luck check, with failures resulting in 1d4 acid damage. Once the first character steps in and notices it (painfully), others can avoid it. Melee attacks are at -1d in this area due to this difficulty unless the PCs forgo care and accept 1d4 acid damage per round from entering the acid puddle.

Melee attacks in this area are made at -1d if the players are trying to avoid splashing in the acid puddle.

**1-I - Elven Corpses:** *Two long dead elven corpses with mottled skin lay in your path.*

**Draconic Un-dead (2):** Init -2; Atk bite +3 melee (1d4); AC 9; HD 2d10; hp 10; MV' 20; Act 1d20; SP un-dead; SV Fort +4, Ref -2, Will +0; AL C - These creatures awaken when the player characters near.

Both of the Draconic Un-dead carry a mithril short sword that they once knew how to use in their former life.

**1-J - Gas Pocket:** *The air begins to take on a stronger fecal aroma as you press forward.*

A small pocket of gas will burst into flame when the first person carrying a torch or open flame travels through this area. The explosion affects a 5-foot radius, dealing 1d7 fire damage or half if a DC 13 Reflex save is made. This natural trap can be detected by discerning the methane smell via a DC 13 Intelligence check.

**1-K - Intestinal Rupture:** *An intestinal rupture causes a 20' cord of guts to spill down to the rock cavern floor below. An ancient looking corpse of a dwarf in heavily damaged plate armor is sprawled near the hole.*



The dwarven corpse wears heavily rusted and acid eaten full-plate armor with the insignia of a family crest. The family crest has the symbology related to the deity Daentharr. If the players locate the descendants of the dwarf, then they may be offered a reward. The armor only gives a +6 AC Bonus but can be restored by a master armorer to its full bonus.

**1-L - The Sphincter:** *A large sphincter ends the intestinal pathway, reeking of methane and feces.*

This sphincter marks the entrance to the lower intestines. If a lit torch or open flame is used to open the sphincter, the methane build-up explodes dealing 1d7 fire damage to anyone in the area adjacent to the sphincter, or half damage if a DC 13 Reflex save is made. It can instead be opened via a DC 15 Strength check or a Mighty Deed. If entered the party will find it is blocked by frozen feces. 2d4+1 draconic salamander younglings are feasting on the frozen excrement in this area.

If the players decide to explore the lower intestines, they may find one of the following items in the frozen feces:

**1d5 Result (re-roll duplicates)**

1.	Tortoise shell inlaid with runes that allow the user to cast Locate Object
2.	Adamantine battleaxe head
3.	3d7 crystalized snakes entwined in a mass
4.	Melted mass of gold (200+3d30 gp worth)
5.	Iron flask containing elven life water. Grants 1d6 hp and 1d20 years added to natural lifespan.

**Draconic Salamander Youngling (2d4+1):** Init +1; Atk bite +1 melee (1d3 piercing +1 acid) or acid spit +2 ranged (1d3 acid, range 30'); AC 13; HD 1d8+1; hp 5; MV 30 or climb 20'; Act 1d20; SP camouflage (+10 to hide); SV Fort +0, Ref -1, Will -3; AL N

# THE CAVES BELOW

**General Features:** This area is made of gray stone, with most passages being only about 8 feet wide. Occasional holes, between 1 and 2 feet in diameter can be seen in the passage walls. Slithering noises can occasionally be heard coming from these small passages and Draconic Salamanders may emerge from the tunnels to menace intruders.



**2-A - The Tunneled Passage:** *Crawling down the disgusting intestinal "rope", the torn intestine drops you into a cave passage approximately 15' wide and 20' tall. The passage diverges in two opposite directions. Large bloody marks and what look to be half-digested corpses of warriors have fallen here from the torn dragon's stomach above.*

If any PC tries to interact with a corpse, they all will animate and begin attacking.

**Draconic Un-dead (3):** Init -2; Atk bite +3 melee (1d4); AC 9; HD 2d10; hp 10; MV' 20; Act 1d20; SP un-dead; SV Fort +4, Ref -2, Will +0; AL C

**Bloodman (1):** Init +2; Atk bloodsword +6 melee (1d8); AC 14; HD 2d8; hp 9; MV' 30; Act 1d20; SP death throes (reverts to puddle of blood), un-dead (turn reverts creature to puddle of blood), ½ damage from mundane slashing and piercing; SV Fort +4, Ref +4, Will +4; AL N

The Draconic Un-dead each have 2d10 gp of unknown and ancient mint, of which 1d4 will be in good enough condition that a collector may have special interest in them.

**2-B - The Beast's Chamber:** *This large chamber is littered with the bones of mountain goats and humanoids. The chamber is approximately 30' by 40' with a 20' high ceiling. Near the far end is a nest of bones and eggshells that holds five unhatched eggs each about a hand's length in size.*

The matriarch draconic salamander lives here and watches from the high ceiling when the party enters the room. 33% chance it will attack if the party enters the room but will always attack if anyone gets close to her eggs. It stays on the ceiling, attacking from range, unless someone steals any eggs, then it will leap down and fervently chase the offender.

Those searching the room will find a pile of rubble that appears to be covering a collapsed tunnel that leads to the mountain exterior. It can be cleared with 20 minutes of hard work, which will also reveal the corpses of 2 dwarves that died in the collapse. They each have warhammers, 2 50' lengths of rope, 1d6 iron spikes, 2 grappling hooks, 1 mallet,

hide armor (dwarf sized) with furs, 2d20 sp, a tinderbox, rotten rations, and a broken lantern.

**Draconic Salamander (Matriarch):** Init +2; Atk bite +5 bite (2d3 piercing +1 acid) or acid spit +5 ranged (1d5+1, range 30'; DC 13 Fort save or lose 1d3 Sta); AC 15; HD 3d8+3; hp 15; MV' 40 or climb 30'; Act 1d20; SP camouflage (+10 to hide); SV Fort +2, Ref +1, Will -2; AL N

**2-C - Trail of Gold:** *A small branch leads off the main passage. Moving down the branch you are greeted by the corpse of a long dead dwarf which lays clutching a small treasure chest that spills out a small pile of golden coins.*

Upon examination, PCs will notice the dwarven corpse has dried, bloody stumps where fingers should be, as the coins (2d20+5 in number) are each enchanted to grow golden teeth and bite off the fingers of any who grab them, dealing 1 point of damage. DC 13 Reflex check to avoid finger loss from a single coin. If an individual grabs multiple coins at once, then DC 15 Reflex or lose 1d3+1 fingers. Each lost finger incurs a cumulative -1d to motor functions performed with that hand. The fingers can be reattached with 2d of Lay on Hands. The dead dwarf still wears his hide armor (dwarf sized) and covered furs, but other goods have already been taken from the corpse. However, a set of thieves' tools can be found hidden in the dwarf's boot.

**2-D - Sludge of Failure:** *A large chasm with a sheer 50' drop into a pool of dark green liquid stands before you. It looks to be 60' long with no way across to the other side.*

DC 13 Intelligence check to see a few droplets of blood floating mid-air on an invisible bridge. Every few minutes that the PCs study the area affords each PC a Luck check to notice the diffusion of light caused by the invisible bridge. The path across the invisible bridge can be easily crossed with clever roleplay or via another DC 10 Intelligence check from

whomever leads the way. Anyone who falls off may make a DC 15 Reflex save to grasp onto the edge of the bridge.

This deep chasm separates the rest of the cavern from the Wizard's Chamber. When Zumaka needs to traverse it, he uses the invisible path that winds over the sludge pit (he created the pathway and has memorized its layout). Falling from the ledge of the pit will do 1d6 per 10' fallen but halved by hitting the liquid acid instead of solid rock. The sludge is made of a powerful acid that the wizard uses to dissolve his failed experiments, though some remains still float in it. 2d6 acid damage per round to anyone who falls in it. If one falls in, there is a small ledge on the southern side that can be climbed on to escape the acid, but there's no obvious way to escape the sheer walls of the deep pit without assistance.

**2-E - The Wizard's Chamber:** *Arcane chanting echoes throughout this 50' diameter circular chamber, emanating from the far end of the room. The floor of the domed cavern is covered in a glowing spiral of arcane runes that light the room, though some shadows remain at the top of the 30' high ceiling. Amongst the runes, five scaled humanoid bodies lay on the floor in a star pattern around the center of the room. Fleshy tubes connect the bodies, starting from their heads and intertwining together near the center of the room and leading up through a hole in the ceiling.*

*On the far end of the room, a worktable sits, full of cluttered belongings and a bedroll lays nearby on the floor. Nearby these accoutrements, a robed man wearing a grisly, scaled mask chants ritual phrases, holding a staff in one hand. A winged reptile perches on one shoulder. He eyes you with suspicion and asks, "Who are you? Why do you disrupt me, Zumaka Yechir?" As he speaks, his winged familiar parrots the chanting in a facsimile of human speech.*

Zumaka Yechir is in the middle of completing a Transference Ritual in which he will attempt to animate the dragon's corpse and transfer his consciousness into the body of the undead dragon. If he is not stopped, Zumaka will take full control of the dragon (statistics as noted below) and then use

*planar step* to attempt to teleport to a plane where he thinks dragons originate.

Without interference, Zumaka has a +22 to his *animate dead* and *transference* spell checks (which his special ritual is casting simultaneously) if nothing is disrupted. +7 is from his natural ability and wizard level, and the runes, the altar, and the connected clones each supply an additional +5. However, he will not spellburn further due to having exhausted himself already. He may speak with the players while his familiar continues chanting to continue the ritual, but once battle starts then he requires three more rounds of either himself or 4 more rounds of his familiar chanting to complete the ritual. He may activate blood-crafted runes that turn into **Bloodmen** to defend himself and begin attacking while his draconic parrot familiar continues the chanting required for the ritual. However, this action reduces the spell check bonus that the arcane runes were supplying to the ritual by 5.

**Bloodman (3):** Init +2; Atk bloodsword +6 melee (1d8); AC 14; HD 2d8; hp 9; MV' 30; Act 1d20; SP death throes (reverts to puddle of blood), un-dead (turn reverts creature to puddle of blood), ½ damage from mundane slashing and piercing; SV Fort +4, Ref +4, Will +4; AL N

The five clones of Zumaka each lie on the floor around the center of the room. Each connected by a large connecting tube made of flesh that extends from their heads towards the center of the room where they converge and go up through a small opening in the ceiling. If these flesh tubes are severed then Zumaka won't have them to ease the passage of his consciousness into the dragon. Each severed tube reduces the ritual bonus by 1. The Judge can increase the difficulty of the fight (and likely TPK the party) by having these clones rise as **Draconic Clones** and join the fight.

**Draconic Clone (1 - 5):** Init +1; Atk claw +2 melee (1d3+2); AC 11; HD 3d4+4; hp 11; MV' 30; Act 1d20; SV Fort +3, Ref +1, Will -2; AL N.

Spells: *flaming hands* (at +3 spell check)

When casting flaming hands it shouts *Kortarax*.

If the players can erase a large number of the runes (made with draconic blood and other rare spell components) that are inscribed upon the floor then they will lower the chance of the animation spell working on the dragon by an amount appropriate to the number ruined. If Zumaka needs to flee he will free his Draconic Clones to attack any assailants and hide by turning himself invisible before fleeing. If Zumaka is able to animate the dragon, but not transfer his mind then he will order it to break into the tunnels so that he may try to escape on or, if necessary, inside of the dragon.

**Zumaka Yechir:** Init +2; Atk staff +3 melee (1d3+2) or dagger +2/3 melee/ranged (1d4+2); AC 13; HD 5d4+8; hp 25; MV' 30; Act 1d16, 1d12; SP spellcasting (see below); SV Fort +3, Ref +3, Will +5; AL L

Equipment: padded armor, 3 daggers, ring of shielding (+1 AC), ring of revelation (cast detect magic 2/day), 5d20 gp  
Spells: Spell check +7. Spells known: (level 1) *choking cloud*, *find familiar*, *runic alphabet*, *spider climb* (level 2) *invisibility*, *scorching ray* (Level 3) *transference*, *animate dead*

Familiar: Draconic parrot. Atk +2 melee (1d3), Atk +3 ranged fire breath attack (1d4+1), AC 14, hp 4.

**Note:** If a wizard's familiar is killed then the wizard immediately loses double the maximum hit points of that familiar. Zumaka is also currently acting at -1d due to exhaustion from the lengthy ritual.

If Zumaka is defeated and the PCs have time and the ability to search this cavern they will find the following: a Dragon's Breath Mask, ink and quill, a bedroll, frozen mountain goat meat, various arcane spell components, and the Shine of Scales.

**Large Dragon (salamander-like):** Init +2; Atk claw (x2) +9 melee (1d8; bite +9 melee (1d12); tail slap +9 melee (1d20); AC 20; HD 8d12; hp 52; MV' 60 or Fly' 50 ; Act 4d20; Spells 1d20, 1d16, +8 on spellcasting checks; SP un-dead, see below; SV Fort +8, Ref +8, Will +8; AL C

Breath Weapon: Type (Flame) Save (Dex 18; Damage 8d12 or half for save; Cone 30 feet', 50' long

Level 1 Spells: *charm person, choking cloud, force manipulation*

Level 2 Spells: *levitate, phantasm*

Level 3 Spells: *eternal champion, planar step*

Martial Power: Snatch attack: On a successful claw attack, the dragon snatches a target. The dragon can snatch up to one target per claw attack and cannot make the corresponding claw attack while a creature is snatched. A snatched creature takes 1d6 crushing damage each round. The dragon can fly with snatched creatures and can drop the snatched target from any height, causing 1d6 damage per 10' fallen. Snatched creatures can attempt to escape with a Strength check (DC17).

Unique Power 1: Telepathic (1/hour) The dragon can read the surface thoughts of one creature within line of sight.

Unique Power 2: Curse (1/day). The dragon can curse one creature equivalent to a -1d penalty to all rolls for 24 hours.

## LEAVING

If Zumaka completes the ritual and the dragon rises from death it will likely cause some of the tunnels to collapse,



making a quick exit advisable. If they manage to escape, they will find Volvana starting to set sail in her balloon, leaving just enough time for characters to grab onto a rope and climb up. They will see the dragon using its Planar Shift ability to leave this realm.

## **SPECIAL ITEMS**

**The Shine of Scales** - The book is a thorough recording on the history of dragons and theories of their origins. In the margins, and in notes kept loosely in the book, there are also many unorganized theories on the subjects of the existence of other planes of existence, grafting draconic body parts to the flesh of humanoids, creating draconic hybrids, and mind transference into a draconic body. Studying this book can provide new ideas to the reader for creating their own spells and experiments. With enough study, they can put together Zumaka's custom version of animate dead. Some inserted papers also contain the spells that Zumaka knows, but they are hidden in a cypher written in draconic.

**Dragon's Breath Mask** - A grisly mask that hooks into the cheeks of the wearer, dealing 1d3-1 damage whenever attached or removed. The mask looks as though it is formed of the scales and tooth chippings of a dragon. Allows casting of scorching ray 1/day at +3 spell check. The flames are channeled through the mouthpiece of the mask and activated by the command word, *Kortarax*, which is the name of the dragon the mask was crafted from.



HOARD OF THE

METAL

GODDESSES

# HOARD OF THE METAL GODDESS

A level 1 DCC RPG adventure

By Ryan Smith

Illustrations and Cartography by Michael Barous

*For eons the goddess Brigex was worshipped at a smoke-belching and soot-filled temple. Iron priestesses would lead the devout in the ritualistic casting of raw ingots, each bearing the hallmark of the grimacing gorgon head. Worship abruptly ended long ago and the temple of the goddess of smithcraft and metallurgy fell into ruin. It is told that an unholy force still lurks within the bowels of the temple.*

*Hoard of the Metal Goddess* is a short adventure for 3-6 1st level characters. It is designed to be completed in one session and can be used as a diversion or random encounter in a campaign.

## BEGINNING AND ENDING THE ADVENTURE

The PCs may visit the temple ruins to smite the unholy creature rumored to live within. Alternatively, they may come in search of the vast cache of metal told to be hidden here.

Before setting out, the party should be given the opportunity to learn the name of the creature that haunts the temple, as speaking it aloud offers one ending to the adventure. For example, a witch may tell of a lost temple that fell under the foul influence of something called "Tilutan."

At the end of the adventure, the party can obtain an item (the goddess statue head) that may be of interest to an NPC in your campaign. Alternatively, the party can accept a quest to

find and retrieve an item (the goddess statue body), which can be used to start the next adventure. The PCs may also cause a demon to be released into the surrounding locale.

## BACKGROUND

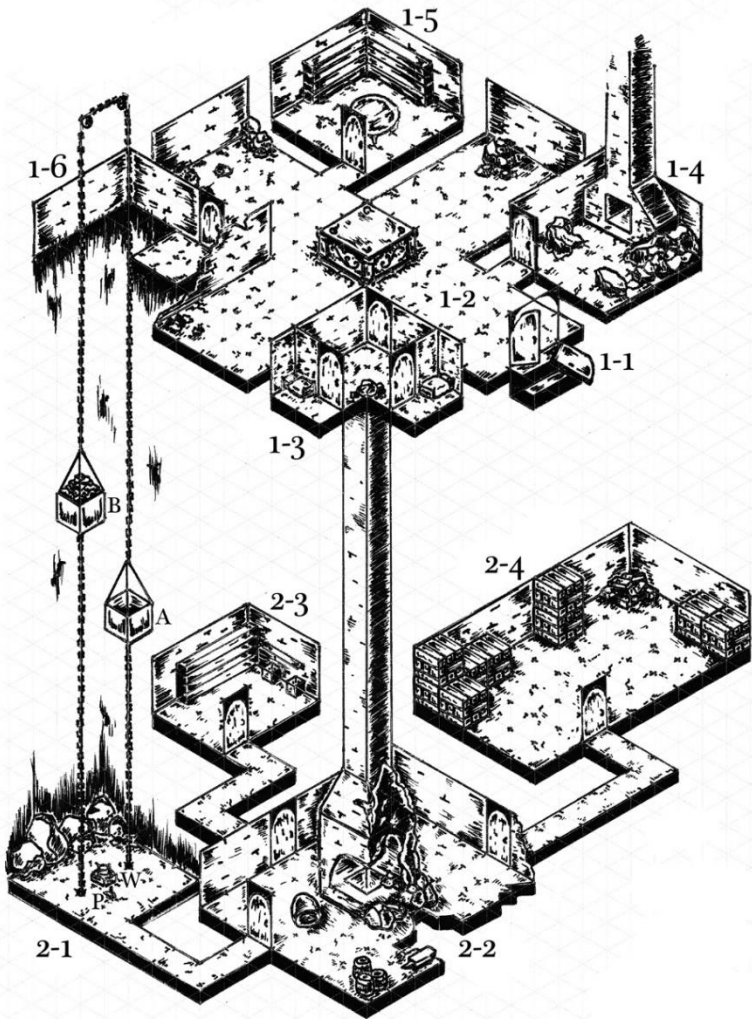
Many years ago, a loathsome creature erupted from the deep magma river that powered the great subterranean furnace altar of the metal goddess. The creature was tasked with destroying the faith of Brigex. It began work by ransacking the temple and maiming its occupants. However, the creature soon tired. After ingesting the head of the metal goddess statue, it fell into a deep sleep, only to awake many years later to find the body of the statue gone. Fearing its master's wrath, the creature now hides at the bottom of the temple still bound to its impossible task.

The temple ruins are located near the mountains where iron ore is mined or near a town with a history of metalwork and smithing. The surface level (area 1) lies in ruin and has been looted. The lower level (area 2) remains relatively intact aside from suffering some destruction by the creature.

## UPPER TEMPLE (AREA 1)

**Area 1-1 - Entrance:** *You stand before a ruined hulk of stone. Great chimneys reach skyward from the center of the structure. A massive iron door lies on the steps before the dark entrance. The second door is missing, perhaps looted for scrap long ago.*

The creature sleeps in the lower level of the temple. Any loud sound, such as dropping the pedestal slab at main hall 1-2, will wake him. When awake, the creature will periodically telepathically communicate with the PCs. He may taunt or query the PCs and may allude to the negotiation that can take place at the ingot hoard area 2-4. PCs with a Personality of 10 or more will understand that the creature will not be immediately hostile to the party.



**HOARD OF THE  
METAL  
GOBBER**

A 1st level adventure  
 written by Ryan Smith  
 Art by Michael Barous

It is apparent to PCs with a suitable occupation that the iron door is exceptionally well made, as is all of the metalwork that happens to remain in the temple. Worshipers would bring ore and metal goods to be ritually processed into ingots by the priestesses.

**Area 1-2 – Main Hall and Statue Pedestal:** *You enter a large octagonal soot-covered room. At the center stands a high pedestal. The statue that must have once stood there is gone. Stone rubble and pieces of dark glassy rock litter the floor. A wall at the far end of the room lies collapsed.*

Doorways to the north, south, and west lead to rooms that supported the temple's daily needs. The masterwork iron doors were stolen long ago. The east wall has collapsed into the main hall. The east wall once guarded the depths of the temple and was destroyed by the creature to gain entrance to the main hall.

The floor is littered with rubble from the collapse of the east wall. The dark glassy rock is solidified magma. The creature, having emerged from the magma river that flows beneath the temple, shed gobs of lava throughout the temple. Close inspection of one of the larger lava stones reveals a sturdy iron rod embedded in it. The rod is useful for the elevator at area 1-6 and may be removed from the stone by force.

The pedestal is 15' wide and as tall as a man. Its top is capped with a 10' square slab of stone. The edges of the slab are notched with vents that are encrusted with soot. The pedestal contains a chimney-crypt that once bathed the statue and hall in sacred smoke from the furnace below.

The slab may be raised by one edge by PCs with a combined strength of 30 (or 15 with a sturdy lever or crowbar). Holding the slab in the raised position for one round requires a DC 10 Stamina check for each PC and a single failure means the slab falls. PCs failing a DC 10 Ref save suffer 1d4 hp damage and a

permanent crushing wound. Using a suitable tool, the slab may be slowly prised sideways without lifting.

Moving the slab reveals a shallow crypt within the pedestal. Inside are human remains dressed in scale mail and a locked iron strongbox. The armour is of exceptional quality (AC +1) and is cursed (see below). The box's lock may be picked (DC 15). It contains a skeletal hand fused to a smithing hammer. Wielded by a skilled smith the Hammer of Brigex may be used for magical metalwork. Used in combat it deals +3 damage against foes in metal armour and metallic creatures. The skeletal hand is a holy relic and is destroyed if the box is smashed open.

The scale mail is human sized. When donned it warms noticeably and can be removed immediately. If not removed immediately, the armor cannot be removed by mundane means without killing the wearer (DC 20 Fort save to survive), as it fuses to the underclothing and skin. After one week, the wearer's skin has turned grey and begins to shed metallic particles. After two weeks, the wearer's skin has grown steel scales. After three weeks, the wearer has become a living suit of armour resembling an upright pangolin, no longer requiring food, water, or sleep. All other aspects of the wearer remain unchanged, though they may now be a social outcast due to their condition.

A chimney shaft opens onto the crypt and leads downwards to the furnace below at area 2-2. The shaft is 140' long and a halfling would have little difficulty descending or ascending. Larger PCs can fit provided they are slender and unarmored but must make a luck check or become stuck. If a PC climbs the shaft from area 2-2 and enters the unopened crypt, the vents provide light enough to see and the slab may be slid aside by persistent prising effort.

**Area 1-3 - Cells:** *The remains of spartan furniture and dusty bedding are strewn about the cells where the temple's inhabitants used to live. Debris litters the floor and the air carries a musty odor.*

Searching this area reveals that one of the cells contains the withered remains of a temple acolyte. Around the acolyte's neck is soot-encrusted forged steel amulet stamped with the gorgon head. The amulet is the holy symbol of Brigex. For the amulet to remain holy, it must be kept covered in soot.

**Area 1-4 - Kitchen:** *The ceiling of this room collapsed long ago crushing wooden tables and chairs. At the far wall stands a hearth, its dented and rusted cauldron tipped over and wedged under a large block of fallen stone. Shards of smashed crockery cover the floor. A flickering shadow is momentarily visible from under the caldron.*

The rubble makes it very difficult to maneuver in this area. PCs engaged in combat in this area must make a DC 10 Ref save at the start of each round or trip and fall prone.

Searching will reveal 1d20 pieces of well-forged cutlery and kitchen utensils (1 sp each) overlooked by looters.

A large krait lives in the caldron and will surprise a PC who inspects it without precaution.

**Krait:** Init +3; Atk bite +3 (dmg 1d6 + venom); AC 14; HD 2d6; hp 8; MV 30'; Act 2d20; SP venomous bite causes 1d4 permanent loss of Stamina or DC 15 Fort save for 1d3 temporary loss; SV Fort 0, Ref +6, Will -6; AL N.

The krait, dead or alive, may be milked for its venom by knowledgeable PCs, such as thieves. It has 3 doses of venom, including any that may have been injected into the PCs.

**Area 1-5 - Study:** *Refuse-filled shelves stand against the walls of this room. An ornate iron table is surrounded by chairs. Three*



*withered corpses sit with open books on their laps in a motionless parody of devout study.*

The corpses have long disheveled hair. Each wears a tattered robe under pieces of haphazardly chosen armor. The corpses are the priestesses of the temple. The creature inflicted eternal sleep upon them, during which they became un-dead. Still retaining some small kernel of their former selves, the priestesses don armor and hopelessly study and pray for a means to escape their fate.

If approached, the priestesses will rise and confront the PCs. Their moaning for help is easily mistaken for aggression. If not attacked, the priestesses will follow and surround the PCs wailing unintelligibly and pantomiming the story of the fall of the temple. Each wears a soot-encrusted steel amulet stamped with the gorgon head, the holy symbol of Brigex.



**Priestess of Brigex (3):** Init +1; Atk claw +3 (1d3) and bite +2 (1d4 and Will save at DC 15 or paralyzed for 1d6 hours); AC see below; HD 2d8; hp see below; MV 30'; Act 1d20; SP un-dead traits, paralyzation; SV Fort +2, Ref -1, Will +0, AL C.

1. High priestess in chest plate and a single greave: AC 17; hp 20
2. Priestess in chainmail: AC 15; hp 16
3. Priestess in helmet and a single gauntlet: AC 12; hp 16

Any PC paralyzed experiences visions of a gigantic demonic toad-goat rampaging through the temple and consuming metal ingots by the hundreds.

The armor worn by the priestess is of fine quality and not cursed.

The shelves held books and holy objects. Most of the books rotted away long ago but four remain salvageable: the three being read by the priestesses and a fourth (*Lesser Demons*) on the floor under the study table. The books are as follows:

1. *The Way of All Ore* - Written in an ancient dialect of common, this book describes how to find, extract, and smelt various metal ores, such as iron, tin, and copper. Its cover and spine are of black slate. It is worth 30 gp to a booktrader and much more to those interested in metallurgy.
2. *Unreadable* - This tome is written in a lost script and poor ink that has faded with age. It is worth 20 gp to a booktrader, as a curiosity or for salvage. It is bound in dark green silk. The Judge is encouraged to adapt this book as needed.
3. *First Foundry* - Written in both an ancient dialect of common and a cryptic language known only to the followers of Brigex, this is the holy book of the metal goddess. Its covers and spine are made of fine steel plate bound by ornate chain. It is worth 80 gp to a booktrader and much more to the faithful or religious scholars.
4. *Lesser Demons* - Found under the table, the few unrotted pages of this book describe the general traits of demons and other unholy creatures. It is worth 10 gp mainly for the salvage of its goat hide cover.

**Area 1-6 – Elevator:** *This room holds a deep shaft. A large open metal box hangs by a heavy chain from an apparatus attached to the*

*ceiling. At the other side of the apparatus, the chain extends down into the darkness. A warm stench wafts up from below and stings your eyes.*

The shaft is 140' deep. Its walls are roughly hewn and climbable, though the climb is arduous and requires a DC 15 Stamina check (thieves use their climbing skill) or the PC will tire and fall. A falling PC may make a DC 15 Ref save to grab onto the chain if within reach.

PCs may slide down the chain with ease. See area 2-1 for climbing up the chain.

The apparatus is a simple elevator with two pulleys attached to the ceiling. The chain runs down from the pulleys. One end of the chain is attached to the metal box A at the surface. The other end of the chain is attached to a similar metal box B at the bottom of the shaft. Box B is filled with a counterweight of slag. The chain runs in a loop and the bottoms of the boxes are also connected.

Box A can fit up to six PCs. The counterweight balances three human-sized PCs and their gear. If a fourth PC (or other weight) enters box A, the pulleys begin to turn and the occupants descend at 5' per second, passing the ascending counterweighted box B about halfway down, before coming to rest gently at the bottom of the shaft at landing area 2-1. If five or more PCs go for a ride, box A accelerates to uncomfortable speed and lands roughly. The PC with the lowest luck makes a luck check. Failure means that the chain snaps due to the impact and box B comes plummeting down. PCs failing a DC 10 Ref save have a metal box, chain, and slag rain down upon them for 1d20 damage.

See area 2-1 for more.

## LOWER TEMPLE (AREA 2)

**Area 2-1 - Landing:** *You are at the bottom of a deep shaft. The air is hot and laden with a foul stench. Breathing is difficult and your eyes water. On the floor lay chunks of black glassy rock and the shattered remnants of a wooden ladder. There is a wheeled apparatus here.*

The tunnel to 2-2 has rails on its floor. The elevator and wheeled carts were once used to carry offerings to the furnace area 2-2 and storage area 2-3.

The apparatus includes a wheel W with radial handles like a ship's wheel. The wheel may be turned to pull the chain connected to boxes A and B. A pillar P stands next to the wheel. The pillar has a hole that fits the sturdy steel rod found in area 1-2. This locks the wheel in place and secures the chain. Any sturdy object, such as a mace or pitchfork handle, may be inserted into the pillar. If the object is flimsy or made of wood, then the PC placing it must make a luck check or the object breaks if put under load, releasing the chain at some inconvenient moment.

If the PCs arrive here by riding in box A of the elevator, then they must safely exit the box to continue. Once there are two or fewer PCs in box A, the counterweighted box B will begin to descend and raise box A back to the surface. The pillar may be used to lock the wheel to prevent the boxes from moving. To return to the surface, only two PCs at a time can ride in box A. Box A may be returned to the bottom against the weight of box B by the continuous effort of one or more PCs turning the wheel.

If only one PC rides up in box A, then extra weight must be added otherwise box A reaches dangerous speed during its ascent. A sole PC arriving at the surface in this manner must make a DC 10 Ref save to leap from the box to safely.

Otherwise, the PC rides box A back down at excessive speed when box B is destroyed due to its impact with the shaft bottom.

Assuming it is secured, the chain can be climbed by PCs with strength 10 or higher. Climbing all the way to the surface at area 1-6 requires a DC 13 Stamina check or the PC loses his grip and falls.

The chain is valuable but heavy. Each 10' of length weighs as much as a man and is worth 60 gp.

**Area 2-2 - Furnace Altar:** *An orange glow fills the tunnel as you approach this large open room. The air burns your throat. A massive furnace stands against the far wall. The furnace has partially collapsed into a large pit in the floor from which an acrid haze radiates.*

Strewn about the room are ingot molds, various smithing tools, and hunks of slag and lava. Everything is overturned and in disarray due to the creature passing through this area. The large metal crucible lies overturned next to the furnace. A lone wooden barrel sits undisturbed in one corner of the room.

The pit opens to a magma river 60' below. Moving between this area and the ingot hoard 2-4 requires careful traversal of the rail track that precariously straddles the pit. A PC simply walking across the rail makes a DC 10 agility check to avoid falling. Any PC falling makes a DC 10 Ref save to grab onto a rail to avoid being incinerated. Careful PCs who use a rope, 10' pole, or other precaution may traverse without check.

The furnace is the altar to Brigex. Its chimney leads 140' up to the inside the pedestal at area 1-2. The furnace is powered by magma from the river below. It has one lever that controls a valve that brings magma up and another lever that opens and closes the chimney louvre. The chimney louvre may be

opened to allow PCs to climb to area 1-2. If the magma valve is opened, magma will slowly rise into the furnace, eventually flooding the room in 2d4 turns. If a PC attempts to close the magma valve, the PC makes a luck check and failure means the lever is jammed and the flood cannot be stopped.

The barrel contains a small amount of glowing blue-white powder. Brigex's flour is an ancient and forgotten reagent used in the forging of steel. It may be used in magical metalwork. Anyone inhaling the powder must make a DC 15 Fort save or be paralyzed for 1d6 hours. Anyone foolish enough to eat the powder makes a DC 20 Fort save to avoid being turned to stone and is merely paralyzed for 1d6 hours. Any PC with a metalwork or mining occupation will recognize the purpose of the powder, if not its actual origin and effect. There are six uses of Brigex's flour in the barrel.

## Metalwork with Brigex's Flour

**1d12 Result when forging a weapon or armor. Add +1 or +2 to the roll based on the blacksmith's skill.**

1-3	Fine item: +1 to AC or dmg.
4-6	Superior item: +2 to AC or dmg.
7-8	Exceptional item: Superior as above and the item glows blue-white and may be used as an undying torch.
9-10	Masterwork: Exceptional as above and the item emits an eerie metallic hum during combat causing distraction and fear: User gains +4 to init.
11+	Holy item: Masterwork as above and the item serves Brigex's wrath by allowing the user to cast the 1st level cleric spell Paralysis once per day. A cleric who uses this item gains the spell and receives an extra 1d10 to the spell check while using the item. The item will cast Paralysis on its user in retaliation if used contrary to Brigex's aims (e.g., if used against smiths or snakes). The blacksmith who forged this item had his arm momentarily transformed into the goddess's own arm and is now a level 1 cleric (at Judge's discretion).

## Area 2-3 - Offering

**Storeroom:** *This room is crowded with bins full of ore and shelves containing various metal goods.*

This area is undisturbed as the creature bypassed it on its way to the surface. There is no sign of looting.

The bins contain ore of all kinds brought by the faithful for the priestess to smelt at the furnace altar. The metal goods are sacrifices to be melted down and cast into holy ingots.



## Sacrificial Goods

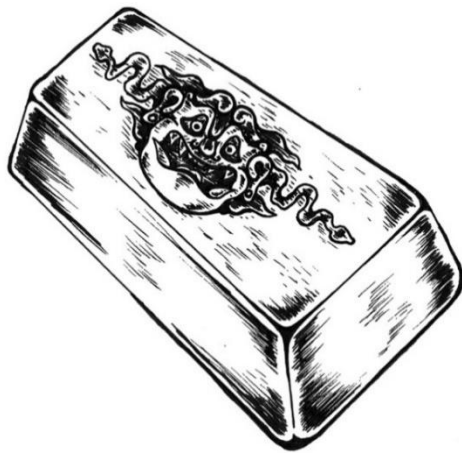
**1d30 Roll until done, e.g., 4-6 items. Reroll doubles.**

1	Fancy pair of brass knitting needles (1 gp)
2	Large tin cookpot (5 sp)
3	Gold goblet with empty gem settings (10 gp)
4	Steel shortsword with squid emblem on hilt (20 gp)
5	Bronze warhammer with bent handle (8 gp)
6	Steel 10' pole etched with ornate vine pattern (15 gp)
7	Iron bucket containing 158 gold coins minted by a monarch long dead (158 gp)
8	Brass flask, still contains ancient strong-mead (2 gp)
9	Bronze shield with swan-man emblem (20 gp)
10	Set of silver deer antlers, magical; wearer gains stealth +3 and MV +10' (15 gp)
11	Large silver mirror (10 gp)
12	Twenty decorative gold arrows (80 gp)
13	Large sculpture of toadstool in cast iron (8 gp)
14	One platinum bracer bearing a skull emblem and mother-of-pearl trim (45 gp)

15	Copper helmet with owl (8 gp)
16	Bag of sand (0 gp)
17	Orrery of various precious metals (350 gp)
18	Gold death mask, elven (25 gp)
19	Set of eight beer mugs, gilded lead (1 sp each)
20	Brass plate etched with long passage written in minotaur (17 gp)
21	Dwarven machine component made of tin and adorned with menacing spikes of copper (260 gp)
22	Brass stamp used to seal documents with wax, the stamp depicts the familiar of an ancient wizard; familiar is a (1d6): (1) weasel, (2) camel, (3) possum, (4) hummingbird, (5) giant wasp, or (6) rat. (90 gp)
23	Set of eight small figurines representing various military professions in pewter (1 sp each)
24	Hermetically sealed copper sphere, unknown contents (3 gp)
25	Statuette of wolf in silver, legs missing (7 sp)
26	Bronze casting of an infant gnoll in a cradle (20 gp)
27	Silver prosthetic arm, human-sized, magically articulated, still useable (750 gp)
28	Small icosahedron with a different demonic marking on each face, made of strange alloy (5 gp)
29	Two-handed sword, made of tin, wieldable as a staff (3 gp)
30	Scale model of occupied outhouse in silver with working door (12 gp)

### Area 2-4 - The Ingot

**Hall:** *This large hall is filled floor to ceiling with stacks of ingots cast of various metals. In the far corner of the room on top of a collapsed stack of steel bars sits a humongous frog-like creature with the head of a goat. An overpowering reek of vomit and bile emanates from its warty body.*





The hall contains a vast amount of refined metal, enough to give even the largest party a lifetime of riches. However, the holy ingot hoard rests on a critically weakened floor over the magma river. It could all plummet into the river at any time.

The creature is Tilutan, an enormous and obese frog with the head of a goat. His frog-tongue can lash out at distant foes. His empty goat-stare entrances all. Tilutan is intelligent, cunning, and willing to bargain. He speaks telepathically, and PCs may speak to him telepathically by directing thoughts to him when near. He does not speak normally, as he prefers to continually chew his profane cud.

If Tilutan is asleep the party may wake him simply by speaking to him. If already awakened, for example by noise made by the party, Tilutan will first try to parley.

Tilutan will ask the party why they have come to the temple. He will respond to questions, steering the dialogue towards making a deal. Tilutan is in grave trouble with his master, a greater demon. Decades ago, Tilutan was tasked with annihilating Brigex by killing her faithful and consuming her statue (area 1-2). However, Tilutan only ate the head of the statue before falling asleep for many years. When he awoke the body of the statue was gone. He cannot now return to his native plane, lest his master flay him. He also cannot roam in search of the statue body, as his master's bond forbids travel outside the temple. He can only wait.

During the conversation, three clear choices will emerge:

**Free the Demon:** The goddess statue head, along with many other things he has eaten, remains in Tilutan's gut. If anyone speaks his name aloud his bond is broken, and he is free. In exchange, Tilutan will vomit up the prize, along with gallons of foul bile, black cud, and indigestible objects. Tilutan will then bound out of the temple and into the surrounding countryside to eat and wreak havoc. Whoever first speaks his

name will incur the wrath of the master demon and may be able to call on Tilutan in the future.

**Fetch the Body:** Looters or pirates may have stolen the goddess statue body. Tilutan will allow the party to leave if they swear to return with the body, so that Tilutan can complete his task. The oath must be consecrated with blood and cud.

**Die:** Tilutan will not let the party leave without a deal that benefits him. He will fight to the death.

The judge is encouraged to provide other options. Tilutan is evil but pragmatic. He will honor his word for a short time and will give special consideration to the first PC to speak his name. Any member of the party not present when a deal is agreed won't be so lucky, unless the party specifically identifies them to Tilutan.

**Tilutan:** Init +4; Atk see below; AC 15; HD 6d10+7; hp 40; MV 25'; Act 2d20; SP telepathic communication, immune to fire and heat, half damage from non-magical weapons; SV Fort +6, Ref -2, Will +6; AL C.

### Attacks

1. Gore with goat horns: +4 melee (1d6).
2. Frog-leg kick: +2 melee (1d4 plus DC 10 Fort save or knocked unconscious for 1d4 rounds).
3. Poison frog-tongue lash: +2 range of 30' (1d6 plus DC 15 Fort save or 1d4 temporary loss of Stamina). A successful frog-tongue lash strikes the victim's (1d6): (1) face, (2) neck, (3) hand, (4) arm, (5) leg, or (6) torso and leaves a permanent ever-festering wound.
4. Empty goat stare: +2 range of 30' (DC 15 Will save or sleep until vigorously woken).

Tilutan will first target lawful PCs, especially clerics.

Fighting Tilutan may trigger the collapse of the floor, dropping the demon, unlucky PCs, and the ingot hoard into the magma river below. Judge's discretion should be used, as this could result in the incineration of the entire party.

If Tilutan is slain, his gut may be cut open to recover the goddess statue head. In addition to a disgusting fountain of bile and cud, several other items may also emerge (see the table at area 2-3).

The ingots each bear the gorgon hallmark and may be highly valued by skilled smiths. Industrious PCs could live prosperous lives of leisure merely by selling off ingots from the hoard. However, the unstable floor could put an end to that at any time.

# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## DCC Adventure Time #3

VOLUME 3 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)

# Loose change



# Loose Change

A DCC Adventure for Level 1 Characters

by William Fischer

Artwork and Cartography by Miguel Rodrigues

Nickel and Dime are on the loose! Six months ago, the infamous cat burglars broke into the royal palace and stole a coffer of coins reserved as ransom for the city's kidnapped king. The two stashed the coffer somewhere in the swamps outside the city and, despite their eventual capture, never revealed its location.

More recently, Nickel and Dime broke out of prison and returned to the swamp to retrieve their stash. Unbeknownst to the two thieves, a hag named Mrs. Pennyroyal had moved into their hideout in their absence. If the PCs wish to bring Nickel and Dime to justice, they must first help the duo escape Mrs. Pennyroyal and her gang of bumbling, crocodile-headed kobolds.

*Loose Change* is a short, location-based adventure for a party of 1st-level characters. It is designed to be played in a single session (2-3 hours of gameplay). If the characters survive, the adventure should provide enough adventure hooks to kickstart an entire campaign.

## Character Hooks

The adventure assumes that officials from the city have hired the PCs to track down Nickel and Dime and recover the king's ransom. Alternatively, the PCs may have heard of Nickel and Dime's daring escape, and now use the opportunity to follow the thieves into the swamp and steal the ransom for themselves. If the PCs simply stumble upon Nickel and Dime's hideout on their way to another adventure, allow each character a DC 10 Intelligence check to see whether they know the story of the king's stolen ransom.

# Nickel and Dime

“Nickel” and “Dime” are the noms de guerre of Nicholas Erstok and Dimitrius Tench, a pair of notorious cat burglars. Nickel is a brooding human man whose remarkable strength belies his speed and skill with a blade. Dime, a halfling, is the smarter of the two, famous both for his wit and his talent for lock-picking. Together, Nickel and Dime are known throughout the city for their daring and elaborate heists, particularly their most recent triumph, the theft of the king’s ransom.



Both physically and in temperament, Nickel and Dime are an odd couple, but the two are fiercely loyal to each other.

As the PCs interact with them, it quickly becomes clear that neither thief will betray his partner. Once reunited, Nickel and Dime work together to recover the king’s ransom, escape Mrs. Pennyroyal, and double-cross the PCs.

Nickel and Dime offer the players a unique roleplaying opportunity. Do the PCs ally themselves with the thieves to defeat Mrs. Pennyroyal? If so, how long does this alliance last? Though loyal to each other, Nickel and Dime have no sense of honor regarding the PCs: they abscond with the stolen ransom at the first opportunity, leaving behind the characters to deal with Mrs. Pennyroyal. The PCs may even come to blows with the thieves, especially if the party insists on returning them to the city to face punishment (a death sentence). Subduing Nickel and Dime may prove an interesting challenge for the PCs late in the adventure.

# Mrs. Pennyroyal

For many years, Mrs. Pennyroyal lived on the edges of the swamp, peddling herbs and other folk remedies to those in desperate circumstances. When it was discovered that her medicines often did more harm than good, the king's men drove the hag deep into the swamp. More recently, Mrs. Pennyroyal discovered Nickel and Dime's hideout (see **The Abandoned Lodge** below) and moved into the abandoned hunting lodge in their absence.

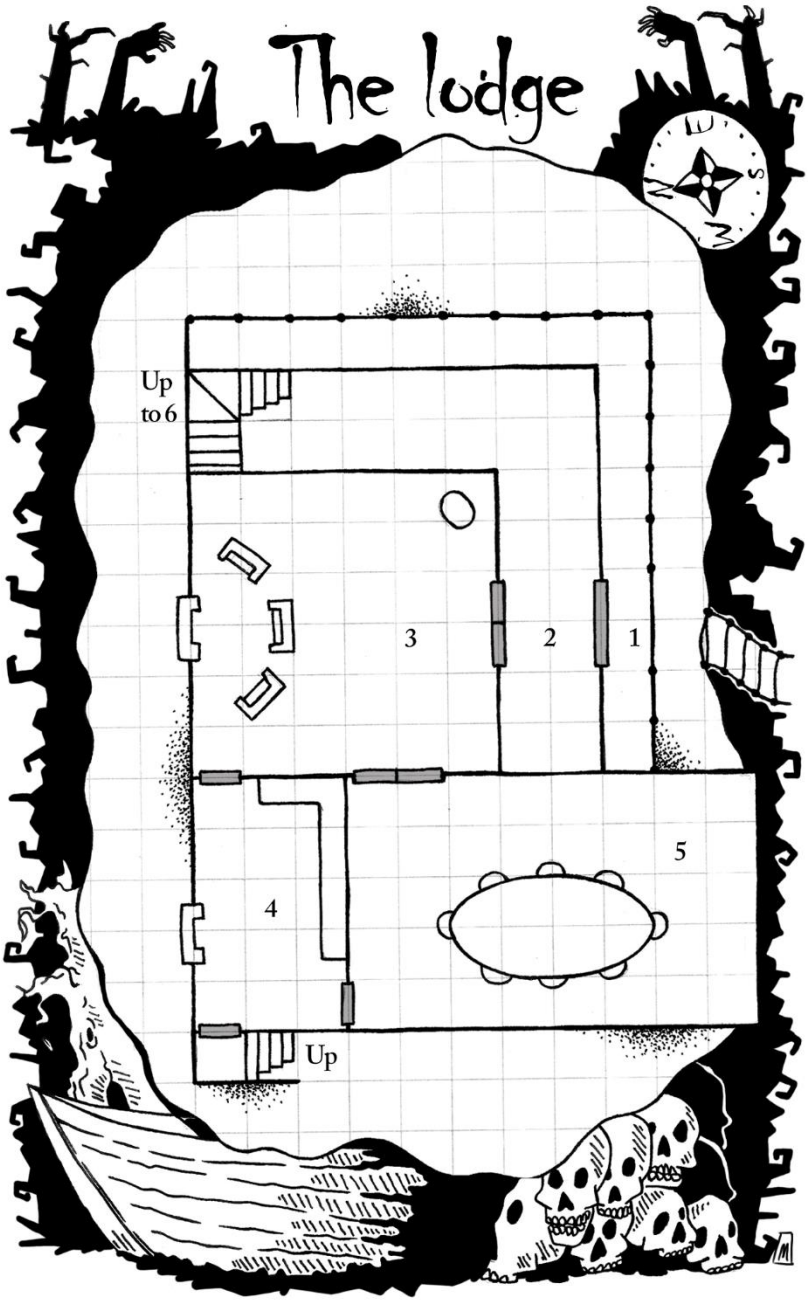
Mrs. Pennyroyal delights in causing misery and suffering, particularly among those in need of healing. Though she can use her magic to appear as a beautiful maiden, she prefers her true form: that of a withered crone dressed in rags. She rides an enchanted, giant catfish that can fly as well as swim, and she commands the loyalty of a tribe of crocodile-headed kobolds ("crockobolds") that inhabits the swamp. In addition to the abilities detailed in her stat block, Mrs. Pennyroyal can brew most types of poison, as well any magical elixirs the Judge chooses.

## The Abandoned Lodge

The adventure begins as the PCs arrive at Nickel and Dime's hideout: an abandoned hunting lodge in the heart of a trackless swamp. The lodge perches atop a rounded hillock, mere inches above the foul-smelling water that surrounds it. A ramshackle dock stretches into the water, at the end of which is tied the rowboat Nickel and Dime used to get here. At the dock's opposite end, a rope ladder dangles from the lodge's rickety front porch (**Area 1**).

It is assumed that, like Nickel and Dime, the PCs have traveled here by boat. Human-sized characters forced to enter the water move at half speed, while dwarves and halflings must make a successful DC 5 Strength check each round to avoid becoming stuck in the fetid mud until the start of their next turn.





## Area 1 - Porch

A covered porch wraps the southern and eastern sides of the lodge. The porch is several feet above the waterline, and the PCs must either use the rope ladder or find some other way to climb in order to reach it. Curtains of moss obscure the porch's interior. Dirty glass windows along the porch allow the PCs to peer into the lodge's front hall (**Area 2**) and dining room (**Area 5**).

Six giant mosquitos cling to the porch's ceiling like bats. If they sense fresh blood nearby, the mosquitos swoop down to attack.

**Mosquito, giant (6):** Init +6; Atk proboscis +3 melee (1d3 plus blood drain); AC 14 (10 while latched); HD 1d4; hp 2 each; MV fly 40'; Act 1d20; SP blood drain (1d3 automatic damage each round); SV Fort +2, Ref +3, Will +1; AL N.

On a successful attack, a giant mosquito latches onto its victim and refuses to let go until the creature's blood is completely drained. Characters can remove a mosquito from themselves or another character with a DC 5 Strength check. A success detaches the mosquito but also deals 1 point of damage to the victim. Attacks that miss a latched mosquito (both melee and missile fire) have a 50 percent chance of hitting the victim.

## Area 2 - Front Hall

Antlers and other hunting trophies decorate the walls of this L-shaped hall. Double doors directly opposite the front entrance offer a glimpse into a sitting room beyond (**Area 3**). At the north end of the hall, narrow stairs wind upwards to a second-level landing (**Area 6**).

Soon after Nickel and Dime returned to the lodge, Mrs. Pennyroyal's crockobolds overpowered Nickel and stuffed him into a cupboard beneath the stairs. Nickel's limbs are bound, and a gag prevents him from calling out, but if he hears someone speaking in Common (as opposed to the crockobolds' barks) he pounds on the cupboard door to summon help.

Nickel has no weapons or armor (his gear is in **Area 10**). If the PCs rescue him, he tries to convince the party to help rescue Dime. When Nickel last saw his partner, the crotchobolds were dragging the halfling into the lodge's dining hall (**Area 5**).

**Nickel (human warrior):** Init +1; Atk longsword +3 melee (1d8 + 3); AC 13 (11 without studded leather armor); HD 2d12; hp 15; MV 30'; Act 1d20; SP Mighty Deeds (+d4); SV Fort +3, Ref +2, Will +0; AL N.

### **Area 3 - Sitting Room**

Moldering easy chairs surround an ash-filled hearth on the north wall. A taxidermy boar stands in the southeast corner. The boar's head is missing; a mix of cotton and sawdust spills from the boar's open neck-hole. Barks, muffled shouts, and the clatter of silverware can be heard from beyond another set of double doors to the west.

A closer inspection of the boar reveals its head was recently sawed off. The crotchobolds removed the head and are now forcing Dime to wear it as they "hunt" him (see **Area 5**).

### **Area 4 - Kitchen**

The lodge's kitchen has gone unused since Nickel and Dime's arrest several months ago. Towers of rusty pots and pans balance atop a counter along the southern and eastern walls. A door in the northwest corner leads to a small porch outside.

The first time the party passes through the kitchen, the character with the lowest Luck score must make a DC 12 Luck check. On a failure, the character inadvertently overturns one of the stacks of kitchenware. The racket alerts the crotchobolds in **Area 5** unless the character succeeds at a DC 12 Agility check to catch the pots and pans before they tumble to the floor.

## Area 5 - Dining Hall

An impressive oak dining table runs the length of this dining hall. A humanoid the size of a halfling—but with the head of a boar, apparently—scrambles up and down the table as six of Mrs. Pennyroyal's crockobolds poke at it with forks, knives, and spears.

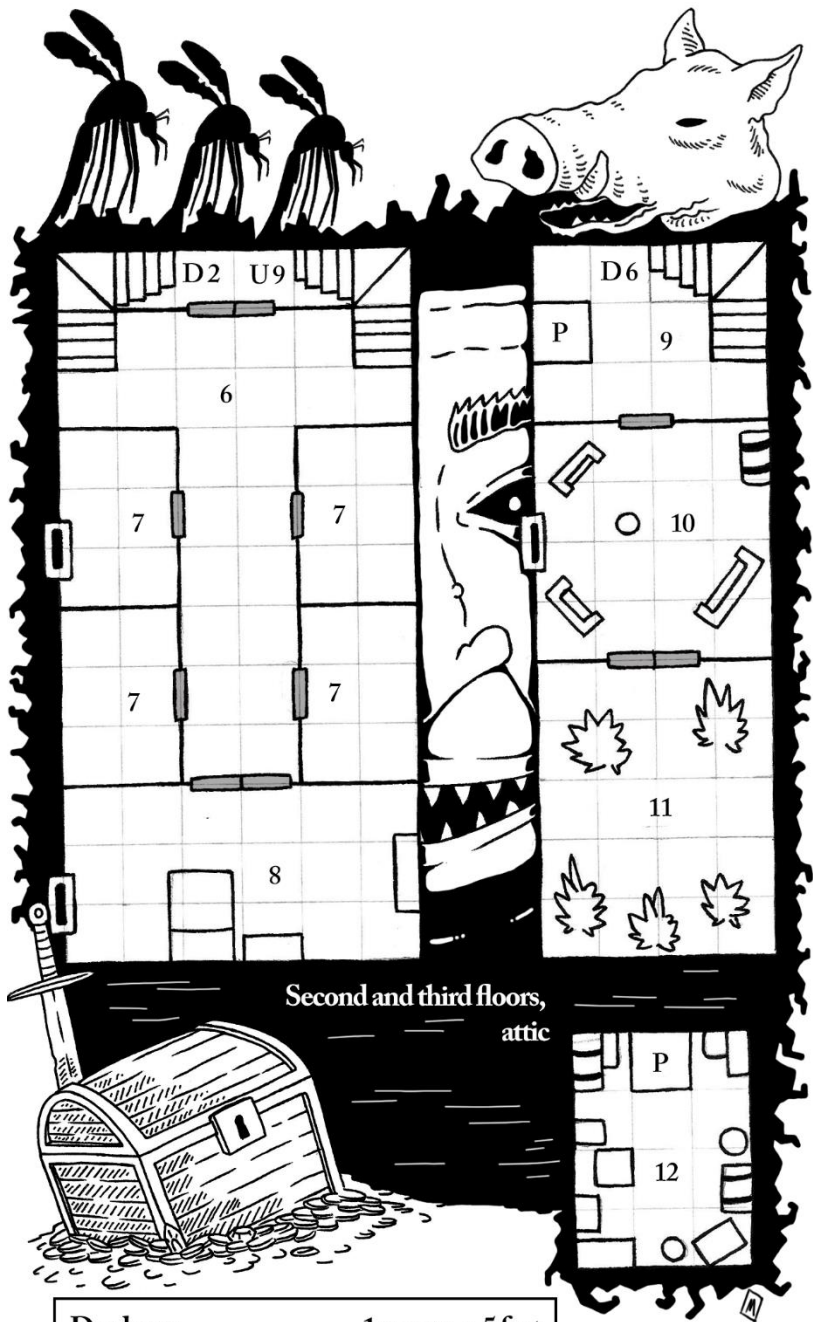
The boar-headed humanoid is Dime. The crockobolds have forced him to wear the head they removed from the taxidermy boar in Area 3 and now pretend to hunt him for entertainment. The crockobolds have tormented Dime for several hours now, and the halfling teeters on the edge of exhaustion (currently, he has 2 hit points).

The crockobolds attack the PCs as soon as they become aware of the party. Dime uses the distraction to flee. Once out of danger, he removes the boar's head and begins searching the lodge for his partner, Nickel (see **Area 2**). He has no weapons or armor (his gear is in **Area 10**).

**Crockobolds (6):** Init +1; Atk javelin +1 missile fire (1d6, range 30/60/90') or bite +1 melee (1d4); AC 12; HD 1d6; hp 3 each; MV 20'; Act 1d20; SP infravision 100'; SV Fort -1, Ref +0, Will -2; AL C.

**Dime (halfling burglar):** Init +2; Atk throwing dagger +3 missile fire (1d4, range 10/20/30'); AC 13 (12 without padded armor); HD 2d6; hp 7 (currently 2); MV 30'; Act 1d20 (d16/d16 when throwing 2 daggers); SP infravision 30', thief skills (sneak silently +5, hide in shadows +3, pick lock +3, find trap +3, disable trap +3); SV Fort +1, Ref +3, Will +1; AL N.





D = down	1 square = 5 feet
U = up	
P = panel	

## Area 6 - Second-Level Landing

The stairs from **Area 2** end at this T-shaped hallway. A second set of steps to the south leads upwards to a third-floor landing (**Area 9**). A water closet fills the space between the two staircases, while a door-lined hall stretches to the west.

A single crockobold occupies the water closet. Unless the PCs catch him by surprise, the crockobold emerges from the closet just as the party passes by. He raises an alarm that alerts the crockobolds in the guest bedrooms (**Area 7**), as well as the crockobolds' war-chief, Skint, at the end of the hall (**Area 8**).

**Crockobold (1):** Init +1; Atk javelin +1 missile fire (1d6, range 30/60/90') or bite +1 melee (1d4); AC 12; HD 1d6; hp 3; MV 20'; Act 1d20; SP infravision 100'; SV Fort -1, Ref +0, Will -2; AL C.

## Area 7 - Guest Rooms

Before Mrs. Pennyroyal and her minions moved into the lodge, these bedrooms sat empty for years. Crockobolds not out hunting or tormenting Dime in **Area 5** rest in the rooms. If the crockobolds become aware of the party, they raise an alarm and attack.

**Crockobolds (2 per room):** Init +1; Atk javelin +1 missile fire (1d6, range 30/60/90') or bite +1 melee (1d4); AC 12; HD 1d6; hp 3 each; MV 20'; Act 1d20; SP infravision 100'; SV Fort -1, Ref +0, Will -2; AL C.

## Area 8 - Skint's Room

Among the crockobolds, Skint ranks second only to the tribe's shaman, Stinga (**Area 10**). At nearly five feet tall, the crockobold war-chief stands a good head taller than his brethren. He wields a tortoise-shelled shield bristling with poisoned spikes.

**Skint (crockobold war-chief):** Init +1; Atk spiked shield +2 melee (1d6 plus poison) or bite +2 melee (1d4); AC 13 (12 without shield); HD 2d12; hp 14; MV 20'; Act 1d20; SP infravision 100'; SV Fort +2, Ref +1, Will +1; AL C.

Skint coats the spikes of his shield with a concentrated pennyroyal extract, a gift from Mrs. Pennyroyal herself. 1d4 rounds after the initial attack, a character injured by Skint's spiked shield must make a DC 14 Fortitude saving throw. On a failure, the character takes an additional 1d4 damage and must spend their entire turn doing nothing but vomiting. Multiple doses of the poison stack, so a character hit several times by Skint's shield may find themselves completely incapacitated later in the battle.

## Area 9 - Third-Floor Landing

The stairs from **Area 6** end at this landing. A door to **Area 10** stands in the west wall. The landing appears unremarkable otherwise, although a search of the area and a successful DC 10 Intelligence check reveals a hidden panel in the ceiling north of the stairs.

The panel opens into the lodge's attic (**Area 12**). Thus far, Mrs. Pennyroyal and her minions have overlooked the panel, but both Nickel and Dime are aware of it, as they hid the stolen ransom in the attic before their arrest.

## Area 10 - Stinga's Den

This once-comfortable den contains a pair of easy chairs, a threadbare couch, and a locked cabinet pushed against the southern wall. The crockobolds' shaman, a doddering crone named Stinga, has taken up residence here. Unable to cast any real magic, Stinga poses little threat to the PCs, but the same can't be said of her pet albino crocodile, Smiles.

**Smiles (crocodile):** Int +4; Atk bite +6 melee (1d12 + death roll); AC 18; HD 5d8; hp 22; MV 30' or swim 30'; Act 1d20; SP death roll (DC 16 Fort or 1d6 and knocked prone); SV Fort +6, Ref +3, Will +2; AL N.

If Smiles makes a successful bite attack, his victim must attempt a DC 16 Fortitude saving throw. On a failure, the alligator shakes the victim furiously, dealing an additional 1d6 damage and knocking the creature prone.

**Stinga (crockobold shaman):** Init +0; Atk staff +1 melee (1d6) or bite +1 (1d4) melee; AC 12; HD 1d6; hp 3; MV 20'; Act 1d16; SP infravision 100'; SV Fort -1, Ref -1, Will +2; AL C.

Fetishes crafted from bone, bird feathers, and clam shells adorn the tip of Stinga's walking staff. Alongside these worthless fetishes hangs a tiny brass key that opens the cabinet on the south wall. Opening the cabinet without the key requires a successful DC 10 Pick Lock roll or a DC 12 Strength check. The cabinet contains Nickel and Dime's gear: a set of padded armor sized for a halfling, a human-sized set of studded leather armor, a longsword, a bandolier with seven throwing daggers, and a collection of thieves' tools.

Stinga is under orders to guard Nickel and Dime's possessions, but if it looks as if the party will overpower Smiles, the shaman flees to **Area 11** to alert Mrs. Pennyroyal.

## **Area 11 - Conservatory**

This sprawling conservatory occupies nearly half of the lodge's uppermost floor. In many places, the conservatory's glass walls have shattered, allowing clouds of biting flies to invade the room. The scent of peppermint—a bouquet cast by the pennyroyal plants that have overtaken the garden—fills the hot and humid air.

Unless alerted to their presence sooner, the swamp hag Mrs. Pennyroyal awaits the PCs here. Riding atop her mount—a giant, flying catfish—she circles a bubbling cauldron on the far side of the conservatory. The cauldron is filled with the same pennyroyal extract that coats the spikes of Skint's shield (see **Area 8**). Once complete, Mrs. Pennyroyal plans to serve this batch of "tea" to Nickel and Dime. If the PCs fail to defeat Mrs. Pennyroyal, the hag captures them and forces them to attend the gruesome party, as well.



**Mrs. Pennyroyal:** Int +2; Atk spells or claw +1 melee (1d4); AC 13; HD 3d8; hp 13; MV 30'; Act 1d20; SP spellcasting (spell check +4, spells known: cantrip, choking cloud); SV Fort +1, Ref +2, Will +4; AL C.

**Giant, Flying Catfish:** Int +4; Atk bite +3 melee (1d8 + swallow); AC 13; HD 3d12; hp 19; MV swim 40' or fly 40'; Act 1d20; SP swallow (a halfling-sized or smaller creature bitten by the catfish is swallowed whole and takes 1d3 dmg each round until the catfish dies or the creature escapes by making a DC 13 Strength check); SV Fort +3, Ref +4, Will +1; AL C.

## Area 12 - Attic

Nickel and Dime discovered the hidden entrance to the attic shortly after moving into the abandoned lodge. They've stashed the king's ransom among the dusty furniture, steamer trunks, and dressing forms that fill the space. To further protect the ransom, Dime has rigged the area with a web of nearly invisible tripwires strung to crossbows. Depending on how the PCs have treated Dime up to this point, the halfling may allow the characters to explore the attic without warning them about the trap, in the hopes his handiwork distracts the party long enough for him and Nickel to escape.

Noticing Dime's tripwires without setting off the crossbows requires a successful DC 15 Find Traps or Intelligence check. To retrieve the king's ransom safely, a thief must cut the tripwires with a successful DC 10 Disable Traps roll. Alternatively, any character may attempt two consecutive DC 15 Agility checks to avoid the wires. Failing any of these checks causes the crossbows to fire. Characters in the attic when the crossbows fire must make a DC 15 Reflex saving throw. On a failure, the character takes 1d6 damage as the attic fills with flying crossbow bolts.

The coffer containing the king's ransom is hidden beneath a bedsheet at the south end of the attic. It holds 10,000 gp worth of assorted coins, or whatever treasure the Judge deems appropriate for their campaign. The rest of the attic's contents are worthless, although the Judge may decide to plant a hook for a future adventure (a forgotten journal or treasure map, for example) among the other items.

## Conclusion

Mrs. Pennyroyal has little concern for the stolen ransom. With some good roleplaying and a successful DC 14 Personality check, particularly ruthless PCs may even convince Mrs. Pennyroyal to let the party retreat with the coins, in exchange for leaving Nickel and Dime behind. If this occurs, you may decide that one or both scoundrels escape from Mrs. Pennyroyal anyway and exact revenge on the party later in the campaign.

If the PCs deny Mrs. Pennyroyal her tea party, she gathers a hunting party of crockobolds to chase down the characters. Should Nickel and Dime escape the swamp, the scoundrels offer to split the ransom with the party in exchange for their continued freedom. PCs who refuse this bribe and bring Nickel and Dime to justice may be called upon to deliver the ransom to the king's captors, a clan of wicked walrus-men who live in a frozen fastness far to the north.

**A DCC FUNNEL FOR  
CHARACTERS  
LEVEL 0-1**

# DOWN THE RABBIT HOLE



**BY  
BJORN  
NELSON**

# Down the Rabbit Hole

A DCC Adventure for Level 1 Characters

By Bjorn Nelson

Artwork and Cartography by Max Moon

## Introduction

This is a level one adventure for 4-6 characters.

## Background

(For judge only)

A long time ago the village of Deo Pellicus worshiped a great, evil rabbit god and with his support the village prospered. The rabbits in the surrounding area would go bring the villagers food and the clerics of the great god would offer healing. In return, every 5 years the villagers gave a sacrifice to the great god. Still the village was tiny and the rabbit god wanted more. He asked the villagers to conquer surrounding villages in his name, and reluctantly, they did just that, which left the land around them beaten down and bloody. The village had no trouble with this, but the god wanted more, and he started asking for a sacrifice yearly, then monthly. Eventually, it became too much and the villagers stopped giving prayers to the rabbit god. This infuriated the great god and he laid a plague upon the village that killed off almost everyone. Few villagers survived but those who did rebuilt the village with mud, sticks, and the little resources they had. The only building still standing is the temple of the evil rabbit god, sitting atop a large hill outside the village, looming over the land around it. Recently, a small group of people went up to the temple and after finding promises of great power waiting for them, they began to worship the great rabbit god. As soon as this happened rabbits surrounded the village and started killing off the wildlife, then the members of the religion began kidnapping humans in order to make some strange human-rabbit hybrids.

# Judge's Notes

It is important to read the whole adventure before starting it.

Rabbit-men roam freely in all of area 4. Every 10 minutes (game time), you can roll percentile and on a 25% or lower roll on the Random Encounter Table.

The rabbit-men (excluding the high priest) cannot speak common but they can understand it.

## Random Encounter Table

Roll 1d6	Encounter
1	A tunnel that wasn't there before appears. The players can follow this tunnel to a field of flowers outside the village.
2	An escaped prisoner runs into the party and he can tell them about areas 4-1 through 4-4.
3	<p>A carrot monster comes rampaging through the location. It is formed by magical energies surrounding the cave. It believes all here must die, for the slaughter of his kin. In 1d6 rounds, two rabbit-men arrive to slay the monster.</p> <p><b>Carrot monster:</b> Init -1; Atk slam +2 melee (1d10) or carrot shot +0 (1d4); AC 16; HD 5d10; hp 32; MV 20'; Act 1d20; SP none; SV Fort +3, Ref -4, Will -2; AL C.</p>
4	<p>Rabbit-men patrol</p> <p><b>Rabbit men (2):</b> Init +4; Atk bite +1 melee (1d6), kick +1 melee (1d4+DC 10 Ref save or knocked prone); AC 14; HD 2d8; hp 10; MV 10' (walk) or 40' (jump); Act 1d20; SP can lunge towards you getting a +2 to bite attack but landing prone if they miss; SV Ref +4, Fort -1, Will -1; AL C.</p>
5	A rabbit-man is butchering a prisoner to each for lunch. (See above for rabbit-man stats.)
6	A symbol of the rabbit god is carved into the wall nearby.

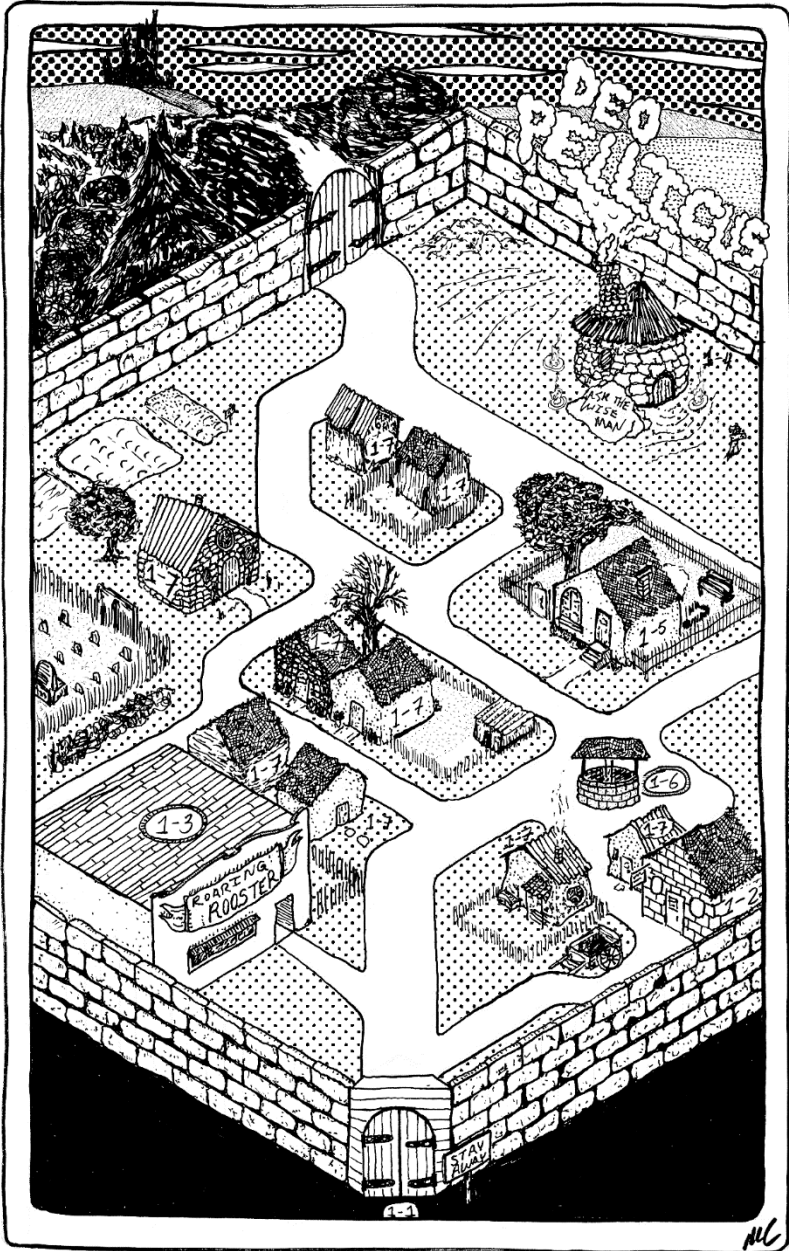
## Encounter Table

Area	Type	Encounter
1-1	P	Magic altar
3-1	P/C	Unnatural rabbit
3-2	C	Cultists
4-2	T	Flood trap
4-3	P/C	Transformation & rabbit-men
4-4	C	Rabbit-men
4-6	C	Rabbit-men
4-7	H	Freezing to death
4-8	C	Rabbit-men & priest

Allow the players time to add basic adventuring supplies to their characters and give them handout A (the map).



# Handout A



# Player Introduction

*You all come from a small village in the middle of the forests of Durns Reach. You have recently found a treasure map detailing how to find one of the greatest treasure hordes ever. It is said to contain objects and artifacts of pure gold filling each crack and crevice.*

*You gather together just five days before to hike out in search of the treasure. The map details a rather small village near its location called Deo Pellicus.*

*Now you are getting closer and ruined buildings seem to surround you, the forest is dark and foreboding, and you hear no noise around you. Chills run up your spine. Suddenly, the group comes to a halt, freeing you of your thoughts. You suddenly realize that you are at the gates of the village.*

## Areas of the Map

### Area 1 - Village

*A sign in front of the gate reads DEO PELLICUS and scratched below that written in scraggly letters it reads STAY AWAY! The village itself seems small, with large walls all around it. Off in the distance on a large hill stands a huge castle-like structure looming over the village.*

The village has been terrorized by the cultists who have been dragging their people away in the dark of night to be sacrificed, for approximately half a year.

The village is small and the people will engage in conversations but mostly choose to keep to themselves. When a villager is talking, unless otherwise noted he will steer clear of talking about what it was like back when the rabbit god was in power. If the PCs are snooping around in the village, have them roll a Luck check. If successful, roll on the rumors table below.



Inside the village there are:

1. Houses
2. A Store
3. Town Hall
4. A Hut
5. A Bar

## Generic Rumor Table

Roll 1d6	Rumor	True/False (T/F)
1	All the animals have just vanished.	T (except for rabbits)
2	The village used to be large and prosperous.	T
3	This village is said to bring about the end of the world.	F
4	A great god has doomed this village.	F
5	People have been disappearing.	T
6	Strange rituals are happening up at the church.	T

## The Cult

The Cult of the Rabbit god operates from dusk till dawn in area 3-2. They appear as patrons at the Roaring Rooster Bar, and if the characters try to speak to them they will try to throw them off from suspecting any strange activity. If they find that the characters suspect them and are staying the night, they will take one of the PCs as their sacrifice to the rabbit god.

If the PCs decide to camp near, or in the church they can catch them by surprise.

They take people from the village and bring them to the church to be ritually sacrificed to the rabbit god. They leave at dawn and by the next night the rabbit-men have taken the body to eat, or turn the victims into more rabbit-men.

## **Area 1-1 - Gate**

The gate is tall (~12') and a DC 15 Ref save is needed to climb over. No one stands guard.

If the characters knock on the gate, someone will answer within the minute. He will ask them their business at Deo Pellicus and unless the characters threaten or offend him, or his village, he lets them in.

## **Area 1-2 - Store**

*This building is bigger than the other houses around it. The door is hickory with a name carved into it below the top: THE DIRT FRESH FARMERS MARKET.*

If the characters enter, read/paraphrase the following:

*The space beyond the door is filled with a few shelves full of basic food and supplies and a counter behind which sits an old man. He looks to be in his upper 40's yet still has a muscular build. He turns towards you and smiles.*

The store sells some basic supplies such as daggers, shortbows, rope, rations, etc. but is mostly there as a general store for the people, selling lots of crops, meat, and eggs.

The store keeper looks to be in his mid to upper 40's and is very helpful, though a little wary of new people in town. If he is asked about the treasure, he'll shrug and say that there hasn't been a treasure worth keeping here yet.

## **Area 1-3 - The Roaring Rooster (Bar)**

This is one of the larger buildings with a sign outside proclaiming its name. The bartender, Sam, is one of the rabbit god's cultists, as are some of the regulars so they won't give the characters any information they need. In fact, judges can have them give false pieces of information.

The bartender looks tired and asks them what they would like with a yawn. There is no menu and the only things he serves are beer, water, and cooked chicken.

There is lodging for 1 gp a night, but during the night cultists may choose them to drag off to area 3-2 (20% chance).

In the back room there is a table where 1d3 cult members sit. There is also a trapdoor leading to a passage to area 4-1 and a chest containing 15 gp and a ceremonial knife, as well as an old script of the rabbit god. The script contains some of the information detailed in the Background.

## **Area 1-4 - Old Sage's Hut**

This building, unlike the others, is built out of hardened mud and some rocks. A rock in front reads ASK THE WISE MAN. There is no door, just an opening with a curtain over it.

When the characters walk inside they get a heavy hit of smoke and incense filling their lungs. This is from the candles arranged around the sage in the room.

He does a sort of fortune telling routine when the PCs enter and afterward will charge 1 gp each for the fortune.

His name is Amoundo and he will answer the PCs questions, but it will cost them. Determine the amount of money based on how important the question is. He doesn't know a whole lot regarding what is actually going on but he can tell the PCs some of the information detailed in the Background.

If the PCs are openly brandishing weapons or are obviously adventurers he will get around to asking them to stop the strange rituals that he believes happen in the church from dusk to dawn.

## **Area 1-5 - Sharon's House**

If the characters knock, Sharon will answer. She is depressed as her husband just a year ago disappeared (the cultists took him, and after

trying to escape rabbit-men came out and took him. He now works in area 4-5 as a slave working on the carrot farms).

Inside the house there is a dining room/ kitchen area, and an area for sleeping. She will happily give lodging to 1 to 3 PCs.

## **Area 1-6 - Village Well**

This well has a rotting old bucket that goes down into the murky waters. If a PC would dive into the well and dig down it would lead to area 4-2. The water is only 4 feet deep.

## **Area 1-7 - Peasant House**

Basic house with two rooms; one for sleeping and one for eating. field/pen outside, no animals are in the pen, if there is one.

Outside of the village there are two paths. One is covered in vegetation and the other is clear. They both lead to area 2-1. The one more traveled has footprints on it and if the characters inspect the path they can see drag marks and spots of blood (cultists drag people up this path).

The path with vegetation has carrots growing along the side. To recognize them requires a DC 10 Intelligence check.

If the characters go wandering outside of the village there is a 5% chance that they will stumble upon the ceiling opening for area 4-5.

## **Area 2-1 - Clearing**

*Up ahead lies a clearing littered with remnants of old buildings. There is a faint smell of something rotting in the air. In the center of the fallen buildings is an altar with pictures and symbols engraved upon it. On top of the altar lies a body caked with blood.*

In the clearing there are 6 buildings. A character that searches a building can roll a Luck check; on a success, roll on the Random Loot Table below.

## Random Loot Table

Roll 1d8+Luck	Loot	Description
1	Wood board	Use as a club for 1d4 damage.
2	Knife with gold hilt	1d4 damage. Worth 5 gp.
3	Sack	Just a sack.
4	Moldy bread	DC 10 Fort save or take -2 to all rolls for 1 hour.
5	Rabbit statue	Its eyes appear to glow red in dim light (an illusion created by the rabbit god).
6	Amulet	The amulet has two giant buck teeth dripping blood (the rabbit god's symbol). Whoever wears it gains a +2 to Ref saves. The amulet explodes if the wearer casts a spell or kills a rabbit, dealing 1d6 damage to the wearer and 1d4 damage to those within a 5' radius.
7	Carrot	Can be used to distract certain feral rabbits (DC 10 Will save for rabbits to resist).
8	Spell scroll	Allows you to cast Food of the Gods. It can be cast by non-clerics with a d16. The only food created it carrots.
9+	Rabbit's foot	When a character makes a Luck check they can act as if their Luck was 2 more than what it actually is.

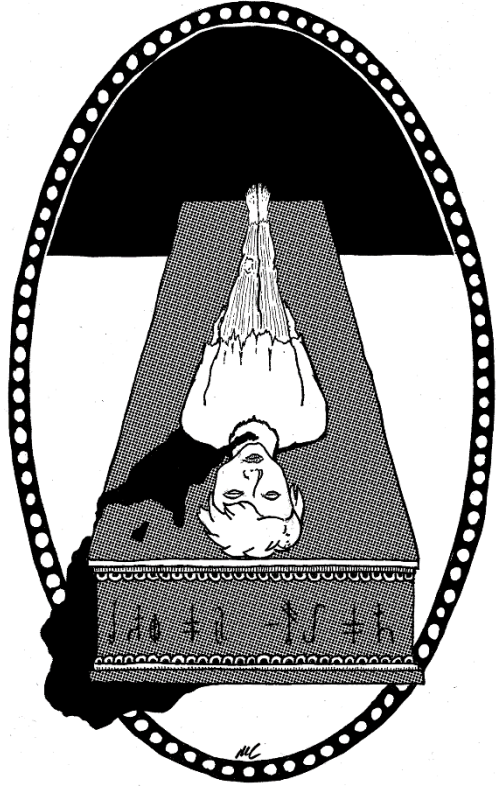
The body on the altar was murdered by a demon rabbit. it bit out his throat. The corpse is of a peasant. He has a shortsword, and 10 cp. The altar is engraved with a picture of a rabbit on each side. There is an inscription below but with all the years of dirt and mud it takes a DC 15 Intelligence check to notice unless the players clearly state they are inspecting below the picture (towards the bottom of the altar). The inscription reads "Pledge your blood to the teeth." The path continues on after the clearing to area 2.

If the players decide to spill their blood on the altar: the wound automatically heals with a scar in the shape of a rabbit face, check the alignment of the PC. The other effects are as follows:

**Lawful:** Gain 1d2 max hp and an incredible addiction to carrots (DC 10 Will save not to drop everything and eat them). Carrots will also act as a relaxant and calm you immensely (-2 to all attacks and saves for 1d3 hours). Blood does the same although it is not as addictive.

**Neutral:** Nose flattens out into rabbit nose.

**Chaotic:** The PC grows giant incisors and lashes out in a sudden rage at the nearest non-rabbit. (bite, 1d4 damage). The incisors go away after this is done and the PC gains 1d4 Stamina (cannot exceed 16).



### **Area 3-1 - Church of the Rabbit God**

*You clamber up the last part of crumbling steps, and cannot help but stand in awe of the giant structure. It towers in front of you making you feel inferior and helpless. It stands approximately 50' tall with stained glass windows towards the upper part of the building. The doors are rotten and old, but you can tell that they used to be magnificent. There are faded carvings adorning the archway. The keystone has a carving of two huge incisors covered in blood. A*

*shiver is sent down your spine as the bushes behind you rustle with sounds of movement.*

If the characters examine the bushes read/paraphrase the following:

*There is another rustle and you all are startled as a rabbit jumps out abruptly. It has lovely white fur and a cute little nose. The only thing that isn't beautiful about it are the harsh red eyes. They seem to penetrate your very soul. After staring at you for a few seconds the rabbit starts to hop right towards the church!*

The characters have one round to do anything if they want to. If not, the rabbit hops through a hole in the church wall to warn the high priest of their arrival (area 12). If he is able to get to the high priest's chambers then add him to that encounter. The bunny will attack the characters if they attempt to hurt it.

If the church carvings are inspected (DC 12 intelligence to read) they say "death to those who oppose," "all hail the mighty one," etc. The windows are covered in cobwebs but the image can still be made out, a human leaning over to feed a rabbit a carrot, while a much larger more human-like rabbit stands present in the background. Ritualistic chanting can be heard if characters attempt to listen at the door. If the cobwebs are removed it takes a DC 15 Ref to scale the building to remove them. Characters can see a picture of a rabbit-man fighting a normal human.

**Demon Bunny:** Init +2; Atk bite +1 melee (1d3); AC 12; HD 1d6; hp 3; MV 40'; Act 1d20; SP DC 10 Will save to avoid eating a carrot (takes 1 round to eat); SV: Fort -2, Ref +2, Will -3; AL C.



## Area 3-2 - Church Nave

*The door creaks open to reveal a once glorious space. There are pews going all the way up to a stage. The wood on the pews and stage has rotted and has an unsavory scent. When you breathe in you can taste the dust and decay. Cobwebs litter the corners and crevasses. The only lights come from the center of the stage. On the stage there are six lanterns...*



If the Cultists are inside, read/paraphrase the following:

*The lanterns are set in a circle around five individuals. Four of them stand around the fifth individual who looks to be the leader. Their masks are black with a little pink spot where the nose should be. They are chanting and banging long staffs on the wooden floor. An otherworldly humming echoes around the room, punctuated only by the beats of their staffs on the wood. The individual in the middle holds a large piece of white fur matted in blood above his head. On the floor lies a moaning man, and before you have any time to move the leader yells above all the chanting “Blood for the Great One!” and he plunges his knife into the man’s chest.*

The church’s ceiling is 40-50’ high.

The characters may try to sneak by the cultists if each of them wins in a contested Agility (PCs) vs. Intelligence (cultists) check. The cultists have +1 on Intelligence.

The characters have 1d6 rounds until the cultists’ spell goes off. If the spell is interrupted the cultists stop and attempt to fight. The ritual spell that they are attempting to cast is a patron bond spell for the rabbit god. The sacrifice will hopefully make it stronger.

If this happens read/paraphrase the following:

*A light shines down upon the head cultist and a maniacal laugh rings throughout the room. A voice echoes in the back of your brain as you hear it say “Hello little humans, you’re looking delicious tonight. Now I demand of you, go out and spill blood in the name of the RABBIT GOD, starting with the unwanted humans in this room.” The leader turns towards you and laughs.*

The dead body is a commoner kidnapped from the village.

If the spell has been cast and combat is going on, each person slain will float upwards to be seemingly devoured by the ceiling. Leaving only bones behind.

**Cultists (5):** Init +1; Atk staff (1d6) or spell; AC 11; HD 2d8; hp 7; MV 30'; Act 1d20; SP spellcasting cast at +1 (magic missile, flaming hands, ropework, Ekims mystical mask (rabbit mask), and magic shield); SV: Fort -1, Ref +1, Will +2; AL C.

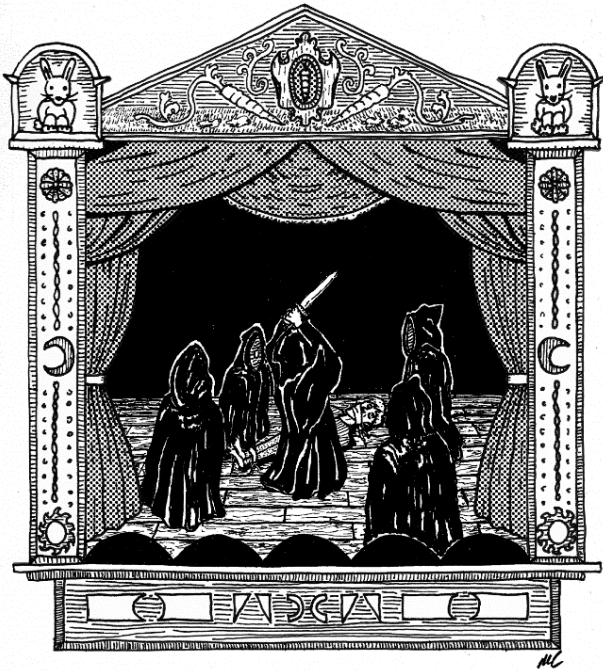
The leader of the cultists is the bartender, Sam.

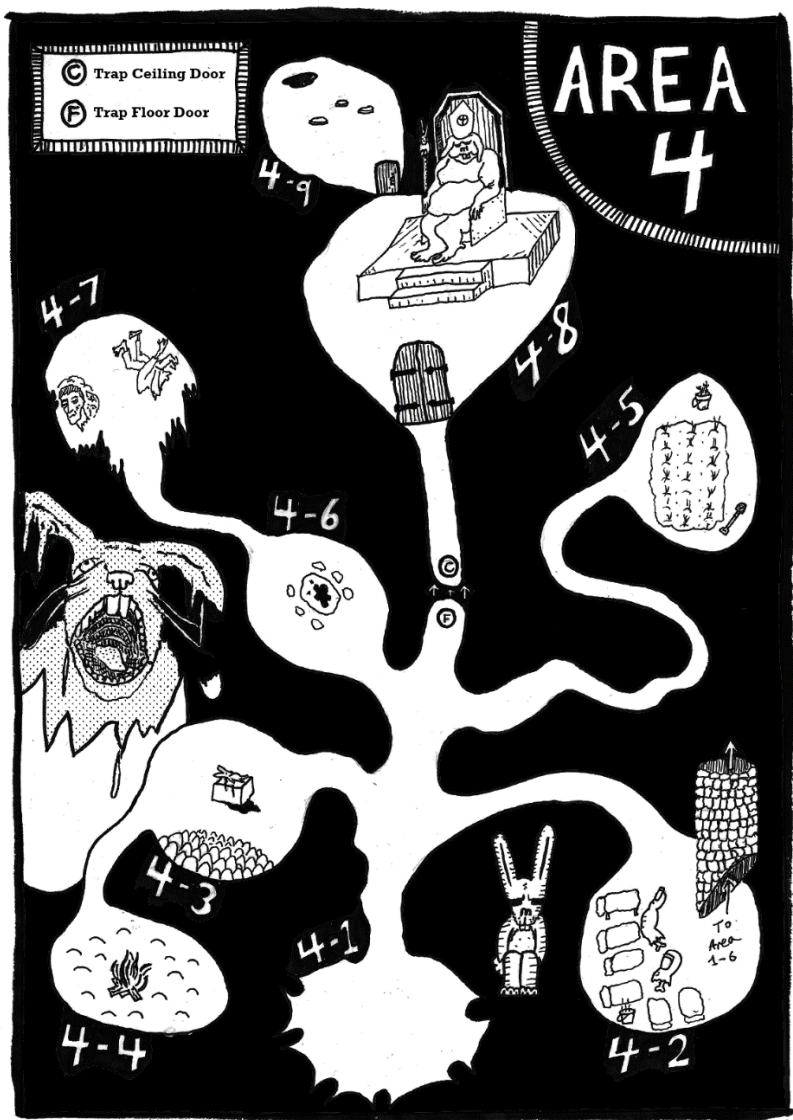
If the characters investigate the corpses, have them roll a DC 15 Intelligence check. If they succeed they recognize the holy symbol of the rabbit god hanging around each of their necks.

The leader has a spell scroll for patron bond for the rabbit god.

Part of the stage creaks under the character's weight. If the characters investigate the spot there is a DC 10 Intelligence check to find that it is hollow underneath (a tunnel leading down to area 4). The floorboards are loose and easily pried up.

If they don't find this, have the character with the lowest Luck on the stage fall through the floor into area 4.





## Area 4-1 - Entrance

*You slide down the long winding tunnel, until you finally come to a painful halt. You lay on the ground of a dirt cavern filled with many, many tunnels. They all lead into this room. The room is illuminated*

*by glowing mushrooms covering the walls, and at the other end of the room there is a large tunnel with more light coming through it.*

**Ceilings:** The ceilings in area 4 are 10' tall unless otherwise noted.

**Light:** There is a dim light throughout the caverns created by the glowing mushrooms mentioned above.

Characters will find it impossible to climb back up most of the tunnels. The ones they can climb is one leading to the village bar, and one leading to a piece of forest outside the village.

The big tunnel leads into a hallway (see map) that connects the further areas together as shown.

## **Area 4-2 - Living Space**

*This space seems dirty and lived in. It smells like an animal. There are six makeshift beds pushed against the tight, dirt walls. At the foot of the beds there are piles of severed body parts (mostly fingers and toes). A bucket lies in the corner releasing a foul reek of urine. A tunnel leads upwards and water drips from the tunnel's ceiling.*

If the players search the piles of severed parts have them roll a Luck check. On a success roll on the Random Loot Table (see area 2-1).

The bucket is filled with rabbit droppings soaked in urine. They are disgusting, although not poisonous.

The tunnel leading upwards is sealed at the top. The adventurers can pull the dirt away in 1d% minutes. Unfortunately up top is the village well and the water will come rushing out (DC 5 Ref save to avoid or a DC 15 Ref save to avoid it if PCs are in the tunnel). It does 1d4 points of damage and knocks anyone struck prone.

## **Area 4-3 - Hatching Chamber**

*This area is much bigger than the others you have been in. It is packed with hundreds of big, slimy, semi-clear ovals pushed into the dirt wall. In the middle of the room there is a 3'x3' platform of stone,*

*engraved with many holy symbols and runes. Atop the platform lies a recently dead rabbit. It's blood pools on the floor nearby. A large tunnel leads to an adjoining room.*

The round things are rabbit-men that are forming using a rabbit and a human with a blood sacrifice from each. On close inspection (DC 10 Intelligence check) a character can see the rabbit and man molding into one. An egg will hatch every 1d10 minutes and the rabbit-man will be hostile.

The middle platform is where mortals are turned into the rabbit god's slaves. The runes can be roughly deciphered to say "Spill blood to become something greater, spill blood for more blood." The platform will compel any characters standing there for long to spill blood. A DC 10 Will save to resist. If a character is standing on the platform and spills blood, an egg comes around him and he will in 1d3 hours hatch into another one of the rabbit god's mindless slaves. Destroying the egg will kill the man inside it.

If the character moves the rabbit off the platform, the next time they look back it will magically be back on the platform.

The tunnel leads to area 4-4.

**Rabbit-men (1 every 1d10 minutes):** Init +4; Atk bite +1 melee (1d6), kick +1 melee (1d4+DC 10 Ref save or get knocked prone); AC 14; HD 2d8; hp 10; MV 10' or jump 40'; Act 2d20; SP can lunge towards you getting +2 to bite attack but landing prone if they miss; SV Ref +4, Fort -1, Will -1; AL C.

## **Area 4-4 - Nursery**

*This eerie dirt cavern is lit by a small fire in the middle of the room. There is a cluster of small holes around the fire.*

If the characters move forward, 3 rabbit-men will come out from the shadows and attack. They are trying to defend the rabbit babies living in the holes from dangerous humans.

In the mounds there are rabbit babies sleeping. They cannot defend themselves and have not turned evil yet.

**Rabbit-Men (3):** Init +4; Atk bite +1 melee (1d6), kick +1 melee (1d4+DC 10 Ref save or get knocked prone); AC 14; HD 2d8; hp 10; MV 10' or jump 40'; Act 1d20; SP can lunge towards you getting +2 to bite attack but landing prone if they miss; SV Ref +4, Fort -1, Will -1; AL C.

## Area 4-5 - Carrot Farm

*The tunnel slopes upwards for a while before expanding into a large stone cavern. There is sunlight flowing in from a large hole in the ceiling. The rays of sun rest upon a plowed dirt floor. The floor itself seems farmed and has irrigation channels giving all the crops water. There is a bucket in the corner filled with the plants. An old man slowly puts more plants into the bucket. He hasn't seemed to notice you yet.*

The old man is the widow Sharon's husband. He has been a slave of the rabbits for about a year now. They kept him alive for his skill of farming carrots. Carrots work to calm rabbits and give them a -2 to all attacks and saves for 1d3 rounds.

The old man is crying as he farms. He has a wound on his left arm from recent harassment. He keeps mumbling to himself about "him being next." He has gone a little insane and refuses to acknowledge the PCs presence as anything other than a figment of his imagination.

## Area 4-6 - Eating Room

*In this space there are many rocks arranged in a way that work as makeshift tables and chairs. Four rabbit-men stand over a bloody table eating the headless body of a man. Three prisoners are tied up in a corner, beaten half to death. There is a tunnel in the back of the room leading downwards.*

The characters sneak by the rabbit-men with a DC 12 Agility check.

The victim was a villager.

The prisoners can tell the characters about area 4-1 or 4-5. They were to be executed here for the rabbits' next meal.

The tunnel leads to area 4-7.

**Rabbit-men (4):** Init +4; Atk bite +1 melee (1d6), kick +1 melee (1d4+DC 10 Ref save or get knocked prone); AC 14; HD 2d8; hp 10; MV 10' or jump 40'; Act 1d20; SP can lunge towards you getting +2 to bite attack but landing prone if they miss; SV Ref +4, Fort -1, Will -1; AL C.

## Area 4-7 - Body Storage

*The tunnel is dark and descends fast, getting colder and slicker.*

Have the characters each make DC 5 Ref saves. If they fail, they fall taking 1d3 points of damage.

*Flat ground comes quick and you realize quickly how cold this room is. Ice lines the dirt walls and your breath comes out as little clouds of steam. You can make out just two piles, one at the far right, and one at the far left.*

For each round spent in this room each character must make a DC 5 Fort save or take 1 point of cold damage.

The left pile is a pile of heads (reserved for the priest as payment for his services) and the right pile is a pile of headless bodies.

---

After the characters have searched most or all of the rooms (or are intending to leave) read/paraphrase the following:

*Suddenly three very large rabbit-men come out into the hall. They don't seem to notice you and start moving towards the dead end. They stop at the end of the hall and dig down a little bit uncovering what looks to be a trap door. They open it and descend down a path closing it behind them.*

The trapdoor leads down to a door to area 4-8 hall.

*As you descend down the tunnel you start to hear noises and voices. You reach a door and realize that the noises emanate from somewhere behind it. Something is scrawled on the door.*

The message reads BIG HOLY ONE.

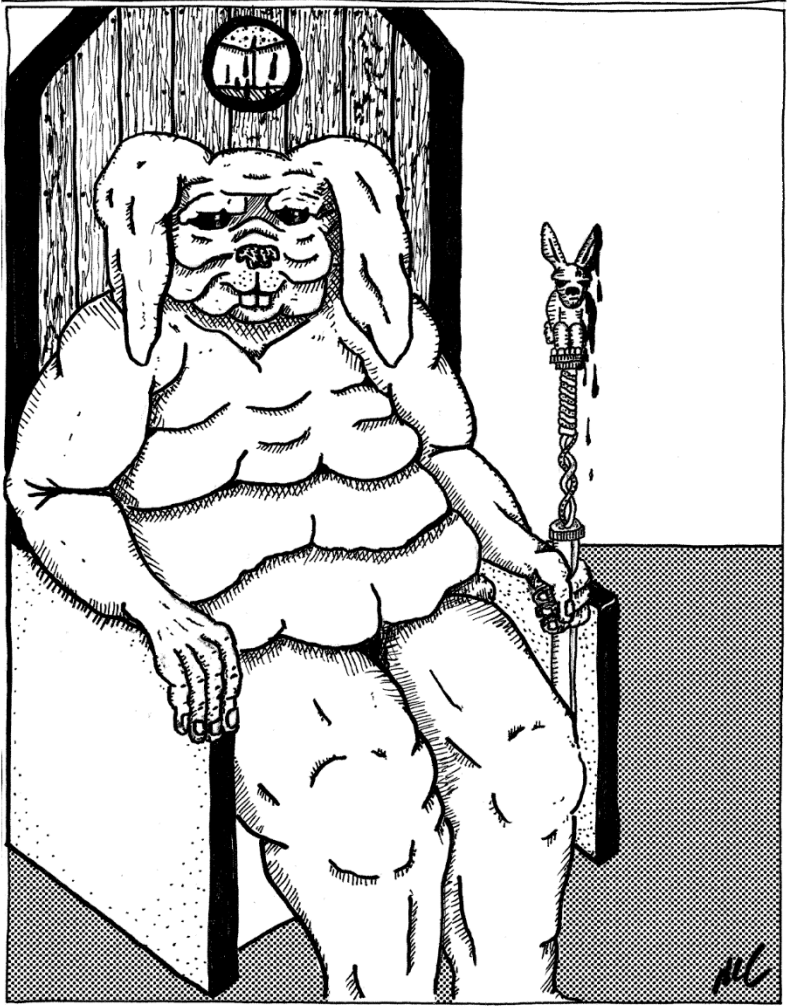
## **Area 4-8 - High Priest's Chamber**

*The room before you is hardly similar to any you have seen yet. It's a good 60-70' tall, and is made out of fine stone. The room is lit by a floating orb of pure light that bobs around towards the top of the room. A door leads to a room in the back.*

*There is an upraised slab of stone with stairs leading up to it. On the slab is a throne. The two rabbit-men are kneeling in front of the throne on the platform. On the throne is a HUGE rabbit-man. He sits at a height of about 8' tall. His fat rolls come over the side of the chair spilling out onto the nice marble floor. He wears a mitre and carries a scepter with a small statue of a rabbit at its tip.*

*He is currently speaking to the two rabbit-men in the room. He pauses to shove a handful of human heads into his mouth from a pile on the floor. He speaks in an old but commanding voice. 'My children come hither and hear me out.' he says 'I know what our god has taught us. I am here to use those secrets to aid us, and make us prosper. The problems we face today are nothing considering the problems we will face tomorrow. But I am starting to lose faith in you. You used to be my best bunnies... but, I am afraid you have failed me.' he starts to sound angry 'You let HUMANS onto the premises ... Now for that one of you must die' he takes a moment looking over them then smiles and with a great thumping noise he raises his scepter and crushes the left one's head.*





The rabbit priest does not like humans, but he will listen to what humans have to say and possibly not kill them.

As an example, if the characters come in saying they are followers of the rabbit god or have something valuable to trade (judge's discretion) he would probably let them live, at least long enough to hear them out.

The floating orb is a magical ball that has been gifted upon the rabbit priest by the rabbit god. It can be light or made dark with the command word “hop.”

The room in the back is area 4-9. There is a key in the throne seat hidden inside a drawer under the throne along with 500 gp in gems and a shriveled human head.

The drawer is trapped. Any PC opening it without disarming the trap gets shot with a poisoned spine. The spine deals 2d6 damage plus a DC 15 Fort save or suffer -2 to all actions and, if not treated in 3d6 days, death.

**Rabbit-men (3):** Init +4; Atk bite +1 melee (1d6), kick +1 melee (1d4 + DC 10 Ref save or get knocked prone); AC 14; HD 2d8; hp 10; MV 10' or jump 40'; Act 1d20; SP can lunge towards you getting +2 to bite attack but landing prone if they miss; SV Ref +4, Fort -1, Will -1; AL C.

**Rabbit Priest:** Init -3; Atk Scepter +4 melee (1d6+4) or smash +4 melee (1d5); AC 15; HD 4d10; hp 27; MV 5' (takes one round to stand up); Act 1d20; SP spellcasting +4 (magic missile, magic shield, animal summoning (summons demon rabbit), enlarge (not on himself), magic missile (carrots), sleep), can make one target within 100' make a DC 12 Will save or attack the nearest person; SV: Ref -3, Fort -1, Will +4; AL L.

**Demon bunny:** Init: +2; Atk bite +1 melee (1d3); AC 12; HD 1d6; hp 3; MV 40'; Act 1d20; SP DC 10 Will save to avoid eating a carrot (takes 1 round to eat); SV Fort -2, Ref +2, Will -3; AL C.

Inside the chest there is a map and a copper key along with 100 gp and a note that reads: “The real treasure is yet to come.” (This can be used as a plot device for further campaigns leading the characters to the great treasure). Judges could also put in a large sum of money as “the treasure.”

Once the rabbit priest goes to 0 hp he says in a raspy voice “May my soul and body be pledged to the rabbit god” before dying.

If the characters fail read/paraphrase the following:

*Indeed you tried for the treasure, but alas you were not made out for adventuring. Now, in the final moments before you die, you remember longingly your old village, your parents, the people waiting there for you to get back. It seems unfortunate; they will have to wait forever.*

## **Area 4-9 - Treasure Room**

*As you open the door, there is a barren room with nothing but a few gold pieces scattered about. The room is small in comparison to the last chamber. In the back a tunnel is dug, leading off into darkness.*

The treasure has been stolen/used up (judge's discretion). The thief could have just been here, or came here years ago, either way, there are only 36 gp left.

The tunnel winds upwards, emerging just a couple hundred feet away from the entrance to Deo Pellicus.

# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## DCC Adventure Time #4

VOLUME 4 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)

# DESCENT INTO THE UNDERWAVE



WRITTEN BY: SEAN DUFFY    ILLUSTRATED BY: J STONE

*Descent into the Underhive* is a level 1 *DCC RPG* adventure designed for 5 to 8 level one adventurers. The adventure exposes our players to the horrors of a long-dead god, a descent into the long dark, and a confrontation with an insectoid demoness.

## BACKGROUND

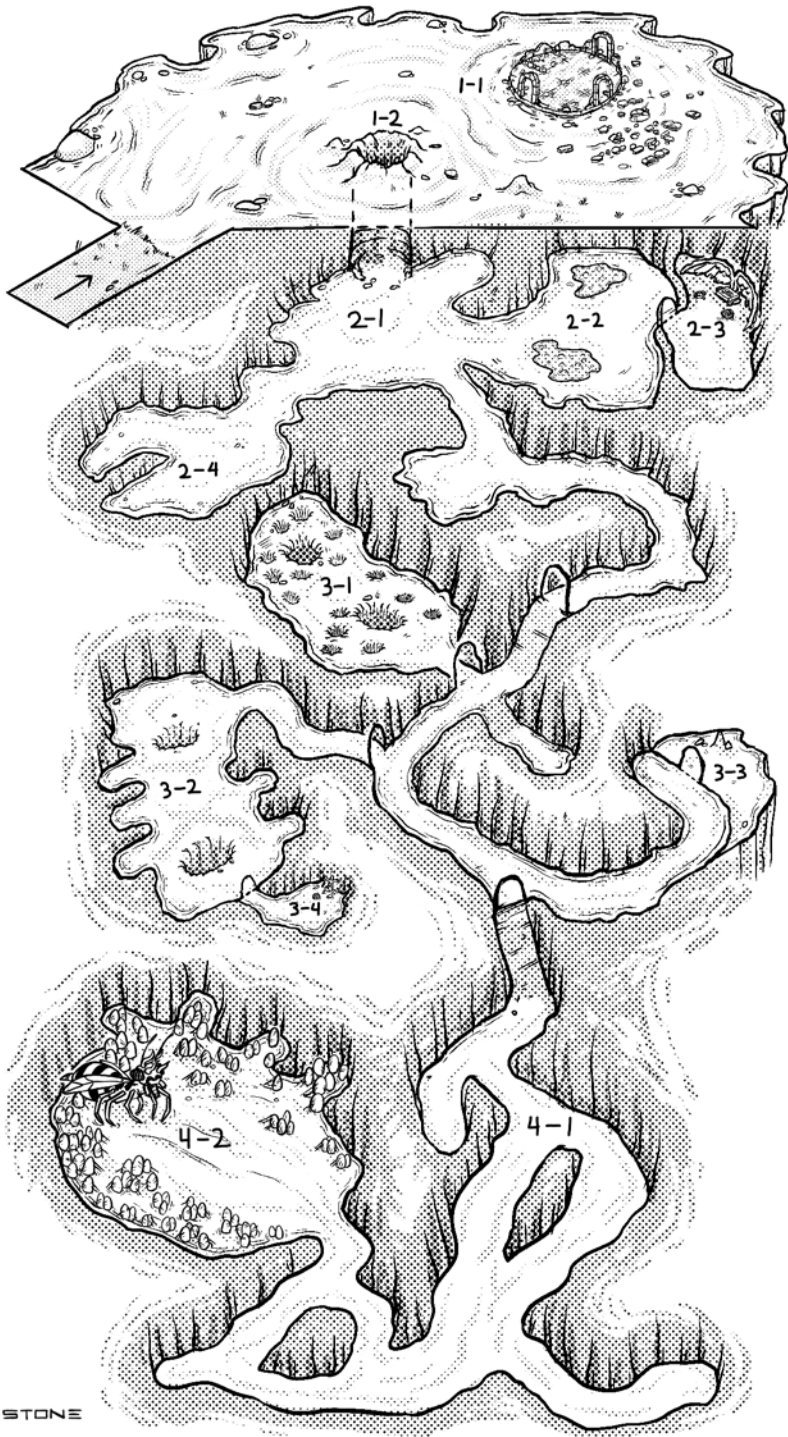
A sickness is spreading from the abandoned cliff face lookout of a long-dead Hyperborean king. Your adventurers are drawn here by the pull of chaos, a mysterious vellum note scrawled in blood, and the temptation of ancient treasure just as the local countryside is ravaged by insectoid creatures of unimaginable horror. Find the source of chaos, perhaps gain its power. Descend now into the underhive beneath the king's keep!

## STARTING THE ADVENTURE

Descent into the underhive begins on the cliff face of Moradune. In an age long lost and not oft remembered the ruins near this cliff face were part of a series of lookouts that once warned of the armies of chaos marching to fight the kingdoms of Hyperborea. Now they sit in ruins with an unholy infection spreading through the air, invisible to the eye except for a foul odor. The source is a burrow mound whose sickness is turning people into wasp-men abominations in the countryside. Our adventurers have a mysterious vellum note delivered to them anonymously. Scrawled in blood, it directs them to the cliff face of Moradune with the lure of treasure.

### **Rumor Table: Local Rumors (Roll 1d6 per player)**

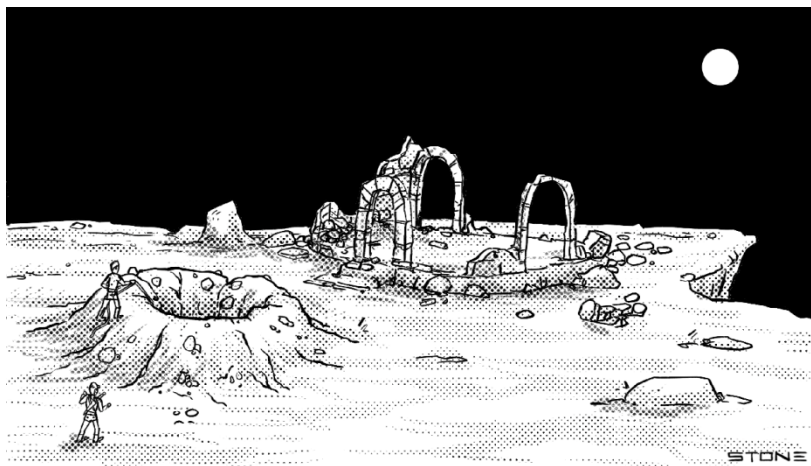
- 1 The infection is from a local hag who controls the creatures. (F)
- 2 There is a pile of gold buried near the ruins. A treasure hoard from a long-dead king worth at least 3,000 gp. (F)
- 3 The infection is due to local townsfolk's lack of faith, the creatures are drawn to the faithless. (F)
- 4 Dark sects from continents far away have been descending into the pit and casting rituals. (T)
- 5 The source of evil is a resurrected chaos god who seeks blood and sacrifice. (T)
- 6 An adventuring party containing local priests has already gone missing. (T)



## ENCOUNTER TABLE

Area	Type	Encounter
3-1	C	Wasp-men
3-2	C	Grub
3-3	T	Cliff
4-1	C	Delirious Villager
4-2	C	Varakesh

## THE CLIFFS OF MORADUNE



**Area 1-1 – The Ruined Keep:** *The forgotten keep, a relic of some long-dead king's vanity stands before you crumbled and broken from generations of neglect. The base of a lone tower and three ancient archways still stand against the darkened sky. You feel a chill rush down your spine, something unholy is here, something not of this world.*

Players investigating the keep and the surrounding grounds can find the following item with a DC 8 Intelligence check:

**Sword of Heratt -** *The sword itself is broken in two and covered in soil and grime from years of neglect. If the players can reforge the sword it grants the ability of a +2 Longsword that acts as a torch once a day.*



Further investigation for clues as to why there is a giant hole in the ground, reveal the following:

*In a small alcove a handful of loose stones are brushed away amongst the loose soil to reveal the femur of a recently deceased human being. The bone is picked nearly clean save for freshly torn flesh and sinew, a few scraps of robes that appear to be from the local priesthood. A small diary is among the remains. Most of the notes are damaged but one is clear as day: "...the creatures appear to be most active during the day, we've been able to approach the abominations closer during the night. Glory be to the all father!"*

**Area 1-2 – The Burrow Mound:** *A vile vapor stings your nostrils emanating from the dank burrow mound. You hear the sounds of moaning and clattering of bone echo from below. You can make out the rocky dirt bottom of the entrance some 50 feet down below.*

Players can affix rope to one of the ruins' stones nearby and descend. If the PC's don't have methods of climbing, they can get to the bottom without incurring falling damage with a DC 16 Agility check.

## THE CAVES OF MOONSTONE

**Area 2-1 – Caves of Moonstone:** *As your boots hit the stone you see several fresh sets of tracks in the dirt leading deeper into various corridors. The stench you smelled earlier is getting stronger by the second. The cave rock glows with an eerie moonlit glow.*

The glow itself is a natural part of the rock formations here in the cave. The tracks are human in nature and the judge can tell players that they are the result of at least 6 individuals being dragged to the south deeper into the complex.

**Area 2-2 – Slime Vats:** *The putrid stench of vile liquid from some unholy host fills the pools before you. The cavern walls are chipped away by what appears to be human hands that have clawed at the walls, mixing their blood into arcane bestial glyphs.*

If any player is a chaotic wizard they can understand the engravings are the sigils of some sort of demoness. Players can search and find a hand with bloody fingernails.

They can also search in the vile pools by passing a DC 14 Will save or else the foul odor compels them to drown themselves in the pool. The reward for passing is a bronze shortsword with an adamantium hilt, the name Ozaren is carved on both sides of the hilt. This acts as an +1 shortsword.

**Area 2-3 – Altar of Bone Wings (S):** *The hidden passageway breaks open. In this dust choked room there is an altar, constructed of various animal bones and some human remains. They arch above you and cast a shadow in the dim light of two nearly extinguished braziers. The bones of a hundred dead creatures stand before you in the shape of two giant wings that surround the altar. Towering insectoid mandibles protrude from a head made of human skulls. Upon that altar is a single wooden bowl, and a steel knife caked with blood next to it.*

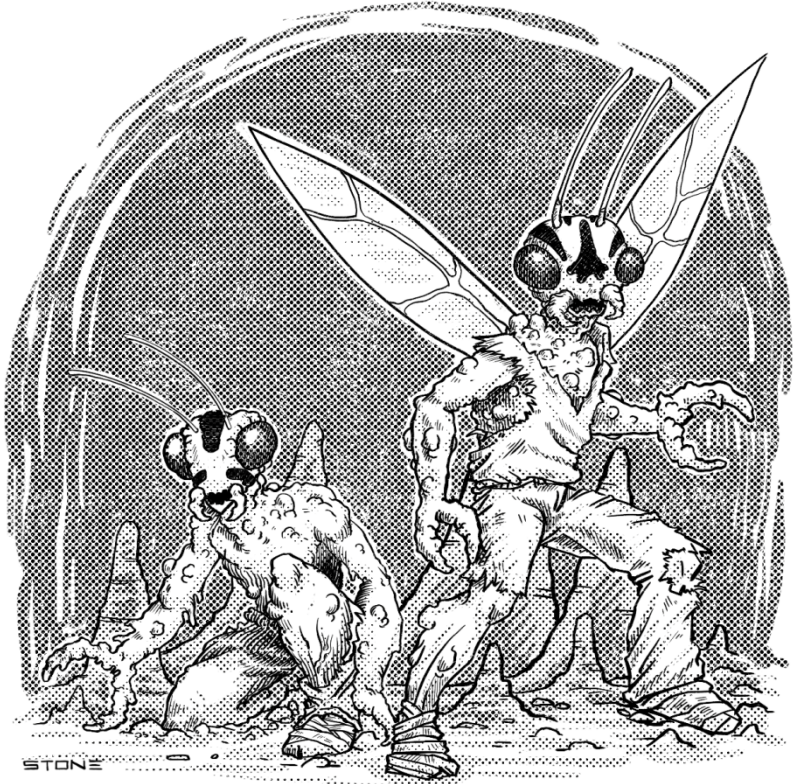
Removing the bowl attracts more monsters to the party. The judge should generate random encounters at a higher frequency until the bowl is destroyed or put back. Making a sacrifice at the altar will grant the PCs favor in front of the demon goddess but comes at a turn of their alignment towards chaos and, at the judge's discretion, potentially the death of one player character.

**Area 2-4 – The Failed Expedition:** *A silent memorial of the futility of life lies at your feet. The fresh corpses of three humans rot beneath your gaze, their flesh ripped clean from their faces, frozen in abject horror. Littered at their feet and amongst their tattered clothes are several mundane items.*

PC's can search the packs and other equipment. They'll find a pickaxe, crampons, and 100ft of rope. The other mundane items are worthless. If the PCs have the wooden bowl from the altar the eyes of the dead glow a deep amber and speak of their last moments before falling silent.

## AREA 3: THE INNER HIVE

**Area 3-1 – Brood Pits:** *A chittering and rustling can be heard beneath your feet as you step into this chamber. Multiple small pits are burrowed into solid rock numbering in the dozens. Several of these holes glitter in the dim light.*



The rock itself has been eroded away by the acid from the wasp-men's mandibles and excrement. The glitter is actually the lenses of the wasp-men waiting in ambush. Any character approaching the pits to investigate further will encounter a wasp-men creature. The pits are 10 feet deep, climbing out takes a DC14 Agility check. wasp-men can move in and out of the pits and pop up in different areas of the room. The Judge is encouraged to roll 1D6 and 1D4. On a 6 or a 1 spawn a D4 number of wasp-men out of the pits. Continue until the PCs retreat. Flavor text for wasp-men is as follows:

*Slinking out of the dark pits is an unholy visage, several bipedal insectoids that once resembled men crawl from the pits. Pustules of bile and pus extrude from their skin, some with iridescent wings, others with rotten and tattered clothes. All of them transformed into agents of chaos, their mandibles chittering at the idea of fresh meat.*

**Wasp-men:** Init +0; Atk stinger +3 melee (1d6+1); AC14; HD 1D6+1; MV 30' or fly 50'; Act 1d20; SV Fort -1, Ref+2, Will -4; AL C.

**Area 3-2 – Hive Den:** *The crunch of bones snapping beneath your feet mixed with a viscous liquid rises up to your boots. A foul odor permeates your skin, just below the surface of the vile liquid are the shapes of what appear to be egg sacs.*

This is where the eggs reach their final maturity and hatch, the grubs wait for at least half of the PCs to enter the room before detaching from the ceiling to feast. Roll 1D20+4 and spawn that number of grubs.

**Grub:** Init +1; Atk chew +1 melee (1d3+1); AC11; HD 1d3+1; MV 40' or climb 40; Act 1d20; SV Fort -1, Ref+3, Will -1; AL N.

**Area 3-3 – Exit to the Cliffs of Moradune (S):** As the players approach, they feel cold fresh air very faint near a few loose stones in the wall. If they push with force rather than gently dismantling the wall, read the following:

*Stone crumbles to the touch as you break through, freezing air from the outside blasts your face.*

Any PC pushing with great force or smashing the wall within 5ft of the exit needs to make a DC 14 Reflex save or else fall 600ft to their death. This cliff exit can serve as an escape route if they decide to run from Varakesh rather than fight or take her as a Patron.

**Area 3-4 – Carto's Last Stand:** *Woven into the stone by his neck and ankles, mired in thick amber goo this poor soul appears to have fought his last stand. His armor, ripped from his body, is covered in dust and blood. The fool's fellow companions' bones are in pieces below him.*

The failed adventuring party of Carto the arrogant. At first, it appears they sealed themselves in. But upon further investigation, it's clear that something came from the ceiling to entomb them. Carto cannot be removed unless hacked apart. All armor and items are dusty and broken. But in a belt pouch is a scroll with the same vellum note the party received before setting off, along with 42 gp.

## AREA 4: LAIR OF VARAKESH

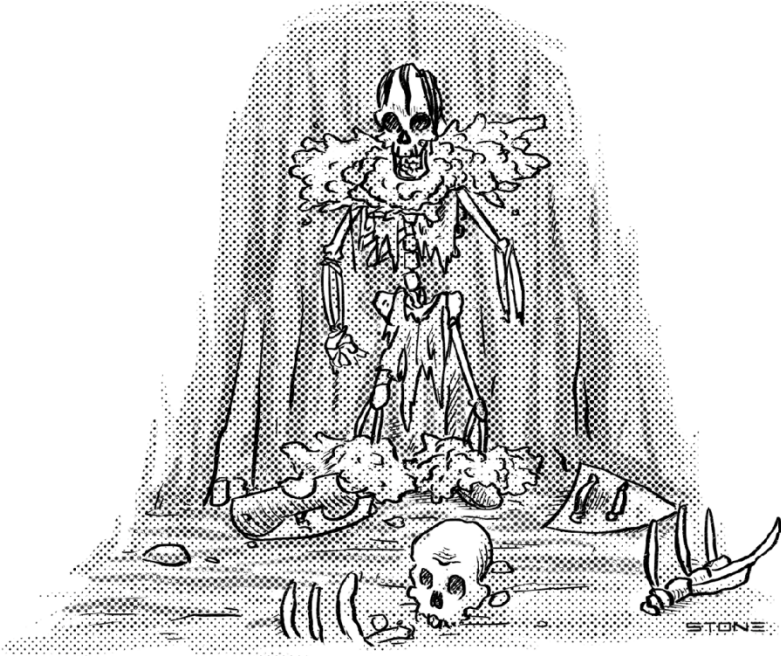
**Area 4-1 – Brood Warrior Tunnels:** *Unnaturally carved stone tunnels wind deeper and deeper into the cave complex. The sounds of mad cackling can be heard, along with the moans of what can only be the death rattles of dead men.*

The judge should spawn 1D4 Delirious Villagers. These individuals will attempt to flee or mutter nonsense while staring at the walls and attack the players if the PCs seem hostile or are carrying the wooden bowl from the altar. The villagers can be grappled and subdued, after which they can be brought to their senses and used as zero level characters. If the PCs subdue at least 1 Delirious Villager, and don't kill any of them, the first one subdued will show the PCs a family heirloom, but they will guard it jealously.

This heirloom is “The Ring of Nixx’s Scorching Tongue” and has 1d3 uses of the spell Scorching Ray. Pg.192 of the core rulebook.

**Delirious Villager:** Init -1; Atk punch +1 melee (1d4-1); AC10; HD 1d4-1; MV 30'; Act 1d20; SV Fort -2, Ref +1, Will -3; AL N.

**Area 4-2 – Lair of Varakesh:** *An ungodly horror fills your vision, the dark and dank chamber is filled with eggs, some already hatched and others in various sizes and forms of maturity. Nestled amongst them is a monstrosity out of space-time. A four-horned insectoid pulsating an amber energy and dripping with a vile ichor not of this world. The wings of what must be the queen of this hive are tucked back behind her thorax, the size of at least two men. Its large three-point mandible is only eclipsed in horror by the ooze dripping from its open mouth.*



Once any PC sees Varakesh, have the whole party make a DC16 Will save, those that fail move their full movement into the room and hear the chaos god speak to them in their minds. The judge should also roll 1d20 for the number of eggs that will spawn grubs within 1d3 rounds and continue to do so if PCs take no action. Varakesh is not inherently hostile and will try to convince the PCs to pledge fealty and take her as their patron. Even if the PCs have already made a sacrifice at the altar in area 2-3, she demands more or larger sacrifices. If the power she offers as a patron is not enough of a temptation, she is sitting on a treasure pile worth 160 gp and 212 cp. If hostile action is taken, start combat and spawn  $2d8+1$  wasp-men. If the PCs decide to run rather than fight or pledge fealty, continue to spawn  $2d6+1$  wasp-men in each room to harass them on the way out of the complex for every 2-5 minutes of game time. To speed up play, have large groups attack in mobs.

**Varakesh:** Init +2; Atk mandible +6 melee (1d8+2) or infest +2 melee, PC makes Will 16 save or turns into a wasp-man in 1d3 rounds, or slime spit ranged +3 (1d8+1) target takes damage to their AC -1 each hit, stacks. AC13; HD 6D8+8; MV 10' or climb 10'; Act 1d20; SV Fort +1, Ref -3, Will +4; AL C.

# AFTERMATH

The PC's should be rewarded by watching the mound collapse in on itself and the entire cliff face falling away into a body of water far below and the infection and odor dissipating. 1D4 pack mules are located nearby to take them to their next adventure along with an NPC of your choosing.

# CONTEMPLATION OF THE DUST

By Christian Cotten-Dixon  
Illustrations and Cartography by Cheese Hasselberger

*Contemplation of the Dust* is a level 1 *DCC RPG* module designed to be easily fitted into an existing campaign or provide the judge with plenty of adventure hooks to build into a story after a successful funnel. The setting is hopefully one which the party may return to and find more rewarding as they advance in levels and ability. As such, the judge should feel free to modify the adventure to best suit their needs, weaving their own stories like the Fates from the threads that are provided.

## BACKGROUND

Tales are still told around the hearth on winter evenings concerning the Wormking, a powerful and feared chieftain in the ancient north. His tribe was nearly destroyed by a union of neighboring tribes which feared his sorceries. He fled this slaughter with a handful of survivors, venturing into the woods of the north. Years passed, and it was thought that he had perished in the wilds. Such was not the case. He returned and began to raid the tribes which had defeated him, taking wealth and slaves to sacrifice on the altars he constructed to ancient and inhuman gods. Legend says he was followed by horrors which crawled along the ground: the great worms. None could stand against these phantasms; and when, after several generations, the Wormking ceased to appear, it was welcomed by the tribesmen.

And so the Wormking passed into legend.

But now, civilization has begun to encroach on the ancient woods once more, and rumors have begun to surface regarding a certain burial mound in a distant clearing which is best avoided by right thinking people, although filled with the secrets of the ancients...



## **JUDGE'S SECTION**

The fabled mound of the Wormking was built around a wall hidden in the dense forest, discovered by the Wormking when he fled the vengeance of his neighboring chieftains. It is engraved with the images of serpents, the last remnant of an ancient building which stood eons ago before the rise of the first humans in the area.

What creature created it has been lost to time. By the time the Wormking arrived, the mound had become imbued by the power of Ieldra, an entity which feeds off of natural age and decay wrought by time. Sensing the presence of this power and desperate for revenge, the Wormking began to venerate the wall, sacrificing his last retainers to its majesty.

Striking a pact with Ieldra, the Wormking revenged himself upon his enemies for generations; his life extended and his sorceries heightened by this avatar of the dust. He was joined by a force of demon-snakes which had slumbered since the wall had been constructed - but this power came at a price. At the height of the Wormking's power, Ieldra commanded that he join him in his otherworldly hall of dust and serve him.

And so it was done: the Wormking constructed a burial mound around the wall he had discovered, then sealed himself inside where he died of old age, entering into service at the court of his lord. A disturbance to the mound can call him back to his old body however, and Ieldra hungers for fresh, young servants.

## **ADVENTURE HOOKS**

The best way to introduce the Wormking to the party is through stories; either as rumors overheard as they travel in the regions surrounding it or as tales told to them during their childhood and the character funnel. The earlier these tales are seeded, the more impactful the adventure can become. For PCs unmotivated by the tales of the gold and knowledge which may be discovered, the party may always find the barrow the only shelter available against a powerful storm. Regardless of how the PCs encounter it, this tale picks up as they approach the clearing where it stands...

# THE CLEARING

**Area 0-1 – Raven on Stone:** *The forest has grown more quiet the farther you have traveled north. No birds call out, no squirrels scurry down the tree trunks. There was a strong wind several hours ago, but that has stopped - although the cold lingers with you. The woods open into a large clearing, in the center of which is a low mound covered in tall grass. You can see a doorway on the right side of this mound. Directly in front of you stands a monolith covered in tatters of brightly colored cloth. At its foot is a bowl of a pale liquid. The eyes of the raven perched atop it glint with malefic intelligence.*



The liquid is rancid milk, left by a nearby cult of Malotech. They seek the Corby Child in area 1-6, and wait for their next holy day of the new moon to attempt to take it from the mound.

If addressed, the raven mourns the deaths of the PCs in the past tense, e.g.

*Alas, the bright-haired warrior. His harness has rusted, and his thews are food for the worm.*

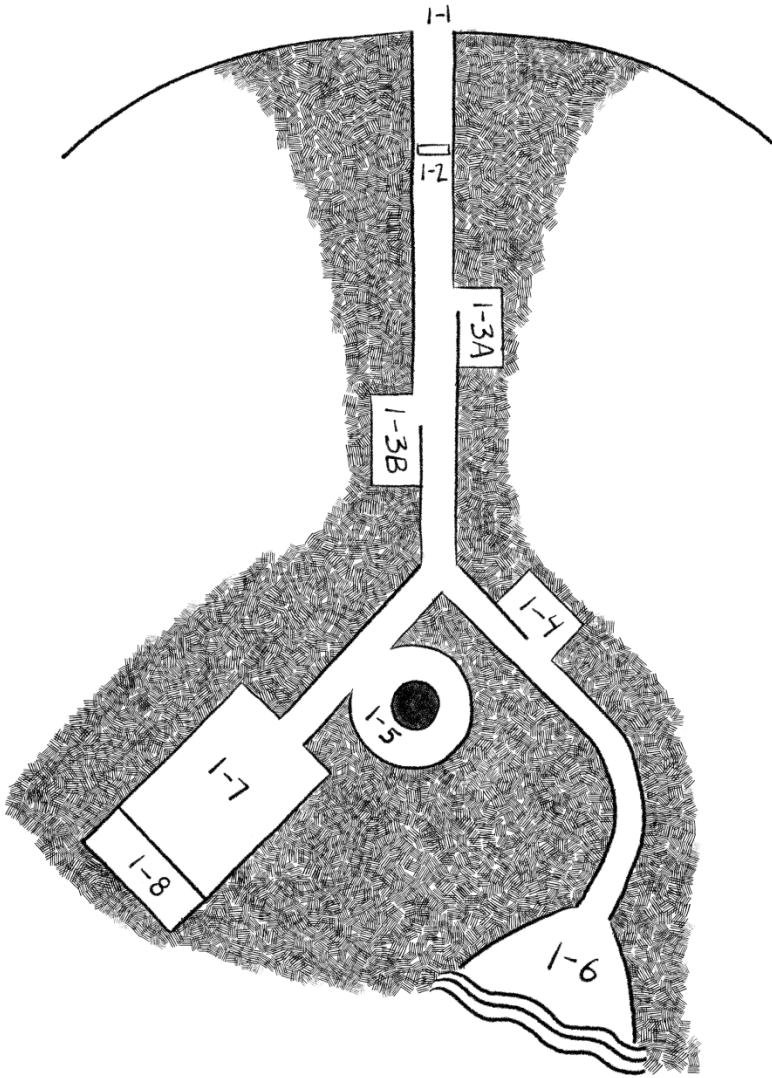
The judge is encouraged to make these statements specific to each character addressed. The bird possesses no other intelligence and responds to further questions with similar statements; flying off if threatened.

## THE MOUND

**Area 1-1 – Snake above Door:** *The mound's entrance is formed by a low passage constructed of slabs of stone, which continues into darkness. Above the lintel is a dark cavity, 3' across and 1' tall. Filth and decayed birds' nests fill its corners.*

Above the door is the skeleton of a failed tomb robber- and the home of a viper. If the skeleton is disturbed, the snake will strike out against the PC moving the corpse, making a single +2 attack which deals D2 damage and poison (see DCC RPG rulebook, Appendix P) on a successful strike. Careful examination of the skull reveals a small hole with blackened edges through the cranium, the result of the light trap in at the end of the hall which passes through this cavity.

**Sidebar – Digging into the Mound:** The interior of the Wormking's mound exists in a place slightly outside of whatever dimension the PCs currently call home. If a party decides to bypass the welcoming doorway entirely and dig into the mound, it will take a six foot deep hole to reach the interior. In addition, regardless of where the PCs dig, the hole emerges in area 1-3b.



**Area 1-2 – Doorway:** *The tunnel ends at a single slab of stone, which blocks the tunnel like a door, which blocks the tunnel like a door. A spiral is deeply cut into its surface.*

This door is a simple block of stone, with no wards. That which lies inside is all too happy to be disturbed, and it may be rolled aside or pushed back with a DC 20 Strength check. When the door is opened, read the following:

*The air is warm beyond the door and carries a faint scent of decay, like rotted leather. The rough-hewn passage continues to slope downward into darkness.*

And as the party steps downward:

*Every step you take, a small cloud of dust rises from the floor. It looks like sparks flying from an anvil in your torchlight.*

**The Hallways:** Aside from the layer of dust over the floors, there is only one notable feature in the hallways. At the end of the fork, 3ft up upon the wall there is a pitted and blackened spot (spotted if the wall is examined, or a Luck check at judge's discretion). This is evidence of the same trap which killed the tomb robber in area 1-1, which the Wormking will trigger to slow the PCs departure.

On returning to the fork in the tunnel after investigating a side passage, unless the PCs have taken precautions; have the lead PC make a Luck check. If failed, the character takes 1d6 damage as they stumble into the hot beam of light which now shines from a small hole above the door to the tomb to the end of the passage. At certain times of day and night the light of the sun or moon passes directly through the gap above the entrance to the tomb and is refracted through the entry hole.

**Area 1-3a and 1-3b – Sidechambers:** *This small sideroom holds nothing but a low slab of stone, upon which rests a pile of dust, in the rough outline of a human figure. Above what you assume to be the head is a large spiral engraved into the stone.*

These chambers, along with area 1-4 forms a powerful magical device, which renders the memories of the dead accessible to the living, so long as their corpses in the form of specially prepared dust may be accessed. The dust found here and in area 1-5- are those of minor chieftains killed by the Wormking. The spirals above the head form the trigger for this device. A DC 10 Spell check will activate any of the spirals in areas 1-3 and 1-4 . This check is performed using D16+CL+Intelligence. If succeeded, the activator is temporarily transported into a memory from table 1-1 (the Judge should feel free to roll randomly, choose a suitable memory, or invent one of their own). If failed, the caster must make a DC 10

Will save or take 1d3 points of temporary Personality damage as the spirit of the deceased tries to enter the caster's body.

**Table 1-1. Ancient Memories**

- 1 *You are seated in a large hall atop a dais, surrounded by empty benches and tables. It is dark outside, and the fire in the hearth before you sputters. You drain a beaker of bitter wine...*
- 2 *You lead a group of warriors past a gutted farmhouse as a giant serpentine form emerges from the woods before you. The faces of your men blanch as the creature swallows a man whole...*
- 3 *The screaming of a woman fills your ears as you are pushed bloody from your mother's body. Gentle hands pick you up and wrap you in rough cloth. You begin to wail...*
- 4 *Your head is pressed into the soil by a heavy boot; ravens flutter about you and you hear the shriek of metal against a whetstone...*
- 5 *You stand to one side of a dais with a tray in your hand. The floor is covered in writhing snakes, which dissolve into dust as they raise up to strike you...*

**Area 1-4 – Empty Sidechamber:** *This chamber is identical to the others you have found, save that the low bed is bare. There is a large pottery jar in the corner.*

The jar in the room is empty, save for a layer of inert dust coating the base. If the spiral in this room is activated, the caster's consciousness is transported to a void for a few moments before returning to his own form. A DC 15 Willpower save must be made, or an automatic minor corruption is incurred.

**Area 1-5 – Snake Pit:** *The walls of this large chamber are roughly circular, formed with the same massive stone blocks as the hallways. The walls are lined with a score or more of large jars. In the center of the floor is a hole which descends into darkness.*

If inspected, the jars are sealed with a layer of wax and contain thick dust: the remains of the Wormking's foes. Any PC who failed to activate the spirals in areas 1-3a and 1-3b will recognize these jars as containing spirits akin to those that tried to enter their mind. If

this dust is spread over the beds in areas 1-3 or 1-4 and the appropriate spiral is traced, the memories of those contained within may be accessed.

This is an ideal place for the judge to both flesh out the history of their campaign world and begin to seed further story hooks.

The pit is 10' in both diameter and depth and served as a feeding trough of sorts for the Wormking's pet serpentine horrors, known as nadders. These resemble a 12' anaconda with a disturbingly humanoid face and vestigial forelimbs. Two of these remain in a crack between two slabs over this pit, which may be spotted by a Luck check if a PC enters the pit, or if a PC thinks to investigate the room's ceiling. These creatures will come forth to investigate any loud noise, particularly if the harp (see below) is played. Expecting a hearty meal, they will attack the PCs unless a significant amount of flesh is thrown into the pit, which they will proceed to eat before returning to their lair.

**Nadders (2):** Init +2; Atk bite +3 melee (1d5+poison); AC 14; HD 3d8+3; hp 15, 13; MV 40'; Act 1d20; SP poison (DC 12 Fortitude save or the skin surrounding the wound becomes covered in reptilian scales once healed. This effect is similar to corruption, and may be removed by the same means), death throes (when reduced to 0 Hit points, the Nadder will collapse into a pile of dust); SV Fort +2, Ref +4, Will +2; AL C.

The remains of the last meal given the nadders is still in the pit; the skeleton of a young harpist who sought to sing of his night spent in the ancient barrow several generations ago. Instead of gathering material for his stories he was fed to the worms, playing his harp as he was devoured. The lowest string on this harp is imbued with a minor magical power to shatter metal. When discovered, the string is out of tune and unpredictable. Have the PC who picks it make a Luck check. On a fail the string is played, and the Nadders above them will emerge to investigate. If played, roll a misfire for the spell *shatter* (DCC RPG rulebook, pg.193).

If tuned properly (a DC 12 Skill check by a PC with the minstrel occupation), the string instead functions once per day as a result of 14 on the *shatter* spell result table, with a range of 10'.

If the PCs manage to enter the crack in the ceiling, it is a 40'/30' oblong cavity, filled with nadder bones and shed skins.

**Area 1-6 – Lake of Hands:** *Your footsteps echo as the hallway opens into a large cavern of natural stone. The floor is damp with mold and slopes away from you into darkness.*



When the party advances:

*You struggle to keep your footing as you move forward across the slick floor. After some twenty paces, your light reflects against a dark, glassy surface covering the floor in front of you: the start of a vast pool of water which continues on out of sight.*

When the Wormking constructed his mound, he discovered a series of natural caves below the Worm Wall. Curious of what lay within and what connection these might have with the wall, he connected the mound to these caverns.

The entrance to these caverns has since filled with water and is now inhabited by scores of pale hands. What, if anything these hands are



connected to is left to the judge's imagination. 1d3 of these hands will emerge if the water is disturbed and attempt to drag any living creatures in the room into the pool; with an additional 1d3 hands emerging every round after the first.

**Pale Hands (each):** **Init** +5; **Atk** Grapple +0 **melee** (1d3+grapple); **AC** 10; **HD** 1d3; **hp** 1; **MV** 10; **Act** 1d20; **SP** Grapple **Immune** to Spells; **SV** Fort +8, Ref +6, Will +10; **AL** N.

**Grapple:** On successful strike, the victim is dragged 5ft towards the water, DC 12 **Agility** check to avoid falling prone on the slick floor.

These hands are long and slender, with flesh like that of a cave fish. Their arms have too many joints and can reach to the doorway of the room.

**Judge's Note:** I have intentionally resisted the temptation to fully describe or develop statistics for the creature/s which the hands are attached to. There are two reasons for this, the first being mystery: the encounter leaves a more lasting impression on players' minds if they are left to speculate what exactly it was they encountered. It also leaves the judge free to incorporate further caverns beyond the pool, especially if a PC is unfortunate enough to be dragged into the water.

If the PCs investigate the side of the cavern along the walls, they will discover a decayed bird's nest about 2' across and composed of dry grass. In this lies an egg. It is the size of a duck egg and is a mottled grey in color. This is the egg of the Corby Child (a roc-like creature which possesses superhuman intelligence), which is sought by the cult of Malotech. If placed in a constant source of heat for d7 days, the egg will break open to reveal a small raven chick with human-like blue eyes.

The chick will imprint on the first sentient creature it sees, treating them as its parent. The Corby Child grows very slowly, and will spend the average human lifespan in the same state as when it first emerged from its egg. It will reach maturity 713 years after hatching; when Malotech intends for it to become her high priestess and begin a new age of power for the goddess of death and renewed life.

**Area 1-7 – The Hall:** *Twin tables stand before you, arrayed as if for a feast. Your light glints off twisted glass beakers and dull metallic plates, all filled with dust. The chamber is lined with cracked stone slabs which form a peaked ceiling far above you. The end of the chamber is shrouded in darkness.*

When the party ventures forward:

*The rear wall is a single, massive slab, worked into the images of serpents. They cover every inch of the surface, twisted and intertwined with one another, biting their own tails. Flakes of paint still cling to their carven skins, like fantastically colored blood caked onto their flesh. There is a low dais at the foot of this wall, formed of cracked stone. A tall wooden seat sits on the dais, its richly carved back facing you. Over its back you can see the crown of a pale, bald head, which begins to rise as you approach...*

This is, of course, the Worm Wall, and the head rising from the chair is that of the Wormking. He and his master have watched the PCs' progress with some interest. He will spend a round rising and collecting himself, giving the PCs the opportunity to react. After they declare their actions, read the following:

*The figure in the chair rises to its feet, and turns. It is a skeleton, yellowed with age, wearing a long hauberk of rotted leather plates. As you watch, the dust from the floor and tables rises and begins to swirl around this figure, covering it in a shifting layer of what appears to be flesh. Dark balefire glints from its empty eye sockets, and an axe and spiral-embossed shield are in its hands.*

Uninterested in parley, he will attempt to transfix the PCs starting with those who appear of a higher social standing; then engage them in combat. If the PCs prove a stalwart threat, he will begin to hurl the spirits contained in area 1-5 to gain an advantage. He fights to the death.

**Wormking:** Init +2; Atk Adze +4 melee (1d6+1)/Choke +1 (1d4+1); AC 18; HD 4d10+4; hp 32; MV 30'; Act 1d20+1d14; SP baleful gaze (the Wormking may spend an action die to transfix a target for 1D3 rounds, DC 12 Willpower save to resist), hurl spirit (the Wormking may hurl a screaming, dust-composed spirit for 1d4 Damage + pushback as a mighty deed result of 4 [DCC RPG rulebook, pg. 90]. For every spirit thrown, one of the jars in area 1-5 empties and the spirit within is freed to wander the earth) death throes (curse: when reduced to 0 hit points, the Wormking will recite the curse of the frozen north: see Appendix C); SV Fort +3, Ref +1, Will +6; AL N.

The round, spiral-covered shield the Wormking carries was once imbued with powerful magics, but most of these have faded with the passage of time. It is made of a very light bronze which incurs no check penalty when wielded. It is also usable as a ranged weapon similar to a discus, which causes 1d6 damage on a successful strike. This ranged attack may be used instead of a dwarf's shield bash attack. However, if the spiral on its front is traced, it crumbles into dust unless a Luck check is made to sense the decay before it is damaged beyond repair. Three golden arm rings (worth 15 gp each) are hidden in a hollow at the base of the chair. These are automatically discovered if the chair is investigated.

**The Worm Wall:** The elaborately carved rear wall is the ancient Worm Wall around which the barrow was constructed. If the serpents covering the surface are touched or traced, the PC's mind is overwhelmed with a sense of age greater than the human race. Images of the wall throughout time flash before them: the wall covered in snow and surrounded by faerie fire in a polar waste; hail and rain beating its surface; trees rising and falling like flickering flame. Finally, the PC sees a figure in a tattered cloak and crested helm stroke the serpent pattern in the exact manner as the PC just did.

After the apparent destruction of the Wormking, Ieldra is in the market for new servants. At judge's discretion, any PC who traces the wall may make an immediate *patron bond* (DCC RPG rulebook, pg. 148) spell check. Success indicates that Ieldra considers the PC worthy of attention, in which case read the following:

*You cough as a cloud of dust fills your lungs, and you are transported to a vast, echoing chamber of dry-rotted wood. The floor is covered in writhing serpents, which crumble to dust as they raise their heads towards you and reform as they reach the floor. A voice, cracked with age, speaks from the dark end of the hall. “Who has sought me through silent ages? Young I see you; youthful and promising. Seek you power?”*

If the PC is congenial to a patron arrangement:

*Power have I. Ieldra is my name. In ancient days I was worshipped. Worthy champions seek I still. Serve me faithfully, revere my majesty and rewards I shall give you. The mighty power of time’s process shall be yours to wield; the world to conquer.*

If the PC agrees to this arrangement, the appropriate level of *patron bond* may be granted to them. The nature of the aid given to the PC by Ieldra is left, at least for now, to the caprices of the judge.

## CONCLUSION

So the adventure comes to its end. It has hopefully provided the PCs with opportunities to interact with a location and a powerful entity which may be incorporated into a larger campaign world. While the exact method of this is left to the judge, a few suggestions follow:

- The memory extracting device found in areas 1-3 and 1-4 may prove useful for the PCs in future, which could be treated in a similar way as the spell *speak with the dead* (DCC RPG rulebook, pg. 290). The PCs may even wish to take the barrow over as a base of operations, although what other creatures may lurk in its dark corners may make them think twice.
- There may be caverns beyond the lake of hands in area 1-6. Perhaps secrets left behind by the constructors of the Worm Wall may be found there.
- If the Corby Child is taken from the barrow, the cult of Malotech may follow the PCs to take back the child or enact vengeance if it was destroyed. Also, what relationship may Malotech have with the avatar of age, Ieldra?

## APPENDIX C: CURSE OF THE FROZEN NORTH

This curse is thought to have originated in the cold wastes of the north, possibly created by the ancient giants who still dwell there. It occasionally shows up in more civilized lands, where the deliverer channels the primal power of these wastes through their own body into that of the target. Because of this, it is commonly used as a last, desperate resort. It is delivered by reciting the following rune:

*Worms writhe round you, rimefrost hanging  
from ribs of stone. Rearing upwards  
a hand outstretches; hoary and cold.  
Heart be weakened, hearth be darkened  
until fire of the gods fills your soul.*

The curse carries a -2 Luck penalty and -2d penalty to initiative as the body of the victim and invoker are both racked with chills, reducing their body temperatures by  $-7^{\circ}$ . The curse may be lifted by burning the flesh over one's heart with a magical flame.



# BACKGROUND

This is a short, drop-in ready, level 0-1 adventure that can be inserted into an ongoing campaign or used to jumpstart a new one after a funnel. It features a new patron for spellcasters. The original setting is on a tropical island shielded from the ravages of time. Its first use was as a possible point for PCs to leave the “Isle of Dread”. It can, of course, be used and altered to fit nearly any campaign featuring an active volcano.

## PLAYER START

*After a particularly violent eruption in the nearby jungle, an ancient shrine composed of black marble has appeared in one of the craters. It radiates powerful supernatural energy and many of the tribes in the area are terrified to go near it. A patrol was sent out to scout it, but they never returned.*

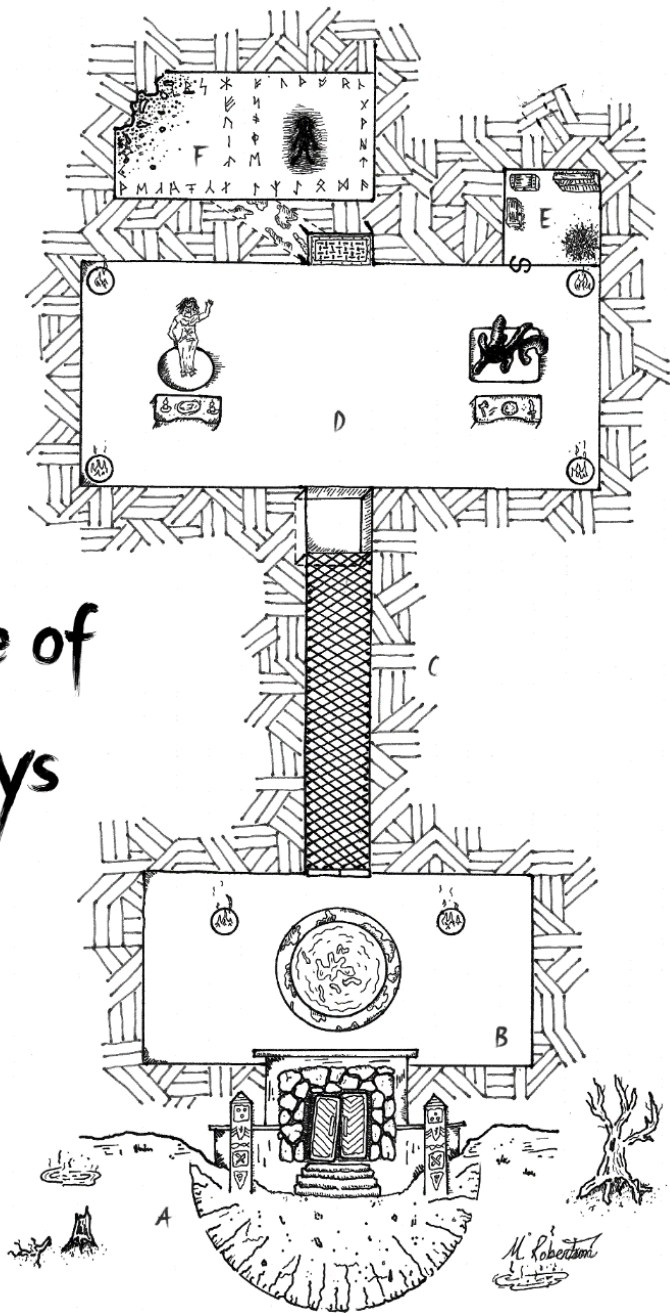
## AREAS

**Area A – Shrine Exterior:** *The valley at the base of the mountain is scarred by volcanic activity. The grass is charred and devoid of color. All of the palms and cedars have been stripped of foliage and are blackened. Many craters with murky, filthy water dot the landscape. In the center of the largest crater is a massive shrine built in the style of an Ancient Greek temple to the gods. It looks untouched by time, except for the wooden double doors that lean heavily together.*

The path leading up to the shrine is safe, but eerie. The sounds of wind and a soft moaning can be heard coming from no direction in particular. The double doors are hazardous and threaten to collapse. Anyone entering must make a DC 12 Ref save or take 3d6 damage as the cornerstone comes loose, dropping the entire doorway on anyone on the top stair.

**Area A - Shrine Foyer:** *Dim light reveals a 20' wide fountain with stagnant water. Thick growths of algae cover the bowl. Two braziers sit immediately behind it, lit by an uncanny blue flame. A pair of wooden doors blocks egress into the next chamber.*

# Shrine of Noctys



Cartography by Matt Robertson



The double doors are locked and can only be opened by a silver key located inside of the well. 5d4 coins of random type can also be fished out, however, an intelligent ooze Blimgool resides in this fountain. He can be bargained with to give PC's the key and the coins. The room is a large 60' X 30' rectangle made of hard, black marble. It is lit by two braziers and four window slits cut into the stone.

**Blimgool:** *As you reach your hand into the fountain, a shape emerges from the water, as do two pseudopods. An eye floats up to the center of what could be called the head and it then speaks to you.*



*Blimgool by Matt Sutton*

Blimgool is a friendly, intelligent ooze (INT 6). It is hungry and will trade the inedibles in the fountain for any food and drink PCs have. He will also answer any questions. He knows:

1. Two gods were sealed here in ancient times. A goddess, Noctys the lady of night and shadows. The other, Blimgool's creator, Schluk is the lord of all slimes, oozes, and puddings.
2. The events of the eruption damaged the magic used to seal the gods and Schluk and many of his minions slipped through the cracks in the holding cell.
3. The people who built this shrine left their treasure behind the statue of Schluk. A proper offering must be made.

Blimgool is dim, and only really interested in food. If the PCs are mean to him, he will spit up 1d6 Compososnagthus skeletons and will then crawl out to punish the PCs.

**Blimgool:** Init+2; Atk tendril +5 melee (1d6+2) or spit +6 missile (1d6); AC 6; HD 5d12; hp 44; MV 20' or Climb 10'; Act 2d20; SP transference; SV Fort +10, Ref -2, Will +0; AL C.

Transference: Any damage inflicted by a tendril heals Blimgool by that amount.

**Compososnagthus Skeletons:** Init:+5; Atk claws +3 melee (1d3+1); AC 12; HD 1d12; hp 6; MV40'; ACT 1d20; SV Fort +0, Ref +2, Will +0; AL C.

**Area C – Hall of Darkness:** This hallway is 10'X60'. It is pitch black and the darkness cannot be lit. Torches fail, magic light does not illuminate it, and divine aid will only be met with: *This is a trial testing who is worthy to enter this prison sanctum.* A dim light can be seen at the end of the tunnel, the next room. A 10' wide, 20' pit trap is located at the end of the hallway, dropping anyone who enters the space. A DC 12 Ref save is required to avoid falling inside and taking 2d6 damage. The pit is empty, and the walls and floor are the same black marble making up the dungeon.

**Area D – Shrine Proper:** *Four braziers light each corner of this massive room. A statue of a woman's figure carved from onyx is on the left. An amorphous blob carved from green granite sits on a slab*

*on the right. An altar sits in front of each. A sealed, metal grate is in the center of the room. Behind it is a slime coated sluice going into the depths beneath the shrine.*

If an offering made in good faith is made to the statue of Noctys, the sluice slides upwards, allowing entrance to the basement. If an offering is made to Schluk, the wall behind the statue pivots open, allowing entrance to the priest's quarters. If anyone defiles Noctys' statue or altar, all light sources are immediately put out and torches and lanterns become soaked, and magic lights (braziers included) fail. If Schluk's is defiled, a lesser ooze is summoned (use Blingool's stats).

**Area E – Inside the Priest's Quarters:** *A small room dedicated to the original staff of this place. Two chests are on the far wall, to the left, a bookcase containing scrolls. A straw pallet has crumbled to dust in the center. It smells strongly of mildew and damp earth here.*

A black priest's toga and sandals can be found in the right chest, preserved by unknown means. The chest on the left contains an ancient, ceremonial kris sword made from silver and 1d12 ancient coins worth 50gp each to a collector. In the bookshelf is a scroll of the cleric spell *animal summoning*. It can be used to learn the spell by a cleric, or as a consumable when used by anyone else. The mercurial magic effect 79: "Plague of rats" triggers when used this way (*see DCC RPG core rulebook page 114*).

**Lightbringer:** The sword counts as magical when striking un-dead and unholy creatures. When wielded by a lawful priest, it functions as a +1 longsword. A pale, blue flame runs along the blood channel when un-dead are present. If the wielder willingly becomes un-dead or another creature their deity counts as being unholy, the sword will shatter and can only be reforged if all the fragments can be found and after an offering of an equivalent artifact has been made to Justicia.

**Area F – Noctys' Cell:** *After sliding down the sluice you are dropped 5' into a 20'x40' room. A magical, red glowing script is etched along the perimeter of the room. Fallen rubble from a partially collapsed ceiling has disturbed a second series of green runes. Dim light bleeds into the room from hairline cracks in the*

walls and ceiling. A tall figure stands serenely in the center. Your eyes have trouble focusing on it; its features are blurred. After a few seconds you can at least make out that it is a female figure composed entirely of darkness.

Noctys speaks with a soft, sibilant whisper, like that seductive urge to up and leave on a midnight stroll for no apparent reason. She begs the PCs to free her by erasing some of the red runes, like the green ones. She will be truthful if asked questions and explain that during the eruption, the runes containing Schluk were damaged, allowing him to escape. She will offer each PC a wish if they free her and also offer her services as a patron to wizards, or as a goddess to priests. She will also teleport the party to the shrine's exterior. Of course, she will twist and pervert those wishes as she sees fit (*see Noctys patron write up in The Gongfarmer's Almanac 2020*).

If PC's refuse, she will mock them. *You did all this work, circumvented traps and puzzles to just leave, and for what?! Trinkets?!* She'll cackle and disappear, summoning a spectre in her place. The spectre is a very dangerous foe. It can drain Personality or Experience Points, and can place debilitating curses. If the PCs manage to defeat the spectre, they will have to figure out their own way out of the basement.

**Spectre:** Init+2; Atk soul siphon +5 melee (1d10 PER or EXP) AC 10; HD 4d12; hp 28 ; MV fly 20' or hover; Act 1d20; SP soul siphon, hatred, un-dead; SV Fort +2, Ref +4, Will +6; AL C.

Soul siphon: A successful hit drains either Personality or Experience Points but a DC 14 Will save halves the drain. Roll randomly to decide which is drained. This damage manifests as the PC forgetting important memories or personality traits. Upon reaching 0 in any category, the PC simply ceases to be and cannot be resurrected. Cogito ergo sum indeed!

**Hatred:** Jealous of the living, a spectre can curse a PC by glaring at them for an action. A DC 14 Will save will prevent this. The curse manifests as the PC being at -2D on the dice chain until they have *remove curse* cast on them.

# NOCTYS



By Ian Zebarah Shears, Illustration by Matt Sutton

Noctys is a neutral chthonic deity of the night. She is sister to Luminos, the lord of light. Ever jealous, ever plotting, Noctys despises that she and her domain are held in terror. Her voice is soft and sibilant, a sonorous, seductive tone that calls out to artists and creatives, madmen and monsters alike. She can take the form of a female silhouette, or that of a mature female human with coal black hair. Her icy pale skin is covered in black lace from head to toe. She prefers to wear diaphanous veils over her face. There are multiple piercings visible underneath this veil. She stands like an elegant noble lady, covering her mouth whenever she giggles.

Her wish is to see the night as loved as the day; she is a goddess of the natural order and will stand with the gods of law and of nature to maintain the cosmic balance when it is threatened. She knows full well that shadows cannot exist without light, and without the night, day is endless and brutal. She teaches these parables to her faithful, instructing them in empathy and kindness, much like the comforting embrace of night after a terrible day's events.

In ancient times, it was not unusual for a traveler to make a charm asking for her blessing when traveling after dark, or for a mother to give charms to her children when having them do chores in dark places.

As many ancient deities are, she is vain and fickle. However, she makes good on all promises to her followers and allies, making sure that they can call upon and trust her. When granting wishes or favors, she likes to pervert, or alter them more to suit her tastes, surprising the person beseeching her aid. If a wish for a horse drawn cart would be granted, the horse instead would be skeletal, bringing terror to mundane animals and common folk alike.

Her allies are creatures who prowl around the night: un-dead, predators, demons, bats, insects and the like. Beings that instill fear and unease into the common folk, further lengthening the divide she faces when seeking new worshippers.

It is rumored that she was sealed and buried in a shrine because of these associations.

### ***Invoke Patron Check Results:***

- 12-13 The caster hears the sigh Noctys makes when the sun sets. All spells cast by the caster increase by +2 for the duration of the night.
- 14-17 A defined silhouette can be seen just outside of the caster's light source. It follows the caster at a distance and will watch over their camp, decreasing the likelihood of an ambush the next time the caster rests.
- 18-19 The caster's pupils dilate like a cat's and they are able to see twice as far until sunrise.
- 20-23 Darkness congeals in a 10' dome centered on the caster, it will last equal to CL in rounds.
- 24-27 A cloud of carnivorous moths appears. It drifts slowly in a direction ordered by the caster and anything in its space takes 2d16 damage. All cotton or paper products are instantly destroyed. If a lit lamp is present, the caster must succeed at a CL check equal to 10+INT modifier. If the check fails, the moths act independently.
- 28-29 The caster becomes shadow for 1 turn per CL. They may go under doors, inside chests at the seams, or pass between objects or creatures. During this period, the caster is immune to attacks from mundane sources.
- 30-31 Noctys offers to wrap the caster and their allies in her cool embrace. If they accept, they will have excellent sleep, healing all wounds and may make a Luck check to overcome any illness or curse troubling them.
- 32+ Noctys appears before the caster allowing them to make a single wish. The judge has final say on what she agrees to and how she alters the final product. If it is something frivolous, or insulting to her, she will leave or bless an enemy if there is one present.

# PATRON TAINT: NOCTYS

When patron taint is indicated for Noctys, roll 1d6 on the table below.

## Roll     Result

- 1     On the first time this result is rolled, the caster's iris turns bright gold in both eyes, like a bat's and their pupils become vertical slits. The caster sees an additional 10' in pitch dark, as though they have infravision. The caster's Personality decreases by 1. The second time this is rolled, the caster's sclera turns black allowing them to see in the dark up to 40'. Their Personality drops by 2 and they are at -1d in bright light. On a third time this taint is rolled, the caster's nose flattens and crinkles up like a leaf nosed bat. The caster can now smell scent trails in caves and tombs, but is at -2d when making Personality checks to positively influence others due to their obvious magical taint from a dark power.
- 2     Bright colors are disturbing to The caster. They are uncomfortable wearing clothes with pigment on them and openly gawp at people wearing anything brighter than the color grey. The caster must immediately go out and replace their entire wardrobe befitting their new fashion sense. On a second time, the caster begins to emit a flickering purple-black smoke in areas that are brightly lit. It is unnerving to natural creatures and they act nervous and skittish when the caster approaches. The third time this patron taint is rolled, the caster's clothes become void-black immediately. This allows the caster to hide in shadows like a thief of  $\frac{1}{3}$  their CL if they stay still and silent while standing in shadows. Animals are now terrified of the caster's presence and will lash out when they approach.
- 3     The caster's skin loses pigmentation. Their flesh is pallid and cold to the touch. On a second time, the caster's fingers and canine teeth elongate, giving them a vampiric appearance. Normal townsfolk if friendly in nature will treat them indifferently now, and if indifferent they will act with outright fear that quickly escalates towards hatred if the



caster doesn't disguise their appearance. The third time this is rolled, the caster's skin becomes blue tinted and their arms and legs ache with early onset rigor mortis. The caster is at -2d when rolling initiative. Mindless un-dead will ignore the caster if left alone and intelligent un-dead will be more likely to speak with the caster.

- 4 At night, a cloud of moths will begin to swirl around the caster when outside. They flap in the caster's face and crawl up their sleeves. The second time, bats will begin to swoop in to eat the moths. This is really, very distracting, decreasing the caster's ability to fire missile weapons by -2d when firing a bow or sling. The third time, the caster can direct this swarm of animals at enemies, sharing their disadvantage to shoot accurately. When speaking with townsfolk at night, the caster is at -2d when making Personality checks due to the obnoxious and distracting display.
- 5 The caster can see the shades of the dead. They appear as they did in life, but whatever was the cause of death is on grisly display. The first time this is rolled, the shades are a faint hazy outline. The caster can only hear a faint buzzing when they whisper to them, and they don't seem to understand the caster at all. The second time, the shades are more distinct and the caster can make out their forms. The shades appear as they did in life and the caster can hear their whispers. The third time this is rolled, the dead now are fully conversant and see the caster as someone that can help them. There is a drawback, though. They won't leave the caster alone! The caster can't sleep, can't read, and can't get anything accomplished without one of them asking for a favor. In order to get the shades to leave the caster alone, the caster must spend 1d3+CL days in a ritual dedicated to Noctys and must sacrifice something of value to the caster to her. After this is done, the caster goes back to the first step of this patron taint.
- 6 The caster feels an uncontrollable urge to get something pierced (like an ear, nose, or lip) as a service to Noctys. The second time, the desire becomes almost like a mania and

now the caster wants to get 1d5 new piercings with precious stones embedded in them. The caster must make a DC15 Fort save to keep their body from rejecting all this new metal. Each piercing costs 100gp for materials alone. The third time this is rolled, Noctys takes the caster to her tenebrous palace to act as her paramour for a gala she is hosting for the other chthonic gods. If the caster does not embarrass her, she will reward them with a patron spell of their choosing and allow them to cast invoke patron with a +2d bonus the next time it is cast. If they fail in their duties, she will rip out each piece of jewelry one by one dealing 1d14 damage for each one removed. If the caster survives, they are returned to the rest of the party; if the caster dies, they become a servant spectre for her to summon at her beck and call and use as a personal footrest, or attack dog for all eternity. It's really degrading.

## **PATEON SPELLS: NOCTYS**

Noctys imparts three unique spells, as follows:

Level 1: *Shadow Walk*

Level 2: *Crushing Darkness*

Level 3: *Servant Spectre*

## **SPELLBURN: NOCTYS**

Noctys is goddess of the night and she loves to enwrap her followers in her embrace. Roll 1d4.

### **Roll Spellburn Result**

- 1 Noctys' freezing hand touches the caster's shoulder. All spellburn damage is applied normally, but the caster's body drops a degree in temperature for each point spent. If 10 or more points are spellburned, the caster falls to the ground chattering until they can be warmed back up.
- 2 The caster can feel Noctys hugging them from behind in a friendly embrace. If the spell is failed, it can be cast again, but the caster must make a DC 10 + amount of ability points spellburned while casting, or lose the spell for an additional day.
- 3 A servant spectre appears as the spell is being cast. If the caster only burns one ability, the spectre will stay and fight until it is defeated or the combat ends. It is hostile to anyone not under the caster's protection.
- 4 For every 3 points the caster spellburns, a light is snuffed out. These lights cannot be relit until after combat. If this occurs during the day, a globe of darkness (as the cleric spell) is centered on the caster and it is equivalent to the spell check for the spell the caster is attempting to cast. This darkness emulates the night sky and stars can be seen as if it were midnight. Un-dead and other "creatures of the night" are at a +2 bonus at all rolls while under the cover of the darkness.

## Shadow Walk

Level: 1 (Noctys)                      Range: Touch                      Duration: 1 hour

Casting Time: 1 round              Save: None

---

**General:** The target becomes shadow stuff.

**Manifestation:** Once finished, the caster or their target become translucent and flicker in the light.

---

- 1            Lost, failure, and patron taint.
- 2-11        Lost. Failure.
- 12-13     The caster becomes a shadow and gets a +2 bonus to sneaking. If the caster is a thief, they get +1d.
- 14-17     The caster is at +1d to sneaking. If the caster is a thief, they are at +2d.
- 18-19     The caster can teleport to any shadow in the same room.
- 20-23     The caster's attack rolls ignore AC bonuses from armor.
- 24-27     As above, but the caster grants the bonus to two other targets.
- 28-29     The caster can fit under doors and look through seams in chests.
- 30-31     The caster bathes the room in darkness and can move about freely, ignoring traps, hazards and enemies. The caster is unable to affect corporeal enemies in this state unless it is with magic.
- 32+        All enemies in eyesight must make a Will save or become permanently blinded from a haze of darkness that manifests in front of the retina.

# Crushing Darkness

Level: 2 (Noctys)

Range: Self

Duration: 1 round or by spell check

Casting Time: 1 round

Save: Fortitude negates

---

**General:** The caster calls forth dark matter from space.

**Manifestation:** A ball of pitch crackling energy is hurled at the target.

---

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure

14-15 An inky black ball of darkness is pitched at the target. They take 2d6 damage as immense gravity and pressure are exerted on them. All breakable objects are smashed, crushed and ruined.

16-19 Target takes 3d6 damage and is paralyzed for CL turns.

20-23 As above, but the caster may target an additional foe.

22-25 The orb is 10' wide, deals 3d6 damage and all creatures inside are blinded for 1d5 rounds.

26-29 4d6 damage and a second Fort save must be made for each creature in the area of effect to avoid being thrown 20' in the air. They fall on the ground for another 2d6 damage on the next turn. If a ceiling is present, they crash through it if it is composed of something softer than stone and take an additional 1d6 damage from falling.

30-31 A lesser black hole is formed centered on the target. Everyone in a 20'ft radius must make a Fort save or be drawn into the sphere. It lasts 1d5 rounds and all inside take 5d6 damage.

32-33 A moderate black hole is formed. It is the same as above, but any living being inside winks out of existence at the end of the duration.

34+ A severe black hole is formed by the darkness. It is the same as 28-29, the damage is increased to 8d6 damage and all creatures inside will wink out with it. When the spell ends, reality is scarred in its place. Any person or animal spending more than a few minutes in the area will develop corruption as per the whims of the Judge.

## Servant Spectre

Level: 3 (Noctys)

Range: Sight

Duration: Varies

Casting Time: 1 minute

Save: None

**General:** Using a secret ritual, the caster summons one of Noctys' servant spectres to aid them. A servant spectre will obey orders as they are given, but if the caster behaves towards them in a disrespectful manner woe unto them! The spectres are in constant contact with Noctys and to degrade her servants is to degrade her. The caster must remain within earshot and eyesight for orders to be understood by the spectre. Most of Noctys' servants look like priests from a bygone era and their equipment shows the signs of decay. Those that died in the service of their deity show grisly wounds that leak and leave a trail of gristle behind.

**Manifestation:** A door leading from Noctys' palace opens inside of a nearby shadow which allows one of the dreaded shadow spectres to aid the caster.

---

- 1        Lost, failure, and patron taint.
- 2-11    Lost. Failure.
- 12-15   Failure.
- 16-17   The caster conjures a single shadow spectre for 1 hour.
- 18-21   The shadow spectre summoned will stay and obediently follow commands for 1d3 hours.
- 22-23   Two shadow spectres come to the caster's aid for 1d3 hours.
- 24-26   Two shadow spectres will aid the caster for 4 hours.
- 27-31   Two shadow spectres will loyally follow the caster until the next sunrise.
- 32-33   Three shadow specters appear and will follow orders for 24 hours.
- 34-35   1d5 greater shadow spectres are summoned. They have an additional +2 HD and drain Personality and Experience Points twice as fast as ordinary spectres. They will stay until dawn and reappear for 2 more sunsets.
- 36+     A massive arm composed of shadow claws out from a shadow on the floor. Another soon appears and a twelve foot avatar of Noctys pulls itself out. She has free will, but will recognize the caster and their party members as allies. The avatar will aid the party in combat and during exploration. She does not say anything or behave any way

to indicate that she is listening. The avatar will always stand as close as possible to the caster, wrapping them in a chilly embrace. The avatar will stay for 3 nights, disappearing at each dawn and appearing again at nightfall. Her arrival is always unsettling.

**Spectre:** Init+2; Atk soul siphon +5 melee (1d10 PER or EXP) AC 10; HD 4d12; hp 28 ; MV fly 20' or hover; Act 1d20; SP soul siphon, hatred, un-dead; SV Fort +2, Ref +4, Will +6; AL C.

**Soul Siphon:** A successful hit drains either Personality or Experience Points but a DC 14 Will save halves the drain. Roll randomly to decide which is drained. This damage manifests as the PC forgetting important memories or personality traits. Upon reaching 0 in any category, the PC simply ceases to be and can not be resurrected. Cogito ergo sum indeed!

**Hatred:** Jealous of the living, a spectre can curse a PC by glaring at them for an action. A DC 14 Will save will prevent this. The curse manifests as the PC being at -2D on the dice chain until they have remove curse cast on them.

# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## DCC Adventure Time #5

VOLUME 5 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)





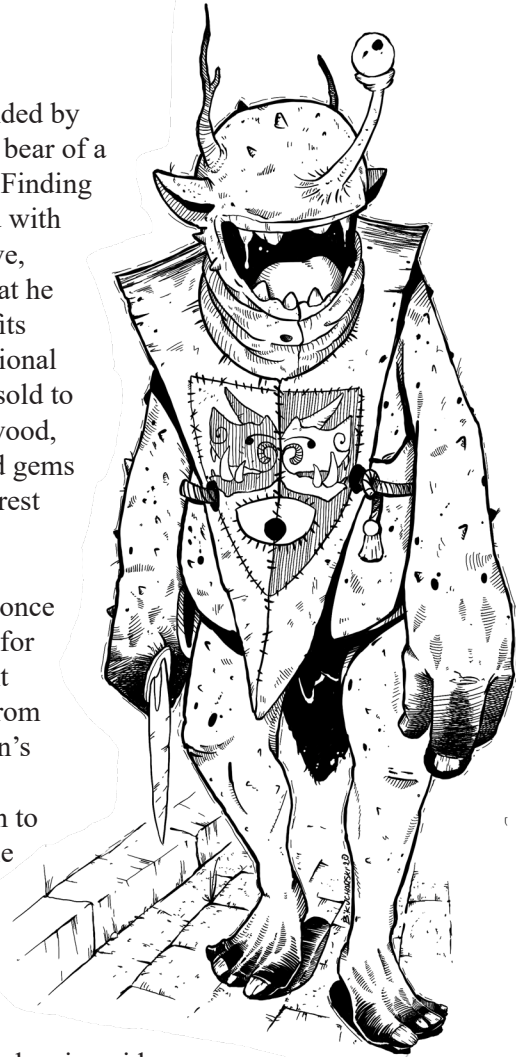
# The Inn in the Forest

Written by Daniel J. Bishop, artwork by Bart Kucharski, cartography by Shyloh Wideman

## Background

The Forest Inn was founded by Adalard Holzschwein, a bear of a man with a foul temper. Finding a good site near the road with an accessible natural cave, Holzschwein realized that he could maximize his profits by kidnapping the occasional lone traveller. These he sold to the erddämonen of the wood, in exchange for gold and gems mined from the stony forest crags.

The cave, however, had once been a place of worship for the alte bilder, an ancient race of men long gone from these lands. Holzschwein's excavations awakened a slumbering spirit, known to the ancients as Dia Coille and to Holzschwein as the Waldgeist. Soon enough, blood sacrifices began once more. The Forest Inn became a shunned house, as Holzschwein paid for the immortality promised him and his family by the wood spirit. The inn's last customer entered these doors decades ago, and still the partially-transformed Holzschwein owes blood to the forest god ...

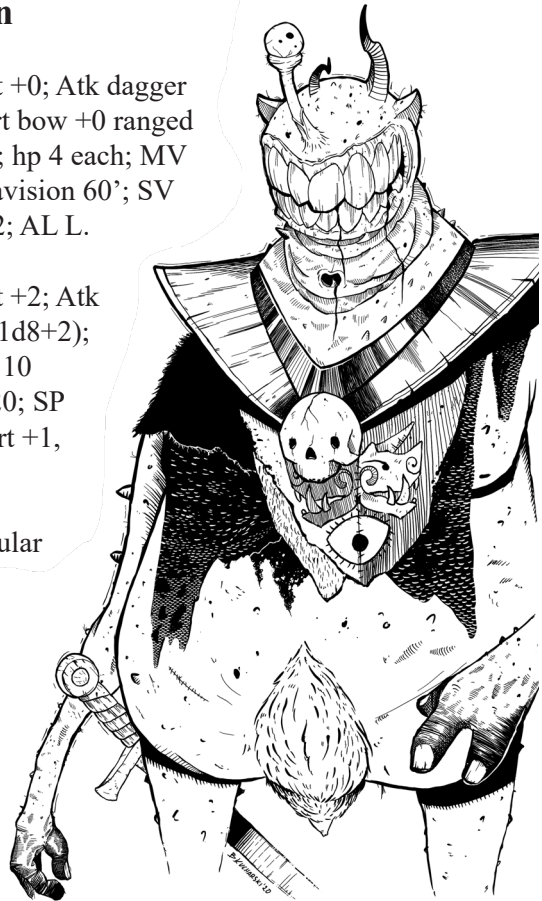


## The Erddämonen

**Erddämon thrall:** Init +0; Atk dagger +0 melee (1d4) or short bow +0 ranged (1d6); AC 10; HD 1d6; hp 4 each; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL L.

**Erddämon thane:** Init +2; Atk long sword +2 melee (1d8+2); AC 16; HD 2d8+2; hp 10 each; MV 30'; Act 1d20; SP infravision 60'; SV Fort +1, Ref +1, Will -1; AL L.

The erddämonen (singular erddämon) are cyclopean purple humanoids with dark blue limbs whose fingers and toes are so dark as to be almost black. They come in two types, the halfling-sized



thralls and the human-sized thanes. The thanes wear chainmail and bear shields, and are enormously corpulent. Each thane's shield has its own heraldic device, and thralls wear the colors of their thanes. While the erddämonen are certainly willing to fight, they would rather barter gold and gems for slaves from the surface world.

## The Ebersache & Its Kin

**The Ebersache:** Init +5; Atk boar spear +8 melee (1d8+6) or tusks +8 melee (1d4+6); AC 16; HD 10d8+20; hp 66; MV 30'; Act 2d20; SP infravision 90', never surprised, pin, cold aura, draw soul, death throes; SV Fort +8, Ref +6, Will +8; AL C.



D. KUCHNYSKI 122

Adalard Holzschwein has become the Ebersache, a humanoid monster that would be 10' tall if it stood upright. Its muscular frame is covered in thick reddish-black hair, the color of congealed blood. From the lower jaw of its boar-like head thrust two enormous orange-yellow tusks. The creature seems to destroy warmth and light – within 100' of it lights dim and the air becomes cold. When the creature is within 50', breath becomes clearly visible as the air temperature drops.

The Ebersache carries an iron boar spear – a weapon with a cross-piece used to pin down an opponent or prevent it from reaching its attacker. A creature struck for more than 10 points of damage is pinned, unable to reach the Ebersache with melee weapons, and can only escape with an opposed Strength check vs. the Ebersache's +6 bonus.

If the Ebersache reduces an opponent to 0 hp, it can spend a full round drawing in the being's soul. If it does this, the Ebersache heals hp equal to the victim's maximum hp, and the victim is dead - magical healing and recovering the body have no effect unless the Ebersache is first slain. (A Luck check once the Ebersache is slain occurs automatically; if it succeeds the victim is miraculously alive as though its body had been rolled over). The Ebersache will not use this power unless reduced below half of its hit points, as it still needs sacrifices to the Waldgeist to become truly immortal.

If slain, the Ebersache briefly transforms into the naked body of Adalard Holzschwein before turning into dry leaves and twigs, and then blowing away.

**The Sau:** Init +2; Atk slam +5 melee (1d6+6) or bite +3 melee (1d8+6); AC 16; HD 4d8+4; hp 24; MV 30'; Act 2d20; SP maul, death throes; SV Fort +4, Ref +2, Will +1; AL C.

Holzschwein's wife, Magda, was transformed into the Sau by her husband's semi-apotheosis. The Sau is a massive creature, 8' tall, with porcine features. If she hits the same target with two slam attacks, she can maul it, drawing the creature in for an additional 1d6+6 damage and a free bite attack. A creature being mauled takes an automatic 1d6+6 damage each round, and risks a bite attack. Escaping the maul requires an opposed Strength or Agility check vs.

a +6 bonus. If reduced to 0 hp, the Sau regains her human form in death.

Although thoroughly wicked – she had no objections to enslaving the Inn’s guests – the Sau grieves her current state and now hates her husband, the Ebersache. It is possible to make a tenuous alliance with her to defeat him, but once her husband is dead, she will turn immediately upon her erstwhile allies.

**The Schallgeber (6):** Init +1; Atk spear +1 melee (1d8) or bite +1 melee (1d4 plus infection); AC 14; HD 2d8+2; hp 14 each; MV 30’; Act 1d20; SP death throes; SV Fort +2, Ref +0, Will -1; AL C.

The children of Adalard and Magda became the Schallgeber (singular and plural), swinish humanoids with thick fur. They worship their father, and are both cunning and cruel. Although she hates her husband, the Sau loves her children, and will protect them with her life. They revert to human form upon death.

The Schallgeber were named Anika, Margrit, Volker, Wolf, Horst, and Jan in their previous lives.

The Ebersache wants sacrifices to complete his apotheosis. He uses the Schallgeber and avoids the Sau. The Ebersache loves only himself.

The Sau wants to see the Ebersache destroyed and protect the Schallgeber. Her desire to protect her children is stronger than her hatred. She will seek to destroy any who harms the Schallgeber.

The Schallgeber worship the Ebersache and do whatever he tells them. They will sullenly obey the Sau, after the manner of moody teenagers.

## Adventure Start

Camping in the wilderness is dangerous, but as the shadows grow long a potential shelter appears out of the gloom. Ahead through the thick pines you can make out the darker shadow of an old inn, now fallen into disrepair, set back a dozen yards from the track you are following. A yard is still fenced with rough stone between the

inn proper and the dilapidated stables, although it is dotted now by growing saplings. The sign before the inn hangs on one of its chains; the other is broken, leaving the old boards to dangle. The weather-beaten sign shows a boar's head, painted in faded red and black, and the words "Forest Inn".

The judge may allow characters with appropriate occupations to know of Holzschwein's reputation and/or that the inn hasn't been occupied for decades. Likewise, mention of (or even encounters with) the erddämonen may have occurred before this adventure.

## **General Layout**

The Inn proper is to the west, with stables to the east and a fenced yard between them. To the north of the inn is a small graveyard, and to the east are a well and a latrine.

The latrine is lined with well-fitted stone caulked with lime to keep waste from tainting the well. It had to be mucked out regularly when the inn was in use, and there are still two rusty shovels here for that purpose. The well is 20' deep, and half-filled with water. The old well cap is missing, so leaves and forest debris, as well as the occasional insect or dead squirrel, pollute the water. The bucket, rope, and windlass are still here. The rope is 30' long, but has been weakened by the elements and may fail if put to substantial use (use Luck checks to determine).

The graves are older than the inn, and date back to the time of the Dia Coille. These stones are so old that the runes upon them can barely be made out. The only new grave is that of Adalard Holzschwein's aged father, Otto, who died when the inn was new. He is buried under a massive slab that would take enormous strength to move (DC 30) without proper tackle, and there is no real value in doing so.

## **Random Encounters**

There is a 1 in 5 chance of a random encounter every hour during the day, and a 3 in 5 chance every hour at night. The judge may also roll a random encounter if the PCs do something to draw attention to

themselves, or the game could use a bit of excitement.

## Daytime

### 1d6 Encounter

- 1d6 **Deer** emerge from the forest to forage around the inn. They keep a distance from any obvious characters. If more than one is encountered, it is a stag with does. A hunter, forester, or warrior with a bow may bring down a doe with a DC 10 Agility check (the creature is injured and must be followed for 1d6 x 10 minutes before it falls), or a stag with a DC 13 Agility check. Otherwise, the creatures are AC 12 and have 2d6 hp (yearlings or does) or 4d6 hp (stags).

**Deer:** Init +5; Atk hooves +0 melee (1d3) or antlers +2 melee (1d5); AC 12; HD 2d6 or 4d6; MV 50'; Act 1d20; SV Fort +2, Ref +5, Will -4; AL N.

- 2d5 **Wild pigs** emerge from the forest. This is a boar, a sow, and up to 8 sounders. Sounders are non-combatants with AC 13 and 1d3 hp.

**Wild pigs:** Init +2; Atk tusks +2 melee (1d4+2); AC 14; HD 3d6; MV 40'; Act 1d20; SV Fort +4, Ref +3, Will +3; AL N.

- A **cold draft** is felt, outdoors or within the inn. Spooky... or the Ebersache?
- 2d4 **Erddämonen thralls** approach the inn. They are hoping to reestablish the old slave trade. If it seems risk-free, they might try to bag lone or heavily outnumbered characters.
- 1d3-1 **Schallgeber**. If 0 is indicated, the creatures are merely heard calling each other through the trees.
- The Sau**. Roll 1d5: (1-2) glimpsed spying from the forest; (3) creeping around the inn, hoping to pick off stragglers; (4) seeks aid to defeat the Ebersache, and pleads for the lives of her children; (5) attacks (from ambush if possible).

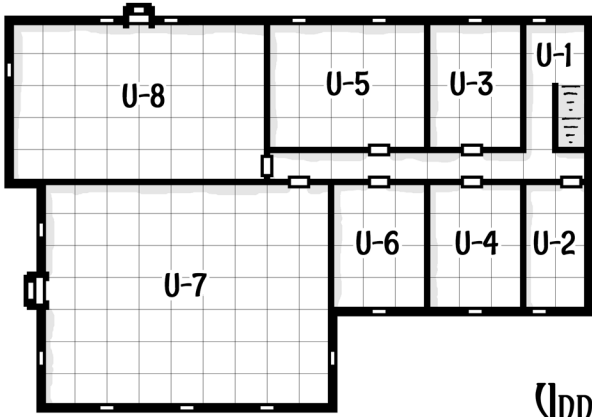


## Nighttime

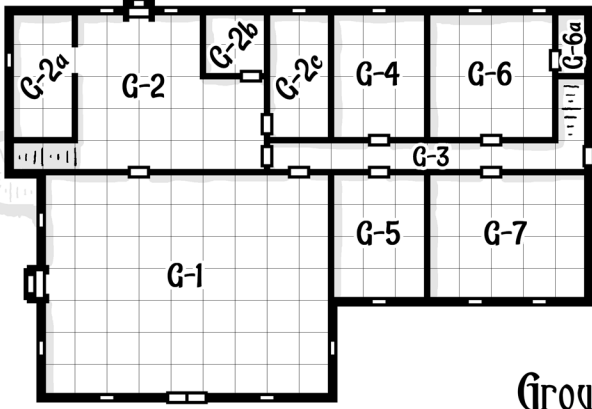
### 1d6 Encounter

- 1 An **erddämonen thane** with a retinue of 3d5 **erddämonen thralls** demands room and board from the Inn and refuses to believe that it is no longer in use, or that the PCs are not the owners/staff. They are looking to put the PCs at their ease, and will attempt to enslave them if they let their guard down or seem weak.
- 2 A **cold draft** is felt. There is a 1 in 5 chance that this presages the arrival of the **Ebersache** in 2d7 rounds.
- 3 1d5 **Corpse candles** float around in the graveyard. These appear to be the lights of candles held by shadowy figures, but if anyone gets within 20' they fade away.
- 4 1d5+1 **Schallgeber** raid the Inn. Each death requires a DC 10 Will save, or the remainder flee.
- 5 The **Sau** comes to (roll 1d5): (1) avenge her children, (2) learn more about the PCs, (3) kill one of the PCs and drag off the body to eat, (4) bargain with the PCs to kill the Ebersache, or (5) kill the PCs. Circumstances and previous encounters may suggest a motive for the Sau; in this case, do not roll.
- 6 The **Ebersache** comes to drag a sacrifice to Area T4.

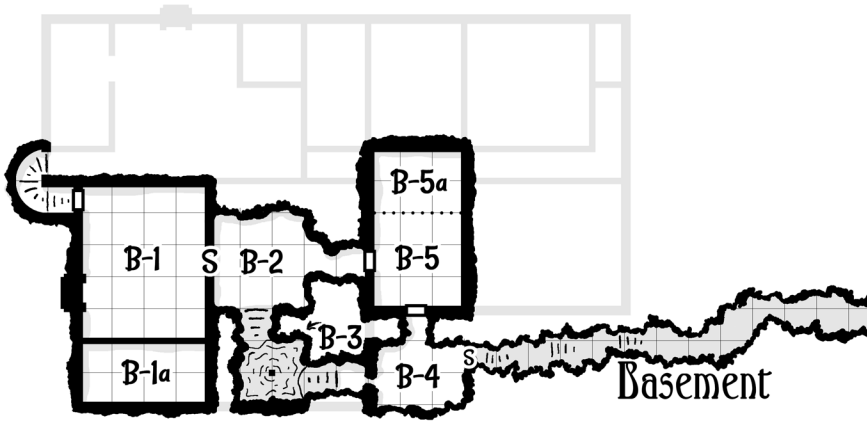




Upper Floor

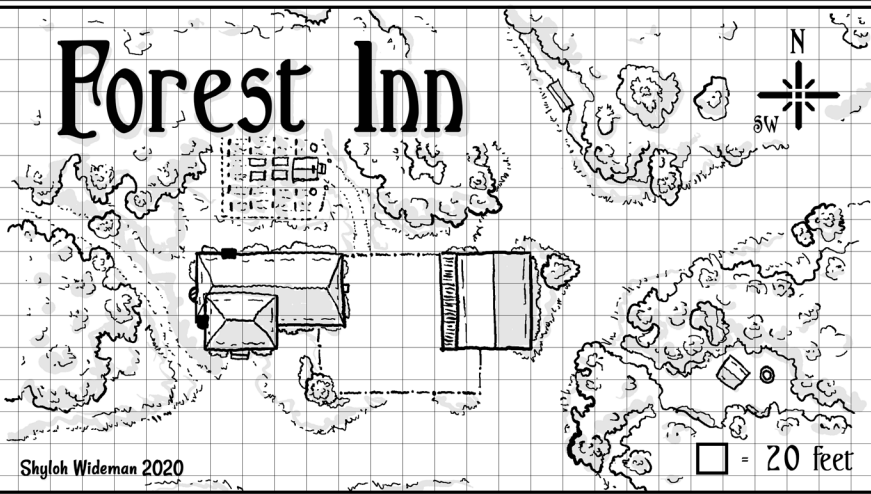
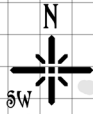


Ground Floor



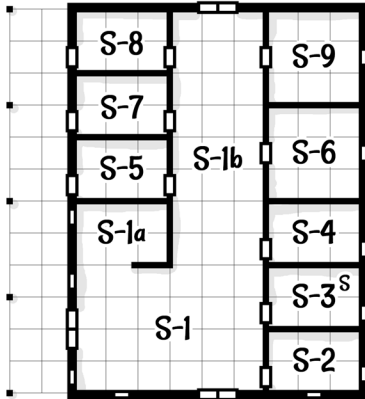
Basement

# Forest Inn

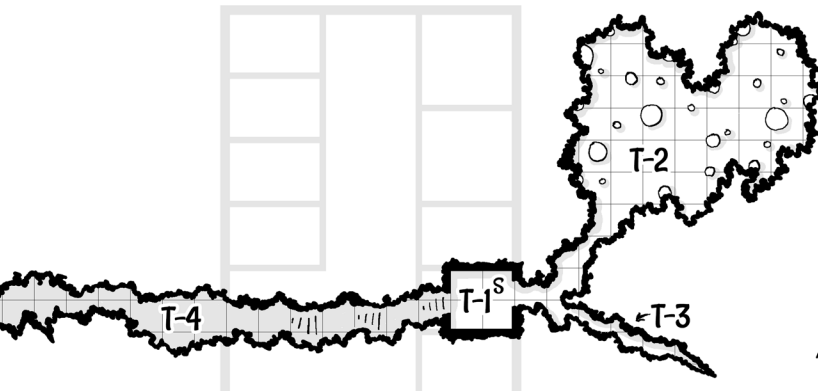


Shyloh Wideman 2020

□ = 5 feet



Stable



Tunnel

## Filling in the Map

Sometimes time is kind, and other times it slaps you silly. Here we have a beautiful – and I mean *beautiful* – map, an interesting situation, and no time to actually fill out more. I mean, you would think with everyone staying home in early 2020 I would have the time, but that just isn't the case. And Shyloh's map really deserves better than this quick summary.

The stables have a sagging porch-like overhang held up by five sturdy posts. Within, the lower part of the stables are in fairly good condition, but the upper loft where hay was once stored has a sagging roof with some substantial holes. Upkeep for horses occurred in Area S-1a. There are probably farrier's tools still there. The trapdoor in S-3 is well hidden, and leads into T-1.

For the Inn proper, G-1 was the taproom, G-2 the kitchen, with areas G-2a, G-2-b, and G-2c being storage areas used as pantries, etc. B-1 is the beer cellar. B-1a is bricked up. There is probably something interesting in there – think *The Cask of the Amontillado*. B-3 is a pool, perhaps with some hazard. Slaves were kept in B-5a for transport. The innkeeper and his wife slept in U-7. U-8 would have been kept for important guests. G-2c. The children probably got stuck in a single common room, say G-4.

The Waldgeist's shrine is in the root-filled cavern at T-2. This entity could be a patron for some hapless wizard or elf. It is not unreasonable to believe that Adalard Holzschwein brought his condition upon himself (which he did), and the Waldgeist's influence could be turned to a more useful direction (from the PCs' point of view, anyway).

# BEYOND THE DIAMOND VEIL

## A Level 2 DCC Scenario, part two of the Blood Diamonds Cycle

By Matthew Towle

Art by Colin Mills

It has been two long years since you escaped the Diamond Mine, two years since your Band faced hideously transformed Chaos-beasts, two years since you cast off the chains of a slave.

Now you have chosen to return to the mountain that was your prison. This time you come, not in shackles, but as free warriors, carrying but one thought in your hearts: vengeance!

The mountain that was all but consumed by the Chaos Vortex two years past has reappeared, altered, but recognizably the source of your former misery and toil. You have journeyed for weeks to put an end to whatever is left of the Blood Diamond Chaos Cult.

One: Last Lift Down: Shiny Halls and Water Damage

Two: Archive and Space Warlock

Three: Signs of the Times, Prince that Was

Four: Grate Expectations, Juggernaut and Scuttlemutts

Five: Spindly Residuals in the Meat Locker

Six: Chapel Annex, Robes and Saunas (optional)

Seven: Chapel of Pain, Wall of Soul-Stone

Seven Alternate Track: Dragon in the Cupboard, Tigers in the Seats

**Judge's Note:** *What if we haven't played the first one?*

*For a one-off not tied to a previous expedition, a patron or deity may have tipped off the Band that the Chaos Cult was near a dangerous victory deep in their underground fastness. Alternatively, rumors of strange and deadly diamond artifacts (and their source in the cult's ruined mine) may have found their way to a thief's ear.*

## STARTING THE ADVENTURE

The action begins as the Band finds the last functioning Lift from the surface to the depths of the Blood Diamond Mine, controlled by a simple magic rune of travel. (As long as there is an elf or a wizard in the party, activation is automatic, otherwise DC 13 Will save to activate, and shame on you for not having an elf or wizard!)

The Lift is a metal grid platform 15' round, attached to runners in the walls of the shaft (7 runners) and propelled entirely by arcane power, still emanating from the Engines of Mis-Chance deep below. There are no guardrails, and the Rune of Travel is placed on a low pedestal in the center of the platform.

When activated, the Lift drops rapidly down a dark shaft, taking more than a minute to travel the distance to the deep levels, past sealed passages and collapsed tunnels. Use this time to ask the party about light sources and items in hand (weapons, free hands for spells, torches/lanterns/other, etc.). Upon arrival, there are two exits out of the shaft at the bottom, but the first is only a small space that contains a barrel of stale but potable water, a metal ladle (1d4 as an improvised weapon), and a burnt out torch stub. The other exit is an archway into:

## SHINY HALLS AND WATER DAMAGE

Floors here are polished and carved stone, walls are similar, with a strip of Chaos Runes running along the wall at about 5' high, the line of script being 6" high, and continuous throughout the entire complex on all walls in corridors (not in chambers). Even a Comprehend Languages spell will reveal nothing useful initially, as the words, though carefully etched into the stone, are random word salad from the disturbed mind of a high-ranking Chaos Cultist of years gone by. Occasionally the words will be complete thoughts, and potentially useful to the party, and these few *Chaotic Runes* will be noted appropriately. Ceilings are arched with stone blocks to match the floors and walls (grey and slick), with a maximum height of 15' at peak down to 11' at the wall. Slightly damp, there is also a faint discoloration (a water line) at about 3' high throughout all corridors unless noted otherwise, as the Sluicing Gates are

occasionally opened, and waves of hot, abrasive-filled water crashes through the complex (q.v.).

## DEATH IN THE MINE

Any PC dying during the adventure (after rounds equal to his level has passed) will suffer a gruesome transformation, as their body rapidly decomposes, flesh and bone turning to jelly and dust, with something just visible glittering inside the uncanny offal: a Blood Diamond Artifact!

## BLOOD DIAMOND ARTIFACTS (roll d6)

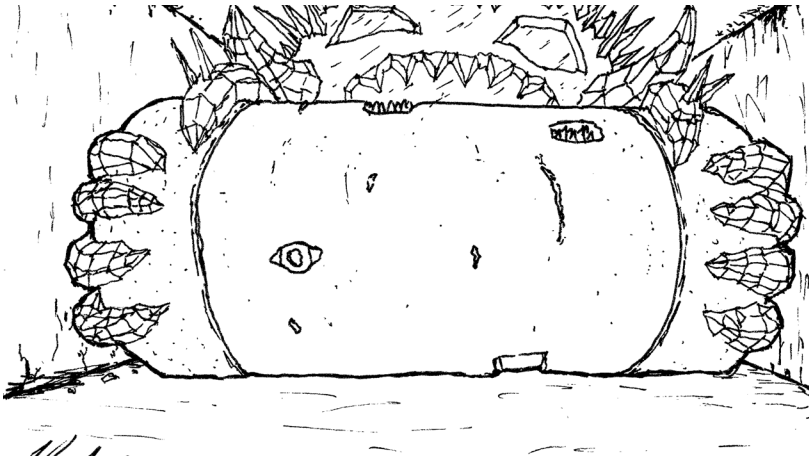
1. **Ring of Blood Sorcery.** +3 to Spellcasting rolls 3/times per day, each use drains 1 hp & 1 point of Stamina as pin-pricks draw blood from the finger of the wearer. 2: Wand of Shooting Stars: +3 Star Spray to a single target, range 40', for 2d7 heat damage. Costs 1 hp & 1 point of Stamina to activate, as blood is drawn through the palm of the user.
2. **Phase Dagger:** +2 to hit and +2 damage as a standard dagger. Against creatures out of their correct time and place (Judge's discretion) crits on a successful hit of 17-20, uses a crit die two die steps higher than normal.
3. **Diamond Sphere:** may be thrown at a target (+1 to hit within 30'). Will increase in mass drastically. If it hits, it will do 1d14 damage, and a DC (attack roll) Fort save or target is sucked into a miniature singularity, as both the ball and the target will vanish with a loud bang and weird purple visual effects. One-use item, costs 1 hp and 1 point of Stamina to use as blood is drawn from the palm of the user.
4. **Diamond Vial:** contains a clear, reddish liquid, smelling of jasmine and fresh-mown grass. If consumed, will heal the imbiber completely, even if newly-dead (1 round per level). Will regenerate the liquid inside once per week. Costs 1 hp and 1 point of Stamina to activate.
5. **Bracelet of the Last Hope:** 3 times/day, will allow the user to force an opponent to re-roll a crit against the wearer. If the third charge of the day is used, roll 1d4. On a 1, the bracelet is depleted forever. Costs 1 hp and 1 point of Stamina to use as pin-pricks draw blood from the wrist.

6. **Eye of the Veil:** 1/day, this monocle may be used to “pierce the veil”. At the judge’s discretion, the wearer may view the current area in another time, view an adjacent dimension contiguous to this one, or anything else that sounds like piercing the veil (e.g. seeing through magical darkness, a physical barrier, etc.) Vision lasts for three rounds only. Costs 1 hp and 1 point of Stamina to use, as blood oozes from the eye of the wearer.

## Characteristics of all Blood Diamond Artifacts

If the bearer dies, chances are high the artifact will be broken, with cracks and occlusions throughout, still functional as a mundane item, but losing any extraordinary features. The person attempting to loot the item makes a DC 15 Luck save, with success indicating the item is still functional.

Lawful clerics and churches, as well as Lawful angels or other extra-planar beings, will view Blood Diamond Artifacts as Things of Chaos, and worthy of destruction



## ARCHIVES AND SPACE WARLOCK

*Chaotic Runes outside of this door include the words “Ledgers of our Lords” and “What’s the frequency, Kenneth?”*

Access to this chamber is by a stone door flush with the wall around it, but composed of a reddish stone, smooth and worn with age and



water, with a recessed handle 4" deep in the thick stone portal. It is trapped (DC 13 to locate) with a metal chopper that, if a DC 15 Ref save is missed, will sever the hand of anyone attempting to manipulate the handle. Damage is only 1d7, but the hand is severed neatly, and bleeding will be 1d3 per round until the wound is healed (requires 3 dice of Lay on Hands to restore). The trap may be disarmed (DC 13) or blocked with something to avoid damage, but anything other than thick iron or steel will be severed also. Opening only requires twisting the handle 180 degrees widdershins. There was a key once to unlock the trap, but the hole for it has been filled with clay to match the stone.

Once opened, the door slides smoothly to the left (revealing its 1' thickness) into a dimly lit room containing black stone bookcases as tall as the 12' ceiling. Crystal light globes are mounted in each corner of the room, attached to the walls near the ceiling, giving a glow faded with time, and thus only dim light at best. The shelves create a bit of a maze in the room, with no clear line of sight, as the shelves are filled with stone tablets of grey stone. A rustling sound from one corner of the room (see map) indicates another presence in the chamber.

The sounds come from Beltar, the Warlock Out of Space, and his servitor Battle Homunculus, Kain. Beltar was reading one of the ancient texts while Kain held a Lantern of Arcane Luminescence. Upon the door sliding open, Beltar has ordered Kain to set down the lantern, and move to a position near the bookcase at the last turn before the Seekers will see him. Kain will attempt to ambush the first around the corner, and Beltar, upon seeing the opposition, will summon three Half-Devils to fight on his behalf, and then use his Wand of the Hornet to poison any target that closes with him (priority one), any arcane casters (two), and any ranged weapon users (three).

## Kain the Battle Homunculus

5' tall, made of smooth blue leathery skin, with glowing eyes but no nose, mouth, or ears. Has a fanged mouth in the palm of each hand, no clothing or other features.

Init +3; Atk +4 Hand Bite (melee, 1d5 hp); AC 13; HD 3d12, 25 hp;; MV 30'; ACT 2d16 SV Fort +3, Ref +1 Will +1; Special: Immune to mind control and sleep; AL C

**Half-Devils (3):** 3' tall, slimy green and black devils with small horns and slashing tails (secondary attack), armed with green pitchforks, wearing black loincloths.

Init *Act on same init as their Master*; Atk +2 hellish pitchfork (melee 1d6 hp), +2 tail slash (melee 1d4 hp); AC 11; HD 2d6, 7 hp; Actions 1d20, 1d14 (tail) MV 25'; SP immune to mind control and sleep; AL C

**Beltar, the Warlock Out of Space:** 5'2", human, twisted with age and corruption, pale skin with a scaly, alligator-like hide on the left side of his body, left hand is clawed and scaled, left eye is noticeably reptilian.

Init +1; Atk +4 Wand of the Hornet (ranged 1d3 h.p. +DC 15 Fort save or paralyzed for 1d4 turns) or Summon Half-Devils (1/day) or Hasty Word of Recall (1/day); AC 10/15 with spell (first 3 rounds of combat); HD 5d4+5,22 hp; ; Act 1d20, 1d14; SV Ref +4 Fort +6 Will +6; AL C;

**Note:** If Kain is destroyed, Beltar will use his next action to use his Hasty Word of Recall and will vanish in a blast of frozen air and thunder, returning to his stronghold on the Moon of Eld, currently in orbit around the planet.

**Judge's Note:** *If he survives, you may use Beltar as a returning villain, who has now developed a grudge against the party. His presence here has nothing to do with their mission, as he was merely searching the ancient records of the Chaos Cult (q.v.).*

Once the danger of the Space Warlock has passed, the Band may

choose to examine the bookcases. They contain row after row of records of the Chaos Cult, going back seeming generations and listing (in a variant dialect of the Chaos language, requiring either special skills or a Comprehend Languages spell to decipher) endless records of the minutiae of the cult's activities, recruiting, slave-gathering efforts, supply and dispensing records, ad infinitum. Several man-weeks of effort here would allow a big-picture understanding of the cult, but no shortcut to that understanding is likely.

Also of interest is the aforementioned Lantern of Arcane Luminescence, a useful artifact for any explorer. A black, five-sided lantern of ornate design in bronze, it will provide a clean, white light to a radius of up to 40', and a dimmer light for 20' beyond that, or dimmed to a mere 10' glow. Shutters on its five sides may be opened or shut creating a single pane of light, or a mostly-360 degree light, as desired. There is a reservoir in the bottom of the Lantern, which will hold up to a half pint of liquid. The lamp functions for a 24 hour period continuously once filled with blood from a sentient being (any equivalent fluid will do, so long as the "donor" is or was sentient). If filled with blood from a dumb animal, it will function for only 2 hours, and at half-strength. When the light fails the first time, enough residue will remain in the reservoir to hint at its requirements. The lantern is blood-warm while in use, and cold as death when not. Baltar has a thick velvet bag to carry it in when not in use, although it is unlikely the Band will obtain it. The lantern has 1d24 hours of light from its current reservoir. Additional powers of the Lantern of Arcane Luminescence, if any, are at the judge's discretion.

## **SIGN OF THE TIMES, PRINCE THAT WAS**

*Chaotic Runes here include "Gate of Warriors" and "Reflecting Pool"*

Entrance to this chamber is via a similar door, although this one is untrapped and unlocked. Upon opening the door, the bulk of the chamber is revealed immediately, with only a tall screen covering about one-third of the far wall (see map). The floors are the same stone of the corridor, but the walls are an alabaster white, as is the vaulted ceiling. The far wall is alive with an enchanted moving

image of a long-lost time (although this is not evident to the players) depicting the view from a mountain slope down on a valley, in which distant figures (tiger-like humanoids) seem to be rounding up simple humans and driving them like cattle back towards the mountain.

Standing with his back to the Band is a tall figure (6' 6" perhaps) wearing fine silks, a strange, crystalline light armor over the silks, with his furred hands clasped behind his back as he watches the scene on the wall.

If attacked while “unaware” of the party, the first attack will miss (as if, suddenly, he had been standing somewhere else nearby the whole time) and he will turn to face the Band before shaking his head once, and step sideways in time, vanishing.

If approached peacefully, he will, without turning to face the Seekers, utter three cryptic sentences, and then vanish as above. After he leaves, the images on the wall will change to reflect the outside of the mines above, looking out on the valley below the mountain, changed with a thousand years of time, but recognizably the same valley.

### **Words of the Prince that Was:**

“The Princes That Were now serve the Chattel of Old.”

“The Celebrant in the Chapel of Pain must die before the Now.”

“Only with diamond can the Diamond Veil be sundered.”

***Judge’s Note:** peak the above lines slowly and clearly, and in your best attempt at deep, booming, oracular tones, looking into the distance as you speak. Do not repeat them, as the Prince vanishes immediately after speaking. No questions, no do-overs. Players may well argue over what was said. Allow them to be mistaken, if they are.*

Examined as he speaks, it is apparent that the Prince is scarred along his face (left side) and perhaps all down his neck and body. His silks are beautiful, and look new, and his light crystalline armor appears thin and transparent, with only a light red tint. His race is unknown, but looks like an evolved Tiger become mostly human, strong, graceful, and proud.

Along the far side of the screen, opposite the door, are suits of diamond armor similar to the armor of the Prince, enough for half the party (round up). They are light and flexible suits made of enchanted blood diamond, provide +4 to AC, +1 die step to fumbles, no penalty to skills or casting, and no movement penalty. They also allow the user to shift in time:

**By spending 1 hp (as blood is drawn into the armor from the skin below), the user is cast into a different time.** Given years of study by an arcane caster or a cleric with a god of an appropriate portfolio, control of when to go may be learned, although never certain (making appropriate spell checks with bonuses for level and INT or PER as appropriate) against very stiff DC's (typically 20 or higher for precision). However, the Prince has set these suits to a specific time, and he hopes the Band will don them, and use them when they find the Chapel of Pain (q.v.).

## **GRATE EXPECTATIONS: JUGGERNAUT AND SCUTTLEMUTTS**

*Chaotic Runes near one of the large pipes "Please sluice between meals"*

This wide open area of the corridor has two unusual features: a large grating in the floor made of metal, and three large pipes (2' diameter) with grates covering the openings flush with the wall. Although the Sluice-Gates will open from here eventually (q.v.), the action will begin with the passage of the scuttlemutts and their pursuit by the diamond juggernaut. Give the party three rounds (or less) to examine the gratings (dark metal, 1 ½' gap between grids, non-ferrous) before they hear the approach of the dogs.

Skidding on the slick floor, their talons occasionally scratching at the stone, the pack of scuttlemutts comes plunging desperately down the corridor from the north, intending to pass through the area near the grates, and down the passage to the south. The players may choose to attack the scuttlemutts (roll initiative), but the ‘mutts will do their best to ignore the Seekers, desperately leaping over them, around them, and run breakneck down the hall. One round after their passage, any in the hall will hear the grinding sound of the Juggernaut approaching, and two rounds after the ‘mutts, around the corner will come the diamond juggernaut at speed, intending to grind all beneath its giant indestructible rollers. In their wake may be found a small mound of their scat (pure diamond, of course) worth 2d100 GP, and a single Blood Diamond Artifact (q.v.).

**Scuttlemutts (AKA Diamond Dogs):** large dogs made of rough diamond, with flaws and occlusions throughout, given life by Chaos Magic, and acting much as dogs do, eating only ore and drinking water occasionally.

Init +3; Atk +3 diamond bite (1d8, +1 die type on crits); AC 15; HD 2d10, 13 hp; ; MV 40’; Act 1d20; SV Fort +4, Ref +2, Will +1; SP composed of living diamond, immune to spells targeting normal physiology (no blood, no flesh, no hair), but not Un-Dead in the normal sense; diamond scat: 1 in 12 is a blood diamond artifact (q.v.).

**Diamond Juggernaut:** Init +0; Atk juggernaut rolling charge (up to three M-sized targets DC 11 Ref save or 2d20 hp and, if killed, bodies flattened beyond hope of recovery); AC 20; HD 7d10, 68 hp; (as a construct, this device began at max hit points, and has taken almost no damage over the long years since); MV 60’ on smooth surfaces, 30’ otherwise; SP construct, immune to mind-affecting spells and sleep; SV Fort +5, Ref +0, Will +3; AL C

Here in the Grate Expectations area, the Juggernaut will move through at a speed of 60’, and then pass down the south hall, eventually returning to its (off-map) housing to await a call to “clean house” again.

## SPINDLY RESIDUALS IN THE MEAT LOCKER

*Chaotic Runes here include “Don’t Feed the Artists”*

This complex of rooms contains three dangerous beings (the spindle-men) who weave meat into incredible, and horrible, art for the few survivors of the Chaos Cult. Those trapped here by the spindle-men hope for death, but that is a gift long in coming.

The outer chamber (see map) contains a single example of the spindle-men’s work, suspended from an elaborate hoist. What appears at first to be a life-size human figure hanged by a twisted rope is, in fact, a “doll” made of three different humans, woven in strips of flesh and muscle about 1” wide, creating a lattice of three different skin tones, three different colors of hair, and parts of three different faces, all showing a scream as their last expression. The awful doll is suspended from the hoist, not by rope, but by a woven cord made of entrails. The craftsmanship is superb, as the work was completed with an eye to preserving as much detail as possible.

All who view the “doll” must make a DC 13 Will Save or be overcome for one round with disgust, emptying their stomachs on the floor, and continuing to retch for 1d3 turns, suffering a -1 die type to all actions during that time.

Any noise in this chamber, including vomiting, is likely (1-4 on a d6) to attract the attention of the spindle-men from the adjoining chamber (q.v.)

Spindle-men are tall (7’+), lanky humanoids with long fingers and limbs, nude but sexless, with tan skin and huge black eyes and mouths gaping loosely open, revealing shark-like teeth, in three rows. They are armed with the tools of their “trade”, a long flensing knife, a large bone spindle, and jagged bronze carding comb.

**Spindle-man (3):** AC 12; Atk weapons listed above +4 (each of the above does 1d7+2 dmg); punch +4 (1d3+2 dmg); a bite +4 (1d5 dmg ) using d16 as action die; HD 5d8, 23 hp; MV 40’; Act 1d20 (bite: 1d16); SVFort +4, Ref +3, Will +4; SPEXtra-Temporal Origin

(from a distant future, may be a Human descendant)

The Central chamber is the workroom of the Spindle-Men. If they have not been alerted, they will be here, working on a single body, only recently dead. They will be unhappy to be disturbed in their work.

The corpse is that of a human male, nude, with multiple incisions already made in its form, but not yet flensed, and thus recognizable.

***Judge's Note:** If any PC has died, but the body was not found, you may make this the remains of the former character, to add to the horror of the scene.*

The corpse is otherwise unremarkable, and quite beyond help barring divine intervention or hideously powerful arcane magics.

Furniture in the Workroom includes a rack that holds a body at a 60 degree angle, a stone worktable (upon which rests the body) and a black iron tool rack on the wall that contains a selection of flensing knives (5), bone spindles (3), and bronze carding combs (4). Each of these disturbing implements could be pressed into service as a weapon, doing 1d7 in melee.

The floor contains channels that slope into a narrow (4") hole, with brown stains giving testament to its use over the long years.

The large door here is identical to those found elsewhere on this level, and is untrapped and unlocked.

The smaller door here is a simple bronze affair, with a large handle, cold to the touch (as is the door), which leads into the Meat Locker:

This chamber is magically cold, kept at temperature just above freezing, and contains two more corpses of humans, suspended on hooks. As soon as you have described their bodies hanging on the hooks, one of them begins twitching frantically! Both are still alive!

***Judge's Note:** these can be used as replacement characters if the party has suffered casualties, and the wise judge will have a couple of level one pre-gens handy if this is desired.*



If no reinforcements are required, they are a pair of unlucky explorers, Joachim the Warrior (lvl 1) and Little Steven, the Thief (lvl 1) They have no clothing or gear, and have only 1 hp each, but are otherwise healthy enough, and eager to leave the Mine.

## **CHAPEL ANNEX: ROBES AND SAUNAS**

***Judge's Note:** if running this adventure at a convention, or when time is limited, you may choose to omit this area completely*

This section contains a robing chamber used by the surviving priests of the Chaos Cult, and a room once used for relaxation, but now containing nothing but danger for those who dare it.

The Robing chamber contains built-in stone shelves and wardrobes, some still containing soft grey towels (4), red and black satin robes with hoods and eight-pointed stars on the front (2), black satin slippers (3), and red satin gloves (4).

The door to the Sauna is a heavy hatch similar to those in the hallways. It is locked (DC 13) and trapped with a steam trap (DC 13 to detect, DC 13 to disable or DC 15 to remove, if triggered, a blast of steam hits any nearby, DC 13 Ref save for half damage, 2d6 steam damage).

### **The Sauna**

Once a place of repose, this chamber now contains a spirit of Chaos. A steam elemental manifests as a blood-red cloud of steam 8' high, 3' across, roughly cylindrical. Low intelligence, delights in killing those vulnerable to its attacks (i.e., almost everyone in this dimension). Attacks by blasting steam at foes. Does not need to eat or sleep, but cannot leave the Sauna without a naturally steamy channel to travel by, or through magic.

**Chaotic Steam Elemental:** Init +2; Atk +5 Steam Blast (melee 2d5 hp); AC 11; HD 5d10, 29 hp; Act 2d20;; MV 30'; SV Fort +3, Ref +3, Will +3; SP Non-magical weapons do half damage, full damage from magic except fire (half) or water (no damage) spells. If turned, can only cower in the room, as it is unable to leave the chamber; AL C

The remains of a Chaos priest from an earlier generation lies under one of the benches, it's robes long-since ruined, but still bearing a blood-diamond ring on its bony left hand:

**Ring of the Lama:** Three times per day, this ring may be used to grant a +3 on priestly spellcraft rolls to Lay on Hands or cast spells. If used to request Divine Intervention, the bonus is doubled (to +6) but the ring will thereafter be inactive for a month, and any atonement required by the Deity (DCC p.122) will suffer a +10 on the Disapproval table result.

## CHAPEL OF PAIN

*Chaotic Runes include "Am I suspended in gaffa?" and "Pain" repeated over and over*

**Judge's Note:** *this section holds the Ultimate Foe, and presents a mighty challenge for the party. Take careful note of any special preparations made. If wounds and other effects have taken their toll, a hint from the judge about healing or rest prior to entering might be in order.*

The door to this chamber is untrapped and unlocked. A faint buzzing sound may be heard from without if a careful ear is put to the door.

This massive chamber resembles a chapel or other place of worship at first look. Rows of pews face a massive block of black volcanic rock, upon which is a silver mechanism of complex design, glittering in the light of hundreds of pale candles that line the chamber.

Although not all the pews are occupied, there are some 24 ascended Tiger-Men strapped into the pews nearest the altar, bound by wicked straps and silver metal buckles and connected to silver wires

integrated into the pews by cruel cables that have been stabbed into their bodies at neck, chest, groin, and thigh. These cables seem to be feeding red light from the bodies so trapped into the network of cables that stream from each pew, along the floor, to the glittering silver artifact mounted to the altar.

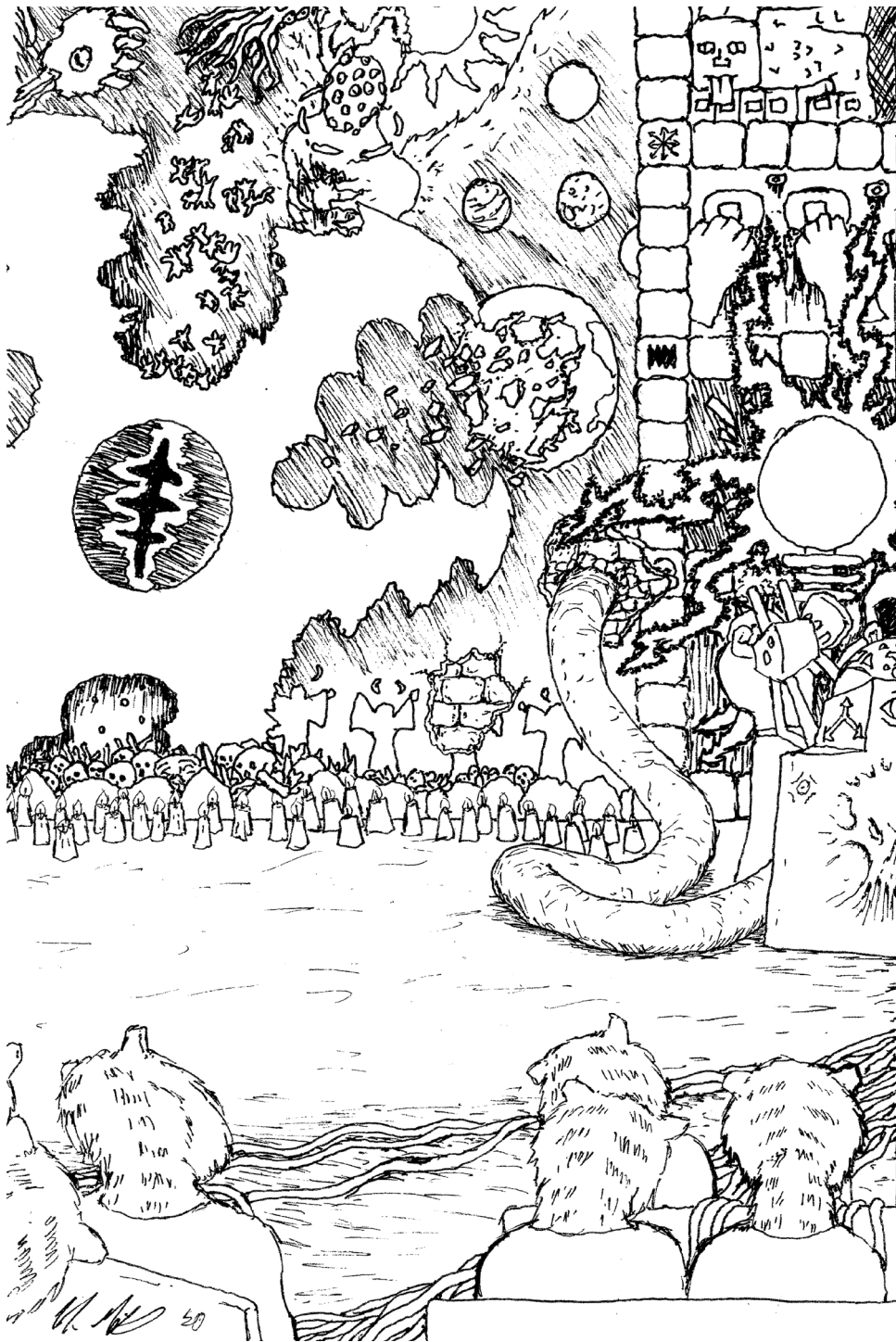
***Judge's Note:** the pews channel the Energy of Pain from those trapped through the Altar Mechanism, and then via cable to the Celebrant, unseen in this space/time. As the Prince's words indicated earlier to the PC's, those in the Diamond armor must travel back in time to put a stop to this horror.*

The altar itself is surrounded by three chaos priests (human, although this is not immediately obvious due to the hoods and robes), who will be alert to intruders, even those dressed in robes, as they know they are the last survivors of their twisted cult. ***Judge's Note:** if players insist on "bluffing it out", allow the cultist's a DC 5 Will Save versus the PC's attempt at subterfuge. If failed, they will hesitate, giving the Band the first attack, before initiative.*

As soon as any PC WEARING THE DIAMOND ARMOR enters the room, they will sense that they are in the right place, but at the wrong time. If necessary, repeat your description of what must be done to shift time using the armor. If the PC's do so, see "Out of Time", below. These PC's trip to the past will last exactly 2 rounds past the death of the Dragon, so keep track of the PC's activities after the fight!

**Chaos priests(3):** human (two female, one male) in black and red satin robes, gloves, and slippers, armed with twisted daggers and techno-magical wands.

Init +0; Atk +4 Techno-Magical Wand silvery ray (range 20/40/80 1d5 + DC 13 Fort save or 1d5 Stam damage) or +4 twisted dagger (melee 1d5); AC 13; HD 5d6, 23 hp; MV 30'; Act 1d20, 1d16; ;; SP Fanatics, +2 die types on will saves; AL C





The Chaos Priests will be intent on their techno-ritual, and only one will attack any PC's, unless attacked themselves, preferring to focus on the glittering ALTAR MECHANISM. Each will respond independently, and will ignore their fellows if they themselves remain unmolested. The Techno-Magical Wand is connected by another silvery cable to the mechanism, and is useless without the power of the Chapel of Pain.

If slain, but no one shifts to the past to deal with the threats there, 10 rounds after the priests are slain, time will be rewound, and the priests will be back, prisoners back in pews (if released) and it will all start again, although any wounds suffered by the party remain. **Note:** any damage done to the Chaos Priests in the present day will be “shared” with those in Chapel of Days Past due to the Temporal Link, and this will result in fresh wounds appearing on the priests after a burst of silvery light. Similarly, any damage to the artifact or attached cables on the altar will be shared with the artifact and cable in the past, and this damage will be obvious to those in the past as a ringing sound echoes through the Chapel. The final blow to sever the cable must occur in the Chapel of Days Past.

## **[OUT OF TIME ERROR] THE CHAPEL OF DAYS PAST**

PC's wearing the diamond armor can shift to the past (at the cost of one HP) and will face the real foe, the mad hope of the Chaos Cult!

In this time (hundreds of years ago) it is the ascended Tiger-Men (the Princes of Old) who are manning the altar, and humans who are trapped in the pews. The pews here are full (200 souls at least), but the most dramatic difference lies in the wall behind the altar.

Simply put, there is no wall, and the huge room beyond contains an immense reptilian creature with two heads, four legs, and wings, all wired into the silver cabling leading from the altar. Yes, it's a dragon, and the players are only level 2. Life ain't fair, kid.

Upon arrival the players get one free round of surprise. After that, roll initiative as normal.



The three Tiger-Priests will ignore the pc's, as their ritual demands focus. If assaulted, they will turn to defend themselves as needed with their claws.

**Ascended Tiger-Priest:** Init +2; Atk +4 claw (melee 1d6+1 hp); AC 12; HD 5d8, 23 hp; ; MV 30'; Act 1d20, 1d16; SP +2d to Will saves; SV Ref +3 Fort +3 Will +3; AL C

The dragon, while impressive, is in a vulnerable state as it is gambling on achieving a kind of demi-godhood with this complex techno-magical arrangement. It cannot move from where it stands, cannot fly, and will likely not be able to use its tail attack unless the players (foolishly) move behind it. It does still possess immense health, terrifically hard scales, teeth, and claws, and its hideous breath, a blast of purple-hued sheet lightning.

Its true vulnerability lies in the gleaming silver cable running along the floor from altar to a harness of silver, and the complex cables linking the altar to the pews. If this cable is destroyed, the Dragon will revert to its normal form (still formidable) but its gambit will fail, and it will take its next action to return to a different plane of existence with its remaining temporal energies.

One other vulnerability is its connection to raw Chaos. Any Lawful cleric (or similar channeler of divine power) that attacks the dragon by spell or weapon will add +2 to any spell checks vs. the dragon specifically, and do +2 damage per successful hit in combat. Any criticals rolled by such holy warriors are automatically the maximum rollable (e.g., a d10 on a crit table would be a 10)

**The Cable:** AC 10; 60 hp; Special: will miss all saves versus damaging effects, immune to mental attacks, immune to the dragon's attacks (including breath). NOTE: damage to the cables feeding the altar, or the silver artifact on the altar itself, counts toward this total up to 30 hit points. The remaining 30 hit points MUST be dealt to the cable itself.

**Calumni Omni Obstreperous, The Celebrant, Two-headed dragon:** Init +4; Atk +8 Bite (melee 2d10 dmg), +8 Claw (melee 2d6 dmg) +8 Tail slap (2d12 dmg + DC 13 Ref save or knocked prone); AC 17; HD 8d8+8, 40 HP; Act 2d20 ); MV 40'/60' fly or none; SP Breath Weapon: purple sheet lightning, up to 5 adjacent targets within 70', DC 15 Ref save or 2d30 dmg visibly sheathed in purple lightning until the silver cable is severed; SV Fort +5, Ref +5, Will +5; AL C

Only if the dragon is defeated will the threat in the future be ended. If he is killed or routed, the existing Tiger-priests will step sideways in time, abandoning this location for as long as the judge deems necessary.

If the dragon dies, a thunderclap will strike as the dragon vanishes into the timestream. If the gleaming silver cable is severed, the dragon will take its next action to retreat into space/time, and a similar thunderclap will mark its passage.

Left behind will be their trapped humans (one of which, if freed, can be relied upon to free the rest), former slaves in the diamond mines of old.



## Ending the adventure

A fortune in silver can be scavenged from either time frame's altar device (2000 g.p. Value at least), although the dragon did not have a horde in the traditional sense.

Back in the present, the death of the Dragon sends a ripple of Entropy through time, and any surviving Chaos Priests will suffer as their bodies are fragmented, first digits on fingers and toes sliding off and falling wetly to the floor, then arms, and finally their heads.

Upon successful completion of this scenario, reward the surviving PC's 2 luck points, along with enough experience points to move them to the next level. Unsuccessful players receive the traditional pat on the back and "good game, eh?" or your local equivalent.

Further adventures await the survivors of this scenario (newly-minted Third-level heroes!), and all traces of the Chaos Cult are now eradicated. Or, are they? A sequel to this adventure, Crossroad on the Diamond Trail, will pick up the story years later, as the surviving PC's, now Seventh Level, must deal with the proliferation of Blood Diamond artifacts throughout Aereth, and beyond. In the meantime, may all your hits be crits, and may your dungeons run hot with blood!



# Get Off Ye Wrasses

**By Brian Saliba**

**Art by Joel R. Phillips and Bobby Jackson**

**A Mid-Level One-shot Dungeon: Levels 3-4**

## Introduction

This adventure takes place in the mouth of a giant or titan with severe dental issues. It can be placed in any location on your map where such creatures might be found. Alternatively, the giant could be a cloud giant who scoops the PCs up from on high, or the PCs could be recruited by the Orthomancer (see below) in a city, then escorted by her to the treatment site.

After battling through and treating various maladies, they will discover a gang of gnomes who have infiltrated the giant's mouth, drilled into each of his back-most molars (wisdom teeth), and tapped the nerve in order to extract wisdom to create their Wisdom Draughts.

## Set Up

Shak'aravaz is a giant or titan—what type is up to you and the needs of your campaign. It doesn't matter exactly what he is; what matters is how big he is, as the adventure will take place almost entirely inside his mouth. The PCs will battle aggressive inflammations and deadly oozes, chip away at acidic plaque, try to avoid being swallowed, and, ultimately, get to the root of the problem.

Shak'aravaz has hired a specialist - the Orthomancer - to treat these issues, but her first few attempts have gone awry. Though she is an expert in such things and is in possession of several pieces of specialized, crystal-powered equipment, she is not a magic user, nor an adventurer, and so has been unable to bypass or defeat the dangers in Shak'aravaz's mouth.

That's where the PCs come in. They will serve as the Orthomancer's escort, providing her cover and protection as she seeks to treat Shak'aravaz's various dental maladies. Should the PCs succeed, they will likely have won themselves a powerful ally—perhaps even a patron.

Failure, however, does not necessarily mean death.

Depending on how well the PCs roleplay and how you decide to portray Shak'aravaz, they might be treated indifferently or even forgiven, should they emerge from his mouth having failed but given it the old college try.

If the PCs are swallowed, getting out of Shak'aravaz's stomach or surviving his body's digestive processes to reemerge on the other end might become adventures unto themselves.

## **Briefing**

Upon their arrival at the treatment site (where Shak'aravaz lies prone with his head propped on a hillock, cloud, etc.), the Orthomancer will give the PCs a quick rundown of the situation. Here are the basic facts, which you can have the Orthomancer divulge right away or force the PCs to extract via skill checks and/or good investigative roleplaying:

- Time is of the essence. Shak'aravaz is in agonizing pain and on the verge of going mad from it. Should that happen, the surrounding region—not to mention anyone who happens to be inside his mouth at the time—will be at grave risk.
- Shak'aravaz's demeanor has deteriorated considerably, and she doesn't know what could be causing it. (This is the result of the gnomes' wisdom-draining process, which is almost complete and has dropped Shak'aravaz's Intelligence from 16 to 6 and Personality from 12 to 2.)
- The back-right (from the patient's perspective) molar is the source of the most extreme pain, and she hasn't gotten far enough into the mouth to be able to identify the cause.

- There are other issues, as well, which the Orthomancer will treat, where possible, along the way. Among the other issues that the Orthomancer knows about or suspects:
  - Semi-intelligent and highly aggressive gingivitis.
  - Malocclusion or “bad bite.” This means that when Shak’aravaz bites down, his teeth don’t all light up perfectly. (This cannot be fixed, but it might save the PCs’ lives if they trigger a Bite reflex.)
  - Chronic and debilitating Halitosis.
  - Tooth decay and erosion—in other words, cavities, which can be anesthetized, drilled, and filled.
  - Acidic plaque.
  - Broken teeth.
- A root canal is likely to be necessary, as will the treatment of several cavities and general cleaning.
- The Orthomancer has not been able to make it past the eye teeth (canines) thus far, as she has been driven back by the hyper-aggressive infections and parasites.
- Shak’aravaz’s gums are extremely inflamed and tender, and walking on the giant’s tongue is likely to trigger a Gag Reflex or Swallow Reflex, which could be catastrophic. Therefore, the safest way to travel will be on the teeth themselves. (See below for the effects of the reflexes and for walking-the-tongue rules.)

The PCs will be expected to help lug equipment and supplies. While this might seem like an annoyance to PC’s, the equipment is likely to come in very handy and might even save their lives. Mandatory equipment (at least one of each must be carried):

- The Novocrook: a 7’ staff made of polished steel with a sharpened tip. It is light and hollow, so not very effective as a melee weapon (1d3 damage). However, it holds 12 doses of a

highly potent anesthetic solution, which can be used topically (2d4 pain reduction every round for 1d4 rounds) or administered subcutaneously (immediate 1d10 pain increase, followed, one round later, by an immediate 5d10 in pain reduction and total numbness in a 20' x 20' area for 1d3 hours). If the anesthetic effect is used on a humanoid creature or similar, the target must make a DC 10 Fort save or die.

- The Chompstomp IV: a crystal-powered jackhammer used for drilling holes in teeth in order to perform root canals or drilling out cavities in preparation for filling. It is heavy and difficult to control once activated (DC 14 Strength check). It can drill to the root of a tooth or drill out a cavity in 1d4 rounds. Doing so without anesthesia causes 2d10 pain increase and induces an immediate Tongue Probe to the area. A single crystal holds enough juice for 6 rounds of use.
- The Silver Spume: a 50-gallon drum of molten silver, carried on the back and connected by a hose to a spray nozzle. When the nozzle is opened, molten silver will gush forth at a rate of 1



gallon / round. The apparatus is heavy (DC 16 Strength check to carry; -1 to DC for every 5 gallons sprayed) and dangerous if punctured (drum can sustain up to 20 points of damage before being punctured), as the silver will do 1d10 damage / pain increase per round to any surface it touches. If used properly (sprayed into an anesthetized, drilled cavity and subjected to a freezing effect), it will not cause damage or pain—it will, of course, fix the cavity. A single crystal holds enough juice for 6 rounds of use.

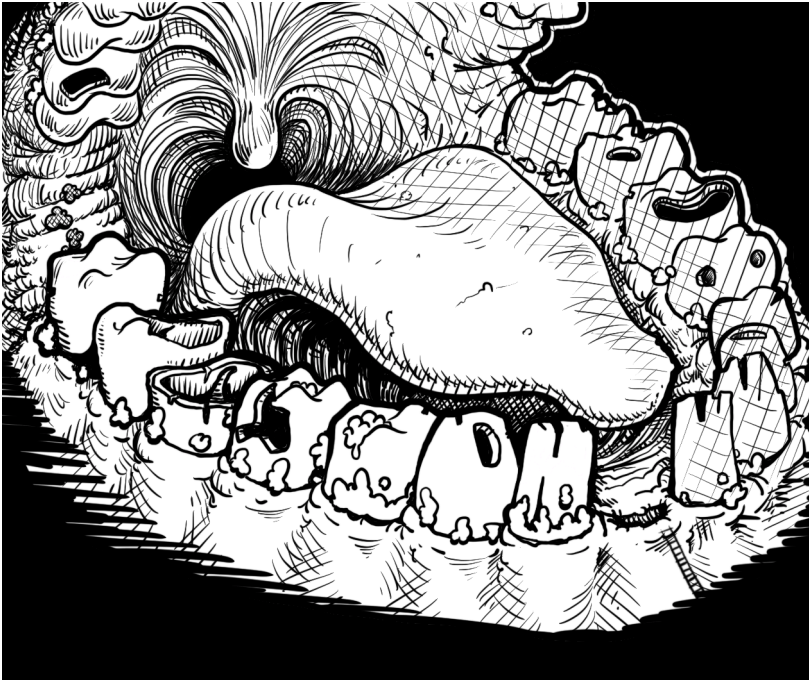
- The Mucksucker: a crystal-powered vacuum consisting of a 50-gallon capacity drum connected by a hose to an intake nozzle. It is heavy and difficult to control once activated (DC 8 Strength check; +1 to DC for every 5 gallons sucked up). It can suck up 1 gallon of loose debris or liquid per round. For every 5 gallons of rotten food, plaque, bacteria, or other foul substance sucked up by the Mucksucker, decrease Halitosis save DC by 1. Failing a strength check or attempting to suck up unloosened material will result in the intake nozzle suctioning to the surface (DC 14 Strength check to wrench free, or hit the emergency stop button, which eats 5 crystal charges). For every round that the device is active and suctioned to a surface, there is a cumulative 5% chance that the whole thing overheats and explodes, dealing 2d10 damage to the operator (no save) and 1d10 damage to anyone within 20' (DC 10 Ref save to negate)—and, of course, all previously sucked-up material will be flung in every direction, resulting in an immediate Gag Reflex. The device can also be used to suck up water sprayed by the Rinseonoceros, which will prevent a Swallow Reflex. A single crystal holds enough juice for 6 rounds of use.
- The Rinseonoceros: a crystal-powered water-sprayer consisting of a 50-gallon drum of pure water connected by a hose to a spray nozzle. It is heavy and difficult to control once activated (DC 14 Strength check; -1 to DC for every 5 gallons sprayed). When activated, the device sprays a gout (1 gallon/round) or water, which loosens 2d4 gallons of plaque per round; or causes 1d4 pain reduction if sprayed on inflamed gums; or 1d10 pain increase if sprayed on a cavity or exposed nerve. No matter the target, it washes all nearby, loosened material to the throat, and triggers an immediate Swallow Reflex. For every 5 gallons

of loosened materials washed away and swallowed, reduce Halitosis save DC by 1. A single crystal holds enough juice for 6 rounds of use.

Optional equipment made available to the PCs by the Orthomancer (number available in parentheses):

- Tooth Picks (6): Sharp, heavy mining picks designed to chip away at plaque. Loosens 1d4 gallons of plaque per round and does 1d6 damage to anything else. Causes 1d4 pain increase on fumble.
- Numbing Tinctures (10): Lead flasks of mild topical anesthetic. A full flask poured on a painful area causes immediate 1d4 pain reduction. Should a PC attempt to use the solution on a human or demi-human, the target must make a DC 12 Fort save or be paralyzed for 1d4 rounds and numb for that many hours afterward (1d4 points of Agility damage; 25% spell failure).
- Vinegar (10): Skins of highly concentrated vinegar. If an entire flask is sprayed on any form of bacteria, it will disintegrate 1d4 gallons of bacteria. For each use or accidental spill in the giant's mouth, there is a cumulative 5% chance of triggering a Gag Reflex.
- Essential Oils (4 flasks, 10 does each): Dabbed under the nose, each pleasant-smelling dose will counter the effects of the giant's halitosis for 10 minutes. If spilled in the giant's mouth, the concentrated oils will cause 1d3 pain increase per dose spilled and trigger a Tongue Probe to that area.
- Spare crystals (6): For powering equipment. Each contains enough juice for 6 rounds of use. Loose crystals are fragile, however. Should they be subjected to anything more than 4 points of damage or any kind of shatter effect while not housed in equipment, they will explode, dealing 2d6 lightning damage to the holder, 1d6 lightning damage to anyone within 10' (DC 10 Refl save to negate), and causing 1d4 pain increase.



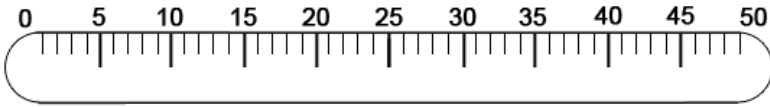


## Exploring the Mouth

Conditions in the mouth are appalling. Any PC approaching the mouth must make a DC 10 Will save or be sickened by the giant's Halitosis, resulting in 1d3 points of temporary Stamina damage. For every hour spent inside the giant's mouth or whenever called for by a Wandering Monster check or other effect, PCs must repeat the save. PCs reduced to 0 Stamina fall unconscious and begin taking 1d3 points of lethal damage per round. PCs who roll a natural 20 on the save are immune to it thereafter. PCs who use Essential Oils (see equipment list above) or come up with other clever mitigation strategies can earn a reduction in the DC.

The giant is prone, but his head is propped up, such that the slope from front to back of mouth is a mildly unnerving but not terribly tricky 9-percent grade. PCs moving carefully and deliberately will be fine. Should a PC run or perform some kind of leap from tooth-to-tooth, they must succeed in a DC 10 Agility check or lose their footing and tumble forward 1-3 teeth, taking 1d4 damage per tooth and triggering a Wandering Mouthster check per tooth.

Track the amount (for simplicity's sake, all units are gallons, even though some of the material is solid in nature) of plaque, rotten food, and other material removed by the PCs using the following chart. At the end of the adventure, PCs will receive additional rewards depending on how much they are able to remove.



### Gallons Removed

The Orthomancer will explain why walking upon the teeth is the safest strategy, but light-footed or foolhardy PCs might elect to walk on the tongue nonetheless. Those doing so must make an immediate DC 15 Agility check (Thieves' Move Silently ability is applicable) or trigger either a Gag Reflex (50%) or a Swallow Reflex (50%). The check must be repeated for every 20' traversed.

A PC who rolls a natural 20 on the check has figured out how to avoid the sensitive spots and may forego the check thereafter.

**Judges's Note:** Any PC standing on the tongue when a Tongue Probe is triggered must make a DC 14 Ref save or be thrown off in a random direction. PCs standing on any part of the tongue are subject to the Swallow Reflex but safe from the Chomp effect.

**The Orthomancer:** Init +5 in mouth (due to familiarity with the environment); Atk Wire Brush +4 melee (1d6) and/or Freeze Ray from wand +2 (1d10, 10' cone'); AC 12; HD 6d8; hp 30 or; MV 20; Act 1d20; SV Fort +3, Ref +1, Will +4; AL L.

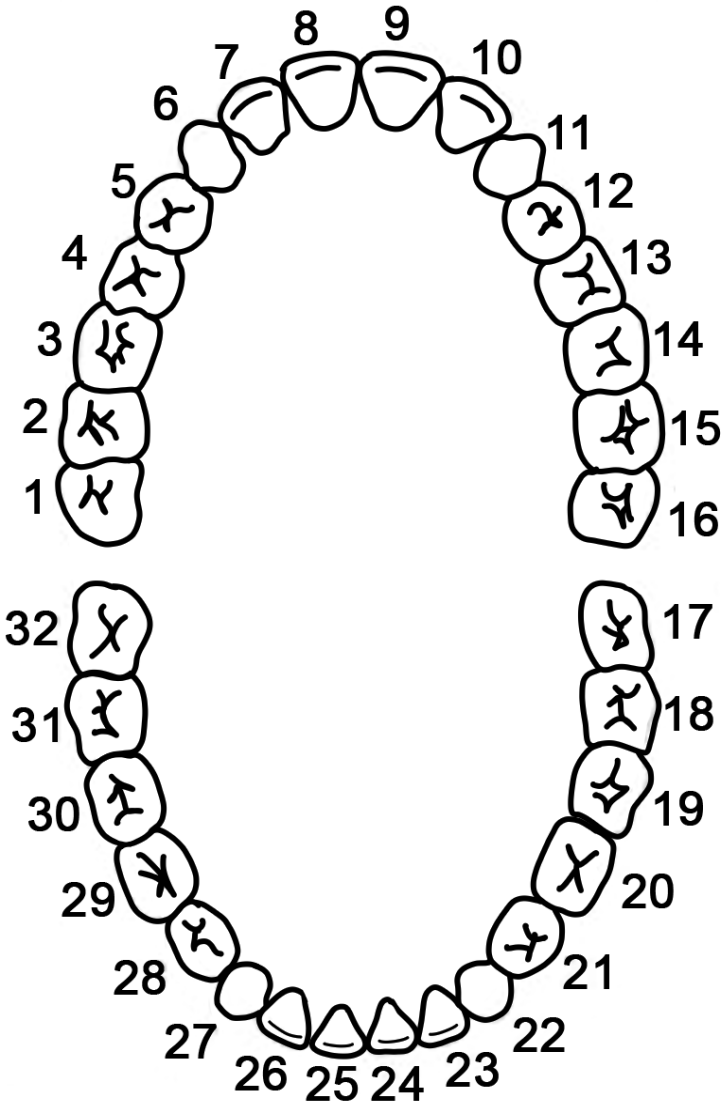
The Orthomancer is a female dwarf who has devoted her life to dental hygiene and emergency orthomancy—and to inventing the equipment for doing so. She is competent and devoted—maybe even a little obsessed. To her, the PCs are hired help, but she is not insensitive or obtuse (she might even be downright friendly to PC's with nice teeth). If one is in trouble and she can help, she will do so. But her maniacal devotion to oral hygiene means that it is very difficult to get her to move on from a site unless it has been thoroughly cleaned and all plaque, rotten food, etc. has been

removed. Should the PCs try to do so, they should make a DC 13 Personality check. Failure means she will not move on until the area is clean.

The PCs don't need the Orthomancer in order to resolve the issue at Molar #32, which is the primary source of pain. But it should be made clear that the Orthomancer knows how to treat every condition they will encounter (except for Molar #32), which can result in increased safety and rewards. In addition, due to her familiarity with these environs, all PCs within 20' of her can die-up on Initiative rolls and saves against Wandering Mouthsters.

She uses her Wand of Freezing Rays to cool and set silver fillings from the Silver Spume. But, should the characters come into possession of the device, either through her death or otherwise, they will be able to decipher how to use it with a DC 10 Intelligence check.





## The Mouth Map

As on a real dental chart, the teeth in the giant's map are numbered 1-32, #1 being the back molar on the upper-right (oriented to patient's perspective, not the doctor's), and #32 being the back molar on the lower-right. Only the conditions of #25 - #32 are described, as this is the path to the primary cause of pain. But should the characters explore other teeth, roll a d6 on each of the following

tables to generate tooth condition and build-up. Note that whenever a character steps onto a tooth, a roll should be made for that tooth and the one above it, as a roll indicating Aggressive Gingivitis on the tooth above will result in the Aggressive Gingivitis dropping onto the target immediately beneath it.

## **Tooth Condition**

1. Gone
2. Broken. Exposed, living nerve. Touching the nerve causes immediate 1d10 pain increase. Treating the tooth requires anesthetizing it, then extracting the nerve (performing a root canal). Removing the remains of the tooth requires doing a total of 40 points of damage to it. 1 in 6 chance of Tooth Worm feeding on the nerve.
3. Abscess. A cavity has eaten through the tooth and destroyed the nerve, leaving a painful, infected, pus-filled sore where the nerve used to be. Touching the abscess causes an immediate 1d10 pain increase and triggers a pus explosion. All within 10' must make DC 12 Ref save or be covered in pus (1d6 Stamina damage, 1d3 Luck damage, and contract a disease). Thieves who make a successful DC 14 Disarm Trap check relieve the pressure of the infection, which doesn't treat it, but which does bypass the explosive effect. Treatment involves clearing out the pus (1d4 rounds) and sterilizing the wound with vinegar, a cure disease spell, or the like. If anything less than a subcutaneous dose from the Novacrook is applied prior to performing this procedure, each round of each step will cause 1d10 pain increase. Treating the abscess successfully results in 2d10 pain decrease.
4. Healthy. A miracle!
5. Inflamed Gums. Cleaning the tooth requires extra care. PCs must make a DC 15 Agility check or cause pain (1d4 pain increase) and bleeding.
6. Cavity. Touching the tooth with cold or poking the cavity without anesthetizing it first causes 1d10 pain increase. Treatment involves drilling the cavity (1d4 rounds), filling with molten silver (1d4 rounds), then flash-freezing (1 round). If anything less than a subcutaneous dose from the Novacrook is applied prior to performing this procedure, each round of each step will cause 1d10 pain increase. Treating the cavity

successfully results in 1d10 pain decrease.

## Build-Up

1. 1d10 gallons of Acidic Plaque.
2. 1d10 gallons of Aggressive Gingivitis. (If located on an upper tooth, it will drop onto targets on the tooth immediately below.)
3. 1d10 gallons of Rotten Food. 1 in 6 chance of something interesting wedged in there (a ring on a hand, a scroll case on a belt, a helmet, etc.).
4. Bone Fragment. Removing causes 1d4 pain reduction.
5. Very little to none. A miracle!
6. Roll again twice. If a 5 is rolled, it negates the other result.

**Tooth #25:** Missing. Tooth is gone, which provides the entry into the mouth. No Built-up Material or Treatment.

**Tooth #26:** Tooth healthy but covered in 4 gallons of Acidic Plaque. Near the gums at the front, 2 gallons of Rotten Food. If the food is removed then sifted through, a scroll of Cure Disease will be found.

**Tooth #27:** Cavity. Touching the tooth with cold or poking the cavity without anesthetizing first causes 1d10 pain increase. Treatment involves drilling the cavity (1d4 rounds), filling with molten silver (1d4 rounds), then flash-freezing (1 round). If anything less than a subcutaneous dose from the Novacrook is applied prior to performing this procedure, each round of each step will cause 1d10 pain increase. Treating the cavity successfully results in 1d10 pain decrease.

**Tooth #28:** Tooth healthy but covered in 6 gallons of Acidic Plaque. When a PC first steps on the tooth, 20 gallons of Aggressive Gingivitis ambushes from the tooth above (#5), achieving surprise on 3 in 6.

**Tooth #29:** Abscess. A cavity has eaten through the tooth and destroyed the nerve, leaving a painful, infected, pus-filled sore where the nerve used to be. Touching the abscess causes an immediate 1d10 pain increase and triggers a pus explosion. All within 10' must make DC 12 Ref save or be covered in pus (1d6 Stamina damage, 1d3 Luck damage, and contract a disease). Thieves who make a successful DC 14 Disarm Trap check relieve

the pressure of the infection, which doesn't treat it, but which does bypass the explosive effect. Treatment involves clearing out the pus (1d4 rounds) and sterilizing the wound with vinegar, healing magic, a cure disease spell, or the like. If anything less than a subcutaneous dose from the Novacrook is applied prior to performing this procedure, each round of each step will cause 1d10 pain increase. Treating the abscess successfully results in 2d10 pain decrease.

**Tooth #30:** Broken. Exposed, living nerve. Touching the nerve causes immediate 1d10 pain increase. Treating the tooth requires anesthetizing it, then extracting the nerve (performing a root canal). Removing the remains of the tooth requires doing a total of 40 points of damage to it. 10 gallons of Aggressive Gingivitis and 10 gallons of Acidic Plaque feed on 10 gallons of Rotten Food (1 in 6 of something interesting) at the gumline. If anything less than a subcutaneous dose from the Novacrook is applied prior to performing this procedure, each round of each step will cause 1d10 pain increase. Treating the broken tooth successfully results in 2d10 pain decrease.

**Tooth #31:** Broken. Exposed, dead nerve. Touching the nerve causes no immediate pain increase, but before it can be treated (removed), the PCs will have to deal with a Tooth Worm, a parasite that is feeding on the dead nerve. Inside its body is a half-digested gnome (small but exquisite mining tools worth 100 gp to small-handed folk or 300 gp to collectors of such things, 1 potion of healing, and gas mask for protection against halitosis and similar airborne maladies with filter cartridges that last up to 4 days).

**Tooth #32:** Cavity—but not a normal one. A band of gnomish miners have snuck into Shak'aravaz's mouth, drilled into his molars, one-by-one, and are extracting wisdom ore from them (those being the wisdom teeth). They have finished with the other three molars and have set up a small smelter and laboratory inside the hollowed-out #32, which has been their home for the past few weeks. Their activities are causing the lion's share of the giant's pain, and while they are active, his pain level cannot drop below 40 on the Pain Meter, no matter how many treatments or Novacrook doses are administered elsewhere.

**Gnome Miners:** Init +3; Atk Dual-Wielded Picks +4 melee (1d8+2, 1d8+2); AC 15; HD 4d8; hp 20; MV 20; Act 2d20; SP: Toothdust (DC 12 Refl save or be blinded for 1d4 rounds), Acid vial (DC 12 Refl save or take 1d6 damage per round for 1d4 rounds); SV Fort +1, Ref +3, Will +2; AL L.

The PC's have a number of options here:

**Fight the gnomes.** If the Orthomancer is with the PCs she will be appalled by the heresy of the gnomes' invasion, and the PCs will be hard-pressed to convince her to do anything other than attack (DC 20 Personality check). The gnomes will defend themselves vigorously, but if their numbers are reduced by half, they'll attempt to negotiate, offering the PCs one of their Wisdom Draughts. If only one or two gnomes remain, they will attempt to grab the draughts and escape through a hidden tunnel they've drilled into the tooth for just such an occasion. From there, they'll use their tooth-biting boots to run along the outside of the teeth toward the exit, lobbing stinkbombs (immediate Gag Reflex) and vials of acid (1d10 pain increase) at their pursuers or onto the tongue as they go.

**Attempt to convince the gnomes to leave.** This will require some combination of exceptional roleplaying, Personality checks, and/or magic, depending on your party and judging style, as the gnomes are onto a rich vein—plus, it's not every day that they come across a motherlode like this, as well they know. The Orthomancer will settle for nothing less than their total surrender and relinquishment of all Wisdom Draughts, so that she can attempt to restore the stolen resource to her patient.

**Join the gnomes.** Should the PCs be tempted to join the gnomes and become Wisdom Tooth Miners or traders themselves, they'll have made a lifelong enemy of the Orthomancer and Shak'aravaz. But such a risk might be worth it, especially when they find out how much the Wisdom Draughts go for on the black market...



## Conclusion

If the PCs manage to make it out of the mouth alive, Shakaravaz's base reward is 3,000 gold, of which the Orthomancer will (attempt to) claim half. Modify the base number according to final Pain Meter reading.

PCs earn XP bonuses based upon the amount of treatments performed and unhealthy material removed, as follows:

Cavity Treatment: 300 XP

Abscess Treatment: 400 XP

Root Canal: 100 XP

Removal of Broken Tooth: 100 XP

1 XP per gallon of Rotten Food removed.

2 XP per gallon of Acidic Plaque removed.

3 XP per gallon of Aggressive Gingivitis removed.

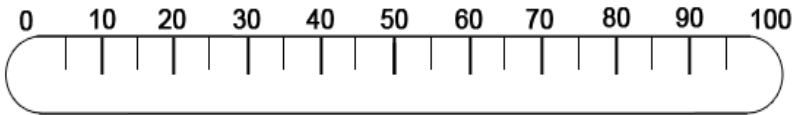
10 XP per point of Intelligence or Personality restored to the giant by reversing the gnomes' extraction procedure and restoring all stolen wisdom to their proper teeth.

## Appendix A: The Pain Meter

Shak'aravaz is in excruciating pain. At the time of the PCs' arrival, his pain is a 60 on the Pain Scale. Throughout the course of the adventure, the judge should track his pain using the illustrated meter or whatever mechanism they prefer. As the PCs successfully reduce his pain level, some of the dangers they face will be reduced. Should his pain increase, so too will his agitation, frustration, and fury, which could ultimately result in the giant going berserk. Judges can make the pain meter visible to the players, so that they can assess their progress, or, for groups that prefer to avoid any kind of meta-mechanic, the judge can simply provide clues to the mindset of the patient by noting his breathing rate (slows as pain is reduced, increases or gasps as pain is inflicted), sighs for relief, moans for pain, etc. Further effects of pain reductions and increases are as follows:

Note that while the gnomes in #32 are active, the giant's pain level cannot be decreased below 40 on the Pain Meter, no matter how many treatments or doses from the Novacrook are administered

elsewhere. Judges can signal this to players by saying something to the effect of, “Despite the treatment you’ve administered, Shak’aravaz continues to moan. You can see what you presume to be his hand rubbing the outside of his lower-right jaw.” Regardless, judges should track all pain reduction achieved, so that if/when the PCs relieve the pain at #32, the judge will have an accurate view of the pain level and be able to reward PCs accordingly.



### Pain Meter

**Optional Rule:** The Pain Timer: Shak’aravaz’s pain is worsening. For every 10 minutes of in-game time that passes, increase his pain by 1. It is important that players be made aware, either overtly or subtly, that if nothing is done, the giant will likely go berserk anywhere from one to five hours from their arrival.

0-10: “It’s a miracle! The pain is gone!” Shak’aravaz, after many sleepless nights, falls asleep. No Wandering Mouthsters. Upon awakening, he feels like a new giant. Monetary rewards doubled. Shak’aravaz will feel beholden to the PC’s who assuage his pain so effectively. Shak’aravaz’s breathing slows. Decrease Halitosis save DC by 2.

11-20: “A little sore, is all!” Shak’aravaz, after many sleepless nights, falls asleep. No Wandering Mouthsters. Shak’aravaz’s breathing slows. Decrease Halitosis save DC by 2.

21-30: “Still smarts a bit, but I can live with it.” Shak’aravaz’s breathing slows. Decrease Halitosis save DC by 2. 1d4 on Wandering Mouthster Table.

31-40: “Oi, it hurts, but at least it ain’t like a mouthful of wyverns anymore.” 1d4 on Wandering Mouthster Table.

41-50: “Maybe I shoulda gone to the shaman.” Monetary reward halved. 1d6 on Wandering Mouthster Table.

51-60: “I can’t eat. I can’t sleep. Oh, the pain...” Monetary reward halved. 1d6 on Wandering Mouthster Table.

61-70: “Are you even helping??? I’m in agony here!” Monetary reward halved. Breathing rate increases. Increase Halitosis save DC by 2. 1d8 on Wandering Mouthster Table.

71-80: “Make it stop! Make it stop or I’ll go mad!” No monetary reward. 1d8 on Wandering Mouthster Table.

81-90: “Aiyeeeeeeee! You’re killing me, you bastards!” No monetary reward. 1d10 on Wandering Mouthster Table.

91+: Shak’aravaz goes berserk from the pain. Chomp every round. Swallow every round. No monetary reward. He lurches to his feet and goes on a rampage of the surrounding area.

## Appendix B: Wandering Mouthsters

In Shak’aravaz’s mouth, there are no traditional wandering monsters; there are only the giant’s physical reflexes and reactions. For every 10 minutes spent in the giant’s mouth or whenever the PCs progress to a new tooth, have them roll a Luck check based upon average party luck. On a success, there is no reflex. On a failure, consult the Pain Meter and roll the appropriate die on the table below:

<b>Result</b>	<b>Description</b>
1	Groan: A painful, mournful, pitiable moan. No other effect.
2	Sigh: Immediate Halitosis save. PCs standing on tongue must also make DC 12 Fort save or be thrown back 10’ and knocked prone.
3	Gag Reflex: Immediate Halitosis save. All PCs in mouth must also make DC 12 Fort save or be flung out of the mouth, taking 1d6 damage upon landing on his chin, his chest, or the ground.

<b>Result</b>	<b>Description</b>
4	Tongue Probe: Roll 1d30+2. The giant's tongue probes that tooth and the one on either side of it. PCs standing on any of those teeth take 2d6 crushing damage (DC 10 Ref save to halve) and are coated in saliva (1 point of temporary Agility damage).
5	Swallow Reflex: All PCs on the giant's tongue or on the molars (teeth #17-19 and #30-32) must make a DC 12 Fortitude save to hang on tight or a DC 14 Reflex save to dive between gum and teeth in order to avoid being swallowed.
6	Finger Probe: Roll 1d30+2. The giant reaches in a finger and probes that tooth and the one on either side. PCs standing on any of those teeth take 4d6 crushing damage (DC 10 Ref save to halve). Any armor they are wearing is destroyed. Any fragile objects on their person are shattered or destroyed.
7	Rage Scream: A deafening, anguished roar that causes 3d6 damage, stuns victims for 1d4 rounds, and deafens all sentient beings in the mouth for 1d4 hours (DC 15 Will save to halve damage and negate effects).
8+	Chomp: The giant chomps down angrily, desperately. PCs standing on a tooth make a Luck check. On a success, they've benefitted from the giant's malocclusion and found a gap in his bite (no damage; PC's who know about this issue may die-down on the check). On a failure, PC takes 10d10 damage (DC 15 Ref save for half). Any armor they are wearing is destroyed. Any fragile objects on their person are shattered or destroyed.

## Appendix C: Bestiary

**Acidic Plaque (5 gallon units):** Init (always last); Atk acid spray +4 melee (1d4); AC 10; HD 1d8 per 5 gallon unit; MV 0'; Act 1d20 per 5 gallon unit; SP half damage from bludgeoning and slicing weapons; SV Fort +2, Ref -10, Will -6; AL N.

**Aggressive Gingivitis (5 gallon units):** Init -2; Atk pseudopod +6 (1d6 plus disease); AC 12; HD 1d10 per 5 gallon unit; MV 20'; Act 1d20 per 5 gallon unit; SP half damage from bludgeoning and piercing weapons; SV Fort +8, Ref +2, Will -2; AL N.

On a successful hit, the victim must make a DC 12 Fort save or contract a bacterial infection. Roll 1d4 to determine which attribute is affected (1 = Strength, 2 = Agility, 3 = Stamina, 4 = Personality) and 1d4 damage to that attribute immediately and per day until cured.

**Tooth Worm:** Init -2; Atk bite +6 melee (1d8 plus nerve drain); AC 15; HD 5d8; MV 10'; Act 1d20; SP nerve drain (DC 14 Fort save or go numb: 1d6 points of Agility damage; 50% spell failure); SV Fort +4, Ref-2, Will -4; AL N.

## Appendix D: Gnomish Wisdom Draught

If a PC consumes a Wisdom Draught, have them roll 1d6 on both of the following tables:

### Mechanical Effect:

1. +1 Intelligence
2. +1 Personality
3. +1 Luck
4. -1 Luck
5. -1 Personality
6. -1 Intelligence

### Additional Effect:

1. "Bigger Is Better" - PC believes that the bigger something is, the better it is. They revere those who are bigger than they. They despise all who are smaller.
2. "Double Shot" - Mechanical effect doubled.
3. "Triple Shot" - Mechanical effect tripled.
4. "PCGH" - PC grows 1d100% permanently.
5. "Big Tongue" - PC speaks giant fluently and may die up x2 on any Personality check when dealing with giant kind.
6. "Giant Dreams" - PC absorbs the memories of Shak'aravaz. What did this behemoth know? What secrets? What perspectives? Up to you!





# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



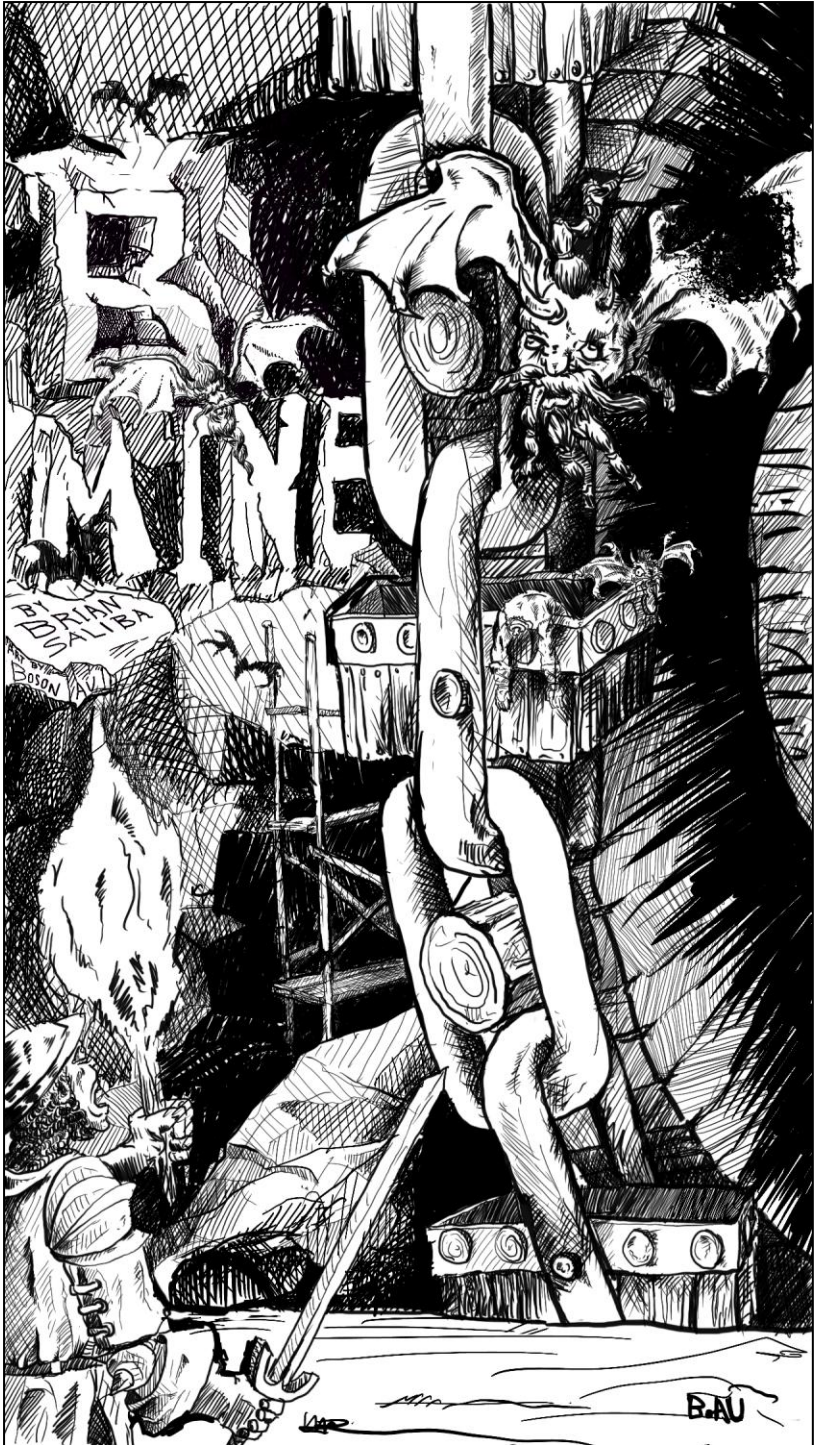
## DCC Adventure Time #6

VOLUME 6 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)





Written by Brian Saliba – Illustrations and Cartography by Boson Au

## **Introduction**

This adventure takes place in a dwarven mining town called Brownfalls and is designed for parties of levels 4-6.

It may be placed in any mountainous region of your world's map, and if dwarves aren't your thing, reskinning them as gnomes, humans, or whatever is your thing is easy enough. The important thing is for the town to feel homogenous and remote.

## **Setup**

Located in the township of Brownfalls, the B Mine is the oldest and was once the most productive silver mine in the region. Just as the silver veins began to dry up, the dwarves who work the B Mine stumbled upon something much rarer: a phlogistonite vein. As a result, Brownfalls town officials have recently upgraded the mine's security, and they guard the secret of their windfall jealously.

Mayor Overbar is a non-confrontational but well-intentioned chap who genuinely wants the best for the town and wishes he knew of a way to leverage the strike without causing a ruckus or disrupting his darts league at the tavern. Master Boldcrate is the head of the town mining guild and the most powerful man in town, though the mayor--technically--has the power to overrule any decisions not specifically and directly related to the mines or miners.

Boldcrate is a crafty bureaucrat who keeps the mayor tied up with forms, documentation, and other bits of red tape, which allows him to maximize efficiency and output of the mines within his jurisdiction. He knows that the phlogistonite strike is a once-in-a-millennia opportunity, and he is desperate to maintain control over all aspects--how and when the message gets out, who is to be in charge of apportioning profits derived there from, percentages due, mining leases for surrounding areas, etc.--you name it, he both wants to control it and has a 172-page form you'll need to fill out in regards to it.

This is a silver-mining town, so sprinkle the stuff around liberally. Latches to doors, flagons, buttons--all silver. "Tarnish it!" is a common exclamation of anger or frustration. Something bad is referred to as "tarnished."

The B Mine itself is a gallery-style excavation: one massive room supported by large stone columns and with scaffolding built along the walls to accommodate minors who either chip away with picks or employ the heat-and-quench technique (see Heat-and-Quench sidebar below). To reach the main gallery mine, workers must pass through a series of three rooms connected by a downward sloping shaft: a guarded checkpoint, a quartermaster station, and a mess hall that contains a small medical bay and a crank-operated elevator that navigates a vertical shaft that leads to the primary mine.

The primary mine is serviced by two massive cog wheels, one mounted near the surface, and its twin mounted on the floor of the primary mine. The cogwheels are connected by a similarly gargantuan chain, every other link of which contains a mincart. This is how miners transport ore to the surface, and how surface workers transport supplies to the mine. A pair of orphaned hill giant twins - a male and a female - turn the cranks that power the cogwheels. Though the dwarves treat the giantlings fairly well, they have hidden from them the fact that they are siblings and have been trying to mate the two, with predictably obscene results.

Finally, protected by a secret trap door in the quartermaster's room is a shaft leading to the bellows room, which is powered by the giant cogwheels, as well. This chamber contains the lungs of the mine, which keep the mine properly aerated and the miners alive.

The town is far from civilization proper, and the population is homogenous. This means that newcomers are likely to be met with some combination of intense curiosity, warm welcomes, cool stares, and mild suspicion. Outright xenophobia or antagonism are probably not a good tack for the judge to take, as either will undermine the players' motivation to help the locals when all hell breaks loose. If, however, your world has a darker, xenophobic tone and your players tend toward mercenary or self-serving goals, there should still be enough reasons for them to investigate the B Mine.

### **Big Love**

**Giantlings (2):** Init -2; Atk fist +10 (2d8+4) or hurled stone +3 missile fire (1d8+4, range 100'); AC 16; HD 6d10; MV 30'; Act 1d24; SP infravision, crit on 20-24; SV Fort +8, Ref +3, Will +4, AL N.

## (Big Love, continued)

The young hill giant twins, Ground (male) and Pound (female), have been living amongst the dwarves for as long as they can remember. The dwarves rescued the orphans (or perhaps made orphans of them) when they were infants and brought them to town ten years ago.

The giants are adolescents now, and the dwarves have treated them kindly--with one notable exception. Though the dwarves have provided them with shelter (caves in the mountains), food (table scraps and leftovers are gathered from all local eateries daily), and employment (turning the huge crank that powers the wheels and bellows of the B Mine), they have withheld one key piece of information from the young giants: The fact that they are siblings. Hoping to create more giants to power more huge machines to support increased mine production, Master Boldcrate has ordered his men to breed the two.

While all hill giants are unquestionably huge, dumb, evil brutes, promoting incest between twins is itself a sick, selfish--perhaps out-and-out evil--act. The local priest is against the appalling stratagem, and Mayor Overbar is caught in the middle. Despite his misgivings, Overbar has not interfered and will deny any knowledge of the breeding scheme. Mine officials and guards will attempt to keep curious PCs from engaging the giants, but clever or charismatic ones will find a way. They will also attempt to keep the nature of the giants' relationship a secret, but perceptive or sleuthing PCs might learn the truth.

At that point, PCs will be faced with a tricky moral quandary--and one with potentially significant ramification on their relationship with the dwarves of Brownfalls.

## What Is Happening

Drawn by the disturbance in the phlogiston, a band of demons have invaded the mine via a portal. They are mining the phlogistonite and processing it into an interdimensional drug that is highly sought after by well-to-do demons-about-town. Led by a **Type III Anglerfish Demon** named Shabrexibex, a demonic army consisting of Shabrexibex's **Type II Goblinshark Demon** lieutenant, his **Type I Strangler Demon** scout, four **Type I Viperfish Demons**, a pack of **Type I Spiny Crab Demons**, and a

swarm of **Vargouilles** are wreaking havoc in the mines. (A **Sarcastic Fringehead Quasit** has tagged along but is not particularly loyal to Shabrexibex or the mission; it is mainly looking for shinies and a cool fort to stash them in.)

Shabrexibex is cunning, and though his (the demon is not gendered, but for clarity's sake, it will be referred to here using his/him/etc.) arrival causes mass confusion, terror, and chaos, it is all part of a precisely designed strategy to allow Shabrexibex to take control of the mine and its motherlode of phlogistonite. The plan has four phases:

- Phase One: Vargouilles portal into the primary mine and, using the smoke from the burning timber as cover, flit amongst the morning shift of miners on the upper levels of scaffolding, biting and infecting as many as possible with their foul curse.
- Phase Two: During the shift change, Shabrexibex himself arrives with his host and ambushes the arriving afternoon shift. Many are killed, but Shabrexibex keeps half (25) alive to continue their work on his behalf.
- Phase Three: Shabrexibex dispatches his goblinshark demon lieutenant, strangler demon scout, two vipervish demons, the quasit, and several spiny crab demons and vargouilles to clear out the upper passages and secure the mine entrance.
- Phase Four: Chaos and terror. The morning-shift miners bitten by vargouilles succumb to the final stage of the infection, their heads sprouting wings and horns, popping off of their bodies, and flying around the town to spread the curse. Meanwhile, Shabrexibex begins sending the bodies of dead dwarves up to the surface using the mincart chain, with a message that the mine is no longer in the possession of the dwarves. He makes it clear that he is holding hostages and will not hesitate to execute them if there are any signs of resistance from above. He believes this will effectively end the dwarves' claim on the mine. He also believes that the dwarves on the surface will keep the bellows working in order to keep the captive dwarves alive, but if they do not and the dwarves suffocate, it is an inconvenience, but not a major one.

When the PCs arrive, Phase Three is in effect. During their time in Brownfalls (either 1d6 hours after their arrival, or at a time of your choosing but no more than 6 hours after their arrival), Phase Four will go into effect.

## When the PCs Arrive

How or why the PCs show up in Brownfalls isn't important. If they are traveling through mountains, they could simply stumble upon the reclusive mining town. If you prefer a more direct hook, consider the following:

- The PCs are hired by a wizard who has learned of the phlogistonite strike and wants a sample.
- A rival mining clan wants the mine shut down.
- A representative of the mining guild needs an escort to the mine.

Just keep in mind that the phlogistonite strike is a valuable and potentially dangerous secret. It is roughly analogous to a dying, coal-mining town from our world suddenly discovering in an old mine an ocean of oil, a rich vein of platinum, and a trove of alien weaponry.

Whatever it is that gets the PCs to Brownfalls, their arrival should occur just as a shift change is taking place. Workers from all of the seven local mines emerge with dusty, sooty faces and in a mood to either blow off steam, argue with the mining guild about union contracts, or rest. Those who work the B Mine are known as the "Bang Gang" or "Bangers," and they are the elite and most trusted miners of the clan.



**Banger (aka Bang Gang):** Init +0; Atk pick or hammer +2 melee (1d6+2); AC 14; HD 3d8; Mv 25'; Act 1d20; SV Fort +4, Ref +0, Will +2.

They are easily recognized via the intricately carved wooden "B" badges they proudly display woven into their beards, worn on thongs around their necks, or sewn into their heavy leather smocks.

Bangers also wear black leather vests with a stylized B--along with skulls, chains, picks, and a fist--featured on the back. They are a bit of a subculture among the Brownfalls citizens, akin to a modern-day motorcycle gang. They are rough-and-tumble, but universally revered and beloved. Bangers can be encountered in all areas of the town. They are proud, gruff, and strong-minded, but not unapproachable--especially those blowing off steam at the tavern. They speak extremely loudly, as all of them are at least half-deaf from the cacophony of the B Mine. Point them out to the PCs or, better yet, have NPCs make note of them in situ:

- A young miner the PCs are talking to eyes a group of Bangers reverently and avows that one day he will join their proud ranks.
- A mining guild official complains about “the stones on those uppity Bang Gangers”, who are threatening to form their own union.
- A barmaid can suddenly interrupt a conversation with the PCs in order to fawn over a group of newly arrived Bangers.

If possible, pique the curiosity of the PCs by having NPCs whisper rumours about their legendary strength (true), their ability to breathe smoke instead of air (almost true, by necessity), their hidden rituals that grant them the ability to actually smell precious metals (mostly false), or their secret pact with unspecified demon gods that grant them strength and fortitude in return for gems and blood offerings (utterly false).

If a PC interacts with a Banger, he or she will complain about a spate of bat attacks that took place during that morning’s shift -- nothing serious, nothing the doughy Bangers couldn’t handle of course, but unusual and annoying nonetheless. If pressed for details, the Banger will not be able to describe the bats, due to the amount of smoke present in the primary mine just now. (They are currently in the burning phase of a heat-and-quench cycle.)

### **Heat-and-Quench Mining**

While a good deal of ore is extracted from the B Mine using the traditional swing-the-pick technique, a faster--if more dangerous and caustic--way of removing ore from the mine involves stacking timber against a wall, soaking it in oil, igniting it, then keeping the fire lit for 2-3 days. During that time, heat will cause fissures to form in the rock. After a couple of days, the fire is extinguished and several gallons of water are tossed onto

### **(Heat-and-Quench Mining continues)**

the rock face, causing a small explosion. The result is a great deal of loose ore, at the expense of safety and breathing conditions--but Bangers are too tough to worry about that sort of thing.

20% (10 of the 50 miners) of the morning-shift Bangers have been infected with the Curse of the Vargouille. PCs interacting with or looking closely at an infected Banger can make a DC 10 Intelligence check. A successful check reveals subtle abnormalities in the Banger's facial features, per Early Stage of the curse (see Curse of the Vargouille sidebar below).

Those able to detect evil will detect it emanating from any infected person--specifically from his or her head.

With every passing hour, these features grow more prominent (perceptive PCs will notice the worsening symptoms upon encountering a Banger they have previously interacted with or looked closely at).

PCs wishing to submit an infected Banger to a medical or physical examination must first convince him or her to undergo such a procedure, which will make them the butt of jokes among their peers. A DC 14 Personality check will work, depending on the PCs' approach.

PCs conducting such an examination can make an Intelligence check to glean the following:

- Check result 5-10: The bites are not from bats and appear to be altogether unnatural. The teeth marks appear to have come from the mouths of humans or demihumans, although the canine teeth would have to have been much longer and sharper than normal.
- Check result 11-15: As above, plus the victim has contracted some kind of disease, and it is spreading rapidly. Amount of time the victim has left is revealed. (1d6 hours)
- Check result 16-19: As above, plus demons are the source of the attack and the disease.
- Check result: 20+: As above, plus vargouilles are the cause. Mitigation strategies (see Curse of the Vargouille sidebar below) are revealed.



## Phase 4: Terror and Chaos

Before the infection runs its course and heads begin popping off and flying around, you can build tension by having Bangers begin to complain (uncharacteristically) of fevers, nausea, and confusion. Bangers' loved ones can begin expressing worry, or domestic animals can begin panicking around them.

Then, when you are ready for Shabrexibex's plan to enter Phase 4, you can choose to make the scene gory and horrifying (a Banger's head spouts wings, horns, and fangs, then tears away from its body and attacks--all in front of the PC's), weird and absurd (a winged head flies past the window of the tavern, chasing a stray dog), or apocalyptic (heads begin popping off of shoulders in rapid succession as the town plummets into chaos).

Choose an option that fits the mood of your campaign and the sensibilities of your players. If you really want to up the ante, have the vargouilles infect one or both of the giantlings!

No matter how you choose to color the scene, describe it in a way that hints to PCs that the vargouille attack, while horrifying, is indicative of some larger, more sinister plot. Town guards will scramble to defend the citizenry and do an admirable job. This being a silver town, many of the guards wield silvered weapons, which observant PC's might note as being more effective than non-silvered weapons--an important clue for those unfamiliar with fighting demons.

**Vargouilles (12):** Init +6; Atk bite +4 melee (1d6 plus disease); AC 14; HD 1d8; MV fly 40'; Act 1d20; SP shriek (20' DC 12 Will save or be paralysed with fear for 1d4 rounds), disease (see below); SV Fort -2, Ref +4, Will -2; AL C. \*Hits with silvered weapons roll at +1D on damage rolls.

**Shriek Attack:** Mortals within 20' and who can both see and hear the vargouille must make a DC 12 Will save to avoid being paralyzed with fear for 1d4 rounds. Those who succeed are not afraid of that particular vargouille and cannot be paralyzed by it thenceforth. Those who roll a natural 20 on their saves are not afraid of vargouilles at all and are immune to the shriek completely. (They can still be attacked, bitten, and diseased by them, however.)

## Curse of the Vargouille

Anyone bitten by a vargouille must succeed on a DC 12 Fort save or contract the Curse of the Vargouille, which is actually a disease, not a curse. If untreated, the disease will kill the victim in 1d6 + Stamina modifier hours. The disease progresses and concludes as follows:

Early Stage: Victim exhibits three or more of the following symptoms: Rapid hair loss, ears grow 10% larger, sulphuric body odour, sulphuric halitosis, random swearing, slight pointing of canine teeth, runny facial pustules, nascent horns begin to sprout somewhere on the head (appear to be only bumps or bruises to the casual observer), slight slit in the front of the tongue.

Middle Stage: Victim exhibits all of the above symptoms; all symptoms are twice as distinct. Victim takes 1d3 points of Intelligence damage and 1d3 points of Personality damage every turn. Victim develops sunlight sensitivity.

Late Stage: When a victim's Intelligence or Personality score drops to zero, the victim's head separates from the body, which dies, and becomes a vargouille.

Mitigation: Cure Disease or Restoration will counter the disease. As it is a disease, Remove Curse will have no effect, which can prove frustrating to priests and priestesses attempting to treat it--the misnomer and the confusion it causes is a typically underhanded demonic trick. Each of the following strategies will slow the progress of the disease by 1d6 hours, but will not cure it: Immersing the victim in fresh running water; Exposing the victim to direct sunlight and/or the sound of church bells; Holding pure silver against the bite wound.

If PCs are adamant about chasing down and killing vargouilles, have a messenger approach them after a handful have been killed, with an urgent summons from Master Boldcrate, who will have received a message that Shabrexibex has sent up the minecart chain. The message is a formal memo accompanied by runes and scrawled in blood on a patch of freshly flayed dwarf skin.

Upon receiving the message, the group of dwarves assigned to unloading ore from the carts will immediately send a runner with the message to Master Boldcrate. Boldcrate is not anxious to involve the PCs, but upon reading the message, he becomes scared and casts about for help, though he tries to conceal his desperation.

The message reads:

*To Whom It May Concern,*

*This mine is under new management, darlings. Do be doves about it, and let's not have a fuss. We've no interest in your nasty slivers of nasty silvers. Please note that expressions of dissatisfaction with the new arrangement will result in the drawn-out deaths of the remaining 25 miners who have volunteered their services and souls, the little pets. Note also that any interruption of your lovely gear system will be construed as interference in our business and will likewise result in the deaths of the miners, if not from suffocation, then from some combination of flaying, flogging, biting, raking, nailing, burning, smashing, rending, slashing, pounding, pulping, throttling, et al.*

*Ever Yours,*

*Mgmt.*

If PCs choose to send a message down via minecart, remember that this demon's prime directive is to tempt mortals to ruin by dangling offers of wealth, power, and the like. If the PCs are able to convince Shabrexibex that they are powerful adversaries worthy of his attention and temptation (calling him by his name is one sure way to do it), he may well be willing to treat with them--he might even offer them safe passage through the mine for a parley.

But Shabrexibex's goal--aside from extracting the phlogistonite--will always be to lure them into a bargain that will ultimately destroy them.

PCs making a close inspection of the message and obscene runes surrounding it must first succeed on a DC 10 Will save or become charmed by the runes for 1d4 hours. Charmed victims are convinced that the writer of the message is being quite reasonable and attempt to convince others to that end.

Charmed individuals will resort to bribery, temptation, and other forms of coercion, but not to actual violence. (Up to judge on how this curse will apply to NPCs, specifically Master Boldcrate. It could be argued that, given their close ties to the land and mine, Brownfallers are immune to the relatively minor magic of the runes. If the judge opts to make local NPCs subject to it, it will provide an extra investigative layer for the PC's to navigate but could delay their invasion of the mine.)

Those who resist the effect, can make an Intelligence check to learn some or all of the following:

- Check result 10-15: It's a demon and likely an anglerfish demon, which are known for employing flowery language and attempting to lure mortals to their doom.
- Check result 16-19: As above, plus while all demons hate silver, anglerfish demons are actually allergic to it.
- Check result 20+: As above, plus PC knows a story about an anglerfish demon named Shabrexibex who tempted an entire elven village into ruin by offering them ancient, arcane secrets. The elves' hunger for knowledge, and the demon's ability to sow discord amongst them, led to a magical arms race of sorts, which ended in the village's destruction.

Initially, Master Boldcrate will attempt to hide his desperation (being a seasoned businessdwarf, he knows better than to grant leverage to someone he is about to do business with). He assures PCs that this sort of thing isn't so unusual (false) and that they have countermeasures in place for these types of occurrences (false) and that their own soldiery are up to the task (false) and that he is asking the PCs to help, yes, but only because he'd rather not interrupt the rounds of the town regulars (false).

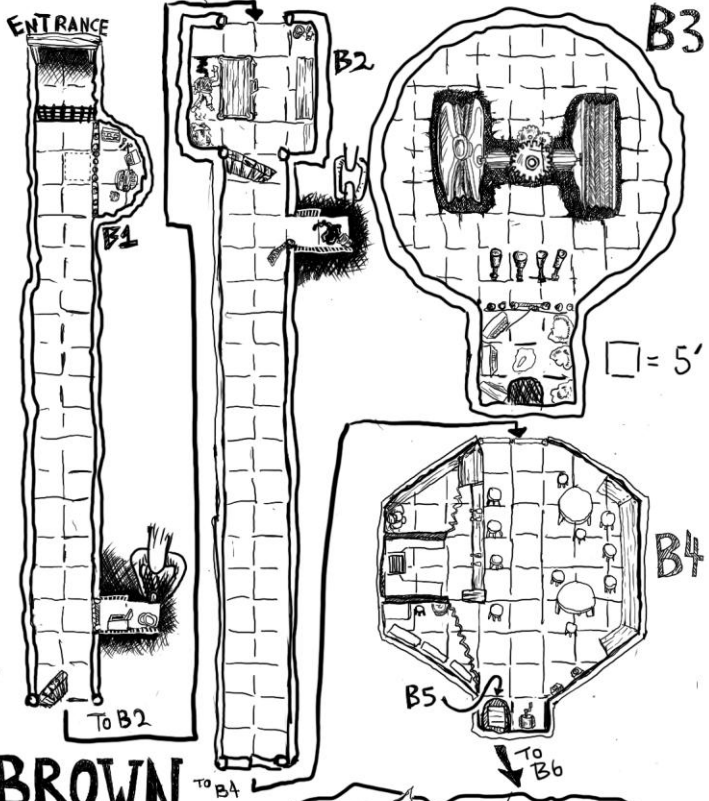
In truth, he wants to commission the PCs to make a rescue attempt and rid the suddenly uber-valuable mine of intruders, but he jealously guards the secret of the phlogistonite strike. He is terrified of news getting out and suddenly having their town and region flooded with fortune-seekers, rival clans, and other mining interests.

To protect the secret, Boldcrate will produce lengthy, iron-clad non-disclosure agreements and insist upon having the PCs' signatures before informing them about the phlogistonite or authorizing a rescue mission.

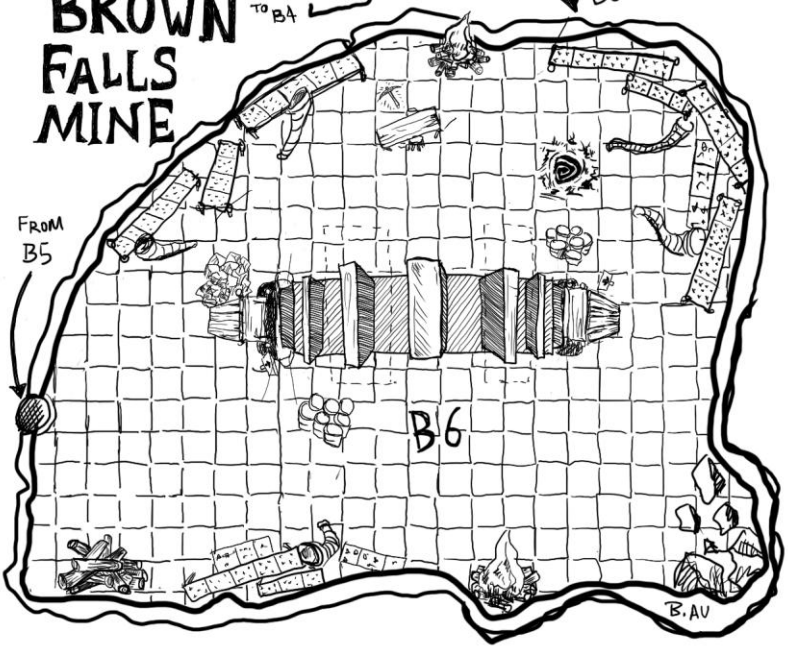
Insightful PCs may realize that, under the circumstances, Master Boldcrate is in no position to prevent them from entering the mine and effecting a rescue without his permission or signing the NDA, though blatantly defying him in front of the guild, townspeople, or town leaders will cause him deep humiliation and will doubtless impact his future relations with the party.

PCs may also be approached by Mayor Overbar or the local priest; the former has the authority (though he'll need some nudging to overcome his aversion to conflict) to overrule Master Boldcrate in matters of town security, though Boldcrate will still insist on the PCs signing the NDA. PCs who establish a good rapport with Overbar, Boldcrate, or other important townspeople, may receive one or more of boons from them (roll 1d7 or choose the most appropriate, depending on who they are talking to):

1. 2d4 town guards in support roles (stats as Man-at-Arms, per the DCC Core Rulebook). Town guards have a 5% chance of bringing with them one of the boons below.
2. Map of the mine (sans secret door at B2).
3. Key to the portcullis at B1.
4. Information about the trap door at B1.
5. Information about the bellows and secret door leading to them.
6. Information about other general features of the mine (signal bells, rooms, etc.).
7. A silvered weapon of the judge's choice.



# BROWN FALLS MINE



## B Mine General Features

Unless otherwise noted, areas B1 - B5 exhibit the following general characteristics:

- Walls, ceiling, floor: Walls and ceilings are of closely-packed earth and rock, buttressed by wooden beams every 10 feet. The floor is a well-worn dirt track. Passages are 6 feet high and 10 feet across. Passages between B1, B2, and B4 slope downward at a 9% grade. The angle is not a problem for the sturdy, sure-footed Bangers, but PCs moving at faster-than-normal speed down the slope must succeed in a DC 12 Agility check or fall prone (1d4 damage).
- Lighting: None. Dwarves have no need of it.
- Sounds: The rusty clank of the gargantuan chain grinding along its endless loop and the whooshing wheeze of the giant bellows drown out all other sound in areas B1 - B5. Verbal communication is all but impossible in the passageways between rooms. PCs wishing to communicate using hand signals or other means must succeed on a DC 5-20 Personality check (adjusting DC to reflect the complexity of the attempted message) to accurately convey their meaning. PCs behind the closed doors of B2, B3, B4, and B5 must shout to be heard over the din. (Note that if the giantlings have been killed or otherwise relieved from their duty of turning the cranks, the chain and bellows will be still and silent.)
- Smells: Burning timber laced with sulphur.

### Area B1: Checkpoint

**Area Description:** The entrance to the B Mine is a simple beam-strutted mine shaft opening, although the outer beams bear carvings of the same stylized "B" that the Bangers wear as a badge. Beyond the entrance, the shaft proceeds horizontally 10 feet, where it is blocked by a heavy iron portcullis (B1a).

Through the bars of the portcullis, PCs will be able to see the checkpoint guard's station, a small, semi-circular alcove carved out relatively recently, soon after the phlogistonite was found below.

The alcove is separated from the passage by a 3-foot-tall oaken wall with stout iron bars running vertically from the top of the wall to the ceiling of the alcove. There is a small opening in the bars that is usually open to allow

passing of valuables and documents between the guard and workers, but it is closed and barred now. The alcove is accessed through a locked iron gate.

When all hell broke loose, the checkpoint guard in B1 lowered the portcullis to prevent the demons from leaving the mine (although many vargouilles found their way out through the chain shafts), and he is now cowering against the inside of the wooden wall while 6 enraged vargouilles smash against and gnaw on the bars of the alcove. The terrified guard (Taggo Leftboot: male dwarf, who writes poetry about rocs and collects bird feathers) can be persuaded or intimidated into opening the portcullis and letting the PCs in with a DC 13 Personality check. If the PCs kill or scare off the vargouilles, he will open the portcullis, but he will not let them into the alcove or leave his post without express consent from the mining guild or town officials. If the PCs have acquired the portcullis key from the town officials, they can insert it into a panel in the wall, activating a counterweight and lifting the portcullis. The alcove is 10 feet deep at the back and contains:

1. A small wall safe (DC 18 Agility check to pick, DC 22 Strength check to break the lock) where workers leave their valuables before heading below (a total of 290 gp and 540 sp, 1 silver hoop earring, 15 gp; 3 silver beard clasps, 10 gp each; 1 pint of high quality rum, 5 gp; 1 rare book of dwarven love poetry wrapped with a dust jacket from a book about mineral identification, 50 gp; 1 gold-ribbed drinking horn, 25 gp; 12 rings of varying make and quality, 110 gp total; 1 ivory-handled beard comb, 20 gp; 1 book of elfobic insults; 1 clay tankard stamped with an insignia of a stag impaled on a spear).  
Each item in the safe is meticulously tagged and logged in the guard's register.
2. A small, round table with a plate of half-eaten lentils, a spilled mug of ale, and a deck of playing cards arrayed in some version of solitaire.
3. A large time-card cabinet where workers' timecards are stored.
4. Two floor-mounted levers, one of which controls the portcullis (which has been triggered), the other controls the trap door in the passageway in front of the checkpoint (which has not been triggered).



## Area Features:

1. Portcullis
  - a) Lift: DC 20 STR check, increase DC by 2 for every round held overhead.
  - b) Avoid falling portcullis: DC 12. Agility check. Failure results in 2d10 crushing damage, 1d10 piercing damage, and character is pinned beneath the portcullis until it can be raised.
2. Trap Door in front of the Guard's Alcove
  - a) Detect outlines of the trap door on the ground: DC 18 Intelligence check
  - b) Disable by wedging pitons in the seams or the like: DC 15 Agility check
  - c) If triggered by someone using the lever in the guard's alcove, anyone standing on top of the trap door must make DC 14 Ref save or fall 10 feet into the holding cell below (1d6 damage).
3. Guard Post Door
  - a) Pick lock: DC 12 Agility check
  - b) Smash open: DC 24 Strength check
4. Treasure: Aside from the contents of the wall safe listed above, one of the vargouilles has a mouthful of white gold teeth (30 gp), and the others have a total of 25 gp worth of assorted, non-silver jewelry (earrings, nose rings, etc.). Note that these heads are not dwarven. They are of various races and were part of the original invading host. Taggo carries a key to his post, a key to the lockbox, a journal filled with poetry about rocs, and a satchel full of carefully mounted and framed bird feathers. PCs who examine the guard's ledger will learn that both morning and afternoon shifts consist of 50 dwarves.
5. Ascending Chain Shaft Maintenance Platform: 80 feet down the passageway, a locked iron gate (Pick lock: DC 12 Agility check, Smash open: DC 18 Strength check) leads to a small balcony that extends over the massive 150-foot vertical shaft through which the chain travels upwards. This is one of two such areas where essential maintenance is done on the chain. On the balcony is an unlocked footlocker containing smith's tools and several oily rags. Next to the footlocker are two 50-gallon drums of oil. One of them is half-empty, and sitting on top of that one is an oversized oil can. The oil is not flammable, but it is highly viscous. Each chain link is 10 feet tall, and in the center of every other link is a mincart with doors on the top and bottom. An automated mechanism keeps

closed whichever end of the cart is facing downwards, depending on whether it is on the ascending or descending leg of its journey. The ascending carts are usually filled with ore, but not anymore. For every turn that PCs spend on the balcony or outside the gate, roll 1d8:

1-2: Nothing happens

3-4: Dwarf body parts can be seen in an ascending mine cart

5-6: 1d4 spiny crab demons smell the PCs and leap out of an ascending cart to attack

7-8: 1d6 vargouilles fly up the shaft from below

## **Area B2: Quartermaster's Station**

**Area Description:** Ten feet beyond the Ascending Chain Shaft Maintenance Platform, a stout wooden door is hanging askew on broken hinges. If the PCs step inside and close both doors to the room, they will be able to engage in verbal communication. If they do not close the doors, the cacophony of the chains and bellows makes it impossible. Even with the doors closed, the whole room seems to vibrate with the power of the great bellows, as if the PCs were standing right on top of them. This room, which is 20 feet wide and 20 feet long with a 10-foot ceiling, is where workers pick up and drop off tools and other supplies on their way to and from the primary mine.

The quartermaster was a master woodworker in his spare time, and the room features finely wrought crown moldings and baseboards, and the massive counter, platform, and shelves that dominate one half of the room are equally well crafted, especially the counter which is adorned with a gorgeous Banger plaque (see Area Features below). The room is well-stocked with shovels, picks, hatchets, sledgehammers of all sizes, tongs, buckets, wire brushes, oil cans, oil cloths, leather smocks (function as leather armor), protective eyewear (+1d on saves against physical AOE attacks, -1d on checks involving sight), breathing filters (+1d on saves against non-magical airborne irritants, 25% spell failure for spells with verbal component), flint-and-steel, saws, crowbars, rope, chains, helmets, gloves, chain splitters, and vices--but the place is in disarray. Demons have come through here, and a vargouille has bitten the quartermaster and left him for dead. His headless body lies behind the desk.

The room also contains a wooden bench for workers to sit on while they wait their turn in line and a tool-cleaning station, consisting of a barrel of

water, a hand towel, an oil can, an oil cloth, and several wire brushes of different gauges.

### Area Features:

1. Secret Door: If the characters search the platform behind the quartermaster's desk, they may make a DC 15 Intelligence check to detect a cleverly hidden trap door that is locked (Pick: DC 14 Agility check; Smash open: DC 16 Strength check) and leads to B3. If they succeed on the check by 5 or more, or if they succeed on a subsequent DC 15 Intelligence check, they notice fresh claw marks around the trap door's latch. If they inspect the claw marks, they may deduce some or all of the following:
  - a) The creatures that made the tracks are demonic in nature.
  - b) There are three different creatures represented.
  - c) If the check succeeds by 5 or more, the PC can identify one of the following (determined randomly): viperfish demon, spiny crab demon, quasit.
2. Treasure:
  - a) Buried in the back corner under a pile of demon vomit and excrement is a silvered +2 warhammer, "Agnes," which the quartermaster put to good use on the demons before he was slain. The demons' hatred of silver caused them to bury and befoul it. PCs wishing to sift through the foul mess must make a DC 14 Fort save. Failure results in the contraction of a wasting disease. There is a 2 in 6 chance that PCs standing near or passing by the filth pile will notice a trail of demon blood, indicating that something was dragged to that spot and subsequently buried.
  - b) Hung on the quartermaster's counter is an exquisitely carved 24-inch tall "B" logo on a wooden plaque. The plaque can be removed if a PC so wishes.
  - c) On the quartermaster's body is a masterwork set of +1 woodcarver's tools, and strewn about the mess is a masterwork set of +1 carpenter's tools (DC 12 Intelligence check to find all the set pieces amid the other equipment).
  - d) PCs who search the room debris for valuables can make a Luck check. On a failure, they discover a piece of standard mining equipment from the list above. On a success, roll 1d10 to determine what they find:
    - (1) Fireproof Leather Gloves (Resistance against fire damage affecting hands)

- (2) Fireproof Leather Boots (Resistance against fire damage affecting feet)
  - (3) Fireproof Leather Smock (As leather armor + wearer takes half damage from fire-based attacks)
  - (4) Jeweler's Loupe (+1d on valuation checks for gems, jewelry, or precious metals; +1d on bartering checks against gem dealers or jewelers.)
  - (5) Great Book of Rocks and Minerals (+1d on checks to identify rocks and minerals)
  - (6) Designer Safety Goggles (+1d on saves against physical AoE attacks; no disadvantages)
  - (7) Ornately filigreed silver flask full of Haykakan brandy (25 gp for the flask, brandy is worth 250 gp)
  - (8) Silvered Water Filter (Can purify 1 gallon of water / minute, up to 1000 gallons, 400 gp)
  - (9) Intricately carved wooden pipe and leather pouch of Doodbrah pipeweed (30 gp for the pipe, 75 gp for the pipeweed)
  - (10) Small Tome: *On Daemons and Phogistonite: A Treatise* (ancient text that explores the addictive effect of the mineral on demons; on a successful DC 15 Intelligence check, a PC locates a passage explaining that all demons hate airborne silver dust--and some are violently allergic to it)
3. Descending Chain Shaft Maintenance Platform: 10 feet beyond the quartermaster's station is an iron gate, standing open. A headless maintenance worker lies on the platform in a puddle of oil from one of the overturned barrels. If a PC approaches the body carelessly (without specifying that they are taking care to avoid the spilled oil), he or she must succeed on a DC 14 Ref save or slip in the oil and careen off the balcony (See "Shortcut Down" sidebar for falling rules).

Lying in the spilled oil near maintenance worker's body are a set of smith's tools, a map of the mine (focusing on the inner workings of the gear-and-chain mechanism), a key chain containing keys to the maintenance platform gates and the bellows control gate in B3, a lunch box containing two shepherd's pies and a thermos of unbelievably strong coffee (a PC who drinks the coffee can take an extra action per round for the next hour, after which he or she

must succeed on a DC 12 Fort save or suffer from severe caffeine withdrawals (-2 to Stamina) for 1 hour).

The descending carts are usually filled with timber or water for the heat-and-quench efforts, but now they are empty and dripping blood. For every turn that PCs spend standing on the platform, roll 1d8:

1-6: Nothing happens

7-8: 1d6 vargouilles fly up the shaft from below

### **Shortcut Down**

If a PC decides to take a shortcut to the primary mine by hopping into a minecart or climbing down the chain (if the machine has been stopped), they will face significant risks. If a PC inspects the chain or the carts, he or she may make a DC12 Intelligence check to note one or both of the following:

- The chain is well-oiled and likely difficult to hold onto.
- The mine carts are sturdily made and could easily accommodate up to 500 pounds of weight each.

If a PC attempts to grab the chain from the platform, he must make a DC 14 Strength check to grab the chain and another check for every minute spent holding on, with a cumulative -2 penalty.

If a PC attempts to step from the platform onto the chain (a link without a minecart), he must make a DC 12 Agility check and another check for every turn spent standing there, with a cumulative -2 penalty. (Note that if a PC fails to vacate this area before the chain reaches either upper or lower cog wheels, a giant cog will move into that space knocking him or her out--not a big deal if it's the lower cogwheel, perhaps, but a potentially big problem if it's the upper one.)

If a PC attempts to hop into a minecart, he must succeed on a DC 10 Agility check or miss and begin falling. The chain travels at a rate of 1 foot / second, so travelling from the Descending Chain Maintenance Platform to the floor of the primary mine (120 feet) will take 2 minutes. Travelling in a cart from the floor of the primary mine to the Ascending Chain Maintenance Platform will take 2 ½ minutes (150 feet) and from the floor to the shaft opening near the upper cog wheel will take 3 minutes (180 feet).

### (Shortcut Down, continued)

The GM should roll on the Descending Chain Maintenance Platform encounter table for every turn the PCs spend in the shaft.

A PC falling down the shaft can make a:

- Luck check for every 30 feet fallen to land in a minecart;  
or
- DC 15 Strength check for every 30 feet fallen to grab onto the edge of a mine cart or the chain--with a cumulative -2 penalty per failed check

A PC that falls all the way to ground suffers 1d6 falling damage / 10 feet fallen (18d6 from top of chain shaft, 15d6 from Ascending Chain Maintenance Platform, 12d6 from Descending Chain Maintenance Platform) and lands in B6.

### Area B3: Bellows Control Room

**Area Description:** Beneath the hidden trap door in B2 is a cylindrical shaft (4 feet in diameter) descending 20 feet to a small dome-ceilinged chamber, 15 feet in diameter. The north end of the room opens onto a wide platform, which is sealed off by iron bars and a locked iron gate. The platform connects to a series of ramps used for servicing two 75-foot-tall bellows dominating a massive spherical chamber. Silver tubing connects the bellows to shafts in the floor and ceiling of the chamber, and a series of gears and pistons connect the bellows to the same system that powers the gear-and-chain elevator.

If the bellows are active, the sound is tremendous. PCs who do not take precautions with their hearing while descending the ladder into the chamber must succeed on a DC 15 Fort save or be stunned for 1d4 rounds upon entering the control room, which features two large desks that once contained engineering specs and architectural drawings. But the room is now in disarray, as the demonic invaders are turning the place upside down in search of survivors or loot--or just because they like destroying things. The room also contains 3 large bookcases, a scale model of the entire mine system of Brownfalls, and three large red beanbags.

Shabrexibex's scout, a strangler demon, has floated through the gate to the service platform and is experimenting with the bellows controls (See

Bellows Controls sidebar to determine what it does from round-to-round), while two viperfish demons tear the room apart and scatter drawings, books, and bean bag stuffing everywhere. The sarcastic fringehead quasit is nosing around inside one of the beanbags and will not willingly engage in combat (in return for treasure, it might even offer valuable intel, such as the names of Shabrexibex or Forf, or whatever useful info about demon weaknesses the party hasn't turned up). Due to the noise and their preoccupation with doing demon things, it is not hard to surprise the demons here (DC 8 Agility check).

### **Area Features:**

1. Service Platform Gate:
  - a) Pick: DC 18 Agility check
  - b) Smash open: DC 24 Strength check
2. Trapped Decoy Levers: DC 15 Intelligence check to notice that the two outermost levers appear to be little used. If a PC adjusts either of the decoy levers, he or she triggers a spear trap: 4 spears fire up from the floor, dealing 4d6 damage to anyone standing in that space (DC 16 Ref save for half damage). Trap resets automatically.
3. Treasure: The quasit has begun using one of the beanbags as a cache for valuables it has recovered during the invasion. If a PC searches the beanbag that the quasit emerged from, he or she will find: 4 Banger badges, 1 uncut chalcocite gem worth 3000 gp (but only to serious gem collectors), 4 dwarf tongues, 3 health poultices from the med bay that restore 2d10 hit points (but the quasit has used one of them in an unsavory manner and it must be cleaned thoroughly before use), and 1 flask of Banger's Rock Bock (imbibers gain one HD of health, 1d10 temporary hit points).

A PC interested in the engineering and architectural drawings strewn about the room can make a DC 14 Intelligence check to surmise that the dwarves were intending to expand the mine and strengthen its defenses significantly. They will also get to die up on checks to operate the bellows controls (See Bellows Controls sidebar) and spot decoy controls (See Trapped Decoy Levers above). PCs searching through the books scattered around the room can roll 1d10 to determine what they discover:

- a) Book on aqueduct technology.
- b) Collection of peer-reviewed engineering papers.

- c) Very rare and highly sought after textbook on geometry titled *Shape Up or Ship Out: Modern Wisdom from Ancient Geometry*. PCs who spend significant time studying this book (at least one week) gain a permanent +1 to Strength as they learn to make use of angles and leverage in physical endeavors. It is worth 1500 gp to rare book dealers.
- d) Book destroyed by a demon, which chewed it up.
- e) *Mandala Coloring Book for Relaxation*. PCs who spend a short rest coloring one of the mandalas experience great mental calm and poise. Magic users may regain one lost spell, up to 3rd level. The book contains 1d4 uncolored mandalas, and a successful DC 14 Intelligence check will turn up wax crayons amid the mess.
- f) Book destroyed by a demon, which defecated on it.
- g) Engineering textbook with pictures of hot dwarf chicks doodled in the margins.
- h) Illustrated Reference Book of Tools. Worth 250 gp to blacksmiths.
- i) Collection of essays debating the pros and cons of invasive mining practices.
- j) *Mining: A Dwarf's Guide*. A PC who glances through this book may make a DC 12 Intelligence check to find a dog-eared page on heat-and-quench mining (See Heat-and-Quench Mining sidebar). If the party has not already discovered that this technique is in use in the mine, this is a particularly valuable discovery, as it will allow them to recognize heat-and-quench areas in the primary mine, and take advantage of them (ie. cause large explosions and send silver dust into the air).

Note: If PCs fail to find the secret door in B2 or intentionally avoid the bellows control room, they will be able to detect changes in the patterns of the bellows as the strangler demon fiddles with the controls. Eventually, it will tire of that and move on to other things, leaving the controls in a randomly determined position. Roll 1d3 for each lever, 3 being *Accelerate*, 2 being *Maintain*, 1 being *Decelerate*. The demons in this room--except for the quasit, who is busy setting up his new beanbag fort--emerge from the control room and begin patrolling the passageways 30 minutes after the PCs first enter B2.



## Bellows Controls

PCs examining the six levers and gauges can make a DC 14 Intelligence check to determine which levers correspond to which gauges and ascertain their likely functions. If a PC has successfully investigated the design specs in the control room, he or she may die up on this check.

The two outermost levers and gauges are trapped decoys (See Trapped Levers in Area Features).

The four functioning levers control (1) intake bellow pressure, (2) intake bellow pump rate, (3) output bellow pressure, (4) output bellow pump rate. Each lever has 3 settings: *Accelerate*, *Maintain*, and *Decelerate*. Specially trained dwarves (and PCs who have succeeded in their check) can operate the simple and intuitive controls. On normal days, operator dwarves shut the system down after the last shift by dropping all levers into *Decelerate* position and leaving them there. This sends a signal, via pulley-mounted bells, to the giants turning the crank on the surface to slow down their efforts. In the morning, they move the levers to the *Accelerate* position until the proper pressure and rate are obtained, then they move them to the *Maintain* position until the end of the day, unless some unexpected event occurs, like emergency evacuation or repairs.

A creature or PC who does not understand all of this can still move the levers around, and perceptive ones will notice aural and visual clues as to the function of each. If a PC who does not understand the controls wishes to experiment with the levers, have the player specify which positions are being chosen and describe the accompanying response of the bellows (pressure is indicated by the tone and pitch of the air gusts entering and leaving the bellows; rate is indicated visually and by the pace of airflow).

If the strangler demon is interrupted during its experimentation or if the PCs fail or find the secret door / avoid B3 altogether, roll 1d3 to determine which position it has left each lever in. 3 = *Accelerate*, 2 = *Maintain*, 1 = *Decelerate*.

For every 10 minutes that a pressure lever is left in the *Accelerate* position (intentionally or not), there is a cumulative 10% chance that the bellow it controls will explode, dealing 10d10 bludgeoning damage to anyone in the bellows chamber or control room, stunning every creature in the mine for 1d4 rounds (DC 15 Fort save to negate), and deafening every creature in the mine

### **(Bellows Controls continued)**

for 1d4 hours (DC 20 Fort save to negate). If both bellows explode simultaneously, the damage and effects double, and add 10 to the save DCs.

If either pump rate lever is left in the *Decelerate* position, the bellow it controls will completely stop after 10 minutes, and either fresh air from the surface will cease to flow, or smoke from the mine will cease to be extracted, depending on which lever was pulled. (See “Collapsed Lungs” sidebar).

Roll for the state of the controls if/when the strangler demon becomes aware of the PCs and enters into combat. The levers will remain where it leaves them, with all associated repercussions, unless PCs intervene. If this is the case, give audio-visual hints to the PCs that the machinery is either overtaxed or slowing down.

### **Collapsed Lungs**

If either one of the bellows is disabled, the dwarves in the primary mine will suffocate in 8d10 minutes. If both bellows are disabled or destroyed (and destroying one disables the other due to the explosion) the dwarves will suffocate in 4d10 minutes. PCs entering a primary mine devoid of fresh air from the bellows will be subject to suffocation rules. A PC wearing a breathing filter can breathe normally in the unventilated primary mine for 4d10 minutes (25% chance of spell failure for spells with verbal component), after which the filter becomes clogged and he becomes subject to suffocation rules. Smoky, befouled air doesn't bother the demons at all.

### **Area B4: Mess Hall / Med Bay**

**Area Description:** This large chamber is ransacked. Verbal communication here is possible if the passageway door and elevator door are both closed.

Shabrexibex's thuggish goblinshark demon lieutenant Forf, with a dwarf head impaled on each of his upturned tusks, is using the body of a headless dwarf as a writing implement, smearing obscenities (and, unwisely, his own name and that of his boss) on the walls with the blood pouring from the body's neck as ink. In total, the bodies of eight dwarves (four of them headless, four of them noseless), two vargouilles, and four spiny crab demons are scattered among the broken tables and chairs, dented tin dishes and flatware, iron cooking pots, and broken jars of foodstuffs. If PCs

inspect the bodies, they will immediately notice that one of the dwarves is not dead, but unconscious (0 hit points) and that the infection is raging in her. Demons have defecated all over the room, resulting in a predictably horrible odor.



**Goblinshark Demon (Type II) "Forf":** Init +4; Atk fist +8 melee (2d6 plus grab) or bite +10 melee (1d10 or 2d10 versus grabbed victim); AC 18; HD 6d12; MV 30'; Act 2d20; SP grab, hideous gaze, summon abyssal lamprey school; SV Fort +8, Ref +6, Will +6 AL C.

Behind a wide, wooden counter is the kitchen area. Miners on a break could sit at the bar or tables to enjoy hot pasties and room-temperature steins of Banger's Rock Bock.

The room contains two alcoves, cordoned off by curtains. The curtain in front of the larder alcove has been torn down; the curtain in front of the medical bay is still hanging but has been shredded by claws. The door in

the south wall leads to an elevator shaft that drops 80 feet to the entrance to the primary mine. There is a large hand crank and a tin can mounted on the wall next to the doorway, and the shaft itself has rungs throughout. The stench of sulphur is especially strong near the elevator shaft.

For every turn that the PCs spend in B4, roll 1d8 and consult the following table:

1-2: Nothing happens

3-4: The not-quite-dead dwarf's head springs from its body (a vargouille) and attacks. If the PCs have discovered and rescued or killed her, nothing happens.

5-6: If they have not yet been encountered, the strangler demon and viperfish demons from B3 arrive and attack (the quasit is still busy setting up his new beanbag home). Otherwise, nothing happens.

7-8: 1d6 vargouilles fly up from the open elevator shaft and attack.

### Area Features:

1. Mess Hall: Scrawled on the walls of the mess hall in blood are the following phrases in abyssal: "Eat shit dwarf asses", "Shabrexibex is kingest motherfucker ever", "Suck blood amputation", "Forf pound squash brain heads squishy".
2. Larder: The shelves and cabinets have been ransacked and the contents have been defecated upon. PCs wishing to sift through the foul mess must make a DC 14 Fort save. Failure results in the contraction of a wasting disease. Roll 1d6 for what they find:
  - 1) Tainted food stuffs (rice)
  - 2) Tainted food stuffs (beans)
  - 3) Tainted food stuffs (vegetables)
  - 4) Untainted jar of Banger Rock Bock (gain one HD of hit points + 1d10 temporary hit points)
  - 5) Set of seven silvered steak knives (treat as daggers)
  - 6) 1d4 untainted iron rations (5 temporary hit points)
3. Med Bay: Consists of three gurneys, one medicine cabinet, and a storage closet. Everything is in disarray and defecated upon. PCs wishing to sift through the foul mess must make a DC 14 Fort save. Failure results in the contraction of a wasting disease. Roll 1d6 for what they find:
  - 1) Tainted medical supplies (bandages)
  - 2) Tainted medical supplies (poultices)
  - 3) 1d4 Untainted salves (cure disease)

- 4) Untainted medicine kit (25 charges)
  - 5) 1d4 untainted poultices (regain 2d10 hit points)
  - 6) Book: *Keep the Picks A-Swingin': The Miner's Guide to Keeping Fit* (PCs who study this book for at least 10 minutes and keep it on their person gain a permanent +1 bonus to Stamina)
4. Elevator Crank and Can: The crank is extremely difficult to use--only heroically strong individuals can hope to operate it, which is why Bangers like to use it. PCs wishing to turn the crank must succeed on a DC 20 Strength check. The mechanism is ingeniously designed and counter-weighted, so that no matter how much weight is in the elevator car (which is a repurposed minecart) it always requires the same amount of strength to turn it. The Bangers have intentionally set the resistance level to such an outrageous setting so they can show off their brawn to one another. A DC 12 Intelligence check will reveal this, as well as the mechanism for lowering the resistance to a more reasonable level.

The can is connected to its twin on the primary mine's floor by a taut silver wire, thus it functions like a child's tin-can telephone set. Bangers can shout at one another through the mechanism, requesting rides up. PCs listening at the can may make a DC 14 Intelligence check to hear the sounds of dwarven voices amid the clamour, indicating that at least some of the captives in the primary mine are still alive (provided the bellows haven't been shut down or disabled).

5. Treasure: One of the dead dwarves is carrying a small silver censer of incense in his pocket. If the incense is lit, those nearby immediately feel peaceful and cleansed (Acts as a Remove Curse and Remove Disease Spell; dwarves and gnomes heal 1d10 hit points).

In his back pocket, the headless chef carries the secret recipe for brewing Banger's Rock Bock. While the recipe would be highly valuable to any pub owner or brewer (5000 gp), sharing this sacred secret with outsiders will cause the Bangers to launch an investigation as soon as they become aware that the recipe has been stolen.

If they connect the PCs to the crime, which wouldn't be too difficult, the Bangers will become lifelong enemies of the PCs,

doing everything they can to exact revenge, including hiring assassins or sending brute squads of their own members. The PCs' reputation in Brownfalls will suffer greatly, and word of the PCs' treachery will quickly spread throughout the dwarven realms.

Forf, the goblinshark demon, wears platinum bracers worth 1000 gp, though they are far too big to be worn around any normal-sized wrists. He also has diamond tips on his tusks and an elf-skin pouch full of hundreds of noses that he keeps as trophies.

### **Area B5: Elevator Shaft**

**Area Description:** This circular vertical shaft drops straight down to the primary mine's floor. There are no other exits. The shaft is 10 feet in diameter, and a sturdy chain descends from above, connecting to a mine cart that serves as the elevator car. PCs attempting to climb down using the rungs can do so without difficulty, although for every turn spent in the shaft, roll 1d6:

1-6: Nothing happens

7-8: 1d4 vargouilles fly up from the mine and harry the PCs. PCs in the mine cart may fight without penalty. PCs climbing the ladder must die down on all attacks and climbing checks.

### **Area B6: Primary Gallery Mine**

**Area Description:** Area B6 exhibits the following general characteristics:

- Walls, ceiling, floor: Granite
- Visibility: Bright light within 10 feet of the burning heat-and-quench areas, low light elsewhere. The areas above the burning timbers and the entire ceiling are considered obscured, due to the wood smoke.
- Sounds: The clank of the gargantuan chain grinding along its endless loop, the loud metallic bangs of the mine cart doors clanging into place as they go from descending to ascending, and the whooshing wheeze of the giant bellows drown out all other sound. Verbal communication beyond 10 feet is impossible. PCs wishing to communicate using hand signals or other means must succeed on a DC 5-20 Personality check (adjusting DC to reflect the complexity of the attempted message) to accurately convey their meaning.

- Smells: Overwhelming, stomach-churning smell of rotten eggs (sulphur).

This cavernous, roughly trapezoidal room is thick with smoke and the sounds of picks on rocks. In the ceiling, which is 60 feet above the mine floor and supported by 4 10'x10' columns, there are 4 openings: Two 20-foot diameter openings through which the giant chain travels, and two 10-foot diameter openings, one connected to the intake of a bellow, the other to the output of a bellow.

The room is dominated by the 30-foot diameter cogwheel, the top of which is difficult to see in the smoke that accumulates near the ceiling. Near the ascending side of the wheel there is a huge pile of ore and a ramp for loading the ore into ascending mine carts. On the descending side there is another ramp, the receiving area for supplies from above.

Three areas of the gallery walls are covered with iron scaffolding, which miners stand upon while working with their picks. Suspended from tracks on the ceiling are three iron chutes, one hanging in front of each set of scaffolding. These chutes are easy to move side-to-side and up-and-down by miners standing on the scaffolds. The miners use them to slide ore down from the scaffolds to the mine floor.

Four areas are designated for heat-and-quench mining. One of them was quenched two days ago, and nothing but a jagged depression exists where once there was a rock wall. The other three heat-and-quench areas are stacked with oiled timber, two of which have been burning for 2 days. The third has not yet been lit. There are two groups of six 20-gallon barrels of water, two 10-gallon barrels of kerosene oil mixed in with them, a stack of timber, and several wheelbarrows, buckets, and tools of all kinds scattered about the mine floor. There is a small worktable, normally used for quick tool repairs, but which has been converted to a dissection table by the demons. Dwarf parts and gore are strewn all around it. Lying flat on the floor near the cogwheel is a glowing purple oval--the demon's portal, which remains open.

Shabrexibex is highly intelligent, and how he greets the PCs in area B6 depends upon what information he has about the PCs, what information they have about him (in particular, whether or not they have learned his name and choose to address him by it), and the manner of their arrival. A

PC that addresses Shabrexibex by name earns an advantage over him (see Bestiary entry), but also makes himself a target.

If Shabrexibex is completely unaware of the PCs' expedition into the mine when they arrive in area B6, he will be making his rounds of the mine floor, flogging and terrifying the captured dwarves as they bustle about the scaffolds, swing their picks, wheel the barrows around, and make trips between the ore pile and the portal, tossing the ore into the portal and returning for more. They are not fettered, but the terrible demon and the things they have already witnessed have cowed them into submission.

Regardless, Shabrexibex will have sentries (two viperfish demons) posted at the elevator entrance, and four vargouilles are assigned to watching the chain shafts--they do this by landing in the empty space of a link and riding it up to the ceiling or down to the floor, at which point they fly in the other direction, and repeat. The viperfish demons have instructions to alert Shabrexibex telepathically if an intruder is spotted. The vargouilles, which cannot speak telepathically or otherwise, are instructed to fly directly to him and get his attention if anyone comes down the chain shaft. In addition, eight spiny crab demons can be seen wandering around the mine floor or gnawing on dwarf body parts. They are almost mindless, and Shabrexibex has to exert an annoying amount of effort preventing them from attacking the miners.

If Shabrexibex has extended an invitation to the PCs to parley with him, they will not be molested as they travel through the mine complex, and he will be waiting for them, luxuriously arrayed on an improvised throne of dwarf body parts. All but four of the captive dwarves will be bound with ropes and on their knees between him and the elevator entrance. The majority of his army will be here as well. He will leave a small contingent in the passageway above to guard against subterfuge on behalf of the dwarves, but if the PCs have received an invitation, the demon is impressed enough to consider them a threat.

He wishes to treat with the PCs and tempt them to their doom, but he does not underestimate them. It should be made clear to the PCs that in this scenario, combat is tantamount to suicide. Their only hope is to strike some sort of bargain with the demon.

If Shabrexibex is aware that intruders have entered the mine, via reports from spies or allies that have escaped the party, he will position the barrels of kerosene oil on either side of the elevator entrance, concealed by piles of



ore. He will have drilled holes in the tops of the barrels (PCs who examine the barrels will smell the kerosene), and two vargouilles with torches in their mouths and hovering near Shabrexibex will be sent on kamikaze missions to ignite the barrels if intruders are seen near the elevator entrance. Creatures caught in the blast take 4d6 fire damage and 2d4 bludgeoning damage for each barrel that explodes (DC 14 Ref save for half) and are knocked prone (DC 15 Fort save to negate). In addition, in this scenario, all miners will have their hands and feet tied together with rope. All but three, who will serve as shields for the demon, go about their work.

### **Treating with a Demon**

If the PCs do anything other than attack upon meeting Shabrexibex, he will reach out to them telepathically (he has innate telepathy 120 feet). Keep in mind that if the machinery is active and the PCs are more than 10 feet from one another, they will not be able to verbally communicate with each other. PCs can communicate telepathically with Shabrexibex if he wishes them to, but they cannot use his telepathic powers to communicate with each other or hear what the demon is saying to the other PCs.

This makes it possible for Shabrexibex to play sides against one another and take advantage of rifts or mistrust in a party that isn't tightly knit. The judge might consider using a private messaging system for these communications. It will slow the game down considerably, but it will also build tension, as players wonder what the demon's latest message contains and whether it was the same offer the first player just received.

Shabrexibex is extremely charismatic and intelligent, and as such makes for a charming conversation partner. He flatters and praises the PCs, coos to them, uses terms of endearment, calling them his "little doves", asking them to be "good little peaches", and using "darlings" in almost every sentence.

And he is a demon, so he lies profusely. For instance, he could claim that this mine is rightfully his and that the abrasive short little darlings stole it from him ages ago, and that he's only just now had enough time to nip back over and reclaim it, darlings. One of the Bangers he's using as a shield might refute that lie angrily, and Shabrexibex would calmly pull his head off without the slightest bit of effort or change in demeanour.

### (Treating with a Demon continued)

Shabrexibex paints himself as a judicious creature that is willing to listen to reasonable offers. He notes carefully any divisions in the party dynamics and seeks to exploit them by backing one side against the other. He also targets any characters who exhibit chaotic or selfish tendencies with offers of riches or power or whatever he believes to be motivating that PC. His promises of reward shouldn't be vague; they should be highly specific. If possible, he should produce proof that his offers are real. He might step into his portal and return with a tempting bit of treasure. If he detects a lust for power in a magic user, he might even offer himself as a patron or offer to introduce the PC to an arch-demon patron.

If negotiations are going poorly and Shabrexibex suspects a fight is coming, he will try to convince as many PCs as possible to look into his portal for proof that he is telling the truth, hoping to subject them to its Confusion effect (See Area Features below).

Ultimately, Shabrexibex's goal is to tempt them to ruin and continue harvesting phlogistonite, as it is the party drug *du jour* among demons (although PCs will have to be extremely savvy if they are to get this or any other factual information out of him). His treasures are cursed, his promises are empty, his vows are lies (see Area Features: Treasure below). The demon might promise to leave if only the PCs will do him the service of killing just one of the Bangers. But if they do, not only will the surviving Bangers be appalled and enraged, suddenly there will be just one more little minor stipulation, darling. Or maybe he promises to release the dwarves if the PCs will tell him their deepest secret. If they agree and divulge their secrets, well didn't they know that agreements like this must be sealed in blood, darlings? Now they have to give him a drop of their blood. But if they just do that one little thing extra, they're welcome to this little trinket he's been carrying around for years...

#### **Area Features:**

1. Scaffolds: DC 12 Strength check to climb. PCs can topple the scaffolds by destroying half of a structure's legs. Each iron leg has 20 hit points and takes half damage from slashing and piercing attacks. Anyone caught under a collapsing scaffold takes 2d10 bludgeoning damage, is knocked prone, and is pinned until a DC

15 Strength check is made. A successful DC 14 Ref save negates the damage and all effects.

2. Chutes can be manoeuvred with successful DC 13 Strength checks.
3. Cogwheel: Any creature caught under a descending cog of the giant cogwheel takes 20d10 bludgeoning damage.
4. Ventilation Shaft: One shaft sucks up air from the mine, the other breathes in fresh air from the surface. The pace of these activities depends upon the state of the bellows controls. The default rate is 1 breath per round. In other words, the intake shaft will suck air for 6 seconds, then go silent while the bellow expels the air to the surface for 6 seconds, then repeat. At the same time, the output shaft will blow fresh air for 6 seconds, then go silent while the bellow fills with air from the surface for 6 seconds, then repeat.

A flying creature caught within 20 feet of either normally operating shaft when it is active will be hard-pressed not to be either sucked up or blown down, depending on which shaft it is near. As a result, the vargouilles in charge of guarding the shaft are constantly being sucked up, blown down, and batted around by the powerful gusts. Adjustments to the bellows controls (See Bellows Controls sidebar) can alter the frequency or intensity of the suction or expulsion. Adjust the save DC accordingly if the pressure levers have been moved.

5. Captive Dwarves: The captured miners are terrified and demoralized after witnessing the horrors of the last hour (which is precisely what Shabrexibex had in mind, darling). However, they are still Bangers and can be a huge asset if combat breaks out. A PC attempting to rally one or more Bangers must succeed on a DC 14 Personality check. Keep in mind the limitations on communication imposed by the sounds of the mine (assuming the machine is active). Some factors that could affect these checks:
  - a) Target miner(s) cannot hear the rallying PC, but can only see him or her: -5 to check
  - b) Rallying PC uses a Bangers badge as a prop: +1 to check
  - c) Rallying PC uses the quartermaster's plaque as a prop: +10 to check
  - d) -1 to check for every 10 minutes spent talking with Shabrexibex

**Bangers (aka Bang Gang) (25):** Init +0; Atk pick or hammer +2 melee (1d6+2); AC 14; HD 3d8 (10 hp each); Mv 25'; Act 1d20; SV Fort +4, Ref +0, Will +2.

Freed/rallied Bangers are berserk with rage (can attack twice per round if attacking a demon) but each has only 10 remaining hit points due to the harsh treatment they've been subjected to. They all wear eye protection, carry breathing filters, and use picks, hammers or improvised weapons like chains and rocks as weapons. For each round in which a freed Banger is active, roll a collective DC 8 Will save for them. On a failure, one of the freed Bangers grabs a water barrel and kamikazes into the nearest burning heat-and-quench area, shouting "Bangers never die! It's back to dust for us!"

6. Burning Heat-and-Quench Areas: These fires are kept extremely hot. A creature pushed into the fire takes 2d6 fire damage and flammable objects are ignited. A PC attempting to quench a burning heat-and-quench area with a 180-pound water barrel must make a DC 18 Strength check to carry a barrel to the area and throw it onto the fire. The barrels are made for this purpose and shatter easily. If the heated rock is quickly cooled, either by these or other means (It takes a minimum of 10 gallons to achieve the quench), the rock face will explode outwards, dealing 4d6 fire damage and 4d6 bludgeoning damage to all creatures within a 20-foot cone (DC 14 Ref save for half damage) and knocking them back 10 feet and prone (DC 16 Fort save to negate), and stunning and deafening them for 1d4 rounds (DC 12 Fort save to negate). Each explosion of this kind will also trigger the following effects:
  - a) Visibility throughout B6 is obscured for 1 minute following the explosion. (If the bellows are inactive, this condition lasts for 1 hour.) All creatures must make a DC 14 Fort save or be blinded for 1 minute (save can be repeated at the end of every round). Individuals wearing eye protection are immune to this effect, though subject to certain drawbacks, depending on the eyewear.
  - b) All creatures not wearing masks are considered suffocating for 1 minute, unless they are wearing breathing filter masks. Demons are not immune to this effect. (If the bellows are inactive, this condition lasts for 1 hour.)

- c) Shabrexibex, must make a DC 20 Fort save or be poisoned by the silver dust in the air, which acts as a severe allergen to him, resulting in -2 to all attacks, checks, saves, etc. This effect lasts for 1 minute (or 1 hour if bellows are inactive).
7. Unlit Heat-and-Quench Area: The timbers here are oiled and can be lit, although the rock will not be capable of producing an explosive quench until after 2-3 days of continuous burning.
  8. Ore Pile: This massive pile was meant to be loaded on the chain elevator but is now being transferred stone-by-stone to Shabrexibex's portal.
  9. Worktable: A PC approaching the macabre scene around the worktable has a 2 in 6 chance to notice that a miner's pick on the ground near the table is vibrating intensely. A Banger who died a terrible death on this table poured all of his rage into his trusty pick as he died, imbuing it with great power. (See Appendix C: The Sunderer)
  10. Portal to the Demonic Plane: The glowing purple portal hovers one inch above the floor of the mine. It is 15 feet long and 7 feet wide. Non-demonic creatures looking closely at the portal must make a DC 14 Will save (lawful creatures -2 to check; chaotic +2) or suffer the effects of a Confusion spell as if cast with a spellcheck of 20, due to the twisted, macabre images swirling about in the purple mist. Any creature shoved or knocked into the plane's area must make a DC 12 Ref save or fall into it. Creatures passing through the portal are instantly transported to the demonic plane. A Dispel Magic spell will disrupt the portal, trapping demons on the Material Plane until Shabrexibex can conjure a new one (24 hours). Shabrexibex can dispel the portal at will.
  11. Treasure: Shabrexibex carries an Amulet of the Planes. In the course of parlaying with the PCs, he is able to retrieve from his portal any item from Magic Item Table F, choosing those which will be the most tempting to the PC he is hoping to entrap. There is a 50% chance that any such item is cursed in some way or imbued with a dweomer that prevents the weapon from being used to attack Shabrexibex, and even those that do not carry actual curses exhibit demonic characteristics (swords glisten as if covered in blood, helmets that seem to whisper unnatural things to their wearers, cloaks that make the wearer somehow appear more sinister, etc). He is also able to retrieve up to 1800 gp worth of gems, 1800 gp worth of art pieces, and 2400 gp. There is a 50% chance that any such items are counterfeit (DC 18 Intelligence

check to detect), though even authentic items exhibit demonic characteristics (gems that smell of sulfur, art pieces that are exquisitely wrought but depict disturbing themes, demonic faces or runes stamped on the coins, perhaps making them difficult to pass as currency to scrupulous merchants).

## Conclusion

1. If Shabrexibex is slain or driven back to the demonic plane, the PCs will become heroes of Brownfalls. If they are able to rescue at least 10 miners, the Bangers make them honorary members in an elaborate ceremony that involves lots of Banger's Rock Bock, and bestow upon them "B" badges and biker vests. The party's reputation in Brownfalls is exponentially increased, and word of this deed spreads rapidly among dwarves--to the chagrin of Master Boldcrate, who is still primarily concerned with keeping the news of the phlogistonite strike a secret.

Mayor Overbar will, of course, be happy to grant the party any aid at his disposal, while Master Boldcrate will remind them repeatedly about the non-disclosure agreements they've signed. If the PCs haven't signed an NDA, he will pester them constantly about doing so.

2. If the PCs escape without the miners and Shabrexibex remains in the mine, Mayor Overbar will be thankful for their effort, though far more concerned with the continuing demonic threat than with the PC's problems or requests. PC's could attempt to make a second attempt at clearing the mine, but keep in mind that Shabrexibex won't have been sitting idly by. He will be busy setting up traps, portalling in new demons (if 24 hours have passed), and gathering intel on the PCs. He is also likely to execute several of the hostages and send proof of the act up to the surface using the minecart elevator. In all likelihood, the job will be significantly more challenging the second time around.
3. If the PCs escape with at least 10 miners and Shabrexibex remains in the mine, Mayor Overbar and Master Boldcrate will be very appreciative, though still concerned about the demon in the mine. They will do what they can to help the PCs, though they will be

too busy arranging defenses and formulating a strategy to retake the mine to offer much more.

4. If the PCs are defeated by Shabrexibex, it might not mean the end of the campaign. It is possible that the demon would choose to enslave the PCs, put them to work in the mine, or even transport them to the Demonic Plane. None of these scenarios is ideal, of course, but clever players and creative judges might find a way to keep the story going, albeit in an unexpected and dark direction.

Appentix A: Bestiary





**Anglerfish Demon (Type III) “Shabrexibex”:** Init +4; Atk chomp +10 melee (1d12; +4 to hit and plus 1d12 damage against lured creatures) or slap +8 (1d4+4 Personality damage plus stun); AC 20; HD 8d12; MV 40'; Act 2d20; SP lure (DC 14 Will save to resist or be drawn forward, dropping all handheld items and defenses); spells (+6 spell check): detect good, charm person, color spray, phantasm, scare, Emirikol's entropic maelstrom, paralysis; SV Fort +6, Ref +10, Will +10; AL C.

Communication: Telepathy only

Abilities: Infravision, Telepathy, Fly

Immunities: Immune to damage from weapons of less than +2 enchantment\* or natural attacks from creatures of 5 HD or less. Half-damage from acid, cold, electricity, gas.

\*Silvered weapons that can harm the anglerfish demon can die up on damage rolls.

Vulnerabilities: Those who know an anglerfish demon's name and employ it in communication with the demon are immune to the *lure* effect of its lantern. It is allergic to silver. In addition to weapon vulnerability above, exposing the demon to direct sunlight, running water, the sound of church bells, or airborne silver dust causes the demon intense discomfiture (-2 to all attacks, checks, and saves).

Projection: May summon an extra-planar portal once per day.

Crit Threat Range: 18-20

Anglerfish demons are large (8' tall), winged, bloated bipeds. For one arm, they have a barbed fish tail used to slap victims into submission. Those slapped by the tail suffer Personality damage and must make a DC 10 Will save or be stunned for the next round. For the other arm, they have a monstrous anglerfish body and head, which is used for attacking only (innate ESP is used for communication). Instead of a neck and head, anglerfish demons have a long drooping pseudopod, at the end of which is a mesmerizing lantern-like light. As an action, the anglerfish demon can attempt to lure a single victim in close by causing an image of something they desire to appear in the lantern. The victim must succeed on a DC 16

Will save or drop everything in their hands, drop their defenses (Agility bonuses not applied to AC), and walk dazedly toward the demon.

Though formidable combatants and spellcasters, anglerfish demons prefer to parley, relying on their charm, wit, and deceptive capabilities in order to tempt mortals into committing heinous acts, forswearing their gods, betraying their friends, and otherwise ruining themselves and besmirching their souls.



**Banger (aka Bang Gang):** Init +0; Atk pick or hammer +2 melee (1d6+2); AC 14; HD 3d8; MV 25'; Act 1d20; SV Fort +4, Ref +0, Will +2; AL C.

**Giantling:** Init -2; Atk fist +10 (2d8+4) or hurled stone +3 missile fire (1d8+4, range 100'); AC 16; HD 6d10; MV 30'; Act 1d24; SP infravision, crit on 20-24; SV Fort +8, Ref +3, Will +4; AL N.



**Goblinshark Demon (Type II) "Forf":** Init +4; Atk fist +8 melee (2d6 plus grab) or bite +10 melee (1d10 or 2d10 versus grabbed victim); AC 18; HD 6d12; MV 30'; Act 2d20; SP grab, hideous gaze, summon abyssal lamprey school; SV Fort +8, Ref +6, Will +6; AL C.

Grab: A creature hit by both fist attacks in one round is grabbed. Subsequent bite attacks will inflict double damage unless the victim can break free with a DC 18 Strength check.

**Hideous gaze:** Anyone who can see a goblinshark must succeed on a DC 12 Fort save or be repulsed by its alien visage and either attack it with reckless abandon (+1 to damage rolls, -4 to AC) or run in fear for 1d4 rounds. (50% chance of either happening.) Those who save or employ the demon's name are immune to this effect.

**Summon abyssal lamprey school:** As an action, a goblinshark demon can summon a school of abyssal lampreys to appear and attack a creature that the demon can see. Victims must succeed on a DC 14 Ref save or suffer 1d6 damage plus 1d3 Stamina damage (from blood sucking) for the next 1d4 rounds. Wizards who fail this save have a 50% chance of spell failure while the effect lasts.

**Communication:** Speech and Limited Telepathy (when communicating telepathically, a goblinshark can only transmit curse words)

**Abilities:** Infravision, Limited Telepathy

**Immunities:** Immune to damage from non-silvered or non-magical weapons\* or natural attacks from creatures of 3 HD or less. Half-damage from acid, cold, electricity, gas.

\*Silvered magical weapons roll +1d on damage rolls.

**Vulnerabilities:** Those who know goblinshark demon's name and employ it in communication with the demon are immune to its hideous gaze effect. Exposing the demon to direct sunlight, running water, or the sound of church bells causes the demon intense discomfiture (-2 to all attacks, checks, and saves).

**Crit Threat Range:** 19-20

Goblinshark demons are 9' tall, heavily muscled and brutish bipeds. They have wicked, up-thrusting tusks, which they like to decorate with vicera, heads, and other trophies. They are unintelligent but loyal, which makes them favored enforcers among higher ranking demons.



**Sarcastic Fringehead Quasit "Newbers":** Init +4; Atk bite +1 melee (1d4 plus sapping poison) or tail whip +2 melee (1d6); AC 12; HD 1d8; MV fly 40'; Act 1d20; spells: color spray, invisibility, ventral-oquism; SV Fort -1, Ref +3, Will +1; AL C. \*Hits with silvered weapons die up on damage rolls.

Sapping Poison: DC 12 Fort save or take 1d4 Strength damage.

Malignant, childlike intelligence and greed drives these demonic imps to gather valuables and stash them in carefully organized caches.



**Spiny Crab Demon (Type I):** Init +2; Atk pinch +1 melee (1d6 plus numbing poison); AC 14; HD 2d8; MV 30'; Act 2d20; SP numbing quills; SV Fort +0, Ref +2, Will -1; AL C. \*Hits with silvered weapons die up on damage rolls.

**Numbing quills:** Creatures in melee with or pinched by a spiny crab demon must succeed on a DC 12 Fort save or take 1d4 Agility damage.

**Communication:** Limited Telepathy (can understand direct orders in abyssal language)

**Abilities:** Infravision

**Immunities:** Half-damage from piercing weapons, slashing weapons, cold.

Spiky, pig-sized crustaceous entities, spiny crab demons are nearly mindless but they can follow direct orders.



**Strangler Demon (Type I):** Init +4; Atk none\*; AC 18; HD 2d8; MV fly 40'; Act 1d20; SP blend with shadows, throttle; SV Fort +0, Ref +4, Will +6; AL C. \*Hits with silvered weapons die up on damage rolls.

**Blend with Shadows:** A shadow demon can melt into shadows in any environment lit by less than full, bright light. Creatures attempting to track the demon as it blends with shadows must succeed on a DC 15 Intelligence check to do so.

**Throttle:** A creature unaware of a strangler demon's presence or current location must succeed on a DC 18 Ref save or be strangled for 2d4 Stamina damage per round (DC 16 Strength check to break out) until they are reduced to 0 Stamina, at which point they fall unconscious.

**Communication:** Speech (can communicate using and understand whispered speech only, but in all languages)

**Abilities:** Infravision, Blend with Shadows

**Immunities:** Immune to non-magical weapons, cold.

Vulnerabilities: Double damage from fire. Exposing the demon to direct sunlight, running water, or the sound of church bells causes the demon intense discomfiture (-2 to all attacks, checks, and saves).

Malignant, wraithlike entities consisting of black, shadowy, ethereal bodies with two beefy, calloused humanlike hands on the ends of their "arms."

**Vargouille:** Init +6; Atk bite +4 melee (1d6 plus disease); AC 14; HD 1d8; MV fly 40'; Act 1d20; SP shriek (20' DC 12 Will save or be paralyzed with fear for 1d4 rounds), disease (see below); SV Fort -2, Ref +4, Will -2; AL C. \*Hits with silvered weapons die up on damage rolls.

Vargouilles are bat-winged, fanged heads--demonic abominations that are the result of a disease caused by a vargouille biting a mortal. Vargouilles employ a hideous, keening shriek to paralyze their intended victims with fear, then latch onto them with their fangs to both feed and pass on the disease.

Shriek Attack: Mortals within 20' and who can both see and hear the vargouille must make a DC 12 Will save to avoid being paralyzed with fear for 1d4 rounds. Those who succeed are not afraid of that particular vargouille and cannot be paralyzed by it thenceforth. Those who roll a natural 20 on their saves are not afraid of vargouilles at all and are immune to the shriek completely. (They can still be attacked, bitten, and diseased by them, however.)

Vargouilles are nearly mindless, but they do understand abyssal languages and any languages known by the victim before transformation. They are extremely limited in verbal communication, though, and attempts mostly result in horrible squeals of anger and agony.

Anyone bitten by a vargouille must succeed on a DC 12 Fort save or contract the Curse of the Vargouille, which is actually a disease, not a curse. If untreated, the disease will kill the victim in 1d6 + Stamina modifier hours. The disease progresses and concludes as follows:

Early Stage: Victim exhibits three or more of the following symptoms: Rapid hair loss, ears grow 10% larger, sulphuric body odor, sulphuric halitosis, random swearing, slight pointing of canine teeth, runny facial pustules, nascent horns begin to sprout somewhere on the head (appear to be only bumps or bruises to the casual observer), slight slit in the front of the tongue.



Middle Stage: Victim exhibits all of the above symptoms, all symptoms are twice as distinct. Victim takes 1d3 points of Intelligence damage and 1d3 points of Personality damage. Victim develops sunlight sensitivity.

Late Stage: When a victim's Intelligence or Personality score drops to zero, the victim's head separates from the body, which dies, and becomes a vargouille.

Mitigation: Cure Disease or Restoration will counter the disease. As it is a disease, Remove Curse will have no effect, which can prove frustrating to priests and priestesses attempting to treat it--the misnomer and the confusion it causes is a typically underhanded demonic trick. Each of the following strategies will slow the progress of the disease by 1d6 hours, but will not cure it: Immersing the victim in fresh running water; Exposing the victim to direct sunlight and/or the sound of church bells; Holding pure silver against the bite wound.



**Viperfish Demon (Type I):** Init +4; Atk bite +4 melee (1d8+2); AC 16; HD 3d8; MV fly 50'; Act 2d20; SP impaling charge; SV Fort +1, Ref +6, Will +2; AL C. \*Hits with silvered weapons die up on damage rolls.

Impaling charge: The viperfish demon makes a lightning-fast charge against a target that is outside melee range. Target must make DC 14 Ref save or be impaled by the forward-thrusting teeth for 1d6 damage plus ongoing 1d4 bleeding damage for a number of rounds equaling the damage of the charge attack. (If the impaling charge deals 5 points of damage on impact, the target will take 1d4 ongoing bleeding damage for the next 5 rounds.)

Communication: Speech and Telepathy (abyssal language only)

Abilities: Infravision

Immunities: Half-damage from non-magical weapons (unless they are silvered, in which case die up on damage), cold.

Vulnerabilities: Exposing the demon to direct sunlight, running water, or the sound of church bells causes the demon intense discomfiture (-2 to all attacks, checks, and saves).

Ravenous, winged python-sized demons with oversized mouths and teeth, plus a bioluminescent sphere that trails behind and above it. Cunning and vicious.

## Appendix B: Phlogistonite

This ultra-rare substance is chalky to the touch and iridescent in color. Unlike many valuable minerals, which can be discovered in veins in the earth as a result of natural processes that take place over eons, phlogistonite can appear suddenly and for reasons not understood by naturalists. Raw phlogistonite is volatile and dangerous to handle or cast spells near.

Should a PC come into direct contact with raw phlogistonite, the judge should roll a d30 to determine the phlogistic weight of the phlogistonite in that moment (as it is variable). The player whose PC touched the phlogistonite has 1 +/- Luck Modifier chances (minimum of 1) to guess that number. If they fail, they suffer a Major Corruption, whether they are a magic user or not. If they succeed, the PC is phlogistonically attuned for the next round, during which they may attempt to cast any known Wizard Spell in the universe with the following modifiers:

1st Level Spell: +10  
2nd Level Spell: +5  
3rd Level Spell: +0  
4th Level Spell: -5  
5th Level Spell: -10

Should a PC attempt to cast a spell within 10' of raw phlogistonite, the spell has a 1 in 6 chance per spell level of experiencing one of the following effects:

1. Spell cast at max check.
2. Spell cast at everyone within 20' of caster.
3. Spell morphs into another spell of the same level (determined randomly).
4. Spell doesn't function as planned, but instead it stops time and summons a doppelganger, who wants to make out. If the caster indulges it, they lose 1d4 Luck). If they refuse, the doppelganger reverses the PC's gender and disappears.
5. Spell cast twice (make two different checks).
6. Spell morphs into another spell one level higher (determined randomly).
7. Spell doesn't function as planned, but instead stops time and summons a blobfish homunculi who immediately insults the PC's mother. The PC must engage in a 3-round duel of your-momma

insults to be judged by the other players. If the PC wins, gain 1d4 Luck. If they lose, lose 1d4 Luck.

8. Spell morphs into another spell one level lower (determined randomly).
9. Spell targets random target other than intended (determined randomly).
10. Spell doesn't function as intended, instead it stops time and summons a Phlogiston Biker Gang, the leader of which asks the caster for the secret to life. They will accept any answer, as long as it is delivered forcefully, as they believe the secret to life is acting like you know what the secret to life is. If answered appropriately, the Riders will bestow upon the caster a boon (+1d3 to any attribute or a Phlogiston Hog, depending on the tone of your campaign). If answered poorly, the Riders will scoff and peel off into the multiverse, leaving the answerer to their wimpy shame (-5 to Luck).

## Appendix C: The Sunderer



### The Sunderer

Weapon (war pick), rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon. Against demons, the Sunderer is considered a +3 weapon and is always in a Blood Rage state in their presence.

**Blood Rage.** When you score a critical hit (natural 20) with this weapon, it enters a state of rage that cannot be sated until it scores another critical hit. While it is enraged, all successful attacks made with it deal an additional 1d8 damage and the critical threat range increases by 5 (crits on an 15-20, not including any class-specific alterations). While the Sunderer is raging, it must attack a living creature with every action until it scores another critical hit. If no enemies are present when the weapon is raging, the wielder will attack the nearest creature, even an ally.

Any attempt by the wielder to oppose the will of the weapon while it is raging (including not attacking, throwing the weapon down, etc.) results in the wielder immediately attacking himself with the Sunderer and automatically scoring a critical hit.





# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## Character Classes

VOLUME 7 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)



# Human

By Dieter Zimmerman

*DCC RPG is human-centric because most of the novels of Appendix N are human-centric. When an elf, dwarf, or other race appears in an Appendix N story, it's often a single member of the race who embodies that entire race - at least from the perspective of the human protagonist. The basic justification for "Race as Class" in DCC is that non-humans are pretty rare, and that those non-humans who involve themselves in the human world tend to share many characteristics and become representative of their entire race from the human standpoint. Even in cases in the literature where non-humans aren't that rare, they tend to be more or less the same. Admit it; all 13 dwarves in The Hobbit are pretty interchangeable as far as their skill-sets go.*

*But where does that leave you if you want to run an all-elf or all-dwarf game? You don't want all your PCs to be the same class, so you let your hero race choose classes like humans normally would in DCC RPG. But in that scenario letting someone who wants to play a human choose a class also would be kind of against the spirit of "race as class" so I've created a "generic human" class for non-human campaigns. Think of this as being written in an alternate universe DCC RPG where all the players are elves and humans are mythological.*

*The sorts of humans who would travel to non-human lands are probably most interested in knowledge or wealth: sages and explorers, merchants and thieves. Their common skill set likely involves good communication, moral flexibility, and the ability to survive on their own.*

**Hit Points:** A human is hardier than an elf, but not as tough as a dwarf. They gain 1d8 hit points at each level.

**Weapon training:** A human is trained in the use of the crossbow, dagger, handaxe, longsword, shortbow, shortsword, sling, spear, staff, and one other weapon of their choice. Humans can wear whatever armor they see fit.

**Alignment:** Humans tend to be in it for themselves, and so are often neutral.

**Highly Skilled:** Humans are incredibly adaptable to changing situations because they pick up on new skills quickly, and they reach levels of mastery that other races find obsessive. A human rolls 1d14 for all untrained skill checks, and 1d24 for all trained skill checks.

**Master of Diplomacy:** Though many humans are capable fighters, talking is how they usually get what they want (and humans always want something). A human can convince dwarves to shave and make them think it was their idea. A human can try to persuade someone to do something by temporarily spending one Personality point, and the target(s) must make a Will save with a DC of 8 plus the human's Per modifier and the human's class level. If they fail, they are inclined to do what the human wants and will do it as soon as the situation reasonably allows. The action can be against the target's best interest, but at the Judge's discretion the effect can be altered by changing circumstances. For example, if a human convinces an enemy to stop fighting and talk instead, that enemy will start fighting again if attacked or if the ensuing conversation goes poorly. This ability is based on emotion and logic, not magic.

Normally a human can only affect one target at a time, but additional Personality points can be used to affect more people or make the saving throw more difficult. One Personality point can add two to the save DC or double the number of targets affected. The human's Personality score recovers as normal (one point per day).

The human does not even need to speak the language of their target. As long as the target is intelligent and the ideas can be expressed through gestures and noises, a persuasion attempt can be made.

**Infinite Variety:** Human societies are many and varied, covering plains, deserts, mountains, islands, and any other landscape imaginable. They have universal traits, but they have differences also. At 1st level a human can roll or choose one of the following options:

- 1) **Warrior:** The human gains the Mighty Deed of Arms ability like a 1<sup>st</sup> level fighter.
- 2) **Wizard:** The human gains the ability to cast two random Wizard spells as if they were a 1<sup>st</sup> level caster.
- 3) **Cleric:** The human gains the ability to cast two random Cleric spells as if they were a 1<sup>st</sup> level caster.
- 4) **Thief:** The human gains Thief skills like a 1<sup>st</sup> level Thief of the same alignment.

Even though the human will gain levels, these abilities never improve. They are always used as if the human were 1<sup>st</sup> level. Wizard spells are subject to mercurial magic and corruption, and they can be boosted with spellburn. Cleric spells are subject to disapproval like normal. A human can never learn any additional spells.

**Human Hubris:** Humans are master manipulators, yet they are also easily manipulated. Every human desires to increase their own influence and sense of self-importance. When one is confronted with a situation that could significantly increase or decrease their personal power, a human is likely to pursue their own selfish ends, even betraying friends and ideals if the pull is strong enough.

Any time a human character has to make a Will save, they can choose to voluntarily fail. If a save is failed in this manner, the character gains back one point of spent Per or Luck up to their starting maximum. If the character chooses to roll the save and fails, nothing is gained.

**Luck:** With their short lifespans, humans are forced to learn things quickly. A human applies his Luck modifier to any skill checks (trained or untrained).

**Languages:** Humans are good at communicating. At first level, a human automatically knows Common, the language of the predominant race of the campaign, and one additional language determined randomly as specified in Appendix L of the DCC RPG core rules.

**Action Dice:** Humans use their action dice for attacks and skill checks. At 6<sup>th</sup> level they receive a second action die.

## Table H-1: Human

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will
1	+1	1d8/III	1d20	+1	+1	+0
2	+2	1d10/III	1d20	+1	+2	+0
3	+2	1d10/III	1d20	+1	+2	+1
4	+3	1d12/III	1d20	+2	+3	+1
5	+4	1d12/III	1d20	+2	+3	+1
6	+5	1d14/III	1d20+1d14	+2	+4	+2
7	+5	1d14/III	1d20+1d16	+3	+4	+2
8	+6	1d16/III	1d20+1d16	+3	+5	+2
9	+7	1d16/III	1d20+1d20	+3	+5	+3
10	+7	1d20/III	1d20+1d20	+4	+6	+3

# Peasant

By Matthew Carr

Art by Colin Mills

*"I always wondered how the level 20 gnomish locksmith mentioned in the knock spell got so good at making locks. I set out to answer my own question with this class. Unfortunately, I only got to level 10 before the table ran out!"*

Peasants come in all varieties of species and professions. They make up the vast majority of society. They can be wealthy merchants, hard-working farmers or the lowly gongfarmers. This class is for all those times when your adventurers meet a less than willing NPC and drag them along on some adventures. Or when you get that one player that says, "But what if I just want to be a farmer on an adventure?"

**Hit points:** A peasant gains 1d4 hit points per level.



**Weapon training:** Peasants are generally not trained in any weapons except those used in their occupations. A peasant gains proficiency in the weapon given by the peasant's profession and in any other implements used by the peasant's profession on a regular basis. For example, farmers might be proficient in pitchforks, shovels and a handaxe or knife used for slaughtering animals.

**Alignment:** Peasants are usually part of and dependent upon the community around them. Because of this they are usually lawful or neutral. Chaotic peasants are either the town rabble rousers or they may be found out in the wilds. Lone peasants living in the wilderness often end up in dire situations due to bandits or dangerous creatures.

**No occupation restriction:** The peasant class may be combined with any of the occupations in the game; this includes elven, dwarven and halfling occupations. A demi-human peasant only gets the benefits listed in the DCC RPG rulebook on page 21, in the "Demi-humans at level 0" section.

**Expert:** Peasants add a bonus equal to their peasant level when making skill checks related to their occupation.

**Luck:** Peasants add their luck modifier to checks made in their profession or hobby.

**Hobby:** Any peasant may adopt a hobby once they have gotten good enough at their main occupation. This hobby gives a peasant the ability to pick one other occupation and make checks in it using a hobby die instead of the normal d10 untrained check.

**Life of Adventure:** A peasant may seek to throw off the mundanity of peasant life and seek a life of adventure. Should a peasant do so, the peasant loses all but 10 experience points, and most of the benefits from any levels the peasant had, including hit points. The peasant reverts to a 0-level peasant with the original hit points the peasant had at creation. If the peasant was human, the peasant may choose a 1st-level human class. If the peasant was an elf, dwarf or halfling, the peasant becomes a professional 1st-level Elf, Dwarf or Halfling. The peasant may keep the hobby die and trained abilities from the level attained at the time of conversion. The peasant also keeps any property accumulated.

## Table P-1: Peasant

Level	Attack	Crit Die/		Hobby		Ref	Fort	Will
		Table	Action Die	Die				
1	+0	1d6/I	1d20	--		+1	+1	+0
2	+1	1d8/I	1d20	1d10		+1	+1	+0
3	+1	1d8/I	1d20	1d12		+1	+2	+1
4	+2	1d10/I	1d20	1d12		+2	+2	+1
5	+2	1d10/I	1d20	1d14		+2	+3	+1
6	+3	1d12/I	1d20	1d14		+2	+4	+2
7	+3	1d12/I	1d20+1d14	1d16		+3	+4	+2
8	+4	1d14/I	1d20+1d16	1d16		+3	+5	+2
9	+4	1d14/I	1d20+1d16	1d20		+3	+5	+3
10	+5	1d16/I	1d20+1d20	1d20		+4	+6	+3

# The Fowl Summoner

Words and Art By Clayton Williams

You owe allegiance to no man! Your devotion lies with the magistic overseers of the world, birds. You have set your sights on joining their flock or at least being a humble soldier/servant. To satiate your desire you are questing for knowledge and magic that will help bring you closer to these fowl beings. The first step in your transformation is the ability and focus to summon feathered friends.

A Fowl Summoner is a limited wizard class that starts out with spells that have morphed themselves due to the caster's strong will to be one with the birds. They are hard to distinguish from other wizards except that they tend to be adorned with garments that pay homage to feathered kind.

Fowl summoners are not as physically weak as a standard wizard. They find more joy in nature and hard work. Books only serve to further their cause. This also means their potential for arcane knowledge is lower. However, they are more sturdy. As a result, misfires for them have a greater degree of chaos as they can be "bird brains". It is also noted that their summons may not benefit those in the surrounding areas.

**Hit Points:** A Fowl Summoner gains d5 hit points at each level

**Weapon Training:** A Fowl Summoner is trained in the use of daggers, short swords, and staffs. They are also proficient at kicking, and scratching. Wizards rarely wear armor, as it hinders Spellcasting. However, Fowl Summoners may seek armor if it has a fowl esthetic.

**Alignment:** Wizards pursue magical arts according to their natural inclinations. Chaotic wizards study black magic. Neutral or lawful wizards seek control over elements. Wizards of all persuasions practice enchantment. Any alignment is appropriate for a Fowl Summoner





**Languages:** Common, Can understand bird behavior.

### Restrictions & Penalties & Notes

- Ideally, Fowl Summoners are 0-Levels that start with a feathered companion. Companion does not have to survive the funnel.
- Ideally, a party should only have one Fowl Summoner because there has to be a pecking order :)
- Personality: -1 every 2 levels as you care more to commune with birds more than people
- Can only seek a Patron of birds even if others are available
- You may need to include a pun waver at your table

## Table FS-1: Fowl Summoner

Level	Atk	Crit		Known Spells	Max Lvl	Ref	Fort	Will	PER Adj
		Die/ Table	Action Dice						
1	+0	1d6/I	1d20	4	1	+1	+0	+1	-
2	+1	1d8/I	1d20	5	1	+1	+1	+1	-1
3	+1	1d8/I	1d20	5	1	+1	+2	+1	-
4	+2	1d10/I	1d20	6	2	+2	+2	+1	-2
5	+3	1d10/I	1d20+1d14	7	2	+2	+2	+2	-
6	+3	1d12/I	1d20+1d16	8	3	+3	+3	+2	-3
7	+4	1d12/II	1d20+1d20	9	3	+3	+3	+3	-
8	+4	1d14/II	1d20+1d20	10	4	+3	+4	+3	-4
9	+5	1d16/II	1d20+1d20	11	4	+4	+4	+3	-
10	+6	1d20/II	2d20+1d16	12	5	+5	+5	+3	-5

### MAGIC

A Fowl Summoner starts off with the following 4 predetermined spells or spells may be determined at a judge's discretion.

## Fowl Summoning

Level: 1

Range: 20'

Duration: Varies

Casting time: 1 round

Save: None

---

**General:** The caster invokes fowl spirits to summon forth animal(s). For any mundane bird, the caster must have performed a summoning ritual on a live or 80% whole body of the animal to be familiar enough to cast the spell using them as a reference and have some form of fowl material to expend in the casting.

---

**Manifestation:** Roll 1d5 1) an egg shimmers into existence, then hatches into the animal summoned; 2) from within a rain of feathers the animal appears; 3) the animal's skeleton appears first, then organs appear, then muscles knit together, skin grows, and the animal finally appears; 4) The caster's body shakes wildly growing a clone that immediately transforms into the animal; 5) No matter where you are, a bright glowing orb (use the sun if available) appears, as you look at it, the bird appears by gliding down the light beams.

**Corruption:** Roll 1d8 1) wizard takes on minor facial traits of the animal he attempted to summon, such as a beak, eagle eyes, feathers, etc.; 2) Summoner grows feathers on their rear. Other birds find the Summoner more approachable in many ways; 3-5) minor corruption; 6-7) major corruption; 8) greater corruption.

**Misfire:** Roll 1d6 1) caster inadvertently summons a 1HD swarm of aggravating insects, such as bees, wasps, or locusts; 2) instead of summoning an animal, the caster inadvertently sends one away: The caster's familiar or the next-closest mundane animal vanishes for 1d6 rounds only to return dirty, wet, and angry; 3) caster summons only part of an animal, causing a pile of severed chicken heads, severed duck feet, dislocated wings, or bloody viscera to appear; 4) caster correctly summons an animal but incorrectly places it inside a nearby building or terrain feature, another living being, or the floor/ground if there is no other nearby feature – the animal dies instantly and its body is difficult to recover now that it is fused with the object. 5) caster summons a random hostile monster for 1d3 rounds (DCC Rulebook pg 380). 6) caster summons a random hostile undead for 1d2 rounds (DCC Rulebook pg 381).

---

- 1        Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, 1-2) corruption, 3) patron taint (or corruption if no patron), 4+) misfire.
- 2-11    Lost. Failure.
- 12-13   The caster summons one mundane bird of 1 HD or less. The animal remains for up to 30 minutes, though it hungers, thirsts, and rests as normal. The animal obeys the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.
- 14-17   The caster summons two mundane birds of 1 HD or less. The animal(s) remain for up to 30 minutes, though they hunger, thirst, and rest as normal. The animal(s) obeys the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 40% chance of releasing the animal(s) from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.
- 18-19   The caster summons one or more mundane bird(s) with a total HD of 3 or less. The animal(s) remains for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 40% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.
- 20-23   The caster summons one or more mundane bird(s) with a total HD of 6 or less. The animal(s) remain for up to 4 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 25% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

- 24-27 The caster summons one magical bird with a HD of 5 or less or mundane bird(s) with a total HD of 10 or less. The animal (s) remain for up to 8 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 15% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.
- 28-29 The caster summons either one magical bird with a HD of 8 or less or mundane bird(s) with a total of 15 HD or less. The animal(s) remain for up to 24 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 5% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.
- 30-31 The caster summons one or more magical birds with a HD of 10 or less or mundane bird(s) with a total of 30 HD or less. The animal(s) remain for up to 2 days, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) have a 1% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.
- 32+ The caster summons one or more magical birds with a HD of 20 or less or a huge flock of mundane bird(s) with a total HD of 100 or less. The animal(s) remains for up to 1 week, though they hunger, thirst, and rest as normal. The animals obeys the caster's commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a chicken to dive underwater) Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

## Bird Strike/Bird Storm

Level: 1

Range: Varies    Duration: Varies    Casting time: 1 round    Save: Fort

---

**General:** The caster invokes fowl spirits to summon forth animal(s). The caster must have performed a summoning ritual on a live or 80% whole body of the animal to be familiar enough to cast the spell using them and have some form of fowl material to expend in the casting.

**Manifestation:** Roll 1d5 1) Birds fly out of casters apparel; 2) Fly out of casters mouth; 3) Fly out of rainbow colored storm cloud 4) All the mundane animals in the area turn into birds 5) Black portals open up around everyone and birds fly out of them.

**Corruption:** Roll 1d8 1) caster thinks 1d4 party members are birds for 2 days 2) Wizard grows 2 chicken or other fowl heads from shoulders. They can spellburn 1 point for each head to make it alive otherwise it is limp. Removal causes 1d3 worth of damage per head. 3-5) minor corruption; 6-7) major corruption; 8) greater corruption.

**Misfire:** Roll 1d4 1) caster inadvertently summons a swarm of oiled pigs 2) caster is randomly flung 20 ft around a 100ft area for 1d4 rounds. Judges discretion of dmg to objects, caster, or other targets when “landing”, 3) Caster summons 1d12 floating eggs of an unknown mundane animal type. They float in the air around the caster for 1 turn. you do not know where they came from, 4) caster summons everyone's armor and clothes which get flung into a pile. DC 15 fort save to resist being stripped of your clothes and armor. Affects all targets within 50 feet of the caster.

---

1        Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3) patron taint (or corruption if no patron), (4+) misfire.

2-11    Lost. Failure.

12-13    3 Humming birds pass by one target and surprise them. If they fail the Fort Save they will be at -2 to attack for 1 round.

14-17    The caster's summons, urges all winged creatures within a half mile to flock to the scene. The creatures have a focused stationary point of interest, but other than that will act of their own will. Cast in a normal village, expect a result of

1d24 birds. Have the Judge decide how to alter the dice chain up or down based on the current environment. The scene becomes chaotic, affecting all targets within a 20' range of the focal point. All need to make a fort save or have -2 to attack for 1 round.

18-19 The caster summons a small flock of birds that soar past the caster towards 1 moving or stationary target. The flock causes 3d3 dmg, save for half.

20-23 The caster summons a localized bird storm that rains down 1d20 worth of eggs on a 30 foot area within 20 feet of the caster. The type of storm cloud effect is random. Roll 1d3

1 - Fresh Eggs = 1dmg - save for half - round down

2 - Rotten Eggs = 1dmg - save for  $\frac{2}{3}$  dmg - round down

3 - Hard Boiled = 1dmg no save

All targets in the area are affected. Split the number of eggs evenly for each target in the area. For every 2 points of luck or spell burn spent beyond that which is used to cast, add one more die worth of eggs over that many rounds. (2 points of spell burn = 1d20 first round, 1d20 next round)

24-27 The caster summons a large flock of birds that soar past the caster in a 30 ft wide flying-V bird strike that affects all targets in the path. The flock causes 4d6 dmg, save for half. Targets are knocked prone if they take more than half of their current HP as dmg.

28-29 The caster summons a localized bird storm that releases 1d30+CL worth of birds on a 60 foot area within 50 feet of the caster. The type of bird storm is random. Roll 1d4

1 - Small Birds = 1 dmg, save for half, round down

2 - Ducks = 2 dmg, save for half, round down

3 - Small Flightless Birds = 3 dmg, save for half, round down

4 - Large Flightless Birds = 4 dmg, no save

All targets in the area are affected. Split number of birds evenly for each target in the area. For every 2 points of luck or spellburn spent add one to the dice chain for number of birds.

30-31 The Caster summons a tornado of 1d30 + (CL + (1 + Luck spent/2)) birds that swirl around the caster. At the eye of the storm, the caster levitates within the tornado directing it as they see fit, moving with it. The Tornado moves at 60' per round. The tornado is as wide as the number of birds

summoned. For every 2 points of luck or spellburn spent in addition to casting the spell add CL to the result for the number of birds. This lasts 1d6 +CL rounds. Each target caught in the gale receives dmg equal to the result. Save for half. Half damage for cover.

32+ The skies darken, the wind screeches and your vision is clouded by feathers as the caster has summoned a hurricane of birds. The hurricane lasts 1 turn. All damage will affect all targets within 600 feet of the caster for every round. Cover provides half damage unless magical in nature or metal or rock which provide 10% chance of damage. Caster is unaffected.

The hurricane has a random effect, roll 1d4

1 - *Is that hail, no, it is fowl excrement.* The Shit Storm has begun. Each target within range is pelted with 6d6 worth of solidified crap damage.

2 - Sharpened feathers rain down doing 8d6 dmg

3 - Birds swoop down picking up all targets in open areas and dropping them for 8d8 worth of dmg or pecking and scratching at those under cover for 4d8 worth of damage.

4 - Large Flightless Birds fall from the sky causing 12d8 worth of bone crushing damage to every target within 600 feet of the castor, every round.

Casters can spend an additional 2 points of luck or spellburn beyond what is used to cast the spell to choose the result of the 1d4 roll.



# Bird Book

Name	Type	HD	Stats
Swallow	Mundane	1	Init +2; Atk peck +0 melee, 1d2 dmg; AC 16; HD 1d2; MV 20', fly 20'; Act 1d20; SV Fort -2, Ref +5, Will -2; AL N
Pidgeon	Mundane	1	Init +2; Atk peck +0 melee, 1d2 dmg; AC 16; HD 1d2; MV 20', fly 20'; Act 1d20; SV Fort -2, Ref +4, Will -2; AL N
Crow	Mundane	1	Init +2; Atk peck +0 melee, 1d2 dmg; AC 16; HD 1d2; MV 20', fly 20'; Act 1d20; SV Fort -2, Ref +3, Will -2; AL N
Duck	Mundane	1	Init +1; Atk peck +0 melee, 1d3 dmg; AC 14; HD 1d2; MV 20', fly 20'; Act 1d20; SV Fort -2, Ref +3, Will -2; AL N
Goose	Mundane	1	Init +1; Atk peck +0 melee, 1d3 dmg; AC 12; HD 1d2; MV 20', fly 20'; Act 1d20; SV Fort -2, Ref +1, Will -2; AL N
Turkey	Mundane	1	Init +0; Atk peck +0 melee, 1d3 dmg; AC 12; HD 1d3; MV 20', fly 20'; Act 1d20; SV Fort -2, Ref +1, Will -2; AL N
Penguin	Mundane	1	Init +0; Atk peck +0 melee, 1d2 dmg; AC 10; HD 1d3; MV 15'; Act 1d20; SV Fort -2, Ref -2, Will -3; AL N
Eagle	Mundane	2	Init +2; Atk peck +0 melee, 1d4 dmg; AC 10; HD 1d4; MV 20', fly 20'; Act 1d20; SV Fort -2, Ref +0, Will -2; AL N
Emu	Mundane	2	Init +0; Atk peck +0 melee, 1d4 dmg; AC 10; HD 1d5; MV 40', Act 1d20; SV Fort -2, Ref -2, Will -3; AL N
Dodo	Magical	2	Init +0; Atk peck +0 melee, 1d4 dmg; AC 10; HD 2d4; MV 15'; Act 1d20; SV Fort -2, Ref -2, Will -3; AL N

Golden Goose	Magical	3	Init +0; Atk peck +0 melee, 1d4 dmg; AC 10; HD 3d5; MV 15'; Act 1d20; SV Fort -2, Ref -2, Will -3; AL N — lays golden eggs: 1d5 eggs per round, 1d4 damage when thrown
Cockatrice	Magical	3	Init -1; Atk peck +2 melee (1d3 plus petrification; DC 13 Will); AC 13; HD 3d8; MV 20', fly 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL C
War Bird (Roc)	Magical	4	Init +2; Atk peck +4 melee (1d6 dmg); AC 15; HD 4d10; MV 20', fly 20'; Act 1d20; SV Fort +5, Ref +2, Will 0; AL N — Roc with stone plated armor adorning its head, chest, legs, and beak)
Greater Cockatrice	Magical	7	Init +1; Atk peck +4 melee (1d4 plus petrification; DC 15 Will); AC 16; HD 7d8; MV 20', fly 60'; Act 2d20; SV Fort +7, Ref +4, Will +1; AL C.
Griffon	Magical	7	Init +2; Atk bite +9 melee (2d6) and claw +5 melee (1d6); AC 17; HD 7d10; MV 30', fly 80'; Act 2d20; SV Fort +7, Ref +8, Will +4; AL N
Heavenly Cocatrice	Magical	9	Init +4; Atk peck +6 melee (1d8 plus petrification; DC 16 Will); AC 17; HD 9d10; MV 40', fly 60'; Act 3d20; SV Fort +9, Ref +5, Will +3; AL C
Achiyalabopa	Magical	12	Init +7; Atk peck +8 melee (2d8 dmg plus drugged, DC 14 fort or become dazed and tripping); AC 19; HD 12d12; MV 60', fly 80'; Act 5d16; SV Fort +10, Ref +8, Will +8; AL L
Giant Invincible Chicken	Magical	20	Init +10; Atk peck +10 melee (3d8); AC 25; HD 20d16; MV 90', fly 20'; Act 3d20; SV Fort +10, Ref +10, Will +10; AL L

## Feather Fall

Same as what is found in the core rule book, except:

**Manifestation:** Roll 1d4 1) Birds fly in allowing the caster to surf on their backs; 2) the target glows with a wispy, feather-like aura of rainbow colors; 3) the target's body hair is replaced with downy feathers; 4) the target's body curls like a fallen leaf to rock upon the winds.

**Corruption:** Roll 1d6 1) Caster will continuously molt chicken feathers at a slow pace; 2) Caster has a continuing effect of 1d4 hours a day in slow-motion, -4 to all skill checks; 3) caster becomes subject to sporadic winds, which do not affect other characters, and must make a Strength check to stay upright (DC 5 for light winds, DC 10 for strong winds, and DC 15 against gusts); 4) caster's hair permanently replaced by feathers; 5) sound of whistling wind accompanies the caster wherever he goes; 6) Caster's neck becomes elongated by 1d3 feet.

**Misfire:** Roll 1d4 1) Caster's speed of descent is increased, resulting in an additional 1d6 damage upon impact; 2) caster abruptly rises 20' into the air before falling to the ground (taking 1d8 points of damage, or 2d8 if there is a hard surface 10' or less above the caster's head); 3) caster's clothing and other possessions become extremely heavy for 1 day. DC15 Strength check required to use any item, weapon, or clothing; 4) caster is blown 10-30 feet in a random direction by a gust of ghostly wind.

## Find Familiar

Same as what is found in the core rule book, except:

**Manifestation:** Must be a bird

**Corruption:** Roll 1d6 1-3) minor; 4-5) major; 6) greater.

**Misfire:** Activates on rolling a 1, now roll 1d3: 1) You are bereaved as the memory of a companion you never had floods your mind and will constantly haunt you; 2) You think every animal is your friend, even hostile ones; 3) You are now subservient to a random unintelligent animal. You can understand them barley and must respond to their needs.

# MARTIAL GRANDMASTER

Whether using Kung-Fu, Baritsu, Venusian Aikido, Llap-Goch, Omni-te, or another esoteric fighting style (as appropriate to your campaign), you are a highly skilled and dangerous opponent. Moving with lightning speed and deadly accuracy, the martial grandmaster can take on multiple opponents at once and emerge victorious. With an ever-expanding mastery of weapons and an array of combat tactics, grandmasters are never to be underestimated.



*Art by Matt Sutton*

**Hit points:** A martial grandmaster gains 2d6 hit points at each level. When it matters, these 2d6 are considered as a single “Hit Die”.

**Weapon training:** A martial grandmaster is trained to master all weapons, at all times, in all places, wherever they go. They begin play with proficiency in four melee weapons of their choice. They become proficient with any new weapon they pick up during the course of play by hands-on use in combat after 1d6 rounds of real fighting. However, they are considered as non-proficient until that time has elapsed, taking a -1d penalty for those attacks and damage rolls. The judge may reduce this penalty to a simple -1 if the weapon is closely similar to one already mastered. Martial grandmasters rarely wear any armor — their damage rolls are penalized by the armor’s check penalty.

**Alignment:** A martial grandmaster may be of any alignment.

**Initiative:** A martial grandmaster’s initiative is always the top result of their second-highest Action Die plus their Level. So at 1st Level, their initiative is always 15, at 4th Level it’s always 20, and so on. They cannot burn Luck to raise their initiative, unless they also roll for initiative as other characters do.

**Action Dice:** A martial grandmaster may use their Action Dice for any task, as long as at least one of them is used in an attack. In other words, out of combat, the martial grandmaster has one Action Die. Of course, they can use multiple Action Dice for multiple attacks each round.

**Combat Luck:** When the rest of their party is rolling initiative, the martial grandmaster is instead rolling a 1d6 and adding their Level. This result is the number of Combat Luck points they have to spend within the ensuing battle. The martial grandmaster may burn these points to boost attack roll results, damage roll results, or saving throws in combat, leaving their Luck attribute untouched (unless they wish to use that, too). At the end of the combat, any unused Combat Luck vanishes.

**Combat Survivor:** If a martial grandmaster is reduced to 0 hit points in combat, before needing to attempt any other restorative mechanics (Lay on Hands, Roll the Body, etc.), they roll a single d10 and subtract their current Luck Modifier — if this result is equal or below their current number of Combat Luck points, they have survived and are at 1 hp. They cannot use this method if a critical hit result specifies that they are dead.

**As Agile As the Wind:** The martial grandmaster has a movement speed of 40'. For all agility-based and athletics-type checks, they gain +1d. Scoring a critical “hit” result on such an athletics check should mean some bonus to the action, as provided by the judge; gaining an extra move or attack is a handy default to fall back on, but is by no means the limit of what should be possible. Consider the theme of the fighting style when creating these bonuses.

**Like Hitting a Thought:** If it is a positive number, the martial grandmaster gains double the effect of their Agility Modifier to their AC and Reflex Saves. If their Agility Modifier is a negative number, it does not apply to their AC nor to their Reflex Save. On their turn, the martial grandmaster can burn any Action Die to add +1d4 to their AC, until they come up again in the initiative order. If they burn their highest Action Die for this, they add an additional 1d6, modified by Luck.

Additionally, at any time during a fight, even as initiative order is being determined, they can burn two points of Combat Luck and add +1 to their AC for the rest of the fight.

**My Body is a Weapon:** When making unarmed attacks, the martial grandmaster deals a base of 1d5 damage, adding their level to the amount rolled. When using all of their Action Dice for unarmed attacks within a given round, if two or more of their attacks hit, they add their level again (once) to the total. If the attacks were aimed at multiple targets, they can distribute this extra damage among those targets as they see fit.

**Always Moving:** If the martial grandmaster has at least 1 point of Combat Luck unused, they can split up their movement and attacks as they see fit during a round. They can advance 10' to attack a guard and then decide to move another 25' to attack that venomous sorcerer at the back of the ranks. As long as they have movement and Action Dice left, they can continue to use them.

**Critical Precision:** Whatever die the martial grandmaster may be rolling for an attack, if the highest number on that die is rolled, a hit and a Critical Hit is scored.

**Critical Choices:** Whenever the martial grandmaster scores a Critical Hit, before it is rolled they can choose to use one of the following effects instead. They can also engage these effects by burning Combat Luck after any successful attack, as indicated.

*Knock Prone* - The target of the attack is in a heap on the floor. The grandmaster's level is a penalty on the target's attacks on their next round, in addition to any circumstantial effects. **(2 Combat Luck)**

*Impair* - The target suffers a penalty on their attacks. The penalty is equal to half of the grandmaster's Level, rounded up, plus one. This effect fades at a rate of 1 point per round. Multiple strikes of this sort do not stack, but they can extend the fade rate. **(1 Combat Luck)**

*Stun* - The target loses their highest Action Die on their next turn. If this attack exceeds the target's AC by 5 or more, they lose their next 1d3 Action Dice, which may extend the effect over multiple rounds. **(3 Combat Luck)**

*Guard* - The martial grandmaster gains a 3-point bonus to their AC versus the foe struck, until their next round. They can extend this protection to allies and NPCs if they are adjacent. If the martial grandmaster becomes mobility-impaired for any reason (not including possible armor speed penalties), this protection ends. **(2 Combat Luck)**

## Table GM-1: Martial Grandmaster

Level	Atk	Crit Die/		Ref	Fort	Will
		Table	Action Dice			
1	+2	1d4/M	1d20+1d14	+1	+1	+0
2	+3	1d6/M	1d20+1d14	+2	+1	+1
3	+3	1d8/M	1d20+1d14	+2	+1	+1
4	+4	1d10/M	1d20+1d16	+3	+2	+1
5	+5	1d12/M	1d20+1d16	+4	+2	+2
6	+5	1d14/M	1d20+1d16+1d14	+4	+2	+2
7	+6	1d!6/M	1d20+1d20+1d14	+5	+3	+3
8	+7	1d20/M	1d24+1d20+1d16	+5	+3	+3
9	+7	1d24/M	1d24+1d20+1d16	+6	+3	+3
10	+8	1d24/M	1d24+1d20+1d16+1d14	+6	+4	+4

**Remember:** When using the Monster Crit Chart (M) for a PC, references to a PC are references to the foe being struck.

## Table GM-2: Martial Grandmaster Titles

1. Grasshopper — 2. Deadly Hands — 3. Swift Death —
4. Grandmaster — 5. Deadliest Alive

*The Martial Grandmaster was inspired by a clerical error. See also Vol. 1 of the Gongfarmer's Almanac 2015.*

— bygrinstow

Art by Matt Sutton



# TARANTINO ELF

Compiled by  
Jeremiah Edward Sprague  
Mihailo Tešić  
Ari-Matti Piippo  
& bygrinstow

Art by Cheese  
Hasselberger



You're no ordinary elf. You're a thug: a sword-for-hire, a quoter of scriptures, a revenge-seeker, a survivor. You left the Elf King and his Elfland behind you long ago and set your own course. You're out for gold and probably blood, earning it with steel and spell, spattered with the tears and filth of the weak, the dark, the demons, the vanquished, and all-too often... your own allies. There are the unrighteous to be taught deep underneath, and you shall teach them...

**Hit points:** A tarantino elf gets 1d8 hit points at each level.

**Weapon Training:** Tarantino elves are trained in the use of the crossbow, longsword, short sword, blackjack, blowgun, dagger, and garrote. They can deal “backstab damage” with weapons indicated as doing extra damage when used for the thief’s backstab attack (but they themselves do not get a backstab ability). They get this extra damage on their first attack with such a weapon in an encounter, and gain it again if confirmed by a successful Agility check vs. a DC 20 minus their current level. They can wear any non-metal or mithril armor, and it only inhibits their spellcasting by 2 points or its normal amount, whichever is less.

**Alignment:** A tarantino elf can be of any alignment. But come on, they ultimately all serve Chaos, right?

**Action Dice:** The extra Action Dice of a tarantino elf can only be used for spells, or for the use of iron weapons and implements.

**Spellcasting:** Tarantino elves cast spells as regular elves do in the Core Rulebook. A few caveats and alterations are noted below...

**Catch phrase:** This elf is not just a gangster, but also a philosopher. Somewhere along the line this character has come across a phrase or passage that is of religious or mythical origin. When used in a showy, exaggerated way it bestows a chance to make an opposed personality check at +1d against an enemy or group of enemies equal in number to the tarantino elf’s level; if the foe does not have a Personality score, per se, the DC is 15. If the tarantino elf wins on the check these foes lose their next Action Die, either to the fear or to the confusion instilled by the quote into them.

**Pocketwatch:** Every tarantino elf has an item, defined upon attaining 1st Level, with which they have a special bond. Without this item, they cannot heal Spellburn effects. If it is ever separated from them, they always know in which direction they can find this item, as long as it is on the same plane of existence.

**Iron:** Tarantino elves are vulnerable to iron, like their more common kin. However, anytime they use an iron weapon, they gain +1d for the attack and damage. Using iron implements for other tasks should have it’s effects be similarly boosted by the Judge. While doing so, they lose 1 hp per round, which is healed back at a rate of 1 hp per Turn once the iron item is dropped.

**Spellburn Scatter:** Everytime a tarantino elf uses Spellburn, every living ally, foe, or NPC within 10' of them must make a Will Save vs a DC equal to 10 plus the points of Spellburn spent in casting the spell (i.e., if you're cool enough, you won't be affected). Failure means they lose half the Spellburn amount in hp (rounded down). If someone is reduced to zero hp from this, the tarantino elf gets +1d4 added to their spellcheck. For each additional subject reduced to zero hp, this bonus die moves up the Dice Chain by one step. The Spellburn takes a number of additional days equal to the amount of Spellburn before the normal Spellburn healing begins... i.e., if you Spellburnt 10 points, you wait 10 days to begin healing it back.

**Non-Linear Time:** Tarantino elves experience the world differently than others, by a sort of reverse deja vu or non-linear time. They commonly enter into situations already knowing events that will happen, or they arrive at places they've already been for the very first time. Time is twisted strangely for them, and from the tarantino elf's perspective, this seems in no way out of the ordinary. Something close to once per adventure, the Judge should reveal a dungeon chamber to the tarantino elf that they have not yet reached, or give them a few key elements from a conversation that hasn't happened yet. These reveals should not give up the whole story or scene, but rather they should allow the tarantino elf an edge when these moments occur for everyone else, e.g., they have had time to possibly realize that the four-poster bed in the room is in fact a mimic, or that the gentlemen in the conversation have staged it to fool someone else in the room. This ability does not guarantee such realizations, but should lean toward revealing them, while not going the whole way there.

**Ready for a Bit of the Old Ultra-Violence:** When a tarantino elf scores a Critical Hit, they roll their Crit Die and an extra Crit Die one step lower on the Dice Chain, with both modified by Luck as usual. Both are Critical Hits scored on the target. If both dice come up with the same result, then triple the effect of that Critical Hit result. Tarantino elves also have an expanded "Threat Range" for crits, much as Warriors do, as noted on their Class table.

**Legendary Move:** The elf has learned in their travels a singular move that they have kept secret from their nemeses. This move can only be used in one encounter per target and only upon their sworn enemy or their enemy's henchmen. At the top of any adventure, they can declare that one of the major antagonists in that adventure is their sworn foe, obviously without the player knowing who the party is up against (also, the idea of the "top" of an adventure can be squishy; be flexible on that). The Judge should then secretly decide who that individual is -- when any clues about that individual turn up for PCs, inform the tarantino elf that such clues pertain to their nemesis. When they get line of sight to their foe, the tarantino elf should instantly be informed they are there, no need for perception rolls or anything of the sort. A cool musical sting or an old pop song should be played in this moment as well, if available. The Legendary Move gains +1d for the attack and if the attack roll is successful the strike does maximum damage and a Critical Hit to the target. If the Legendary Move attack fails, they get one subsequent attempt later in the fight (i.e., in a subsequent round, unless they have multiple Action Dice), but at -1d on the attack. If the attack is successful, any henchmen of the foe in line of sight will need to make a Morale check, as per the normal rules. If they succeed, they are shaken and suffer a -2d on their damage rolls, until they use an Action Die to succeed on another Morale check.

Since elves in general are so long-lived, and may have many arch-foes, the tarantino elf can designate a new nemesis two Levels after the current declaration, e.g., if they declared a nemesis in an adventure at 1st Level, they could do so again in an adventure at 3rd Level; if they waited and declared a nemesis at 4th Level, they could do so again at 6th Level, etc.

**Unlikely Revival:** If one of the party members goes down and fails their Roll the Body check the tarantino elf has one chance to revive them. The elf makes their own Luck roll and if they succeed they conveniently have enough herbs close to hand (or they are in a location where they can reach an associate NPC who has said herbs) to revive the party member from death, unharmed, restoring them to a number of hp equal to the tarantino elf's Level. The Unlikely Revival power can only succeed once, ever, in the course of the tarantino elf's career.

## Table TE-1: TARANTINO ELVES

Lvl	Atk	Crit Die/		Known Spells	Max	Threat Range	Ref	Fort	Will
		Table	Action Dice		Spell Level				
1	+2	1d7/M	1d20	2	1	20	+1	+0	+1
2	+2	1d7/M	1d20	3	1	20	+1	+1	+1
3	+3	1d8/M	1d20	4	2	20	+2	+1	+1
4	+3	1d8/M	1d20+1d14	5	2	19-20	+2	+1	+2
5	+4	1d10/M	1d20+1d14	6	3	19-20	+3	+2	+2
6	+4	1d10/M	1d20+1d16	7	3	19-20	+4	+2	+3
7	+5	1d12/M	1d20+1d16	8	4	19-20	+4	+3	+3
8	+5	1d12/M	1d20+1d20	9	4	18-20	+5	+3	+4
9	+5	1d14/M	1d20+1d20+1d14	10	5	18-20	+5	+4	+4
10	+6	1d16/M	1d20+1d20+1d16	12	5	18-20	+6	+4	+4

**Remember:** When using the Monster Crit Chart (M) for a PC, references to a PC are references to the foe being struck.

## Table TE-2: Tarantino Elves Titles

1. Vincent — 2. Jules — 3. The Bride —
4. [Mr., Ms. Mx., etc.] [Color] — 5. Quentin

*The Tarantino Elf was inspired by J. E. Sprague's offhand comment on the DCC Rocks! social media group page. "Narnia if directed by Tarantino..."*

# THE HIVE MASTER

By Judge Marlene “HitMore” Whitmer

Art by Matt Sutton



Maybe you've brought a zero-level beekeeper through a funnel (mostly) unscathed. Or maybe you've grown bored of those run-of-the-mill off-hand weapons and are in search of something with a bit more punch and pizzazz. Then, my newly-minted level 1, consider becoming The Hive Master. (Apologies to apiculturists.)

What I offer boils down, in essence, to a beard of bees which can be cajoled, bribed, or ordered to do the bidding of the adventurer. **THIS IS NOT A FAMILIAR.** This requires no magic. It takes panache, bravery, and no small amount of luck to employ a weapon that can so easily turn upon the wielder.

## Acquiring Your Hive

You must find a hive in search of a queen. If you began your adventuring as a lowly beekeeper, this should be a snap. For woodcutters, farmers, and trappers, this will be a fairly simple task as well. For all others, it may take a week or more and the advice of those listed above. You must then convince this rudderless swarm that you are that which they seek and so much more. Those with a background in beekeeping or animal training will find this task particularly simple, and the creative confidence artist may even be able to make a decent showing in this undertaking. Use your imagination. (*Judges, feel free to assign whatever tasks you will, including but not limited to things like covering oneself in honey, buzzing just the right tune, and dressing in a stripey singlet.*)

You may find the whirring of thousands of tiny wings and the tippy tap of thousands of tiny feet in an undulating mass upon your chin disquieting at first, but once you learn to control them, you'll quickly grow accustomed to the kisses of thousands of tiny proboscises. You must now learn to harvest alarm pheromones from your new friends. Try sneaking up on one and shouting "BOO!" Or consider just asking nicely. Once you have acquired this potent substance, you can begin to wield your new tiny army against any and all who stand in your way!

## Wielding Your Swarm

The swarm may be used one time per encounter. Choose your method of attack. In order for the swarm to act, the alarm pheromone must be applied to the enemy of your choice. You may apply the pheromone to your weapon; the blade of your sword, the head of an arrow, a sling stone, or even your bare fist will work as long as your initial strike is a hit. Roll damage for the weapon strike and then roll 1d7 on the table below, adding your luck modifier.

- 2: Your swarm departs forever, leaving you bereft and well-stung. You take 2d4 damage. Permanent purulent sores cover your face and neck, -1d3 personality per level. Roll under luck or fall into anaphylactic shock and death. Body may be rolled.
- 1: 75% of your swarm leaves you in the lurch, stinging you upon departure. You take 2d3 damage. Permanent scarring on face and neck, -1d3 stamina per level.
- 0: 50% of your swarm is lost to the winds. You take 1d3 damage and -2 Will.
- 1: Your strike lands true but your swarm is unmoved. No additional damage.
- 2: 5% of your bee beard answers the call to arms (wings). Your enemy is inconvenienced and at -1d to rolls until the start of your next turn.
- 3: 10% of your swarm attacks. The bees swarm about eyes and ears causing your enemy -2 to AC for 1d3 rounds as they attempt to swat the nuisance away.
- 4: 25% of your bees swarm upon your enemy with stinging attacks. Additional 1d3 damage and -1d to rolls for the next 1d3 rounds as the bees wriggle their way under the armor of the enemy.
- 5: 50% of your bee friends rise to your aid. Additional 2d3 damage this turn and 1d3 damage on your next turn. Your enemy drops their weapon and falls to the bottom of initiative order.



- 6: 75% of the bee army is stirred to fight on your behalf. Additional 3d3 damage this turn, 2d3 damage on your next turn, and 1d3 damage on the next. Your enemy must make a DC 10 Will Save or flee the battle in search of the nearest body of water.
- 7: The full beard attacks in an angry, buzzing swarm. Additional 3d3 damage is inflicted upon your enemy, then 2d3 as above, etc. and they are at a -2d to all rolls until they can be healed. DC 15 Will Save or they immediately flee for their lives, screaming into the distance for 2d4 rounds or until the Will Save is made.
- 8: The swarm rises. Their deep whirring thrum can be heard by all on the battlefield. Each enemy in a 20 ft. radius of the target loses concentration and takes a -1d penalty to attack rolls for 1 round. The object of the attack receives additional 3d3 damage, then 2d3 as above, etc. and they are at a -2d to all rolls until they can be healed. DC 15 Will Save or they immediately flee for their lives, screaming into the distance for 2d4 rounds or until the Will Save is made.
- 9: The swarm is a terrible sight to behold. All enemies in a 20 ft. radius of the target falter. Each takes 1d3 damage from the swarming fury and takes a -1d penalty to all rolls until your next turn. The target of your attack falls prone and takes 3d3 damage and etc. as above. They must make a DC 17 Fort Save or fall into anaphylactic shock and death.
- 10+: You are truly The Hive Master. Your swarm calls kith and kin to deal with the threat at hand. Bees from the surrounding lands heed the call. Bees seem to appear from the very rock of the earth. All creatures, friend and foe alike, in a 30 ft. radius are stung for 2d3 damage. It is instant death for the enemy marked by the attack. No save.

# BARBEBARIAN

*A New Class For DCC RPG: The Barbearian*

By Randy Andrews

Art by Jonathan Byrne

**To play as a barbearian:** you must realize that bears are awesome. That's the only prerequisite. It also helps to listen to *Bears* ([www.youtube.com/watch?v=DOI-zFf1nxY](http://www.youtube.com/watch?v=DOI-zFf1nxY)) by [Nekrogoblikon](http://www.facebook.com/nekrogoblikon/) ([www.facebook.com/nekrogoblikon/](http://www.facebook.com/nekrogoblikon/)).

**Hit Points:** A barbearian gains 1d12 hit points at each level.

**Weapon Training:** Barbearians are trained in both a dual claw and a bite natural attack. As an action, a barbearian may perform either 2 claw attacks (1d4 damage each) or a single bite attack (1d6 damage). Additionally, when grappling a pinned opponent, a barbearian can make a standard bite attack at a +2 to hit (see *bear hug* below). Upon a successful bite against a pinned opponent, a barbearian can then rend with their claws for 1d5 additional damage. At level 5, the grappling bite attack bonus and damage, as well as the claw rend damage, increases to +4 to hit for 1d8 bite damage, rending for 1d10 additional damage. Barbearians cannot make use of any other melee or



ranged weapons, as they cannot grasp them effectively. A barbarian also has thick skin. A barbarian's base AC at level 1 is 12. A barbarian's AC increases by 1 point each even numbered level to a maximum AC of 17 at level 10. A barbarian cannot wear armor as they are too large for it and their anatomy does not accommodate it well. A barbarian is able to wear a necklace, but otherwise can't wear any other magic items.

**Alignment:** A barbarian is almost always chaotic. There have been a few of a more neutral bent. I did meet a lawful barbarian once, but he seemed very confused.

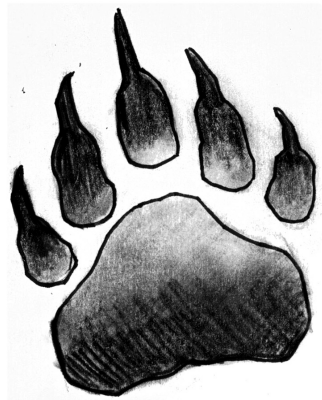
**Language:** A barbarian speaks bear, as per the language in Appendix L of the DCC RPG core rulebook.

**Berzerker Rage:** As an action, a barbarian can enter into a rage for a number of combats per day as per the table below; the rage lasts the duration of the combat. (Judge defines what constitutes a "combat".) When the barbarian goes into this rage, all die rolls that they make gain +1d for the duration of the rage.

**Large size:** An adult barbarian is a large creature, twice the size of a normal human.

**Slow speed:** A barbarian has a base movement speed of 20', as opposed to 30' for humans.

**Like catching fish jumping out of a stream:** Assuming that they are aware of the attack, a barbarian can attempt a Ref save to knock an arrow or similar object out of the air that is flying towards them. (Judge's discretion on what objects this can apply to. The DC of this Ref save is equal to the missile fire attack roll of the arrow (or other object) that was sent flying towards the barbarian.



**Bear hug:** A barbarian is especially adept at grappling opponents. When a barbarian attempts to grapple an opponent, it gets an additional bonus to its Strength check in addition to the regular size bonuses obtained during grappling. The additional Strength bonus is as follows:

Smaller sized creature than barbarian: +4

Same sized creature as the barbarian: +2

Larger sized creature than the barbarian: no bonus

**Does a barbarian defecate in the woods?** The barbarian is able to climb trees without requiring a climb check. Other wooden structures are included at judge's discretion. The barbarian has a climb speed of 20 feet.



## Table B-1: Barbearian

Level	Rages per Day	Crit Die /Table	Action Dice	Ref	Fort	Will
1	1	1d12/III	1d20	+1	+1	+0
2	1	1d14/III	1d20	+1	+1	+0
3	1	1d16/IV	1d20	+1	+2	+1
4	2	1d20/IV	1d20	+2	+2	+1
5	2	1d24/V	1d20+1d14	+2	+3	+1
6	2	1d30/V	1d20+1d16	+2	+4	+2
7	3	1d30/V	1d20+1d20	+3	+4	+2
8	3	2d20/V	1d20+1d20	+3	+5	+2
9	3	2d20/V	1d20+1d20	+3	+5	+3
10	4	2d20/V	1d20+1d20+1d14	+4	+6	+3

*Music that inspired this article: Bears by Nekrogoblikon (of course), Black Betty by Leadbelly, and Hatred Copter by Dethklok.*

**THIS PAGE IS INTENTIONALLY LEFT BLANK  
FOR YOUR GFA 2020 CLASS HOUSE RULES**

**THIS PAGE IS INTENTIONALLY LEFT BLANK  
FOR YOUR NOTES ABOUT YOUR GFA 2021 ARTICLES**

# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## Character Class - Styles & Rules

VOLUME 8 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)



# GENERATING NON-LEVEL 0 CHARACTERS

by Robert Nelson

This article gives Judges options for creating pre-generated characters beyond level 0. Sure, you could just roll 3d6 “in order” for ability scores, but that could result in a character no one in their right mind would want to play. As stated in the DCC RPG rulebook, the key premise of Dungeon Crawl Classics is to replace complexity with randomness, so in that spirit I have tried to devise ways to eliminate worthless level 0s without making any of the characters too powerful.

**A** - Go the Lankmar way and roll ability scores using 3d6, but then switch two of the rolls to make the character stronger in a particular ability.

**B** - Roll four 0-level characters using 3d6 down the line. Then add up all their ability bonuses and penalties and rank the characters in order of lowest total bonus to highest total bonus. Finally, roll a d6 and consult the chart below. The number you roll is who lives.

- 1 The worst character (in a funnel, they always walk into the room first or touch the statue, etc.)
- 2-3 The second-to-worst character
- 4-5 The second-best character
- 6 The best character (despite the player’s best effort, they rarely seem to make it out of the funnel)

You can also just number the characters 1-4 and roll a d4. If you want to limit the power even more, create 3 characters and roll a d3.

**C** - The dreaded point allocation. The average roll for 3d6 is 10.5, so the total number of points you have to allocate for ability scores is 63. To limit the min/maxing garbage, you are only allowed to have one ability score with a +/- penalty of 2. All other scores must be a +/- 1 or +/- 0.

Occupations give characters a lot of color, even if they aren't very important after level 0. The following tables allow you to roll for occupations after sorting demi-humans from human characters.

Elves roll a d10	Dwarves roll a d10	Halflings roll a d10
1 Artisan	1 Apothecarist	1 Chicken butcher
2 Barrister	2 Blacksmith	2-3 Dyer
3 Chandler	3 Chest-maker	4 Glovemaker
4 Falconer	4 Herder	5 Gypsy
5-6 Forester	5-6 Miner	6 Haberdasher
7 Glassblower	7 Mushroom-farmer	7 Mariner
8 Navigator	8 Rat-catcher	8 Moneylender
9-10 Sage	9-10 Stonemason	9 Trader
		10 Vagrant

Here is a condensed list of all human occupations. Roll 1d7 for the tens place with the 7 representing 1-9 and 1d10 for the ones place. So a 7 on the d7 along with a 6 on the d10 would be 6. A 7 on the d7 along with a 10 on the d10 would be 70.

1 Alchemist	15 Costermonger	40 Indentured servant	54 Scribe
2 Animal trainer	16 Cutpurse	41 Jester	55 Shaman
3 Armorer	17 Ditch digger	42 Jeweler	56 Slave
4 Astrologer	18 Dock worker	43 Locksmith	57 Smuggler
5 Barber	19-27 Farmer	44 Mendicant	58 Soldier
6 Beadle	28 Fortune-teller	45 Mercenary	59-60 Squire
7 Beekeeper	29 Gambler	46 Merchant	61 Tax collector
8 Blacksmith	30 Gong farmer	47 Miller/baker	62-63 Trapper
9 Butcher	31-32 Grave digger	48 Minstrel	64 Urchin
10 Caravan guard	33-34 Guild beggar	49 Noble	65 Wainwright
11 Cheesemaker	35 Healer	50 Orphan	66 Weaver
12 Cobbler	36 Herbalist	51 Ostler	67 Wizard's apprentice
13 Confidence artist	37 Herder	52 Outlaw	68-70 Woodcutter
14 Cooper	38-39 Hunter	53 Ropemaker	

## Loot

The DCC RPG rulebook includes a chart for calculating gold beyond level 0. Using this chart, most characters can buy the most expensive piece of equipment in the rulebook: a set of full plate armor. So what about characters beyond 3rd-level? Giving PCs more gold leads to increased rule complexity. Beyond 3rd level (and this rule can be used for regular character advancement as well as pre-gen creation) when a character advances they roll a d20 modified by either their Luck or their Intelligence, whichever has the highest absolute value

(so negative or positive modifier), with ties going to Luck. They also add their level to the roll and consult the following chart. They may not burn Luck for this roll.

- 1 **Craps:** You blew every red cent at the gambling tables, including money you don't have. Lose all money and everything you have except your adventuring gear. You owe the local crime lord 200 gp.
- 2-3 **Unsuccessful Courtship:** You spent a lot of money trying to get a well-to-do lord or lady to tie the knot, but in the end you lost out to a knavish competitor. The courtship was public, as was your rejection, so everyone laughs at you.
- 4-5 **Snake Oil:** You invested heavily in a miracle drug that promised health, muscles, long life, and virility. Unfortunately, this particular formula was nothing but sugar-water. You do have about 500 bottles of the stuff lying around.
- 6-7 **Strange Contraption:** You bought a flying machine that actually works...kind of. The machine needs 100 feet of open area to take off and it doesn't go any higher than 6 feet off the ground. It doubles your movement speed, but it has only 1 hp, which it loses every time it lands, so you have to spend 2 weeks repairing it after each use.
- 8 **Is That You, John Wayne?** You bought a stagecoach complete with six horses. It fits four people inside, along with a driver and someone to ride shotgun. You usually rent it out to people traveling between the two largest metropolitan areas in this region, but it is also available for your party to use.
- 9-10 **Send a Raven:** You invested in a messenger crow service. You can send a message to all major and minor towns in your region in the span of a day or two and get a reply back in the same amount of time. You can also bring up to three crows on your adventures and use them to communicate with characters in different locations (making splitting the party slightly more tempting).
- 11 **Mark Twain:** You bought a riverboat. It holds up to six people, two of whom must operate the boat. You can make water journeys in half the time. Also makes a wonderful place for leisure activities.
- 12 **Cheers:** You bought a bar/inn. "As a base of operations, you cannot beat a @%#\$ing saloon."
- 13-14 **Tiger King:** You bought an exotic creature menagerie. You own at least one of all regular (i.e. present in the real world) creatures and three special monsters of your own design or chosen from the DCC RPG rulebook. You have two hirelings in charge of these creatures and can bring the creatures on adventures. Every time a hireling asks a creature to do something, roll a d10 modified by the hireling's Luck. If the result is a 10 plus the creature starts attacking the party starting with its trainer.

- 15-16 **Father Ted:** You bought a church. Pick a deity and alignment for the church, as well as a location. Any cleric with the same alignment performing any of their special abilities within the church increases the die they roll by one step. Clerics of opposite alignment decrease their die one step. Also, any cleric who worships that church's deity and performs a sinful use of divine power inside the church earns an additional +2 to deity disapproval range.
- 17-18 **Master and Commander:** You are the proud owner of a war galley. This fantastic boat features cannons (or crossbows if you don't do gunpowder), sails, three treasure holds, and a crew of 32 hardy souls to sail the ship. The ship inspires fear or respect wherever she sails, and she is free for the party to use at any time.
- 19-20 **Dark Tower:** You have a wizard's tower loaded with oddities and curios. You have at least three familiars wizards may bond with, along with two monsters for experimentation. The tower also includes an alchemical lab and an orb or pool of seeing.
- 21-22 **It's Only a Model:** You have your own castle, complete with defensive walls, a mote, three catapults, six ballistae, pots of flaming oil, murder holes, portcullises, a drawbridge, secret passages, a full stable, six fireplaces, two kitchens, 25 servants, and 70 men-at-arms ready to engage in battle.
- 23-24 **Mayor McCheese:** You own a town complete with a bar, church, several farms, a meadery, a castle, and a river port.
- 25+ **King Ralph:** When you say "my Kingdom for a horse," you actually have a kingdom to trade.

## Magic Items

It is assumed that high-level adventurers have had a chance to acquire some magical items. For every level you give a character, roll on the chart below to see if they acquired a magical item. The max number means they can't have any more than that number since they would be overpowered.

Level	Chance of getting a magical item	Max number of magical items
1	10%	1
2	30%	2
3	50%	2
4	60%	2
5	65%	3
6	70%	3
7-10	75%	4

*ADDING*

**CHARACTER**

*TO YOUR*

**CLASS**

By Brent Allan

Art by Miguel Rodrigues

One of the beautiful things about *Dungeon Crawl Classics* is the way characters are created. Rolling ability scores straight down with 3d6 and putting your characters through a 0-level funnel means you never know what you will end up with. You won't be choosing the type of character you play, just like we, as living people, don't get much say in how strong or smart we are.

This dynamic provides a vaccine to the game against that most insidious of diseases that infects many roleplaying games. I am talking, of course, about "Power Gaming," also known as min/max gaming. This is where a player designs their character to be as powerful and optimized as possible for that character's role. This is often done through point-buy systems, choosing specific classes, abilities, and skills, and essentially custom building a state-of-the-art adventuring machine.

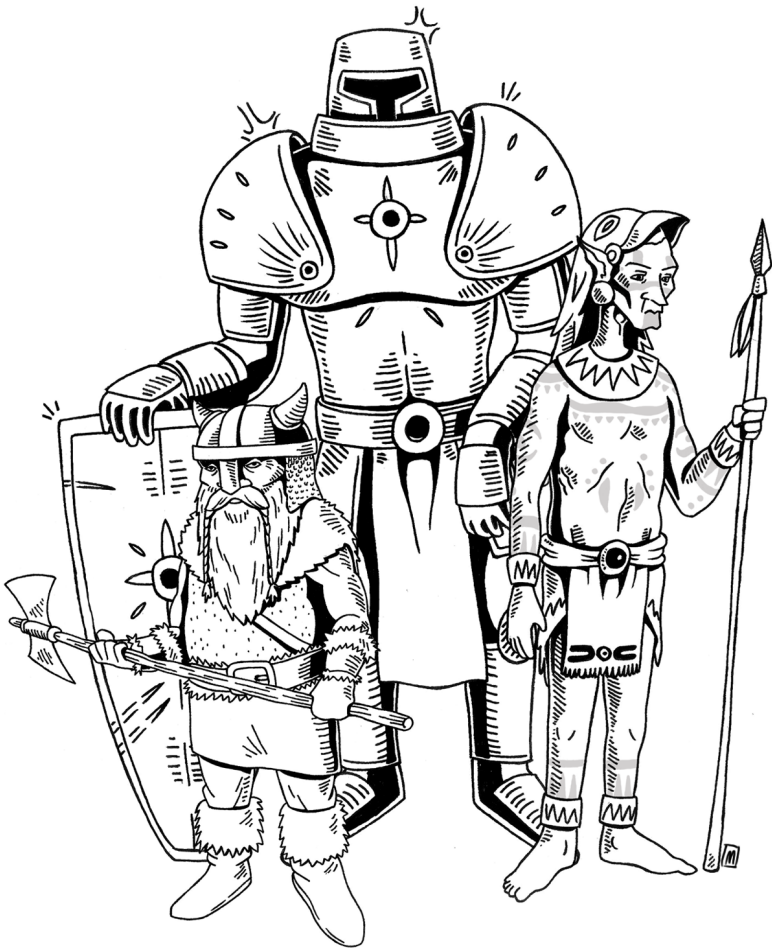
As a *Dungeon Crawl Classics* player (or judge), you may occasionally run into a situation where one of the unwashed masses who have yet to be initiated into the gonzo-craziness of DCC will complain "But I want to play a dwarven barbarian. What's with this 'Race As Class' baloney?" Or someone might say "What do you mean there are no paladins?"

Have no fear, because if one reads properly into the trove of wisdom and knowledge that is the DCC core rulebook, one will find that those other characters, along with many others, are waiting there between the lines of text for a player to pick them out and bring them to life.

So, if you are a player focused on wanting to play a specific type of character in *Dungeon Crawl Classics*, heed now these words of advice.

If you want to play a barbarian, simply do the following . . . .

Play a barbarian.



In the DCC RPG rulebook, it's actually called a warrior. But in no place in the entire book does it dictate what *type* of warrior you need to be. And other classes can also be barbarians.

Nobody ever considers themselves barbaric. This is often a descriptor given by outsiders, because they are exotic, and their culture and traditions seem different or strange.

So, your dwarf could braid his beard and collect the skulls of his foes and take on the characteristics of a Norse berserker. To him, this is normal, even if others call him a vicious barbarian.

Or your elf could have tribal tattooing and be more akin to an Aztec jaguar warrior, collecting prisoners for sacrifice.

Even a human warrior could paint himself, braid his hair, and ride on horseback, similar to the Dothraki from *Game of Thrones*.

Anyone can be a barbarian. They just have to be exotic or different.

What about paladins? Where are those in the game?

First, let's ask this question: what even is a paladin?

The traditional definition of a paladin is one of the peers of Charlemagne's court, or any knight of heroism and chivalry.

In other popular roleplaying games, a paladin is often portrayed as a holy soldier with magical abilities granted to them by a deity.

You want to play a paladin in DCC? Choose a cleric, put him in armor, and play him more like a warrior. Have him act in ways befitting a knight of honor and chivalry, who also happens to have cleric abilities. BOOM, instant paladin!

One of the more interesting classes from other roleplaying games is the swordmage. Swordmages are arcane spellcasters who also engage in martial combat. The good news is that you can easily have a swordmage in *Dungeon Crawl Classics*. Just be a wizard who also swings a sword!

How about a monk? I don't mean the hood-wearing folks who live in remote mountains and spend their days chanting. I mean the super butt-kicking character from other games who fights with his fists and wrecks all who cross his path.

Yep, you probably guessed it. We have here a warrior who uses his fists as weapons. He can do some super cool stuff with his Mighty Deeds die, and he never has to worry about fumbling his weapon.

So you see, you can play just about any type of character you want and stay within the parameters laid out in the DCC RPG core rulebook. You don't need house rules to be a barbarian or monk or paladin or anything else. Just PLAY the type of character you want to play. Give him or her the mannerisms and personality of the type of class you are emulating. It adds more flavor to the game, when there are multiple warriors around, but each looks and acts and engages the world around them differently. And it makes your character truly unique and special.

What's that you say? Where are the boosted ability scores and higher hit dice and special abilities? How do you get damage reduction when you rage? How do you get bonuses to Armor Class if you aren't wearing armor?

If you're still asking those questions, then you don't want to play a character. You want to play a collection of optimized stats on a piece of paper.

This probably isn't the right game for that.



# THE TRAINING MONTAGE

By Ariel Churi

*You left your gong farm or haberdashery to seek retribution or reward. You faced death and watched your friends die. You know you cannot go back to your old ways. A life of adventure awaits you.*

*As you sit upon the smoldering heap of victory you ponder your next move. You lack the abilities required to achieve the glory and gold you desire. This tome will guide you through the process of leveling up your character from a lowly peasant.*

*You must undergo the dreaded **Training Montage**.*

Use this optional training montage after the zero levels complete their first adventure. None of the options listed change the DCC core rules. Attributes cannot go above 18. Spells cannot go above the level limit. HP cannot go above the natural maximum.

Items that are *fine* or some other adjective are worth 3x their price. They may also be resistant to rust and damage. Items that have actual modifiers are worth considerably more.

## **Warrior / Dwarf**

*The aspiring warrior must be tested. Their skills can only be honed through struggle. Travel to a secluded abode to train with a great master (Roll for title and name on Appendices T and S DCC Core). The more tests you pass, the greater the reward.*

Elves may choose The Warriors' path or the Wizard's path.

### *Tests of Skill*

Tests of Physical prowess require skill checks. Make 3 DC 10 skill checks. One for Strength, one for Agility, and one for Stamina. Keep track of your successes. Each 20 (natural or not) counts as two successes. If you manage to accrue 3 successes, take two more DC 15 skill checks on 2 different attributes of your choice.

### **Tests**

#### **Passed**

- 0 Fail: Roll d4 on the failure table and restart your tests from the beginning.
- 1 Fail: d4+2 failure and restart your tests from the beginning.
- 2 Gift d14. Scar d7+5
- 3 Gift d30+1. Scar d6+6. Your minimum level 1 roll for hit point is 3
- 4 Gift d24+d14. Choose a scar. Your minimum level 1 hit point roll is 5. You may choose to change your lucky weapon if you crit with the desired luck weapon.
- 5 Gift d24+15. The minimum hit point roll for level 1 is 6. Ability to change your Lucky weapon if you crit with the desired weapon type.
- 6+ Gift d14+25. The minimum hit point roll for level 1 is 7. Ability to change your Lucky weapon if you crit with the desired weapon type. +1 Luck. For each success above 6 gain an additional d30 gift.

### **Failure**

#### **Table**

- 1 Lose all your money and owe a debt of service to your teacher. Receive a d6 scar.
- 2 Lose half your money to a cheater (roll for a name). Roll for a scar 1d8
- 3 Double-crossed (Roll for name app. S). Roll for scar 1d9
- 4 Fell for the wrong person. Roll for scar 1d8+1
- 5 Left for dead. Scar 1d7+2
- 6 Wanted. Scar 1d6+3

## Gift Table

---

- |   |  |
|---|--|
| <p>1 Leave with a gift (mithril for elves). These items have a backstory. Fancy versions of mundane items are worth 3xGP</p> <p>2 Roll again d24+11 and in Appendix S for the name of the warlord that stole it from you.</p> <p>3 Roll again for the gift (d24+11) and in Appendix S for the name of the thief that stole it from you.</p> <p>4 Letter of recommendation</p> <p>5 Plaque</p> <p>6 Trophy</p> <p>7 Nice pin for a cloak</p> <p>8 Special Broach</p> <p>9 Portrait of Teacher</p> <p>10 Good boots</p> <p>11 Cool cape</p> <p>12 A ring</p> <p>13 Medallion</p> <p>14 Armband</p> <p>15 Headband</p> <p>16 Painted Shield</p> <p>17 Pure Corinthian Leather Armor</p> <p>18 Decorated longbow</p> <p>19 Black Lotus oil* (4)</p> <p>20 Healing Powder* and 6 bandages</p> <p>21 Stylish Chain Armor</p> <p>22 Storied Battle Axe</p> <p>23 Fancy long Sword</p> <p>24 Roll on Pet Table</p> <p>25 Choose any two mundane weapons or a spiked shield.</p> | <p>26 Crafty Shield (-1 to opponents crit rolls) or Spike Shield (+1 shield damage).</p> <p>27 Crafty Armor (-1 to your fumble roll). 1-22 leather, 23-29 chain, 30 plate mail.</p> <p>28 Crafty bow (Only 25% chance of friendly fire when shooting into melee)</p> <p>29 Crafty Pole Arm (+1 to init.)</p> <p>30 Crafty Sword (resists being damaged DC 10, secret compartment in handle. Judge knows contents)</p> <p>31 Book of martial art instruction in an unknown language</p> <p>32 Crafty Whip (+1 to Deed die for grabbing things)</p> <p>33 Pair of Sai (+1 to Deed die for Defense or Disarm if using two and both hit)</p> <p>34 Precision Crafted Bow (+1d Deed on Called Shot if an action is spent aiming. Shot must be called when aiming).</p> <p>35 Map to the location of a low-level magic weapon.</p> <p>36 Choose on pet table (mundane only)</p> <p>37 Earn a friend for life who will follow you anywhere. Randomly generate a 0-level but you can switch two attributes.</p> <p>38 A nice horse.</p> <p>39 Master crafted weapon +1, 100x value and repair cost, DC 5 save against being damaged.</p> |
|---|--|

# Thief

*The would-be thief will join the lowest rank of the local thieves guild study under the underboss (Roll on Appendix S for a name).*

## Capers

Unlike the warrior training there is no penalty for failure. Your thievery requires skill checks. Make 3 DC 10 skill checks. One for agility, one for personality, and one for luck. Keep track of your successes. Each 20 (natural or not) counts as two successes. If you manage to accrue 3 successes, take two more DC 15 skill checks on 2 different attributes of your choice.

## Successful

Capers	Loot	Kit
0	1d3	1d60
1	1d6	1d10
2	1d8+2	1d10+2
3	1d10+3	1d12+7
4	1d14+6	1d14+14
5	1d12+8	1d12+18
6+	1d10+10	1d10+20

## Loot Table

1	1d30 x10cp	10	A ruby (128gp)
2	I.O.U from _____ for 2d4 x 100gp	11	A ring with a poison compartment (54gp)
3	An unopened puzzle box with unknown contents	12	A stolen spellbook
4	1d30gp	13	Lucy charm. <i>Fleeting Luck</i> not lost on other players fumbles. Or, one free luck point to be used per session.
5	Incriminating letters		
6	Plans to a wealthy house	14	Roll: 1) dried frog necklace, 2) rabbit's foot necklace, 3) elephant hair ring, 4) dragon's whisker bracelet.
7	A stone inscribed with a first or second level spell.		
8	A treasure map		
9	Healing powder* & 6 bandages		

15	Jeweled dagger 67gp. Secret compartment: 1-5) empty, 6) clue, 7) map, 8) healing powder*, 9) 3 emeralds, 10) Scroll <i>Magic Mouth</i> )	18	Small pet monkey that can pick pockets well but gets random items.
16	Small jeweled Skull 113gp (5% chance cursed)	19	Gem with a face inside. The face changes. Or <i>Psionic Crystal</i> (See <i>Mind Games</i> , <i>DCC Psionics</i> ).
17	Jeweled falcon 209gp (5% exquisite forgery 12gp)	20	Potion of Sleep
		21+	A scroll of invisibility

### Kit Table

---

1	Small Bell and String 20'	18	Trap building kit
2	Rope 50'	19	Pair of matte black daggers
3	Hammer	20	Tonic of Sleep recipe ( fort save )
4	Crowbar		
5	Caltrops	21	Tonic of suggestion recipe ( fort save and will save depending on the suggestion)
6	Magnifying Glass		
7	Spyglass		
8	A dignitary or nobleman costume	22	Throw your voice skill (PER v PER)
9	Hooded lantern with green glass	23	Poisoner's Kit
10	Matte black dagger	24	Disguise Kit
11	A silent grappling hook and black rope	25	Injection Dagger
12	Camo cape, +1 stealth in foliage	26	Pair of sai daggers (+1 to ac until next round if both hit).
13	Black Leather Armor	27	Hypnosis skill ( will save and proper conditions and subject)
14	Shop tools/skill	28	+1 grifting, long and short con, seduction
15	Cartographers Kit/skill	29	Roll again twice (d12 +15)
16	Forgery Kit and skill	30+	Choose one
17	Hooded lantern with an optional slide projector		

## Wizard / Elf

*Arcane practice may be learned through service to powerful masters. Study and work under this powerful sorcerer (Roll for title and name).*

A wizard may only apprentice in order to level up. Through study, they may add spells to their spellbook. Wizards and elves who began with a spellbook or acquired a spellbook in the funnel have 2 additional random spells.

Elves have the option of taking the path of the warrior. Elves who apprentice with a sorcerer may reroll their intelligence stat and take the highest score.

### *Arcane Practice*

Your arcane practice requires skill checks. Make 3 DC 12 spell checks (d20 + intelligence modifier). Keep track of your successes. Each 20 counts as two successes. For each natural one, roll d6 +5 minor corruption. If you manage to accrue 3 successes, take two more DC 15 spellchecks.

<b>Arcane Practice</b>	<b>Arcane Item</b>	<b>Spell Book*</b>
0	1d5 Wizard: Corruption d8 +2 Elves: Iron has double the effect until you visit the fey realm.	1 random spell
1	1d8	2 random spells
2	1d8 +2	3 random spells
3	1d14	4 random spells
4	1d14 +2	Choose 1 / 3 random
5	1d12 +8	Choose 2 + 4 random
6+	1d10 +d	Choose 3 + 5 random Choose a theme for your PC. Choose or rewrite all spell manifestations based on your theme.

*\*These are spells you have in your spellbook, but they will require research and the proper level to cast.*

## Arcane Item

---

- |  |  |
|--|--|
| <p>1 Ring (Skull or whatever is cool for your Wizard)</p> <p>2 Armbands</p> <p>3 Spiked Wristbands</p> <p>4 Cool Necklace</p> <p>5 Piercings</p> <p>6 Compartment Pouch</p> <p>7 Magnifying Glass</p> <p>8 Helpful Rat: 1-14) white, grey, or black depending on alignment, 15) hot pink, 16) iridescent rainbow, 17) phosphorescent, 18) phase rat, 19) choose any below, 20) Demon Rat - ingesting fresh scat good for 1 point of spellburn, only 1/day</p> <p>9 Bottle of Acid*</p> | <p>10 Flash Powder Pouches* (10, disassembled)</p> <p>11 Letter of introduction written in arcane text</p> <p>12 Codex of runes</p> <p>13 Map of ley lines and other arcane psychogeographical features (not terribly accurate or complete).</p> <p>14 Codex of spell ingredients and where to acquire them (really, all maps are inaccurate and incomplete).</p> <p>15 Arcane surgery kit</p> <p>16 Arcane surgery kit and the possible location of the spell: 1) <i>Staff Magic</i>, 2) <i>Sword Magic</i>, 3) <i>Magic Potion</i></p> |
|--|--|

## Cleric

*Clerics must choose their path to enlightenment. Choose the seminary (lawful), coven (neutral), or cult (chaotic).* Roll for the title and name of your master on appendices T and S.

### *Study and Penance*

Your reverent practice requires spellchecks. Make 3 DC 12 spell checks (d20 + Personality modifier). Keep track of your successes. Each 20 (natural or not) counts as two successes. For each natural one, sacrifice 1d30 gp. If you manage to accrue 3 successes, take two more DC 15 spell checks.

Study and Penance	Seminary	Coven or Meditaion	Cult
0	No penalty	d6+3 Scar	2x 1d4 Scar, Face mask & neck tattoo

---

1	<b>Knowledge:</b> History	<b>Proficiency:</b> Art	1d4 Scars Tattoo on face
2	<b>Knowledge:</b> History, astronomy, mathematics <b>Item:</b> Calendar*	<b>Proficiency:</b> Art, animals, midwifery	<b>Weapon:</b> Cult Dagger, 1d6 Scars, One tattoo
3	<b>Knowledge:</b> History, astronomy, mathematics, alchemy  <b>Item:</b> Calendar*	<b>Proficiency:</b> Art, animals, midwifery, herbs	<b>Weapon:</b> Cult Shortbow, 1d6+1 Scars,  <b>Proficiency:</b> Dance of Horror, Full back tattoo
4	<b>Knowledge:</b> History, astronomy, mathematics, alchemy, beastology* (monsters)  <b>Item:</b> Holy symbol, calendar*	<b>Proficiency:</b> Art, animals, midwifery, herbs, medicine  <b>Special recipe:</b> induce visions	<b>Weapon:</b> Cult Ax, 1d6+2 Scars  <b>Proficiency:</b> Dance of Rage, Both sleeves tattoo  <b>Item:</b> Pouch of Tanas root
5	<b>Knowledge:</b> History astronomy mathematics alchemy beastology* (monsters) necrology (un-dead)  <b>Weapon:</b> 1 weapon of your god  <b>Item:</b> Holy symbol calendar*, Bestiary*	<b>Proficiency:</b> Art, animals, midwifery, herbs medicine  <b>Special recipe:</b> induce visions, sleep  <b>Item:</b> 1d24 gp	<b>Weapon:</b> Demon Short Bow, mini- mum damage 2, 1d6+3 Scar  <b>Proficiency:</b> Whirling dance of confusion, Both sleeves and legs tattoo  <b>Item:</b> Tattoo Kit



6+	<b>Knowledge:</b> History, astronomy, mathematics, alchemy, beastology* (monsters), necrology (un-dead), alien technology	<b>Proficiency:</b> Art, animals, midwifery, herbs, medicine	<b>Weapon:</b> Axe of Suffering*, 1d4+5 Scars
	<b>Proficiency:</b> Smite	<b>Special recipe:</b> Induce Visions, Sleep, Suggestion, buff	<b>Proficiency:</b> Induce somnambulism, Full body tattoo
	<b>Weapon:</b> Two weapons of your god	<b>Item:</b> Cauldron, 3d24 gp	<b>Item:</b> Tattoo Kit, Pouch of Tanas root on a string, Ceremonial brass branding iron
	<b>Item:</b> Holy symbol, calendar*, Ritual Objects of your choosing		

**Proficiency:** Includes all proficiencies listed higher in the column.

**Resistance:** Includes all resistance listed higher in the column.

**Weapon:** You may choose any weapon higher in the column.

**Smite** - Pray over a weapon for a turn and then ask your god to favor you by blessing your weapon. Success gives +1 to hit/damage against other alignments. The effect lasts until someone else touches your weapon or you do anything to earn *disapproval* or you fumble with the weapon.

**Art:** Includes; music, visual art, dance.

**Herbalism:** Includes knowledge of basic recipes such as: analgesic, calming, diuretic, sleep aid, induce labor, attract common animals, repel common animals.

**Beastology, Bestiary:** Monsters receive a DC based on how common they are. Passing the DC provides some knowledge of the monster. Knowledge of Beastology allows a roll with d20. A Bestiary allows a re-roll with a d20, provided there is time to refer to it.

**Cult Weapons** These fine, decorative weapons are worth 3x gp value.

**Death Axe, Demon Flail:** These barbed weapons are configured to cause extra pain.

**Axe of Suffering:** Any 2 or less HD creature damaged receives a -1 penalty on their first attack of the next round.

## Halfling

*Halflings can undergo any class training montage they wish or just go home, chill, and roll on the table below.* Halflings with a negative luck modifier may choose to reroll Luck with 2d6+4.

Lucky Halfling, roll 1d5:

- 1 Find 87 gold pieces
- 2 Find a 1) map, 2) letter, 3) weird compass, 4) Puzzle box with unknown contents, 5) scroll, 6) Ring.
- 3 Receive fine armor: roll 1d4:
  1. Oiled leather, +1 stealth checks
  2. Shaped leather, -1 enemy crit roll
  3. Fine Chain, rustproof and damage resistant
  4. Anodized Chainmail, -1 fumble roll, roll 1d8:
    1. Vermillion
    2. Puce
    3. Chartreuse
    4. Aqua
    5. Cerulean
    6. Carmine
    7. Any color
    8. 1) Nightshade, 2) Hot Pink, 3) Rainbow
- 4 Pair of fine daggers (as short swords), roll 1d4:
  1. Curved & serrated, If the first hits, the second does +1 damage
  2. Punch Daggers, If first hits, the second is +1 to hit
  3. Kuri, +1d crit roll if both hit and one or both crit
  4. Sai, +1 AC until your next round if both hit.
- 5 A pet (roll twice on pet table and choose)

## *Appendix*

### **1d14 Pets**

Loyal and generally able to find their master when lost. Some are rideable (®) by halflings. Roll for personality

- 1 Boar ®
- 2 Donkey ®
- 3 Bird
- 4 Canary - warns
- 5 Parrot - talks
- 6 Raven - very smart, messenger
- 7 Falcon - attacks, scouts
- 8 Rat
- 9 Monkey
- 10 Cat - Roll 1d7
  1. Calico
  2. Tabby
  3. Gray
  4. Siamese
  5. Main Coon
  6. Black
  7. Roll 1d3
    1. Choose any cat above
    2. Pair of Siamese Cat siblings
    3. Bobcat
- 11 Dog Small - Ratter
- 12 Dog Medium - Retriever or hound
- 13 Dog Large (5% Wolf ®) - Guard
- 14 Roll 1d3: 1-2) Reroll twice and choose, 3) Strange Pet, roll 1d6  
Strange Pets, roll 1d6
  - 1 Flying eyeball
  - 2 Animated, creepy doll
  - 3 Demon Rat
  - 4 Ghost - NPC, can't do much, mostly moans
  - 5 Sentient rock - NPC, communicates telepathically,  
cannot really do anything
  - 6 Re-roll on Pet Table and Pet is... roll 1d7:
    1. Strangely smart
    2. Telepathic
    3. Able to transform

4. Robotic/clockwork
5. Alien version
6. Baby Slime Monster
7. Roll 1d3 1-2) Re-roll Strange Pet Table,  
3) Sredni Vashtar

## 1d24 Pet Personalities

1) Wise, 2) Brave, 3) Wary, 4) Cunning, 5) Sneaky, 6) Brash, 7) Adaptable, 8) Adventurous, 9) Affable, 10) Affectionate, 11) Careful, 12) Diligent, 13) Emotional, 14) Exuberant, 15) Faithful, 16) Independent, 17) Neat, 18) Plucky, 19) Proactive, 20) Resourceful, 21) Shy, 22) Sociable, 23) Tidy, 24) Witty

## *Strange Pets*

### Flying Eyeball

This magical creation is a baseball-sized eyeball with wings. It is never found in the wild but may be found sealed in bottles in arcane laboratories. It can be psychically connected to a player who touches it with a DC 10 Personality check. A connected player can direct the Flying Eyeball and, with concentration, can see through the eye. The eye has normal vision.

**Flying Eyeball:** Init +6; None; AC 18; HD 1d4; MV fly 30'; Act 1d20; SP immune to *Charm*, *Sleep*, and other mind spells, SV Fort +2, Ref +4, Will +2; AL N.

### Scar Table

Scars generally either look like lightning bolts or something cool or they look gruesome.

- |   |   |    |                         |
|---|---|----|-------------------------|
| 1 | A scar in the shape of an enemy's sigil | 7  | Scar down forearm       |
| 2 | Scar on face. Lose an eye.              | 8  | Large scar across back  |
| 3 | Disfiguring scar on face                | 9  | Large scar across torso |
| 4 | Large scar on face                      | 10 | Large scar anywhere     |
| 5 | Scar across throat                      | 11 | Small scar anywhere     |
| 6 | Small scar on face                      | 12 | Choose a scar           |

## Items

### Healing powder

A green, granular powder. When mixed with water or wine, it forms a poultice. When used with bandages, it heals 1d4+1 hp after a short rest ( *Sailors on a Starless Sea*, pg. 7 ).

### Black Lotus Oil

The imbiber is imbued with 1d10 hp for 1 hour. The extra hp is lost at the end of the hour and, failing a DC 20 Fortitude save, 1d4 as well ( *Sailors on the Starless Sea*, pg. 10 ).

### Flash Powder Pouch

Small pouches of flash powder and bits of flint. If thrown on the ground it causes blindness for 1 round within 10'. If carried or stored in a prepared state, it ignites on any 6 from falling damage.

### Bottle of Acid

1d6 damage for 3 rounds, round 2; DC 15 fort save, round 3; DC 10. Chance of breakage and damage to other items if the holder takes more than 7 hp of damage and special storage precautions are not taken.

### Arcane Surgery Kit

For every 9 points of Spellburn, receive 1 point free. You need to have access to your kit.

### Calendar

This item could be from *The Adventurer's Almanac* by Michael Curtis or some other source. It provides knowledge of the days, moons, seasons, astrological signs, and holidays.

### Bestiary

This guide to beasts could contain some information on some of the more common creatures the adventurers meet. Entries will be sparse and all will contain some incorrect information. Any rare or singular creatures (i.e. must creatures) will not be included. Common creatures have a chance to be included. 50% + 10%/HD chance to be

# A Little Bit Of Magic For Everyone Else

By Ed Kabara

Magic isn't just for the eldritch wise man hidden in towers or for the priest kowtowing to a forgotten god. Magic belongs to us all! Elves, dwarves, thieves, fighters, and even those already enchanted can splash in a bit of magic. Below are magic options that allow elves to have divine magic (priest of the old father), dwarves to have arcane magic (rune sage), thieves to have cleric magic (heavenly hitman) or arcane magic (spell thieves), warriors to have arcane spells (arcane warrior), and a human who wields both arcane and divine spells (mystic arcanist). Magic belongs to us all, and here are the classes that will let you do it!

## **Priest of the Old Father**

Elves are the children of the oldest father. Some elves choose to revere this father and channel his glory to the lesser races. Those sad children will learn the glory of your father, even if they can never be as amazing as you will be.

**Hit points:** A Priest of the Old Father gains 1d8 hit points at each level.

**Weapon training:** Priest of the Old Father trained in the use of the dagger, javelin, lance, longbow, longsword, shortbow, short sword, staff, spear, and two-handed sword. Like all elves, priests of the old father often wear armor of mithril, even though it affects their spellcasting.

**Alignment:** A Priest of the old father tend to follow the father himself and therefore are often chaotic.

**Magic:** A priest of the old father cast spells as a cleric.

**Lay on hands:** A Priest of the old gather as a cleric with the following exception. All elves are treated as if they were the same alignment as the priest of the old father while all other races are healed as if they had the opposed alignment.

**Supernatural patrons:** Like wizards, elves can invoke supernatural patrons. A priest of the old father automatically receives the spells *patron bond* and *invoke patron* at 1st level in addition to his other spells. This MUST be used for the king of elfland.

**Infravision:** An elf can see in the dark up to 60’.

**Immunities:** Elves are immune to magical sleep and paralysis.

**Vulnerabilities:** Elves are extremely sensitive to the touch of iron. Direct contact over prolonged periods causes a burning sensation, and exposure at close distances makes them uncomfortable. An elf may not wear iron armor or bear the touch of iron weapons for extended periods. Prolonged contact with iron causes 1 hp of damage per day of direct contact.

**Heightened Senses:** Elves are astute and observant. All elf characters receive a +4 bonus to detect secret doors. Moreover, when simply passing within 10 feet of a secret door, elves are entitled to a check to detect it.

**Luck:** A priest of the old father adds their Luck modifier to their *invoke patron* and *patron bond* checks.

**Languages:** At 1st-level, a priest of the old father automatically knows Common, the elven racial language, and one other language. An elf knows one additional language for every point of Int modifier. Additional languages are randomly determined as specified in Appendix L.

**Action dice:** An elf’s action dice can be used for attacks or spell checks at any level.

## Table POF-1: Priest of the Old Father

Level	Attack	Crit Die	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+1	1d8/III	1d20	3	1	+1	+0	+1
2	+1	1d8/III	1d20	4	1	+1	+0	+1
3	+2	1d10/III	1d20	5	2	+1	+1	+1
4	+2	1d10/III	1d20	6	2	+2	+1	+2
5	+3	1d12/III	1d20	7	3	+2	+1	+2
6	+3	1d12/III	1d20+1d14	8	3	+2	+2	+2
7	+4	1d14/III	1d20+1d16	9	4	+3	+2	+3
8	+4	1d14/III	1d20+1d20	10	4	+3	+2	+3
9	+5	1d16/III	1d20+1d20	12	5	+3	+3	+3
10	+5	1d16/III	1d20+1d20	14	5	+4	+3	+4

### Titles by Level (for all Alignments)

1. Child of the Father — 2. Grove Guardian — 3. Forest Vicar — 4. Bosk Bishop — 5. Fey Father /Mother

## Heavenly Hitman

Sometimes a church needs to fix a problem. Sometimes that problem takes the form of a person. In these cases the church sends someone specially trained in the ways of the faith to solve those problems employing spell and stiletto to silence these heretics.

**Hit points:** A heavenly hitman gains 1d6 hit points at each level.

**Weapon training:** A heavenly hitman is trained in these weapons: blackjack, blowgun, crossbow, dagger, dart, garrote, longsword, short sword, sling, and staff. Thieves can't use any armor besides leather armor.

**Alignment:** A heavenly hitman walks the line between the orders of a church and the chaos of murderers. Because of this, they tend to be neutral.



**Magic:** A heavenly hitman cast spells as a cleric.

**Divine Wrath:** A heavenly hitman chooses not to heal, but instead focuses on hurting. Instead of healing as a cleric, a heavenly hitman can choose to make a channel harm check when the heavenly hitman makes a backstab and succeeds. Instead of damage, the heavenly hitman makes a 1d20 + heavenly hitman level + personality modifier roll and consults the table below. You add your normal attack and backstab damage to the damage.

<b>Channel Harm Check</b>	<b>Damage</b>
1-11	Failure
12-13	1d6
14-19	2d6
20-21	3d6
22+	4d6

**Thieving skills:** A heavenly hitman learns certain skills that aid his divine pursuits. A heavenly hitman can pick locks, find and disable traps, sneak silently, hide in shadows, climb sheer surfaces, forge documents, pick pockets, and handle poison. These function as a thief's skills.

**Luck:** A heavenly hitman adds their Luck Mod to their backstab damage.

**Action Die:** A heavenly hitman uses his action dice for any normal activity, including attacks, skill checks, and spells.

**Table HH-1: Heavenly Hitman**

<b>Level</b>	<b>Crit Die</b>	<b>Action</b>	<b>Known</b>	<b>Max Spell</b>	<b>Ref</b>	<b>Fort</b>	<b>Will</b>	
	<b>Attack/Table</b>	<b>Dice</b>	<b>Spells</b>	<b>Level</b>				
1	+0	1d8/II	1d20	1	1	+1	+1	+1
2	+1	1d10/II	1d20	1	1	+1	+1	+1
3	+2	1d12/II	1d20	2	2	+2	+2	+2
4	+3	1d14/II	1d20	2	2	+2	+2	+2
5	+3	1d16/II	1d20	3	2	+3	+3	+3
6	+4	1d20/II	1d20+1d14	3	3	+4	+4	+4
7	+5	1d24/II	1d20+1d16	4	3	+4	+4	+4
8	+5	1d24/II	1d20+1d20	4	4	+5	+5	+5
9	+6	1d30/II	1d20+1d20	5	4	+5	+5	+5
10	+7	1d30/II	1d20+1d20	5	5	+6	+6	+6

### Titles by Level (for all Alignments)

1. Assaulting Alterboy — 2. Death Deacon — 3. Massacre Minister — 4. Murder Missionary — 5. Brutal Bishop

Skill / Level	1	2	3	4	5	6	7	8	9	10
Backstab	+0	+1	+2	+3	+4	+4	+5	+5	+6	+6
Sneak Silent	+3	+5	+7	+8	+9	+11	+12	+13	+14	+16
Hide in Shadows	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Climb Sheer	+0	+1	+2	+3	+4	+4	+5	+5	+6	+6
Pick Locks	+0	+1	+2	+3	+4	+4	+5	+5	+6	+6
Find Traps	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
Disable Traps	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
Forge Documents	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4
Disguise Self	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Read Languages	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4
Handle Poison	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4

## Arcane Warrior

You have mastered the blade as well as the spell. It is a hard road that not many can master as it is both mentally and physically demanding. Many have been called, but you however have risen to the challenge. You are a wanted commodity for any side of a conflict, but your uniqueness also makes you a target foremost.

**Hit points:** An arcane warrior gains 1d8 hit points at each level.

**Weapon and Armor Training:** An arcane warrior can use all weapons he wants, however, an arcane warrior needs one hand free to cast any spell. Arcane warriors can wear any armor they can afford. No worn armor interferes with spell casting of any kind.

**Alignment:** Arcane warriors have no natural drive toward law or chaos. You may choose to study black magic as a chaotic wizard or follow control over the elements as a lawful wizard might.

**Attack Modifier:** Just like a warrior (DCC RPG p 42), you roll an extra die when you make an attack called a magic die. This die is added to the attack and to damage from his weapons or damage from any spell.

**Caster Level:** An arcane warrior's caster level is equal to his current level.

**Magic or Might:** You are a unique breed of fighter and wizard. You know spells like a wizard (DCC RPG p48) but also know the ways of the warrior's mighty deeds of arms (DCC RPG p43). Spells are learned just as a wizard with the first three spells being selected at random at first level. An arcane warrior may learn any spell that a wizard is able to. Before you make an attack roll, you may select to cast a spell or to do a mighty deed. If you select to make a spell, your attack must hit, the result on the magic die must be a 2 + the level of the spell you wish to cast, and then you cast a spell just like a wizard. However, instead of adding the arcane warrior's intelligence and level to the action die, an arcane warrior rolls his magic die and the action die and adds the result to his intelligence score to determine the effect of a spell. The second roll for the spell determines if the spell is lost or not. An arcane warrior may elect to just use the magic die result from the initial attack roll or reroll with the second spell roll. Casting a spell in this way is part of the same action die use. Mighty deeds are resolved as normal per a Mighty Deed of Arms using the result of the magic die in place of the Deed Die (DCC RPG p43).

**Luck:** An arcane warrior adds his or her luck modifier to all magic die rolls.

**Action Die:** A arcane warrior uses his action die for spells, attacks, or Magic or Might attacks. At level 6, an arcane warrior gains a second action die for use in the same combat round's action.

## Table AW-1: Arcane Warrior

Level	Attack (Magic Die)	Crit Die /Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+d3	1d10/III	1d20	3	1	+1	+1	+1
2	+d4	1d12/III	1d20	3	1	+1	+1	+1
3	+d5	1d14/III	1d20	4	1	+1	+2	+2
4	+d6	1d16/III	1d20	4	2	+2	+2	+2
5	+d7	1d20/III	1d20	5	2	+2	+2	+2
6	+d8	1d24/III	1d20+1d14	5	3	+2	+3	+3
7	+d10	1d30/III	1d20+1d16	6	3	+3	+3	+3
8	+d10+1	1d30/III	1d20+1d20	6	4	+3	+4	+4
9	+d10+2	2d20/III	2d20+1d14	7	4	+4	+4	+4
10	+d10+3	2d20/III	2d20+1d14	7	5	+4	+5	+5

### Titles by Level (for all Alignments)

1. Spell Squire — 2. Mage Errant — 3. Mage Knight — 4. Warlock — 5. Eldritch Warrior

## Mystic Arcanist

**Hit Points:** A mystic arcanist gains 1d6 hit points per level.

**Armor and Weapon training:** A mystic arcanist is proficient with all armors and weapons a cleric is proficient with.

**Alignment:** Mystic arcanists are called from all alignments as the gods grant power to all who serve them as they serve them. Depending how they see themselves, they may choose to name themselves based on the names for wizards or clerics of their same level.

**Cleric and Wizard Powers:** A mystic arcanist gains all the powers of a cleric, but does not gain the turn ability using personality for all cleric spell and lay on hands checks. A mystic arcanist gains the magic abilities of a wizard using intelligence to cast all the wizard spells. A mystic arcanist may never have a patron that is not a greater devil, greater fiend, or a god as those are the creatures that grant the mystic arcanist his spell casting ability.

**Disapproval and Corruption:** When a mystic arcanist gains disapproval or corruption from a cleric or wizard spell, the mystic arcanist also gains the other effect. If a wizard spell causes corruption, he also gains disapproval. When a mystic arcanist gains disapproval, the mystic arcanist chooses an equal leveled known wizards spell and gains the corruption effect of that spell. If unable to choose a spell of the same level, the next highest level spell is chosen instead.

**Luck:** A mystic arcanist's luck score is added to all spell casting checks for both divine and arcane magic.

**Action Die:** A mystic arcanist uses his action dice for any normal activity, including attacks, skill checks, and spells.

**Table MA-1: Mystic Arcanist**

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will
1	+0	1d7/II	1d20	+0	+0	+1
2	+1	1d7/II	1d20	+1	+1	+1
3	+1	1d8/II	1d20	+1	+1	+2
4	+2	1d10/II	1d20	+2	+2	+2
5	+2	1d10/II	1d20	+2	+2	+3
6	+3	1d12/II	1d20+1d14	+2	+2	+4
7	+3	1d12/II	1d20+1d16	+3	+2	+4
8	+4	1d14/II	1d20+1d16	+3	+3	+5
9	+4	1d14/II	1d20+1d20	+3	+3	+5
10	+5	1d16/II	1d20+1d20	+4	+4	+6

**Table MA-2: Mystic Arcanist**

Level	Wizard Spells Known	Max					
		Wizard Spell Level Known	Cleric Spells Known Level 1	Cleric Spells Known Level 2	Cleric Spells Known Level 3	Cleric Spells Known Level 4	Cleric Spells Known Level 5
1	2	1	2	-	-	-	-
2	2	1	3	-	-	-	-
3	3	2	3	2	-	-	-
4	3	2	3	2	-	-	-
5	4	3	3	3	1	-	-
6	4	3	3	3	1	-	-
7	5	4	4	3	2	1	-
8	6	4	4	3	2	1	-
9	7	5	4	3	3	2	1
10	8	5	4	4	3	2	1

## Rune Sage

Dwarves long ago discovered magic, but chose to not channel the magic through themselves but into the very rock that bore them. The Rune Sages are the children of these first conjurers. Rune sages spend time tracing magic into an item allowing others to use that magic for a price.

**Hit points:** A rune sage gains 1d8 hit points at each level.

**Weapon training:** Rune sages are and will always be dwarves using a weapon and shield as their forefathers did before them. Like a dwarf, a rune sage is trained in the use of these melee weapons: battleaxe, club, dagger, handaxe, longsword, mace, short sword, spear, two handed sword, and warhammer as well as being trained in missile fire weapons: crossbow, javelin, shortbow, and sling. Rune sages are a wall for their people wearing the strongest and heaviest armor they can afford.

**Alignment:** Rune sages are the children of dwarves and magic rock. They follow the law of stone and never deviate from that order in the world. Most rune sages tend to be lawful.

**Magic:** A rune sage cast spells as a wizard with a key difference. At 1st level a rune sage determines 2 spells that he knows. To cast a spell the spell thief makes a 1d20 + Intelligence modifier + magic die. A rune sage may spell burn as a wizard to increase this number, but this is done at the time of casting. The spell is then carved into an object taking 1 minute per spell level using the effects based on the rune sages roll upon time of casting. The magic persists in the object for a number of days equal to the spell level. A rune sage may only have as many runes carved at a time as his rune cast number. If another spell is cast, then the oldest rune immediately triggers upon completion of the new spell.

**Rune:** The spells carved by a rune sage can be passed to anyone. On their turn, a character can use the run as their action but that character must spellburn one point minimum to cast the spell if that character is not the rune sage who made the rune by cutting themselves and using blood to fuel the spell. If another character is

using the rune, that character can spell burn additional points to increase the previously determined result.

**Sword and Stone.** A rune sage may trigger one spell they had previously cast as part of their action if their attack if their attack die is a 3 or better. They may only trigger one spell per turn in this way.

**Infra-vision:** A rune sage can see in the dark up to 60’.

**Slow:** A rune sage has a base movement speed of 20’, as opposed to 30’ for humans

**Language:** A rune sage automatically knows dwarven at first level

**Luck:** A rune sage Luck modifier applies to their AC.

**Action Die:** A rune sage always uses action die to attack. Additional action dice allow for additional attacks.

### Table RS-1: Rune Sage

Level	Attack/Table	Crit Die	Action Dice	Known Spells	Runes Cast	Max Spell			
						Level	Ref	Fort	Will
1	+d2	1d8/I	1d20	2	2	1	+0	+1	+1
2	+d3	1d10/I	1d20	3	2	1	+0	+1	+1
3	+d4	1d12/I	1d20	3	3	1	+1	+2	+2
4	+d5	1d14/I	1d20	4	3	2	+1	+2	+2
5	+d6	1d16/I	1d20	4	3	2	+2	+2	+2
6	+d7	1d20/I	1d20+1d14	4	4	3	+2	+3	+3
7	+d8	1d24/I	1d20+1d16	5	4	3	+2	+3	+3
8	+d10	1d24/I	1d20+1d20	5	5	4	+2	+4	+4
9	+d10+1	1d24/I	2d20+1d14	6	6	4	+3	+4	+4
10	+d10+2	1d30/I	2d20+1d14	7	6	5	+3	+5	+5

#### Titles by Level (all Alignments)

1. Runic Carver — 2. Earth Enchanter — 3. Slag Sorcerer — 4. Ore Occultist — 5. Magma Magus

## Spell Thief

Why work hard when you can get the magic milk for free? You've spent years learning to be the smartest one in the room and along the way you learned a few tricks. Now you've found a way to make a big score. Just a few more rubbes to swindle along the way and you will be set!

**Hit points:** A thief gains 1d4 hit points at each level.

**Weapon training:** A spell thief is trained in these weapons: blackjack, blowgun, crossbow, dagger, dart, garrote, longsword, short sword, sling, and staff. Spell thieves can't use any armor besides leather armor.

**Alignment:** Spell thieves walk a hard line between the order needed to cast magic the disorder of a lawless life. Most spell thieves tend to be neutral.

**Thieving skills:** A spell thief learns certain skills that aid his illicit pursuits. A thief can pick locks, find and disable traps, sneak silently, hide in shadows, climb sheer surfaces, forge documents, pick pockets, handle poison, and a bonus against magic trips and spell thief checks. These function as a thief's skills.

**Magic:** A spell thief casts spells as a wizard. At 1st level a spell thief determines 2 spells that he knows. To cast a spell the spell thief makes a  $1d20 + \text{Intelligence modifier} + \text{magic die}$ .

**Spell Thief:** A spell thief gains the ability to negate and learn a spell cast against him. If the subject of a spell, the spell thief can choose to make a  $1d20 + \text{Intelligence modifier} + \text{spell thief check} + \text{magic die}$ . If the spell thief succeeds, the spell thief learns the spell in addition to its normal spell amount. If the spell thief fails, he is subject to the spell as normal.

**Luck:** A spell thief's Luck modifier applies to rolls for checks to steal spells.

**Action Die:** A spell thief uses his action dice for any normal activity, including attacks, skill checks, and spells.



## Table ST-1: Spell Thief

Level	Attack	Crit Die /Table	Action Dice	Known Spells	Max			
	(Magic Die)				Spell Level	Ref	Fort	Will
1	+d3	1d10/III	1d20	3	1	+1	+1	+1
2	+d4	1d12/III	1d20	3	1	+1	+1	+1
3	+d5	1d14/III	1d20	4	1	+1	+2	+2
4	+d6	1d16/IV	1d20	4	2	+2	+2	+2
5	+d7	1d20/IV	1d20	5	2	+2	+2	+2
6	+d8	1d24/V	1d20+1d14	5	3	+2	+3	+3
7	+d10	1d30/V	1d20+1d16	6	3	+3	+3	+3
8	+d10+1	1d30/V	1d20+1d20	6	4	+3	+4	+4
9	+d10+2	2d20/V	2d20+1d14	7	4	+4	+4	+4
10	+d10+3	2d20/V	2d20+1d14	7	5	+4	+5	+5

### Titles by Level (all Alignments)

1. Spell Swindler — 2. Mugger Mage — 3. Sorcery Sneak — 4. Hex Hijacker —  
5. Eldritch Embezzler

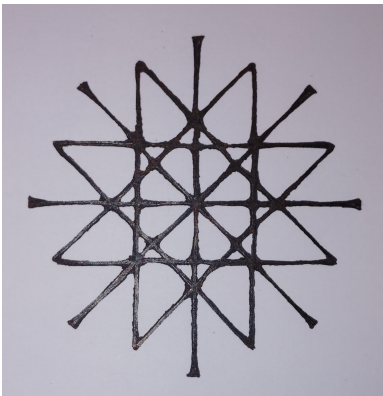
Skill / Level	1	2	3	4	5	6	7	8	9	10
Backstab	+0	+1	+2	+3	+4	+4	+5	+5	+6	+6
Sneak Silent	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
Hide in Shadows	+2	+2	+4	+4	+5	+5	+6	+6	+7	+8
Climb Sheer Surfaces	+0	+1	+2	+3	+4	+4	+5	+5	+6	+6
Pick Locks	+0	+1	+2	+3	+4	+4	+5	+5	+6	+6
Find Traps	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
Disable Traps	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
Forge Documents	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4
Disguise Self	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4
Read Languages	+2	+3	+4	+4	+5	+5	+6	+6	+7	+8
Handle Poison	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4
<i>Bonus on Spell Thief</i>										
<i>Check &amp; Against</i>	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
<i>Magic Traps</i>										

# RUNELORDS

## *in DCC*

By A.R.R. Purcell

Art by Chris Jeffers



*This is an adaptation of the magic system found in the Runelords series of books, by David Farland, for use in Dungeon Crawl Classics RPG.*

### **What is a Runelord?**

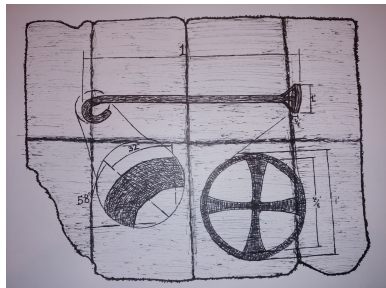
A Runelord is a mighty lord who bears the endowments of their dedicates. An endowment enhances one of the Runelord's ability scores. They are given by willing subjects known as

dedicates. Runelords bear dozens, hundreds, or even thousands of endowments which make them many times more powerful than the common man and may even rival the gods.

### **Dedicates**

A dedicate is a living creature who willingly grants the Runelord a single ability in the form of an endowment. A dedicate may give only a single endowment in their life. Upon giving the endowment, the dedicate's endowed ability score is reduced to 1. This makes the dedicate extremely weak and vulnerable. The endowment lasts until either the dedicate or the Runelord dies. If the Runelord dies, then the dedicate's endowed ability score returns to normal. If the dedicate dies, the Runelord loses all ability points endowed by that dedicate. So, it is paramount that the Runelord provides protection to their dedicates.

**Note:** While a dedicate must willingly give the endowment, they may be bribed, coerced, or otherwise convinced to become a dedicate.



## Endowments

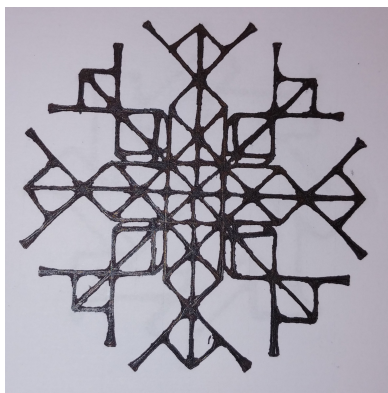
Endowments are ability score points given by a dedicate from a single ability score to a Runelord. If the dedicate dies, the Runelord loses the endowed ability score points. If the Runelord dies, the dedicate's ability score returns to its pre-endowed state. There is no known method of breaking an endowment other than death.

## Obtaining Endowments

The ritual to gain an endowment from a dedicate requires four things: the dedicate, the Runelord, the forcible (a magical branding iron which draws the endowment from the dedicate and bestows it upon the Runelord), and someone who knows the secret spells to complete the ritual.

## Ritual Steps

- Place the forcible on the willing dedicate to draw out the endowment. This is the most risky and dangerous part of the process. This process is extremely painful for the dedicate. The dedicate must make a Fort save or die from shock. If the dedicate dies, the ritual fails and the forcible is wasted. The save DC is based on the quality of the forcible. Halflings may use their luck to aid the dedicate as normal.
- Roll for the amount of ability points the endowment will grant, based on the quality of the forcible. The transfer of ability is not perfect and some of the endowed ability score is lost in the process. The dedicate cannot endow more ability than they possess. **Luck may not be spent on this roll.**
- Brand the Runelord with the forcible. At this point the Runelord gains the endowment and adds the ability points to their own. The new endowment fills the Runelord with euphoria, but leaves a scar in the shape of the forcible's branding rune. The magic of the forcible is spent no matter the outcome of the ritual.



## Forcibles

A forcible is a single-use magical branding iron made from the rare and valuable blood metal. When created, each forcible is tied to a specific ability score: Strength, Agility, Stamina, Personality, Intelligence, or Metabolism (defined below). The quality of the forcible determines both the DC of the Fort save and increases the ability point bonus of the endowment.

### Forcibles

Quality	Endowment Bonus	Fort Save DC	Price (in gp)
Crude	+1	20	100
Average*	d4	15	1,000
High	d6	10	10,000
Perfect	d8	5	100,000

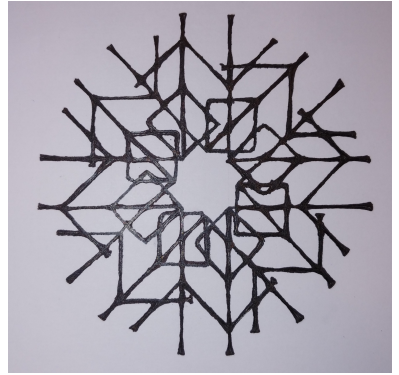
\* needed for Metabolism

## Abilities

There are 6 abilities that can be enhanced by an endowment. Strength, Agility, Stamina, Personality, Intelligence, and Metabolism. Luck is portioned out by the gods and may not be transferred in this way.

Endowments of Strength, Agility, Stamina, Personality, or Intelligence add to their respective ability scores. If the ability should rise beyond 18, the ability modifier increases by 1 for every 2 points above 18. (18 and 19 are +3, 20 and 21 are +4, 22 and 23 are +5, etc).

Endowments of Metabolism work differently. Metabolism represents the speed at which a character's body operates. Each endowment of Metabolism grants the Runelord a single action die. The first die granted in this way is one step down the die chain from their normal action die. The next is one step below that. And so on. These dice can be used to attack, cast spells, or converted to movement actions.



- Each endowment of Metabolism multiplies the rate at which the character ages. Assume all characters start with a Metabolism of 1. If they should receive an endowment of Metabolism, they now have a Metabolism of 2 and thus age 2 years for every 1 that passes.
- Dedicates who give endowments of Metabolism fall into a magical sleep and do not age until the death of the Runelord.

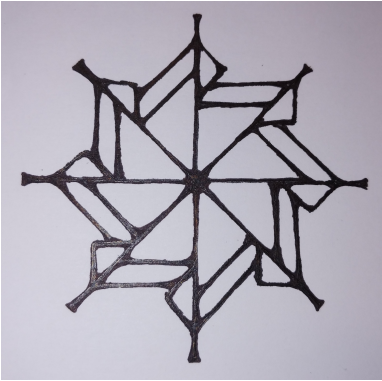
*Additional Rules:*

### **Vectors**

A vector is a dedicate who possesses endowments of their own. They may grant a single endowment like other dedicates, but when they do so, they pass all current and future endowments of that ability score to their Runelord. They then drop to 1 in that ability score (or fall into a magical sleep in the case of Metabolism) as normal. If they should die, the Runelord loses all endowments gained from the vector.

### ***Serpent's Ring***

If a group of Runelords pass endowments of Metabolism in a line using the typical endowment ritual, and the last Runelord endows the first, this creates a configuration called a Serpent's Ring. All Runelords who are part of the Serpent's Ring are essentially vectors to one another. They retain their own Metabolism and wake from the magical sleep induced by the ritual.



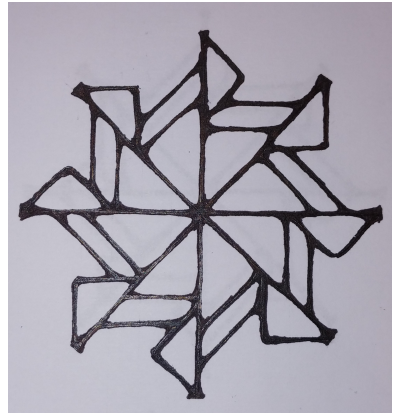
A Runelord who is part of the Serpent's Ring may give up any number of their action dice on their turn to be used by any other in the Serpent's Ring before the start of their next turn. These dice follow the normal progression of dice gained from Metabolism.

Should any of the participating Runelords die, the ring is broken and the Runelord who received

the endowment from the deceased Runelord becomes the "head" of the serpent. The head now has all the endowments of Metabolism from the other Runelords in the Serpent's Ring, while the others fall into magical sleep. If the head dies, the next in line becomes the new head with the sum Metabolism of the remaining members of the ring.

### **Monstrous Dedicates**

The rules above apply to typical humanoids, but other creatures may bestow endowments of other types, subject to Judge's approval. For instance a dog could grant an endowment of scent, though it must still consent to the procedure. Fortunately, dogs are eager to please their masters and would happily become a dedicate, even if it does not fully comprehend the ramifications of such an act. Other creatures may not be so willing.



# PATRON BOND VISION QUEST RULES

By The Neon Space Wizard

Art by Boson Au

One of your characters has decided they would like a patron to help guide and influence their phlogistonic powers. Great. Instead of having them roll a d20, burn all their luck and obtain a quick result, have them “quest for it.” These rules eschew the d20 roll and instead allow you to send the character on a vision quest in an attempt to bond with a patron. This can be done outside of the game, before a session, or while everyone is at the table. It will probably take the judge and the player around 5-10 minutes to complete.

The first change is that the *patron bond* spell no longer specifically creates the bond between character and patron. Instead, when cast the spell will cause the PC to encounter a spiritual item or location within 1-24 hours (judge’s discretion or roll 1d24). This item or location will be unique and the judge should tailor it to the specific patron that the character intends to bond with. For Sezrekan it could be a black candle that burns with an otherworldly green flame, while The King of Elfland might have the character stumble upon a fey hot spring. Regardless of what the item or location is, the character should be made aware that it has been sent by the patron they wish to curry favor with.

Upon using the item or entering the location, the character will begin to feel hallucinogenic-like effects wash over them. Their surroundings will fade to nothing and they will awaken in a hazy, dreamlike reality. This is the beginning of the character’s trials. Witnesses see the character fall under the effects and see them vanish from their plane of existence.





**Vision quest rules:** The trial is a set of 4-5 tests from which the character earns a numerical score. Each test will have multiple choices and it is up to the judge to award points based on the character's actions. Each trial has a maximum of 5 points to be earned. If the character decides on an action that goes against the patron's canonical wishes or desires, the judge may subtract up to -5 points from the character's trial score. The final trial is scored like the rest, however, it is also the only means by which the character can awaken back on their plane of existence. For certain patrons it is encouraged to make this final trial potentially fatal. Any damage experienced in the hallucinogenic fever dream is reflected back in the character's reality. Once all trials are completed, tally up the character's final score. Use this score as the spell check result for the character's *patron bond* spell (DCC RPG p. 149-151.)

**The trials of sezrekan the mad:** For this example we will use the aforementioned black wax candle as the item the character will encounter to bond with Sezrekan. Upon lighting the candle, the character will slowly become transfixed by the flickering emerald flame. They unknowingly draw closer until their face is above the bewitching candle. Inhaling the iridescent chartreuse fog and byzantium vapors the character flickers out of existence. During the trial, the judge is encouraged to play up the haziness and confusing dream logic that the character will encounter.

Upon awakening, the character finds themselves in a cold dungeon with walls made of stone, acrid moisture clinging to all surfaces. As their senses fully return the character notices a raggedly dressed, cadaverous man chained to the wall. His kind eyes beg for mercy and freedom. He pleads for the character to break his bonds and release him back to his family. Behind there is a table with an axe, a vial, a torch, and the character's spell book open to a deadly spell. A hollow voice enters the character's mind, "Kill for me."

Release the prisoner: -5

Burn him with the torch: +2

Do nothing: 0

Kill him with the axe: +3

Poison him with the vial: +1

Murder him with magic: +5

Once a choice is made the character may walk out of the dungeon via a newly materialized door. It leads down a long foggy hallway. Muffled voices can be heard in the hallway and gain volume as the character nears the end. The hallway terminates in the center of a crowded masquerade ball.

Eyes adjusting to the light, mirth, and merriment, the character sees that all attendants are wearing devil, jester, or skull masks; bottles of antediluvian wine convey shameless opulence and are left unattended near the back of the room. The character becomes transfixed on a beautiful red-haired woman wearing a cream colored corset with a big frilly lace skirt. She doesn't notice the character as she absentmindedly caresses an amulet around her neck sparkling with chaotic magic energy. The character also notes a loud fat man with an even fatter coin purse dangling off his waist-belt. He is cackling like an idiot at another attendee's joke. The character is finally startled by a child giggling as it licks a scrumptious looking confectionary delight and smiles directly at the character. Unnerved, the character once again hears the voice: "Steal for me."

Cavort about and enjoy yourself: -5	Steal the coins: +2
Do nothing: +0	Steal the candy: +4
Steal the wine: +1	Steal the amulet: +5

Upon making a decision, the character is again whisked off to another location: a brightly lit corridor of alabaster flagstones. Walking along this narrow passage, the character's footsteps reverberate with an echoing loneliness. Even after a mile there is no sign of an entrance or end, the hallway seemingly stretches away in both directions infinitely. The character eventually comes across alcoves that are spaced about 10 feet apart. Each alcove has an onyx pedestal with a silk sheet laying across the top. Atop the silk lays an item. The first pedestal has a twisted ceremonial dagger with warm, fresh blood on it. The second a bubbling gold potion smelling of tart citrus, cold metal, and spoiled umber. The third item is a thick tome bound in unnaturally bright crimson leather. A cycloptic eye protrudes from the cover. Upon reading it, it recounts the tale of your adventuring party up until this point. The final item is a vestment of a lawful clergyman. The slithering voice once again comes to the character and commands them: "Seize for me."

Seize the Robe: -5	Seize the potion: +3
Do Nothing / Keep Walking: +0	Seize the dagger: +5
Seize the book: +2	

Once again the illusion of this place vanishes. The character loses all sense of direction, only knowing they are moving. The character then finds themselves outside bathing in brilliant moonlight. A gust of wind blows dead leaves around them. They crunch and break as they

dance through the air and flutter across the ground. The leaves then appear to float off a nearby cliff. To the left is a dirt pathway that winds downward. Approaching the edge the character notices horrible jagged rocks and outcroppings jutting from the cliffside. The voice returns one final time more forceful than ever: “Die for me.”

If the character walks down the path: +0

If the character jumps off the cliff: +5

It is encouraged to include a very small chance for the character to die from this phantasmal plunge. For example if the character attempting the trial has 9 hit-points, have them roll 1d4 and 1d5 for falling damage. Whatever damage the fall gives them can be added to their final score for the trial. For example if they incurred 6 points of damage, they would earn +11(+5 from choosing to jump and +6 from the 6 points of damage) from this trial to add to their final score. If the trials are attempted at a level higher than 1 cap the amount of extra points the character can earn from these types of trial bonuses.

After the trial is finished the character will wake up having incurred the damage from the fall if they jumped. If still alive, tally up all of the points that they earned from each trial and use the total as the spell check result on the *patron bond* results table. Never reveal to them if they are making correct choices or what they scored for each trial. Keep the whole vision quest mysterious.

*Example Score for this Trial:*

PC kills with the Spell: +5

PC Steals the Amulet: + 5

PC Chooses the Book: +2

PC Jumps of the Cliff: +5

Damage from fall: +6

*Total Patron Bond Result: 23*

**Special notes:** Feel free to give your PC background information about the patron. In this example, let them know that Sezrekan is a power hungry wizard who only seeks knowledge and wants followers that are religiously devoted to his wishes and desires. Background information should indicate what the preferred choices for each trial might be. Get creative with your patron bonds. Patrons should have a fairly major role and impact on the game and creating that bond should feel like an adventure.

# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## Axes, Beasts, and Collections

VOLUME 9 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)

# WEAPONS WITH WHICH TO DRIVE THINE ENEMIES

By Benjamin Boro  
Illustrations by Cheese Hasselberger

The pleasure of parading your beaten, chained enemies through the main street of a capital city is one of the special privileges of the conqueror. However, conventional weapons tend to leave foes bloody lumps of flesh. This article presents three weapons for someone who wants their enemies taken alive: the man catcher, the net, and the whip. These weapons are of use not only to the bounty hunter and the slaver, but the bailiff and the prison guard as well.



# MAN CATCHER

**Description:** There are many different possible designs for a man catcher, but it usually takes the form of a polearm with a semicircular head with two backward facing prongs. Some man catchers are constructed with spikes lining the inside of the head. A man catcher is used to grab the neck, arms, or legs of an assailant, and keep them at arm's length until they are subdued.

**Special Combat Rules:** If an attacker wielding a man catcher hits their target with an attack roll, the attacker and target make an opposed skill check. (If the man catcher is spiked, damage is dealt before the opposed roll.) The attacker adds their Strength modifier, and the target adds their Strength or Agility modifier, whichever is higher. If the target loses the opposed skill check, they are pinned, and cannot take any meaningful action until they break free with a successful opposed skill check. This exchange is not unlike grappling (see DCC RPG rulebook, page 96). If the man catcher is spiked, the attacker can use an action to deal damage to the pinned target without making any additional attack roll. If the attacker takes one or both hands off the man catcher for any reason, the pinned target escapes from the pin without needing to make an opposed skill check.

**Mighty Deeds:** A man catcher is a versatile weapon, able to be used with many pushing, tripping and disarming maneuvers. It also has a unique Deed: If an attacker succeeds on a Mighty Deed of Arms against a mounted target, the target is unhorsed in addition to the other effects of the attack.

Weapon	Damage	Range	Cost in gp
Man catcher*	-	-	12
Man catcher, spiked*	1	-	15
Net	-	5/10/15	20
Whip	1d3**	-	10

\* *Two-handed weapon. Characters using this weapon use a d16 on initiative rolls.*

\*\* *Damage is always subdual.*

# NET

**Description:** A net made for combat is finely woven, with weights arranged along its edges. When thrown correctly, the net wraps around the target and entangles itself about their body. In gladiator pits, a popular kind of fighter known as a retiarius fights using both a net and either a spear or a trident simultaneously.



**Special Combat Rules:** All attacks with a net are treated as ranged missile attacks. If an attacker throwing a net hits their target with an attack roll, the attacker and the target make an opposed skill check, modified by their Agility. If the target loses the opposed skill check, they are pinned, and can take no meaningful action until they break free with a successful opposed skill check. This exchange is not unlike grappling (See DCC RPG rulebook, page 96). If a target pinned by a net has a light, sharp edged weapon such as a dagger or short sword, they can cut their way out in 2 rounds without needing to make an opposed skill check. A net may be used for two-weapon fighting if the other weapon is either a spear or a trident.

**Mighty Deeds:** A net can be used for disarming and tripping at close range, but its shape makes it unsuited for other maneuvers.

# WHIP

**Description:** The type of whip in question has a single tail, is made of braided leather, and measures more than ten feet long from tip-to-tip.

**Special Combat Rules:** A whip can be used to attack targets up to ten feet away, outside of the normal melee range. Damage dealt by a whip is subdual. A whip is light enough to be used for two-weapon fighting.

**Mighty Deeds:** In trained hands, a whip is a dynamic and precise weapon. It can be used for blinding attacks, trips, and precision shots. It also has a few unique Deeds of its own. On a successful Mighty Deed of Arms with a whip, the attacker may choose to disarm the target, and there is a 50% chance that the weapon is brought to the attacker's empty hand (assuming that hand is not already occupied). Alternatively, the attacker may choose to wrap their whip around an overhanging structure (such as a tree branch or a chandelier) and swing across a gap. The whip unwraps from the structure at the end of the swing.





# ANOTHER MAN'S TRASH...

By Ann Wycoff  
Illustrations by Matt Sutton



Have you ever found yourself mentally sighing as you say (yet again), “You find sixteen coppers and a bunch of trash on the bodies, and some other junk in the room.” Well, sigh no longer, fellow judge, for behold! Here is a list of 100 random items your players’ characters can discover, ponder over, repurpose or toss aside as they will.

Some “treasures” are obviously useful while others, such as the ball of earwax, might require a little player creativity. There is even a small chance of an object being blessed or cursed. Perhaps some cast off bit of trash might inspire ideas for further adventures and quests?

## **TABLE A: ITEMS**

Roll 1d100. If the result is an item you’ve already used with this group of players, add or subtract 1 from the roll if you wish. You can just pick something too. You are the judge and it’s your game!

<b>d%</b>	<b>Item Result</b>
1	A big, dusty lump of coal.
2	Large, wooden gaming die (loaded, so it always rolls a 6). Most of the yellow paint is worn off and the side with a 1 is greatly worn.
3	Moldy, slightly rotten archer’s glove for a left-handed shooter.
4	Wooden holy symbol from an unknown deity. Brittle and defaced with symbols of goblinoid gods cut into it with some artistry.
5	Plain woman’s shoe with brass buckles, sized for a giantess.
6	Small, round hammerstone meant for use as a flint knapping tool. Some mark or rune is faintly scratched on the rock.
7	Hardwood baby rattle shaped like a pig on a stick. Has been chewed on, probably by an infant with very sharp, little teeth.

- 8 Half of a torn spell scroll on vellum paper, folded up into a wad. There is slight evidence the other half was used as toilet paper.
- 9 A wallet of fine needles and some empty bobbins. Also, a bronze bone lever for taking out teeth and dealing with fractures.
- 10 Ornate tin pomander with most of the chain missing. It is held closed with a wound string because the clasp is broken.
- 11 White clay pipe with a broken stem, but still usable. The bowl is shaped like a voluptuous woman with the head of a cobra.
- 12 Firesteel ring from a tinderbox set in a pouch of moldy tinder.
- 13 Sponge-stick for toilet use. Immaculately maintained with a two foot, braided cord of red and black leather.
- 14 Blade from a small spade. The rotten wood in the socket could be reamed out and replaced with a new handle.
- 15 A pocketful full of various types of common bird feathers. No two are from the same type of bird. Wait. Is that a pixie wing?
- 16 Handful of dried seeds or beans.
- 17 Some compounded balls made of salt and sage for rubbing onto the teeth to render them “clean, white, and sweet.”
- 18 A bull-roarer: a thin slat of wood on a cord which when whirled around makes a low noise that can be heard far away.
- 19 A dark brown, glazed pottery shard that fits in the hand nicely as a scraper.
- 20 A time-keeping candle with the hours marked off in a common script. It is good for six more hours of burning. Jasmine scent.
- 21 Somewhat warped detangling comb made from teak with bone spines. About half the spines are broken.
- 22 Gourd water bottle with no stopper.
- 23 A pouch of decorative clay, bone, and metal marbles. Includes a couple of glass headers; one of them looks like an eye.

- 24 Copper bedpan with slight corrosion. Small-sized, probably for a child or maybe a halfling.
- 25 Heel chain from a horse harness. Not immediately obvious, but one of the links is weak.
- 26 A large snail shell filled with a type of wax useful for keeping leather and suede in good condition.
- 27 Tiny silver coin worn so that any identifying marks are illegible.
- 28 A large paint brush where the bristles are stuck together with dried pitch. Probably used to grease wagon axles and the like.
- 29 Battered balance scale with the pan missing from one side. The beam is bent and the chain to hang the scale is missing.
- 30 Chipped, wooden cup with a crack in the bottom that was unsuccessfully repaired with pitch.
- 31 Heavy, iron hinge suitable for a prison door. Frozen into an L-shape with rust. A sizable crack in the metal was repaired by reforging at some point in the past.
- 32 An empty, much-patched mattress bag that has evidence of having been stuffed with straw as well as pine boughs.
- 33 A thick, knotted bit of rope where the knot is magically warded so it can't be untied, even with common unbinding magic. If untied somehow, award a blessing (see table B below). If the knot is cut apart then bestow a curse (See table C below).
- 34 A bag of pinecones treated so they will burn with various delightful colors when thrown onto a fire.
- 35 Glass fragment of a claw-shaped funnel or tube. Blackened and stained by a strange, orange residue. No smell whatsoever.
- 36 A plain, "platinum" ring. Useful for casting certain spells, but in fact is mere plated and won't work well as a spell component.
- 37 Bulky necklace made from the dried skulls of mice and rats.
- 38 Good beard wig of real ginger-colored dwarven hair.
- 39 A potato with nails. A sort of semi-edible caltrop?

- 40 Ball of yellow wax bigger than a hobgoblin's head.  
Wrapped in cheesecloth. (An earwax collection  
amassed over many years!)
- 41 A tiny, roughly-made pottery tea pot. Functional, but  
the nozzle is broken so it doesn't whistle when the  
water is boiling.
- 42 A steel ornament of an eagle with wings outstretched.  
Has a hole in the bottom where it could fit onto a rod  
or the top of a suitable helmet.
- 43 Half of a smithing tong, carried as an improvised  
back-up club.
- 44 Miniature crude wooden elliptical casket with a clay  
"curse doll" inside, along with a scrap of blue cloth and  
some hairs.
- 45 An old mule shoe bent straight and sharpened into a  
sort of dull knife. The name "Manjit" (in a strange  
script) is scratched deeply into the metal.
- 46 Tiny vial of the type used for two dose healing potions.  
Turns out it is filled with a couple shots of fine, strong  
liquor.
- 47 Worn wood and brass whistle worn around the neck on  
a cord. It bears a decorative, old-fashioned number ten.
- 48 Small black stone cylinder seal that can be used to  
impress a desert scene into clay of a man in a chariot,  
with his smaller, spear-armed companions, shooting  
arrows at a two-headed lion.
- 49 Lead sling bullet with little fins on the front and back.  
An obscure raised rune cast into the metal means,  
"Take that!"
- 50 Glass doorknob with an ornate "A" that has the barest  
traces of gold leaf.
- 51 Clothespin that is carved to roughly suggest a mermaid  
flutist.
- 52 Wooden juggling club that has white paint, and a red  
band around the fat part of the body. The paint is  
mostly worn off the handle.
- 53 A single crossbow bolt that is completely black. The  
hunting tip is bent as if it hit a bone or punched through  
heavy armor.

- 54 Small honey pot with a mended crack. A wooden honey dipper is stuck to the bottom by the hardened remains of crystallized honey. Is there something living inside that jar?
- 55 A wide, studded leather collar for a fighting dog. Looks old but it is still stiff and likely has never been worn. Buckle is hammered silver.
- 56 Tiny round bell like might be found on a jester's hat. It has bits of torn, green threads still attached. Smells faintly of spices.
- 57 A wooden bucket wound with rope for reinforcement. There are eye holes cut into it for use as an improvised great helm.
- 58 A metal mold for forming eight tiny, rectangular ingots.
- 59 Forearm sheath for concealing three small throwing knives. Wear on the strap holes suggests the owner had very skinny forearms. The worn leather is stained with sweat.
- 60 Bronze flat-bladed tweezers with one of the blades bent so it is curled back and warped.
- 61 Thin bangle bracelet formed out of two strands of twisted metal. One is copper. The other strand is an odd, bright green metal.
- 62 Stretched out sock with a big hunk of red and dun lye soap in it.
- 63 Jagged boar's tusk. Brittle and blackened, probably roasted in a fire. Cunningly carved so that a plug conceals a small, hidden compartment, and another yet smaller compartment within that.
- 64 Serviceable gardening trowel with a heavy, burnt umber-colored handle that is bright as if recently painted and varnished.
- 65 Trading token made of nickel with a beaver or some rodent on one side and a symbol on the other that is probably a number.
- 66 An absurdly long, moth-eaten scarf of many colors.
- 67 A cylindrical stone fishing weight and two pieces of lead shot rigged up to look like a phallus by someone with a filthy mind.

- 68 A dried hawk's talon and beak. The beak is oddly cold.
- 69 A stained cloth bag smelling of pipeweed. The bag also contains a goodly quantity of dried cockroaches, which are sort of shaped like people. Pixie cockroach corpses?
- 70 Top part of the shell from a medium box turtle. "Achilles won the race at last," is scratched on the inside part.
- 71 Long, thick braid of black hair tied with string where it was cut, the other end secured with a ragged, pink ribbon. It is coiled up in a jar that smells of anise and mustard seed.
- 72 A threadbare linen towel that you can almost see through if you hold it up to the sun or a bright light.
- 73 Metal cuff link depicting a smiling, gentlewoman's portrait with an old style letter on each side, which stands for "Queen Ann."
- 74 More than a pound of good quality, dried pasta noodles in a waxed cloth bag secured with a drawstring.
- 75 A good-sized fragment of human (elf, etc.) rib with tally marks scratched onto it in groups of five, totaling 42.
- 76 A nasty metal probe of the type orcs (and other barbarian-types) typically use to sharpen their teeth and torment captives they want kept alive.
- 77 Square pewter belt buckle with a starburst relief on the front.
- 78 Whisk broom with greasy dirt worked into the ends of the bristles.
- 79 Dress hook used to fasten outer garments or drape up skirts.
- 80 Metal, heart-shaped trinket so encrusted with hard mineral deposits that it is hard to tell what the actual shape is without spending some time cleaning it up.
- 81 Smallish picture frame of lacquered green wood with various brown and tan acorn and oak leaf accents.
- 82 Small, rusty frying pan made of thin metal. The bottom is corroded out in places.
- 83 Gold-plated thimble for a small sized person where the top has been worn through to the tin through use.

- 84 Blackened, square pottery ashtray. If cleaned up it has a nice, reddish glaze that is worn in the middle.
- 85 Deer antler hand pick used as a general tool. Tip is worn blunt through use.
- 86 Heavy crowbar/hammer tool that has vestiges of gray paint remaining on it.
- 87 Washboard for cleaning clothes. Grimy, bleached out wood but good, solid construction.
- 88 Torn, slightly curved piece of wickerwork made of branches. Might have been from the back of a chair or something.
- 89 Four cedar shingles. One of them is split in two pieces.
- 90 Grubby bronze and lead tap. Frozen up and plugged with black, rocky sediment.
- 91 Broken top fragment from a crutch. The pad is (probably) horsehair wrapped with linen stained with dirt and dried blood.
- 92 Necklace with a pendant that looks like half of an oval with half an engraved message: "A true reaches... hand a... your."
- 93 Front of a large drawer, stained dark and varnished, with brass handles. Rigged up as an improved shield and has some slash marks on it.
- 94 Circular mirror of the type commonly used for signaling.
- 95 A glossy, intricately painted wooden toy soldier, depicting an armored dwarf with an axe and round shield.
- 96 A battered box with metal-reinforced corners containing a well packed and fully equipped flea circus.
- 97 A bauble or little brooch of polished black onyx with a strange, raised gilt symbol or rune.
- 98 Blessed! Roll again and then roll on table B.\*
- 99 Cursed! Roll again and then roll on table C.\*
- 100 Cursed and Blessed! Roll again then roll once on both tables B and C.\*

*\* If you roll 98-100, re-roll to learn what item is blessed or cursed. You may ignore and re-roll further rolls of 98-100 or count them so that an item has multiple curses and/or blessings.*



## TABLE B: BLESSED ITEM

The item in question is blessed. Roll a 1d7.

d7	Blessed Item Result
1	Someone wants this item and will reward you for giving it to them. They could be a collector, a victim of blackmail, etc.
2	Imparts a perfect sense for the passage of time when carried.
3	Makes a similar copy of itself once per day (week, etc.?) at dusk.
4	The item is in fact something else that is more valuable. Some possibilities include: <ol style="list-style-type: none"><li>The item can be used as a key to open something.</li><li>Will break a curse or grant a boon if used in a certain way. Some examples include the glass slipper in Cinderella or the Grail from Arthurian legend.</li><li>Contains a secret compartment with something inside.</li><li>A powerful illusion causes the item to appear as what you originally rolled on Chart A. When the illusion is broken, the item's true nature will be revealed.</li><li>It is or hides a treasure map that is fairly accurate.</li></ol>
5	Soul Ward. You always pass Luck checks for people recovering your body (see <i>DCC RPG</i> , page 93).
6	Possession of the item is a gateway towards gaining the initial favor of a god or patron of some sort.
7	The item imprisons a jinn, who can be summoned if you rub the item three times and say the magic words (perhaps a quest to obtain in their own right?). The jinni will be grateful and give their liberator three wishes. If the player character's wishes are overly greedy or cruel, the jinni will become angry and curse them instead. (The jinni's anger may be lessened by the player

character passing a Personality check at a DC value set by the judge.) Some possibilities include:

- a. Grants the wish but twists it in some way. What happens depends on how disgusted or mad they are at you.
- b. Revokes any further wishes. They might even reverse or twist the wishes they have already granted.
- c. Teleports you (and maybe your party) someplace else.
- d. "I will come back and take your life in a year and a day unless you..." They then vanish.
- e. Roll on or pick an appropriate curse from table C.

## **TABLE C: CURSED ITEM**

The item in question is cursed. Roll a 1d14. The curse(s) generally can't be broken by destroying the item. You need to go on some sort of quest!

### **d14 Cursed Item Result**

- 1 Corruption: Minor (1-50%), Major (51-90%), or Greater (91-100%) or judge's choice. See the corruption tables in the DCC RPG core rulebook, pages 116-119. A few other possibilities include:
  - a. Bloody, black ichor drips continuously from your hands.
  - b. Your tongue turns into a lurid, writhing centipede.
  - c. Other people smell like hot, rotten garbage to you.
  - d. You grow a feeler that has a mind of its own.
  - e. You hear food screaming while you eat it.
- 2 Can't get rid of the item. If you throw the object away, it will find its way back to you somehow. Destroy it and you'll find another. Keeping destroying them and the curse will worsen.

- 3 The item often comes to life, when no one is watching, and plays pranks. You can cause it not to do anything harmful by leaving little, thoughtful offerings. If you do, it might even come to like you after a fashion and perform unasked for services.
- 4 Infects the carrier with scarlet fever or chicken pox or both.
- 5 Causes you or one of your associates, even if you aren't present, to say what they are truly thinking at random moments. The judge may offer the speaker a DC 15 or DC 20 Will save in life-or-death circumstances or as caprice dictates.
- 6 Gives you hit points equal to your level (or double or even more at the judge's discretion) when you carry it, but if it is destroyed then you die and cannot return to life, even by direct, divine intervention unless your dead spirit completes a quest for the god of Death. The god will take possession of the item in any case.
- 7 Unlucky. The first 1d3 die rolls of each day are at -1d. Player attempts to circumvent this by any means, including purposefully trivial rolls, causes the character to lose 1 Luck.
- 8 You and your group have a greater chance of becoming lost while traveling in the wilderness. (Judge's discretion.)
- 9 Age at ten times your usual rate. Full elves do not age but suffer a cumulative 1% chance per week of giving way to crushing melancholy and disappearing from the campaign forever. The same for dwarves but their weakness is greed, not sadness.
- 10 Blood Bound. For every 5 hit points you inflict you take 1 hit point of damage that cannot be avoided by any means.
- 11 You have recurring nightmares involving a certain place. When you find that place, take a -4 penalty on all rolls for the next major battle in those environs. If you survive, the curse ends.
- 12 A treasure map that is false and/or leads to extreme dangers that are not even close to balanced for the party's level.

- 13        The Beast Curse. You change into the first normal animal you see after each sunrise. If you see no animals on that day then you remain as you are. Each week (or day?) you spend in animal form there is a cumulative 1% chance that your mind changes to that of your current animal form permanently. This curse can be broken. How, you ask? Why, through questing, of course! Either by you or your allies, should you have fully succumbed to your bestial nature.
- 14        Gain the baleful attention of a devil or some other powerful entity. Perhaps the item is the being's soul jar, is somehow a key to its true name or is a potent charm against the creature.

# ITEM TRACKER

<b>Item/Description:</b>	<b>NPC/Location:</b>
<b>Blessing/Curse:</b>	<b>Value:</b>
<b>Notes/Pic:</b>	

<b>Item/Description:</b>	<b>NPC/Location:</b>
<b>Blessing/Curse:</b>	<b>Value:</b>
<b>Notes/Pic:</b>	

# ITEM TRACKER

<b>Item/Description:</b>	<b>NPC/Location:</b>
<b>Blessing/Curse:</b>	<b>Value:</b>
<b>Notes/Pic:</b>	

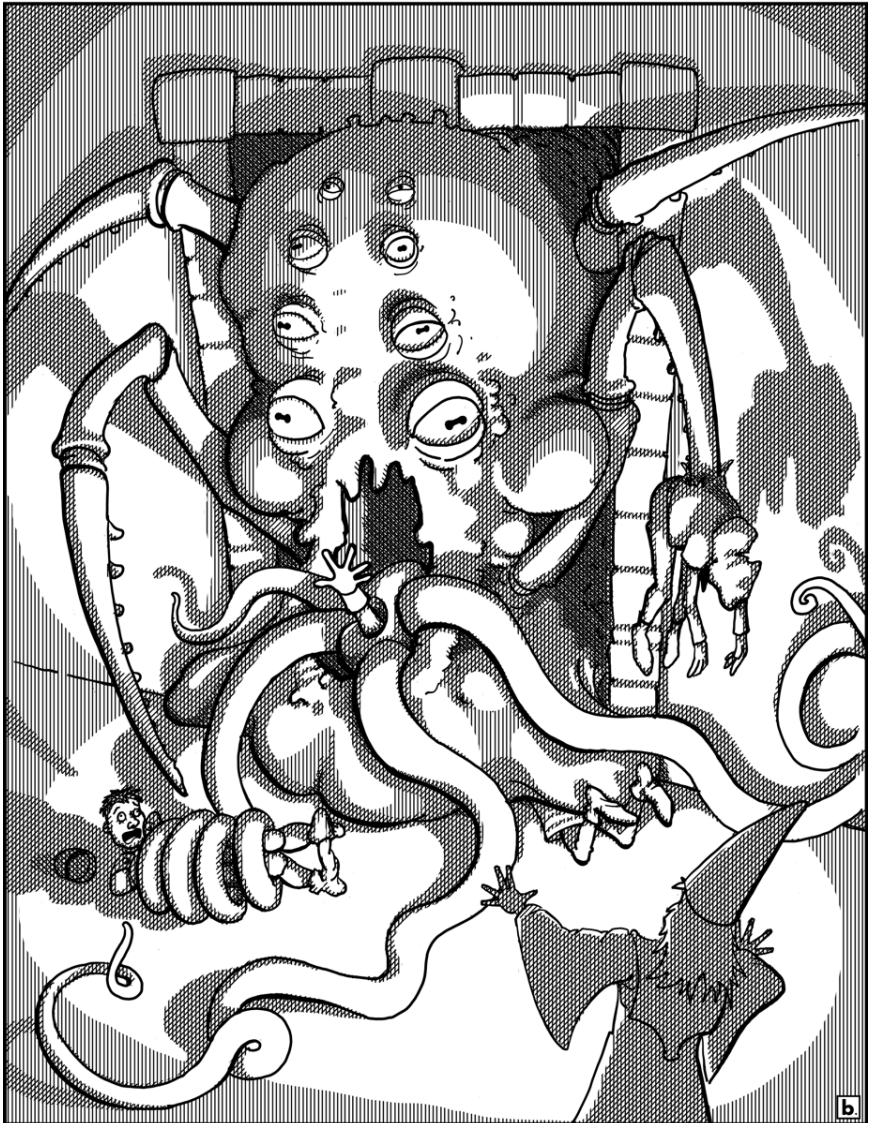
<b>Item/Description:</b>	<b>NPC/Location:</b>
<b>Blessing/Curse:</b>	<b>Value:</b>
<b>Notes/Pic:</b>	

# MONSTROUS ENCOUNTERS

Expanding the Repertoire of  
Monstrous Encounters

By R.S. Tilton

Illustrations by Bobby Jackson



This is a preview of the full Monstrous Encounters article which will appear in Meanderings #5. As I've stated numerous times in the past, the deed die is one of the greatest contributions to DCC RPG. Heroes have Mighty Deeds; truly monstrous opponents should have a similar mechanic.

## MONSTROUS DIE

A monster with a monster die uses it exactly the same as a Warrior uses Mighty Deeds of Valor to trigger effects. A truly terrifying monster may even add the deed die to attack and damage rolls as a Warrior does. This is just another item in the Judge's toolbox. As a general guideline, I wouldn't use the Monstrous die until characters are at least 2nd level, and would generally limit the effects to Level+1 = Monstrous die max. So, you wouldn't see the final results on these tables till level 8, normally. However, that's just a guideline; it's your game.

## BEARHUG

Bears, Owlbears, and other massive creatures can perform a devastating hug.

3	Monster grabs the victim for a few seconds, causing +1d4 damage, before the character escapes.
4	Monster grabs the victim for a few seconds, causing +1d6 damage, before the character escapes.
5	Monster grabs the character in a powerful hug, crushing the character's lungs while setting up a massive bite. +1d10 damage.
6	Monster grabs the character in a powerful hug, crushing the character's lungs while setting up a bite. +2d6 damage
7+	Monster grabs the character in a powerful hug, crushing the character's lungs while setting up a massive bite. +3d6 damage, character is unable to act for 1d4 rounds.



# RIP & TEAR

Some monsters have natural weapons designed to rip their prey causing bleeding.

3	A deep laceration rips into the unfortunate victim. Bleeds for 1 damage per round for 1d3 rounds, or until healed.
4	A long tear rips the unfortunate victim. Bleeds for 1d2 damage per round for 1d4 rounds, or until healed.
5	A bloody gash is torn in the character. Bleeds for 1d3 damage per round for 1d6 rounds, or until healed.
6	A vicious wound tears the victim's vital organs. Lose 1 Stamina per round for 1d6 rounds, or until healed.
7+	A massive bloody chunk is torn in the target. Bleeds for 1d6 point of damage per round for 1d6 rounds. Causes 1d6 points of Stamina damage. Will Save DC 25 or be knocked unconscious until healed. Healing DC is 25.

# IMPALE

Creatures with large piercing natural weapons, such as elephants, or hook horrors, unicorns, and minotaurs have the ability to impale. Horn is used as the default, additional natural weapons might be spikes, tusks, or stingers.

3	Character is skewered momentarily by a horn. Suffer 1d4 additional damage.
4	Character is skewered by a horn. Suffer 1d4 additional damage +1 damage each round impaled. DC14 Str Check to pull free.
5	Character is impaled by a horn. Suffer 1d6 additional damage +1d2 damage each round impaled. DC15 Str Check to pull free.
6	Character is completely impaled by a horn. Suffer 1d6 additional damage +1d3 damage each round impaled. DC16 Str Check to pull free.
7+	Character is fully impaled on the horn(s) of the monster. Suffer 2d4 damage per horn plus 1d4 damage

	each round impaled. Character must make a DC 15+deed Will save or lose consciousness for 1d6 rounds. A DC 15+deed check is required to be pulled free of the horn(s), inflicting another 1d8 damage.
--	--

## **GRAB & STUFF**

An ability of giants, to grab a character and stuff them in a sack. (Or a fun Option for deed die use for Characters under the effects of an Enlarge spell.)

3	The giant successfully grabs the character, but has to grab and open the sack. The character's arms are free to attack still.
4	The giant successfully grabs the character, but has to grab and open the sack. The character arms are pinned, and the character is grappled.
5	The giant grabs the character and dumps them standing into a large sack. The character can easily cut their way out of the sack by inflicting 3 damage on the sack.
6	The giant grabs the character and dumps them into a large sack. The character can cut their way out of the sack by inflicting 3 damage on the sack, however damage is made at -2, minimum 1.
7+	The giant in one swift motion grabs the character and stuff them headfirst into a very small sack with great force, 1d4+Str damage. Damage inflicted on the sack is at -3 and may be 0.

I would love to see additional ideas, either as an idea, or as a series of similar tables for publication in future issues of Meanderings.

Additional Monstrous Die tables in Meanderings 5 and beyond.

- Grab & Drop - a table for large flyers.
- Grab & Hurl - Another Giant table.
- Swallow Whole - a table for monsters with massive appetites.
- Knockdown/Trip - Can't escape if you're on the ground.
- Drag - Some monsters like to drag their victims.







# ANIMAL-MEN GENERATOR

**A tool to create unique foes  
and NPCs for DCC RPG**

By Ryan Smith

Illustrations by Bobby Jackson

*Additional illustrations from Project Gutenberg*

Animal-men are magical creatures created by curse, spell, or dark alchemy. Some are thought to have been created by mischievous gods long ago. Animal-men bear the traits of a donor animal species and of common men, and the particular mix may be weird or fearsome.

Whatever the original reason for the creation of a species of animal-men, they have since gone feral. The influence of their human side causes them to live in bands or colonies and helps them develop a primitive culture. The influence of their animal soul gives them special animalistic abilities.

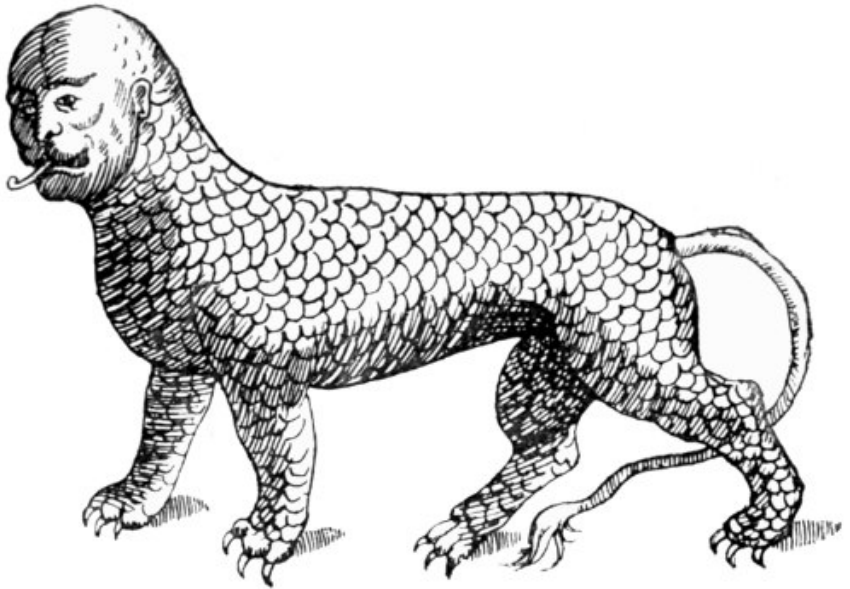
With this generator you will choose a donor animal, a breed, and then create a stat block for the resulting creature.

This is a creation tool and you are encouraged to embellish as you see fit!



# DONOR ANIMAL

Select an animal species from the table below. In addition to the natural attacks listed, all animals bite, so most animal-men will bite, too. An animal may have one or more defining attributes, such as Strength (STR), Agility (AGI), Stamina (STA), and Intelligence (INT), which will be used below when generating animal-man stats.



d50	Donor Animal	Attack	Attributes
1	Alligator	Claw +0 (1d8)	STR, STA
2	Ant	Pincer +2 (1d4)	AGI, INT
3	Armadillo	Claw +0 (1d2)	STA
4	Bear	Claw +0 (1d6)	STR, STA
5	Beetle	Pincer +0 (1d3)	
6	Bison	Hoof +2 (1d4)	STR, STA
7	Boar	Tusk +0 (1d4)	STA
8	Cassowary	Beak Peck +2 (1d6)	

9	Centipede	Pincer +2 (1d4)	AGI
10	Cod	Tail Lash +0 (1d3)	AGI
11	Dog	Claw +0 (1d3)	INT
12	Dove	Beak Peck +0 (1d3)	
13	Eel	Tail Lash +2 (1d3)	AGI
14	Elephant	Trample +0 (1d12)	STR, INT
15	Elk	Horns +0 (1d4)	
16	Ferret	Claw +0 (1d3)	AGI
17	Fox	Claw +2 (1d3)	AGI, INT
18	Gazelle	Horns +0 (1d3)	AGI
19	Hare	Kick +2 (1d3)	AGI
20	Hawk	Talon +2 (1d4)	AGI
21	Horse	Kick +2 (1d6)	STA
22	Hyena	Claw +0 (1d4)	STA
23	Jackal	Claw +2 (1d3)	INT
24	Jellyfish	Tentacle +0 (1d3)	
25	Lion	Claw +2 (1d8)	AGI, INT
26	Macaw	Beak Peck +0 (1d3)	
27	Mammoth	Trample +0 (2d8)	STR
28	Mongoose	Claw +2 (1d4)	AGI
29	Moth		AGI
30	Muskox	Charge +0 (1d10)	STR, STA
31	Narwhal	Tooth-horn +2 (1d8)	INT
32	Orangutan	Thrash +2 (1d6)	STR
33	Ostrich	Talon +0 (1d6)	
34	Otter	Claw +2 (1d3)	AGI
35	Owl	Talon +0 (1d4)	AGI



36	Porpoise	Tail +2 (1d4)	AGI, INT
37	Salamander	Claw +0 (1d3)	STA
38	Seal	Claw +0 (1d3)	INT
39	Shrew	Claw +0 (1d3)	AGI
40	Skunk	Claw +0 (1d3)	
41	Sloth	Claw +0 (1d2)	
42	Squid	Tentacle +2 (1d4)	AGI
43	Squirrel	Claw +0 (1d3)	AGI, INT
44	Tapir	Hoof +0 (1d3)	
45	Termite	Pincer +0 (1d4)	STA
46	Walrus	Tackle +0 (1d12)	STR, STA
47	Weasel	Claw +0 (1d3)	AGI
48	Wolf	Claw +2 (1d4)	INT
49	Vole	Claw +0 (1d3)	
50	Vulture	Talon +0 (1d6)	INT

## **BREED**

Mixing an animal soul with a human one is no simple task. Some animal-men are runts while others can be superior to the strongest men. Animal-men are usually man-sized. Depending on the donor animal they can be somewhat smaller or larger, ranging in size from halfling to bugbear.

True animal-men often live in small kin groups. The more human a species is, the more social it is. The more animal a species is, the more it will follow its animal nature. Any breed can be solitary. Select the breed of animal-man from the table below.

## **ANIMAL-MEN BREEDS**

<b>d5</b>	<b>Breed</b>	<b>Appearance</b>	<b>Behavior and Alignment</b>	<b>Language and Utterances</b>
1	Beastman	Mostly human with obvious animal features; human with animal ears or snout; vestigial wings/appendages; talons; snout	Human dominant; animal tendencies suppressed and purged; Lawful	Command of Common with meaningful animal noises to aid communication with own kind
2	Bastet	Human body with an animal head	Human and animal tendencies in conflict; Neutral or Lawful	Animal communication exclusively
3	True Animal-Man	Half-human and half-animal; features intermingled and strikingly beautiful	Harmony between human and animal tendencies; Neutral	A unique language that is a blend of Common and animal sounds while transcending each
4	Shedu	Animal with a human head	Human and animal tendencies in conflict; Neutral or Chaotic	Common exclusively and poorly
5	Beastling	Mostly animal with unsettling human features; animal with human hands, eyes, skin, hair, or beard	Animal dominant; human tendencies suppressed and purged; Chaotic	Mostly animal noises with jarring words and phrases in Common; parrot-like

# INITIATIVE (INIT)

An animal-man's initiative in combat depends on its intelligence and agility. Fast and smart animal-men can easily gain the upper hand in an encounter.

Attribute	Init
INT & AGI	1d4+2
INT or AGI	1d4
Neither	1d4-3

# ATTACKS (ATK)

The different breeds of animal-men are known to use different manners of fighting, including the weapons of men. Agile and strong donor animals make faster and more lethal attacks. True animal-men are formidable opponents.

Breed	Atk
Beastman	bite +0 melee (1d4); club or dagger +0 (1d4)
Bastet	bite +0 (+3 if AGI) melee (1d4 or 1d8 if STR) and donor animal attack only if head-based, such as horns
True Animal-Man	bite +0 (+3 if AGI) melee (1d4 or 1d8 if STR); donor animal attack; short sword or flail +3 (1d6)
Shedu	donor animal attack
Beastling	bite +0 (+3 if AGI) melee (1d4 or 1d8 if STR); donor animal attack

## ARMOR CLASS (AC)

Agility means the animal-man inherits the animal's innate ability to dodge attacks. Stamina allows the animal-man to take a beating without damage.

Attribute	AC
AGI & STA	12 + 1d8
AGI	10 + 1d6
STA	10 + 1d4
Neither	8 + 1d4

## HIT DICE (HD)

Strength and Stamina in the donor animal increase the number of blows an animal-man can endure.

Attribute	HD (d3)		
	1	2	3
STR & STA	2d6	2d8	2d10
STR or STA	1d6	1d8	1d10
Neither	1 hp	1d4	1d6

## MOVEMENT (MV)

All animal-men can walk and run. Some animal-men inherit other modes of locomotion from the donor animal. Weak breeds have impaired movement. The speed of movement depends on breed and whether the donor animal is agile.

Breed	AGI	No AGI
True Animal-Man	40', Fly/Swim/Climb 40' (per donor animal)	30', Fly/Swim/Climb 30' (per donor animal)
Shedu OR Beastling	35', Fly/Swim/Climb 35' (per donor animal)	25', Fly/Swim/Climb 25' (per donor animal)
Bastet OR Beastman	30'	20'

# ACTION DICE (ACT)

True animal-men gain from both lineages and have action dice of 2d20. All other animal-men have a single action die of 1d20.

## SPECIAL (SP)

An animal-man's psyche taps into the animal realm. It may use abilities specific to its donor species or to animalkind.

Select 1d2 special abilities from the table below using a d20. If the donor animal is intelligent (INT), select one additional ability using a d20. If a rolled special ability cannot logically be used by your selected donor animal or breed, re-roll, but don't let the donor animal limit you too much. After all, there are birds that burrow and venomous mammals!

<b>d20</b>	<b>SP</b>	<b>Effect</b>
1	Heightened Sense of Smell	Cannot be surprised if downwind (50% chance unless otherwise known)
2	Keen Eyesight/Hearing	Always surprises
3	Infravision	Range of 30'
4	Venom	On successful bite, DC 14 Fort save or take 1d4 permanent strength damage; successful save results in 1 temporary strength loss (per black widow in DCC RPG rulebook)
5	Leaping	Can leap 20'; init +2
6	Threatening Display	Hirelings and NPCs suffer -4 penalty to moral checks
7	Prehensile Tail	Extra action die of 1d16 for tail; tail can grip dagger or club for +0 melee attack (1d4); tail can grip a small item

8	Indiscriminate Carnivore	Will eat enemies of all kinds killed in combat; may heal 1d3 hp once per day by consuming a dead foe
9	Burrower	Can burrow underground at rate of 3' per round
10	Noxious Odor	Foes must make a DC 13 Fort save at start of combat or roll at -1d for all actions (attacks, spells, etc.) for the entire combat
11	Plays Dead	Upon first taking damage in combat, will fall to the ground as if dead; will fight or flee if attacked again
12	Camouflage	DC 15 Intelligence check to notice; +2 AC
13	Pheromone Trail	Roll 1d6 at end of each round, on a roll of 1, 1d4 additional Animal-Men arrive; this can occur up to twice per combat
14	Web/Mucus	Attack +2 ranged (1 dmg); Foe must make a DC 13 Ref save or become entangled, even on a successful save, foe suffers a -1d penalty to subsequent attacks this combat; a DC 13 Strength check may be made on subsequent rounds to break free
15	Water Breathing / Gills	Can swim and remain underwater indefinitely
16	Poisonous	DC 15 Ref save on contact with skin (alive or dead) or take 1d6 dmg and a permanent rash or burn scar; a successful save results in a painful but non-damaging permanent rash or burn scar
17	Locking Bite	Successful bite attack causes 1 hp dmg per subsequent round unless broken by opposed Strength check (STR animal-man rolls 1d24 for check)

18	Sting	Attack +2 melee (1d3); DC 15 Fort save or take 3d6 dmg; successful save is 1d6 dmg (per giant wasp in DCC RPG rulebook)
19	Regeneration	Returns to full hp the next day; lost limbs regrow after 1 week
20	Sprinter	Movement rate doubled for 1d6 rounds, once per turn

## SAVES (SV)

How well an animal-man makes saves depends on the donor animal's characteristics.

Save	Bonus
Fort	+0 or +2d4 if STA
Ref	+0 or +2d4 if AGI
Will	+5 - 1d8

## ALIGNMENT (AL)

The alignment of an animal-man depends on its breed. See the table under that section. The human aspect pulls to lawful; the animal draws in chaos. True animal-men are always neutral.

## NAME

Animal-men are generally known in Common as their donor animal species with the suffix "-Men." For example, Ostrich-Men, Ostrich-Man, or Ostrich-Woman.

# CREATION MYTH

Each species of animal-men has its own creation story that is shared by elders and sages.

Select a creation myth from the table below. The actual telling of this story may be greatly distorted by time.

<b>d10</b>	<b>Creation Myth</b>
1	Created by an alchemist to spite his teacher
2	The natural descendants of a wizard who suffered disfiguring corruption from the misfire of the spell animal summoning
3	Created by a forgotten god as a servant race to be used by all gods
4	Created by a deity to serve as her personal guardians and attendants
5	Created by a patron to be a race of slaves
6	Created when a cleric tried but failed to lift a witch's curse from a village.
7	Created by a pair of court wizards to serve their prince as a ferocious regiment of warriors
8	Created by arcane experimentation by an extinct race
9	Mysteriously appeared shortly after the passing of a comet
10	Created by a powerful but drunk wizard to win a bet



# DEATH THROES

At time of death, especially if a violent death, the latent tension between the human and animal essences is released.

<b>d8</b>	<b>Death Throes</b>
1	Death Yelp: The creature emits a terrifying and supernaturally loud howl/screech/cry/squeak of the donor animal; NPCs and hirelings must make a morale check or flee in terror
2	Animal Remains: The human parts vanish in strings of angry smoke, leaving behind the remains of only the animal parts
3	Human Remains: The animal parts vanish in a burst of scintillating light, leaving behind the remains of only the human parts
4	Animal Corpse: The creature's corpse transforms into the corpse of the donor animal (changing size as well); the animal corpse bears the same wounds
5	Human Corpse: The creature's corpse transforms into the corpse of a human that bears the same wounds
6	Dry Heap: The creature's corpse turns into a heap of fur, talons, teeth, skin flakes, horns, and other inert animal parts; no flesh or blood remains
7	Animal Vision: The slayer of the creature is overwhelmed by a vision of a noble example of the living donor animal and must make a DC 13 Will save or become a senseless babbling idiot for 1d4 rounds
8	Animal Curse: The slayer of the creature must make a luck check or be cursed; the curse causes all members of the donor animal species to pester, nip, howl at, spit upon, stalk (or other suitable animal behavior) the cursed person until the curse is lifted; the species will not outright attack the cursed person

<b>Name:</b>			<b>Picture:</b>	
<b>Breed:</b>	<b>AL:</b>			
<b>Init:</b>	<b>MV:</b>			
<b>Atk:</b>				
<b>AC:</b>	<b>HD:</b>	<b>Act:</b>		
<b>SP:</b>				
<b>Fort:</b>	<b>Ref:</b>	<b>Will:</b>		
<b>Creation Myth:</b>				<b>Death Throes:</b>
<b>Notes:</b>				

<b>Name:</b>			<b>Picture:</b>	
<b>Breed:</b>	<b>AL:</b>			
<b>Init:</b>	<b>MV:</b>			
<b>Atk:</b>				
<b>AC:</b>	<b>HD:</b>	<b>Act:</b>		
<b>SP:</b>				
<b>Fort:</b>	<b>Ref:</b>	<b>Will:</b>		
<b>Creation Myth:</b>				<b>Death Throes:</b>
<b>Notes:</b>				

# FARMYARD FAMILIARS: A NEW OPTION FOR FINDING FAMILIARS

By Matt Rayburn  
Illustration by Samuel Dillon



After having a character(s) successfully survive a 0-level funnel, a DCC player understandably becomes excited by the shiny new possibilities that gaining a class brings to their chosen character. With the allure of spells and deeds, how quickly we forget our character's humble peasant beginnings! The purpose of this optional rule set for familiars is to encourage wizards to pay homage to their meek farmer former life by questing with their farmyard friends.

The rules for summoning a familiar (DCC RPG core rulebook, pages 316-319) state that the familiar summoned through a successful find familiar spell is randomly determined by table 7-5 of the DCC RPG core rulebook. While a randomly generated familiar is in line with the spirit of DCC RPG and the options on table 7-5 of the DCC RPG core rulebook are delightfully weird, a wizard may already have a trusty animal as part of their occupational trade goods. What if a former farmer-turned-wizard had the option to transform their beloved hen (especially if that hen survived a 0-level funnel) into a familiar?

Per table 1-3 of the DCC RPG core rulebook, based on their occupation, a 0-level character may have an animal as part of their starting trade goods. An animal trainer owns a pony, a dwarven herder a sow, an elven falconer a falcon, a farmer a hen, and a herder a herding dog. If there are multiple farmers or herders in the party, then subsequent farm animals are determined randomly from the following options: sheep, goat, cow, duck, goose, or mule. With the exception of a dog (and an eagle or hawk as close proxy for a falcon), none of these animals have familiar equivalents in the DCC RPG core rulebook.

Under the new optional rule presented here, the find familiar spell is expanded to allow a wizard to cast the spell upon an existing animal they own if (1) that wizard's 0-level occupation has an animal as a trade good and (2) that animal has not already been killed, sacrificed, abandoned, traded, etc. In my experience as a judge, death of the animal is a very real possibility since funnel players are known for using their trade good animals as bait for monsters, triggers for traps, and meat shields. I fondly remember a 0-level animal trainer who intentionally led her pony into the line of fire to be hit by multiple spears in a certain trap from *The Portal Under the*

Stars, and I've lost track of all the times hens and geese have been thrown into something, fed to something, or otherwise mistreated in the name of dungeon crawling.

If a wizard uses this new rule and casts find familiar on their existing animal, they are thematically attempting to either invoke their patron to infuse the animal with magic power or to summon a spirit or demon to take possession of it. The spell still requires a ritual with a casting time of one week and the player still rolls on tables 7-4 and 7-6 of the DCC RPG core rulebook to determine familiar type and personality. Table 7-5 of the DCC RPG core rulebook is not used since that table would randomly determine the physical configuration of the familiar (i.e. the type of animal or creature). Of course, the wizard must have the find familiar spell as one of their randomly generated spells in order to take advantage of this new rule. If not, they will need to appropriately quest to learn such forbidden knowledge.

Table 1 below presents stats to turn any trade good animal listed in table 1-3 of the DCC RPG core rulebook into a familiar. All basic familiar rules (DCC RPG core rulebook, page 316) still apply unless noted otherwise.

## **TABLE 1: CONVERTING OCCUPATIONAL TRADE ANIMALS INTO FAMILIARS**

<b>Animal</b>	<b>Attack<sup>1</sup></b>	<b>Natural Ability<sup>2</sup> (applies to familiar and master)</b>	<b>Arcane Spell<sup>3</sup></b>
Cow*	Gore (sprouts horns when attacking)	Defense against cow-tipping. +2 bonus on Reflex saves to avoid being tripped, pushed, or thrown.	Magic milk. New spell; see more information below.

Duck	Bite	Waterfowl. +4 bonus to checks for swimming or floating in water.	Feather fall. While falling, any affected creature is covered by feathers and quacks uncontrollably. Upon landing, 20% chance feathers remain in place indefinitely.
Falcon	Talons	Excellent vision. +4 bonus to INT checks for spotting.	Magic missile. Missile manifests as a falcon-shaped beam of energy that swoops down upon its target.
Goat	Head butt	Agile and surefooted. +4 bonus to AGI checks for climbing or balancing.	Magic shield. The shield manifests as a bleating ram's head.
Goose	Bite	Migratory. +4 bonus to INT checks related to direction and navigation.	Animal summoning, but can only summon flocks of birds.
Hen	Peck	Like a chicken with its head cut off, you defy death. +2 bonus on Luck checks when recovering the body.	Choking cloud. Cloud reeks like a chicken coop and manifests as gaseous vapors vaguely shaped like countless chickens.
Herding Dog	Bite	Expert herder. +4 bonus to PER checks related to commanding or intimidating others.	Ropework. The rope manifests as a leash protruding off of the dog familiar.

Mule*	Hoof kick	Stubborn. +2 bonus to Will saves.	Force manipulation. The sphere or wall of force manifests as a kicking hoof.
Pony*	Hoof kick	Galloper. +10 feet to base movement speed (40' instead of 30')	Reduce (reverse of enlarge). Wizard does not gain enlarge.
Sheep	Head butt	Wooly. Ignore up to 4 points of damage taken from cold. If more than 4 points of cold damage is taken, subtract 4 from the total.	Wizard gains the cleric spell resist cold. Can only cast resist cold, not resist heat. Anyone affected by the spell becomes covered in wool. Upon the spell ending, 20% chance the wool remains.
Sow*	Gore (sprouts tusks when attacking)	Omnivorous, aggressive and invasive, pigs are adaptive survivors. +2 bonus to Fort saves.	Enlarge. Enlarged target temporarily gains boar tusks and a gore attack that deals damage = 1d8 + caster level + any regular damage modifiers (e.g. strength, deed die).

<sup>1</sup> *Attack bonus and damage is determined by the familiar type (guardian, focal, arcane, or demonic). See DCC RPG core rulebook, pages 316-317.*

<sup>2</sup> *If a familiar has a natural ability, their master gains a +4 bonus when using that same ability (DCC RPG core rulebook, page 316). In table 1 above, bonuses to certain skills are +4 (in line with the*

*DCC RPG core rulebook*), but bonuses to saves are +2 so as not to wildly overpower characters.

<sup>3</sup> *An arcane familiar grants their master access to a spell or power they may not have otherwise possessed (DCC RPG core rulebook, page 317). Though normally randomly generated, this alternate rule system identifies a specific 1st-level spell for the familiars presented here. If their master already knows this spell, gain a random 1st-level spell bonus spell instead. Judges and players are encouraged to create appropriately themed results for misfire and corruption of these spells.*

*\* The DCC RPG core rulebook says all familiars have AC 14 “due to small size and agility.” However, cows, mules, ponies, and sows are not particularly small nor agile and thus have AC 12 (or AC 14 if they are a guardian familiar, since all guardian types get +2 AC). If such a familiar is a guardian type, its master may stand behind it to use the familiar as cover (-2 to attacks against the wizard while behind cover per table 4-1 in the DCC RPG core rulebook). The wizard should be cautioned that if a familiar dies while its master cowardly hides behind it, the master immediately takes damage equal to three times the familiar’s hit points (instead of the normal two times) and receives a permanent penalty to future castings of find familiar (judge’s discretion as to the extent of the penalty).*



# MAGIC MILK

## New spell for wizards with a cow familiar

Level: 1	Casting Time: 1 turn, cannot be cast during combat
General	Once per day, a wizard with a cow familiar may make a spell check to milk its udders. A successful spell check result yields one serving of milk with magical healing properties. The milk spoils quickly and must be immediately consumed to have any benefit. It cannot be preserved or bottled.
Corruption	Roll 1d4: (1) wizard's skin takes on the distinctive black and white spot pattern common amongst dairy cows; (2) wizard frequently lactates an unnatural milk from their nipples; (3) awkward udders sprout from the wizard's nether region; (4) wizard becomes lactose intolerant, can no longer consume milk, and as such can no longer partake of their familiar's healing milk.
1	Lost, failure, and worse! Roll 1d6 modified by luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3 patron taint); (4+) misfire.
2-11	Lost. Failure.
12-14	Target consuming milk heals 1 HD. Hit points restored cannot exceed a character's maximum hit points.
15-17	Target consuming milk heals 2 HD (not to exceed class level). Hit points restored cannot exceed a character's maximum hit points.
18-20	Target consuming milk heals 3 HD (not to exceed class level). Hit points restored cannot exceed a character's maximum hit points.
21-23	Target consuming milk heals 4 HD (not to exceed class level). Hit points restored cannot exceed a character's maximum hit points.
24+	Target consuming milk heals up to 5 HD (not to exceed class level). Hit points restored cannot exceed a character's maximum hit points.

# Session Notes:

---

Date/Theme

---

Players/PCs

---

NPCs

---

Locations

---

Encounters

---

Items & Loot

---

# Session Notes:

---

Date/Theme

---

Players/PCs

---

NPCs

---

Locations

---

Encounters

---

Items & Loot

---

# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## **NPCs, Hamlets, Towers, and Babies?!**

VOLUME 10 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)



# POONCHUCKER DAN: KING OF THE HOOKS

By David Persinger, “SGT Dave”  
Illustrations by David Persinger

We’ve all been there: ready for action but forced to sit through the same boring introduction before the hacking begins. The party sits in a tavern when they overhear so-and-so mention the legendary Eye of Whatever. Or, your adventurers are traveling through the forest when they (yawn) stumble upon a wagon waylaid by yet another band of level-one mooks. Your heroic stalwarts are destined for greatness; they shouldn’t start every quest with the same half-hearted coincidences. The only thing standing between you and the most breathtaking adventure ever written is the hook. So, let Poonchucker Dan provide it for you!

**Poonchucker Dan:** Init +4; Atk harpoon +7 melee (1d12+1), +9 missile (1d12+3 plus special; AC 20; HD 9d6+3; MV 40; Act 1d20+1d20; Crit 1d30+4, table II; SP thief abilities, magical artifacts; SV Fort +3, Ref +8, Will 5; AL N.

**Thief Abilities:** Luck die d14, Backstab +8, Sneak +10, Hide in shadows +14, Pick pocket +10, Climb sheer surfaces +10, Pick lock +8, Find trap +14, Disable trap +8, Forge document +10, Disguise self, +9, Read languages +10, handle poison +7, Cast spell from scroll d20+3.

**Magical Artifacts:** *Kraken Slayer* (for Dan, this massive 600 lb. harpoon weighs only 6 lbs. and returns to his hand on command), *Boots of Cheetah Speed* (+20’ MV), *Cloak of the Shadow Bear* (+7 AC, hide in shadows +6), *Eye of Avarice* (+10 divination), *Ring of Falsehood Detection* (+8 detect lies), *Holding Pouch of Nigh-infinite Voluminousness*, as well as scrolls and talismans for every occasion.

As the Master of the McGuffin, the legendary Poonchucker Dan scours the realm for mercenaries, thieves, and even the occasional decoy to acquire artifacts, uncover secrets, and perform desultory deeds for his endless list of wealthy and powerful clients. If we need patrons to provide magic, why not provide a benefactor to supply missions?

Dan's origins are shrouded in legend. He is the world's foremost merchant in magical relics, from the *Black Pearl* to the *Spear of Elfland*. The gregarious dealer also acts as a mediator between agents and clients seeking soldiers, troubleshooters, and assassins. His alliances are a mystery, but two things are known to all: he always pays cash on delivery, and no one who ever double-crosses Dan is ever seen again.

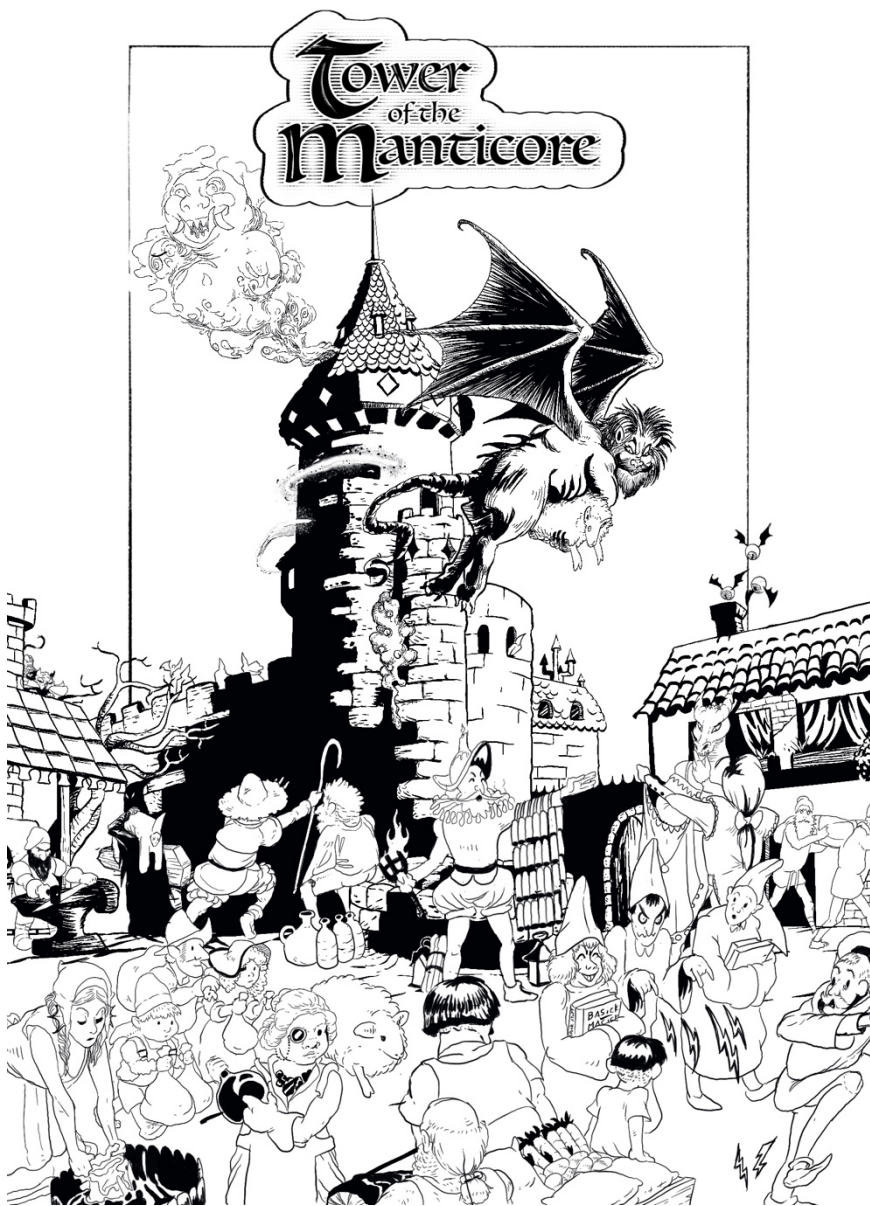
## **POONCHUCKER DAN RUMOR TABLE:**

### **d14      Rumor**

- 1      No one has ever seen the real Dan, only his look-alike agents.
- 2      With his magic harpoon, Dan single-handedly slayed the demon Leviathan himself.
- 3      Dan is actually the Allfather, testing potential warriors for the coming Ragnarok through quests of peril.
- 4      Dan is an alias of the dread sorcerer Sezrekan, collecting arcane artifacts for his sanguivorous schemes.
- 5      Instead of a merchant ship, Dan rides a gargantuan crab of Ik'tik'buboe across the seas.
- 6      There is no sanctuary for those who betray the Poonchucker. Once thrown, Dan's harpoon seeks out and impales an intended target anywhere in the world.
- 7      Dan is not of this world. He hails from a dimension of frail denizens who view us as just characters acting out strange adventures for their amusement.

- 8 Dan is actually Hephaestus, the Blacksmith of the Gods. He travels the realms of men retrieving his lost creations.
- 9 After witnessing his family slaughtered by a malevolent sorcerer, Dan seeks to collect all vessels of enchantment so he can destroy them, ushering in a new age of man free of magic's taint.
- 10 Dan keeps spare bodies of himself in ichor-filled vats beneath his great treasure vault. When one physical vessel dies, his soul moves on to the next doppelganger.
- 11 There seems no limit to Dan's resources. He once paid an entire army to surrender a battle so he could win a bet.
- 12 Dan is an immortal who has lived a long and fruitful life. Those he employs are actually his descendants. The one who proves himself most worthy becomes heir to his vast fortune.
- 13 Dan, a malicious demon in disguise, steals the souls of those he employs, trapping them in the very relics they procure for him.
- 14 Dan grants a boon to anyone who successfully completes for him thirteen quests: a magical weapon of great power.





By Duamn Figueroa Rassol  
Illustrations by Duamn Figueroa Rassol  
Cartography by Matt Robertson

Have your players run through the Gig at the Wizards Tower and pledged allegiance to the Manticore? Does the party wizard need a place to seclude themselves among tomes of magic? Does the party need a base of operations to plan their next big adventure?

The Tower of the Manticore is a location that expands on the Gig at the Wizards Tower (tGatWT), the dungeon published in the 2019 edition of the GFA. It contains a wizarding school, a town, factions and dozens of adventure hooks. This location is ready to host your PCs while they rest and re-equip, and stuffed with adventure, intrigue and conflict to kickstart your next campaign.

## **A ROUGH HISTORY OF THE TOWER**

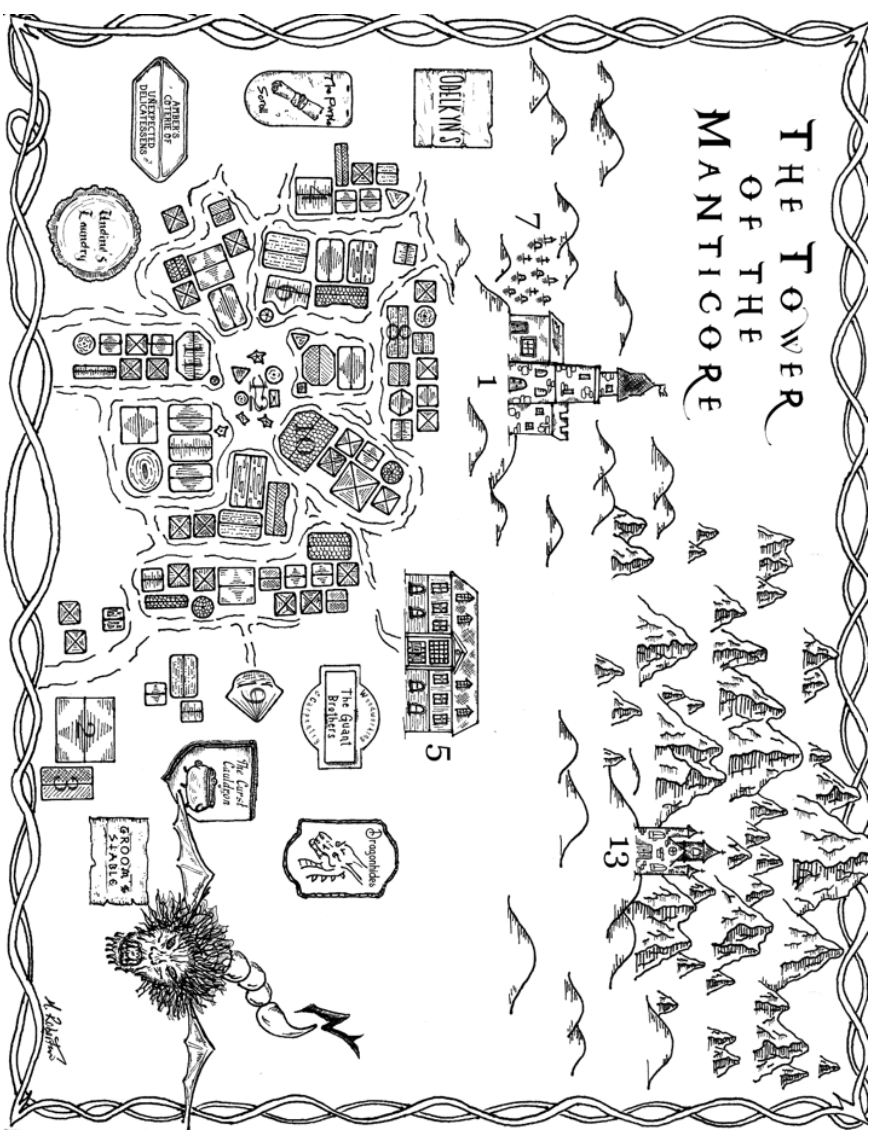
The Tower of the Manticore was funded by a conclave of mages set to build a sanctuary to further their studies of the arcane. The land was offered by the local Baronet in exchange for vanquishing the Manticore, a fearsome beast that threatened his domain. Wielding mighty magic, they subdued the beast and bound it to their service, turning it into a guardian. Out of its den they erected the Tower.

Over the years the legend of the Tower of the Manticore gained notoriety, drawing apprentices yearning for tutelage to its gates. And so, the wizarding School was born.

Weary of their power, the Baronet broke his promise, launching an assault to the Tower, eager to reclaim the land he once granted. But no mortal army could defeat the spellpower of the Manticore. The wizards retaliated, obliterating the Baronet's army and scorching his land. Those who survived sought refuge under the Tower and built a settlement around its walls.

Generations passed and the tower fell to petty squabbles and the insidious influence of Chaos brought by dark magic. Now the land answers to no lord, the School is torn by rivalry and conspiracy, and the town has turned into a haven for outcasts finding a home far away from the tyranny of kings.

# THE TOWER OF THE MANTICORE



# **STUDYING IN THE SCHOOL OF THE MANTICORE**

Characters who seek magical knowledge or who were granted access after a great service to the Council of Seven and One can study the ways of magic inside its walls.

108 members—students, mentors and council members—occupy the Tower of the Manticore. The number has remained consistent since the founding of the School and deemed of good fortune. Whether this number kept by chance or arbitrarily regulated by the Council of Seven and One, nobody knows for sure.

For any one person to be admitted into the School they must pay 37 gold pieces upon entering, and 37gp per year they wish to remain. Students who cannot meet their payment can work off their debt by doing menial tasks at the school, although few are able to keep up with their studies.

Spells are taught by mentors, experienced wizards looking to increase their standing in the wizard community. They are the law in the classrooms, often to deadly results.

## **LEARNING NEW SPELLS:**

- When a wizard or elf PC levels up, they spend a number of months equal to the new spell's level learning the assortment of random known spells.
- To learn a specific spell, they must choose a mentor, choose one of the spells the mentor offers and spend a month studying. Under mentorship PCs forego the mercurial magic table and learn the spell as intended.
- If a PC wants to learn a spell outside of the mentor's list, they must present it for approval and spend a number of months equal to the spell level to learn it.

- A wizard can only take one mentorship at the time.
- Mentorship goes from level 1 to 3, after which the PC graduates from the School. They can choose to leave the Tower, become a mentor themselves, or even try to join the Circle of Seven and One.

*During their time at the School all students are granted clothes, spell components, scroll and ink, a spellbook and lodging. They are also given a chest with a personalized lock and key to secure their belongings.*

### *Student Log*

<b>Student / Mentor</b>	<b>Spells Taught</b>	<b>Payments</b>

# PATRONS

Not all supernatural patrons are allowed to be summoned inside the School. Officially members of the Tower of the Manticore can only to bond with:

- **Ithha**, for the elemental prince was summoned to erect the Tower and protects the area from ill weather.
- **The Three Fates**, for the alliance the Tower keeps with the clerics at the Temple of Permanence.

In reality, most patrons hold some kind of influence over the School:

- **Azi Dahaka** is privately bound to the Zerad family and their cohorts.
- **Bobugubilz** was permitted under the old administration, but its altar was lost after the old alchemy lab was sealed off (G01, tGatWT, GFA 2019).
- **Obitu-Que** was banned from the School due to its chaotic influence. The only tome holding instructions on how to invoke it was buried deep beneath the catacombs (D08, tGatWT, GFA 2019).
- **Sezrekan** is secretly bound to Master Zulchan and a selected number of his apprentices.

## The Council of Seven and One

As the School grew, the funding members of the Tower decided to form a council to keep the peace and protect the students from outsider threats.

There are eight seats in the council. Each member oversees the functions of the Tower by taking a special office. For every important matter seven votes are cast, and one member of the council abstains.

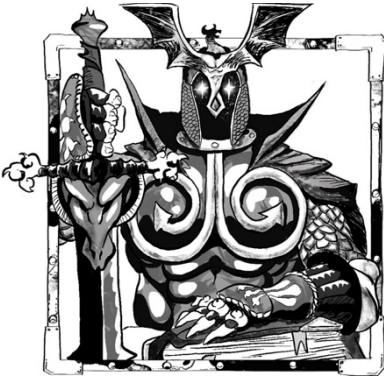
The current council is in disarray after the return of Æder-Kadai. Unwittingly summoned by adventurers, the arcane knights climbed from the catacombs to reclaim their seat as Wizard-Protector.

Sensing the presence of Chaos had taken hold over the School, they obliterated the evil influence amongst the students and the Council itself, killing the former Seneschal, Liaison and Treasurer in a battle of magical might. Only those who stood by Æder-Kadai, or were canny enough to hide their allegiance to Chaos survived.

The acting council members are:

## Æder-Kadai

### *Lawful Elementalist*



**Æder-Kadai** was one of the founding members of the Council of Seven and One. They are a dual spirit inhabiting a giant armor held together by powerful abjurations.

This arcane knight was resurrected by a group of adventurers after being left for dead by a cadre of chaotic sorcerers. Upon resurrection they rallied the students against the evil sorcerers, reclaiming the School and restoring Law inside its walls.

Their only purpose is to protect the Tower of the Manticore and keep its members from the lure of Chaos.

Æder-Kadai wields the Sword, the Raiment (described in tGatWT, GFA 2019), and the amulet of transcendent stasis, which prevents them from ascending upon death by dividing their spirit among the pieces of the Raiment for later resurrection.

**Wizard-Protector of the Manticore:** They're charged with defending the Tower from any threat, a duty they carry with zeal and honor. For that purpose, they command the order of Wizard-Protectors and ride the Manticore to battle.

**Mentoring:** Æder-Kadai is too busy organizing the Tower defenses to take apprentices, but students who earned their trust can ask to be taught force manipulation, magic missile, shatter and dispel magic.



*Quests*

- 1 "You must convince the Underdragon\* to trap its soul into this magical orb. The Council is ready to transfer it into a greater dragon in exchange for service to the Tower." \*(D05, tGatWT, GFA 2019)
- 2 "A group of bandits calling themselves 'the Knights of the Baronet' prowl the road, raiding from the ruins of an old castle. You must suppress their activities."
- 3 "The Manticore has grown weak and malnourished in my absence. You must take it hunting and exercising. But heed my words: don't trust its deceitful tongue."
- 4 "One of our alumni are returning to their alma mater for research. They are a prestigious court wizard, and also a vampire. For the security of them and our students you must act as an escort."
- 5 "A renegade senior is organizing a revolt, rallying novices under the patronage of Obitu-que. They must be stopped before their demonology takes root among the students."
- 6 "Someone tampered with the gargoyles that protect the Tower, now they're wreaking havoc around town. You must protect the townsfolk and rail them back to position."

*Notes*

---

---

---

---

---

---



# Master Zulchan

*Chaotic necromancer of Sezrekan*



Up until recently Master Zulchan was the Wizard-Protector of the Manticore, recently “promoted” to Seneschal after the former official was disintegrated by Æder-Kadai.

An ambitious sorcerer, he only cares about pursuing ultimate power. To that end he has bound himself to Sezrekan, and carefully recruits lesser wizardings into his fold.

For years he and a secret group of members of the Council of Seven and One were dedicated to spreading the dark influence of Chaos inside the Tower. Now that the tables have turned, he conspires against Æder-Kadai and their allies to surrender the Tower to Sezrekan and be granted dominion over its power in return.

He carries a handful of tachyonic stones to divert divinations, a brooch of command which lets him exert power over his minions and a scorching staff.

**Seneschal of the Tower:** Master Zulchan oversees the administrative needs of the Tower and its constant changes, expansions and reparations. These new obligations interfere with his schemes by pushing him closer to the spotlight. He fulfills them resentfully.

**Mentoring:** Master Zulchan only takes a select number of 2nd or 3rd level wizard students. He sows deadly rivalries between apprentices and teaches invoke patron/patron bond (Sezrekan), sequester, ray of enfeeblement and eldritch hound to those who survive.



- 1 "A cursed grimoire of Obitu-Que was lost under the catacombs\*. I would be honored to take it to a secure location. I have conveniently found a... replicate to place in its stead." (D08, tGatWT, GFA 2019)
- 2 "High Priestess Teutan has become a nuisance, she already failed an inquiry against me and is preparing another. It would be a shame if an accident happened to her."
- 3 "Cast this scroll (invoke patron [Sezrekan]) upon the altar of the Hidden Lord, too long has that deity siphoned the secrets of the Tower."
- 4 "It seems Æder-Kadai has forgotten about lending me their amulet of transcendent stasis. Recover it and bring it to me to conduct some long due 'experimentation'."
- 5 "Seniors are pestering me about the seals of Ithha wearing off, and air elementals are popping up around the school. Re-bind them for me before the Tower collapses."
- 6 "A group of my students got themselves caught while invoking Sezrekan. Silence them."

### *Notes*

---

---

---

---

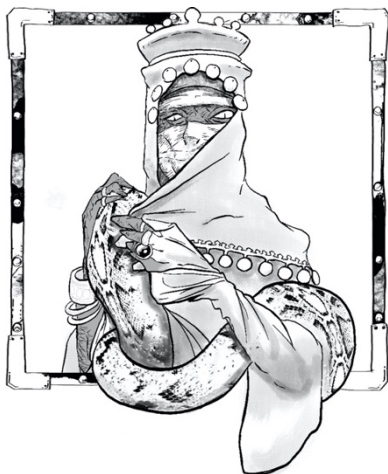
---

---

---

## Vex-Zerad

*Chaotic necromancer of Azi Dahaka*



Vex-Zerad is a powerful sorceress and appointed Headmistress of the School. Most importantly she's an elder member of the Zerad family, an influential line of highborn mages.

Members of the Zerad family are bound to Azi Dahaka, and as an elder member Vex-Zerad shows advanced signs of patron taint. Signs she desperately tries to hide.

Due to her allegiances, it took a long time to earn the trust of the Council of Seven and One, and she won't step from her seat without a fight.

Her plan is to extend the influence of her family to the School, and from that vantage point position members in the most powerful courts of the land.

She has acquired a handful of tachyonic stones to conceal her schemes, and a veil of dust form in case she needs to escape a compromising situation (or the annoyances of her position).

**Headmistress of the School:** Vex-Zerad is in charge of the School, running its curriculum and overseeing the student's body. Vex-Zerad cares little for wizardings and only keeps her duties to maintain a seat in the Council of Seven and One. She does, however, foster a sense of rivalry among the students to keep them sharp, and get rid of weak practitioners.

**Mentorship:** As Headmistress of the School, Vex-Zerad has no time for lesser spellcasters. The only way to earn her mentorship is to reach 3rd level and apply or pledge allegiance to her family. Those who pledge are taught invoke patron/patron bond (Azi Dahaka) first and all further patron spells. Those who don't can only learn read magic, invisible companion and write magic.



- 1 "Sssome annoying ghost of a dead student hauntsss the library. Have it exorcised before it's parentsss file a complaint."
- 2 "My brother and hissss family are coming over, but the guesthouse isss occupied by that damnable elven ambassador. Drive him off. Dissscreetly."
- 3 "One of the sssstudents thinks to have sssen my figure at the bathsss. Ssslip this viper into his chambers before he opens hissss excerebrose mouth."
- 4 "Some idiotsss are flapping their mouthsss about me having bonded with Azi Dahaka. Plant thiss mummified salamander on Adaluz Grey's chambers to keep them disssracted."
- 5 "Valuable information isss seating wide open in the treasurer's chambersss. Sssneak in, get a hold of lassst year'sss ledger, make a copy and bring it back to me."
- 6 "One of our initiatesss will duel against a wizarding of a rival school. For the sssake of the Ssschool name he isss to win. At all cosst. At all cosst."

### *Notes*

---

---

---

## Grand Oracle Kehenna

*Neutral sorceress of the Three Fates*

Grand Oracle Kehenna holds the mixed blessing of prophecy. She acts as the official diviner, protecting the Tower with her foresight.

She also acts as a representative of the Temple of Permanence, stuck with the compromising position of keeping both evil and the inquisitive nature of her sisters at the temple from destroying the Tower.



As Oracle she foresaw the resurrection of Æder-Kadai and secretly prepared their return in hopes of bringing a new era of order. Her gifts alone make her the greatest weapons the Tower of the Manticore has. For that reason, she was trusted with a series of ghost keys that let her access every chamber in the School, a diadem of radiance and a wizard aegis.

**Master Diviner:** Kehenna uses her powers to foresee the fate and fortune of the Tower. She functions as a representative of the Temple of Permanence as well, securing peace between the two organizations.

**Mentorship:** The Grand Oracle is eager to recruit wizards under the patronage of the Three Fates. Aspiring apprentices must pass a detect evil test before being accepted. If approved she teaches invoke patron/patron bond (the Three Fates), detect evil, ESP and warp & weft.



*Quests*

- 1 "A corrupting force walks among the students, calling the name of Sezrekan inside these walls. Take this scroll (detect evil), invoke its power tonight at the dining hall, find the corruptor, and present them to the Council."
- 2 "The graduates we sent to be selected as court wizards will be captured and burnt to the stake. Intercept them, rescue them from the fires of betrayal and bring them back."
- 3 "Some council members are carrying tachyonic stones that interfere with my divining powers. I bid you to find who they are, and why they are hiding from my sight."
- 4 "Quick! My sisters at the Temple of Permanence will break into the Tower at any moment to bring an inquisition to the students. You must delay them, make time for the Council of Seven and One to prepare before this ends in murder!"
- 5 "I have received a terrible and secret revelation. Take these sealed scrolls and bury them in a safe spot under the Tower. They are to be revealed when the stars are right again."
- 6 "I sense the dormant elder brain we keep in the laboratory is influencing our novices telepathically. As outsider agents with no compromising information on the Tower, you must confront it before it wakes."

*Notes*

---

---

---

---

# Magister Yaozhu

*Lawful elementalist*



Magister Yaozhu originally came to the Tower as an ambassador. He fell in love with the libraries of arcane knowledge held inside its walls, abandoning his former imperial position to take permanent residence in the School.

He found purpose in mentoring newcomers into a responsible and safe pursuit of magical mastery, organizing the student

body and eventually gaining a seat in the Council of Seven and One as Constable. Now he's dedicated to keep the rule of law inside the School and remain vigilant against mages who may pose a threat against their peers. He truly believes that through order the Tower of the Manticore can be consolidated and turned into a bastion of civilization.

Magister Yaozhu replaced one of his eyes with an eye of aura reading and keeps a fan of storms in case battle breaks out. Constable: as Constable he precedes over the laws of the School, conducts hearings, regulates infractions, enacts sanctions and acts as judge in litigations.

**Mentorship:** Magister Yaozhu is an avid tutor and takes on large groups of students. Only those who excel can proceed in his program, Yahoozhu takes pride in his strict tutoring. He teaches detect magic, runic alphabet (mortal), arcane affinity and breathe life.



*Quests*

- 1 "I suspect wizards inside the Tower have bonded with patrons forbidden by the code. Investigate this issue."
- 2 "My latest project, a set of living statues bound to patrol the School corridors has gone haywire and need to be destroyed before they harm any students!"
- 3 "The old titles that hold property over the Tower of the Manticore have been lost during the secession against the Baron; you must recover them from the old castle nearby."
- 4 "Unregulated spell components have been cropping up around the School. This hints of a smuggling ring acting inside the Tower. It deems further investigation."
- 5 "The king and queen of Anuria are filing a lawsuit after the School failed to turn their son back to human. Rescue the missing Halfrog Prince\* from the catacombs before the messenger arrives." \*(G05, tGatWT, GFA 2019)
- 6 "A gang of wizarding pranksters are harassing the townsfolk. They must be stopped, captured and sanctioned."

*Notes*

---

---

---

---

---

---

---



## Master Calabar

*Lawful elementalist*

Master Calabar is the most recent member of the Council of Seven and One. He earned a seat after rallying the students against the renegade sorcerers that fought for the side of Chaos upon Æder-Kadai's return. With the former Liaison disintegrated, he gladly took over, working hard to reverse the infamous reputation the former council gave the Tower of the Manticore.



But Master Calabar holds two convenient secrets: he's not only the Liaison, but the Tower's master spy and the head of the Hidden Hand. As leader of the local thieves' guild and main representative of the Tower he has cultivated a deep net of informants; contacts he uses to keep the Tower safe from traitors and outsider influences.

Secretly controlling magic items trafficking, he carries a ring of shadows to move around the School unseen, a wand of chill touch to deter enemies and boots of the spider in case he needs to do a clean getaway. He also counts on the services of Dantalion, a feline familiar who spies for him.

**Liaison:** he represents the interests of the Tower when dealing with outsiders of importance.

**Mentorship:** Master Calabar keeps a close eye on students, only those who have a potential to serve the Tower of the Manticore are taken under his wing. After being invited, they are bound to a secret oath to the Tower. Those who accept are trained, those who don't, simply forget all about it. He teaches Ekim's mystical mask, sleep, forget and haste.



- 1 "Some novices stole a scroll of invoke patron from the library. Stop them before they do something stupid and recover the document."
- 2 "There is a letter waiting for me at the Purple Scroll. Take it and discreetly leave it in my lecture room. Remain unseen."
- 3 "Sources tell me one of the students is a doppelganger spy for a rival school. Discreetly capture it and bring it to my chambers."
- 4 "Unidentified familiars have been sighted roaming the Tower. Hunt them down, that security breach must be sealed."
- 5 "An invisibility cloak was misplaced in town. Recover it."
- 6 "The location of the hidden reserve vault of the Tower was lost with the disintegration of the Treasurer. Only this smokey key remains. Find the keyhole. The vault is rumored to be located inside an extra-dimensional pocket."

### *Notes*

---

---

---

---

---

---

---

---

# Adalux Grey

*Neutral sorcerer*



The most unassuming member of the Council of Seven and One, Adalux Grey holds the most menial responsibilities of the Tower, but he also hides a secret: he's a dimensional analog impostor of the real Adalux, who he replaced years ago after a failed experiment. Despite his supernatural grey complexion and irradiating eyes, none seem to have taken notice.

His wizarding ambitions conflict with his desire to keep his identity a secret, and as such he bows down to the rest of the Council of Seven and One. He hopes to gain enough notoriety to earn the title of Treasurer and climb to a more respectful and influential position among his peers. He holds a grudge with the Lurking Lord (another impostor) who almost blew his cover. Adalux Grey spends sleepless nights worrying for the day the necromancer returns and reveals his true nature.

He was secretly given a handful of tachyonic stones by Master Zulchan, completely oblivious of the Seneschal maneuver of misdirection. He also keeps a portable hole tucked inside his robe in case he needs to hide.

**Chamberlain:** as Chamberlain he administers the accommodations and supply line for the members of the Tower, an obligation he considers demeaning and to which he's completely inadequate for.

**Mentorship:** Adalux Grey yearns for recognition amongst his peers, a goal he tries to accomplish by taking an increasing number of students. His classes are crowded, loud and disorganized. Those who can actually get any mentoring done will learn cantrip, comprehend languages, levitate and planar step.



- 1 "That damnable Lurking Lord\* is plotting against me, I know it! Vanquish him, trap its squidly body in this jar and bring it to me!" \*(B04, tGatWT, GFA 2019)
- 2 "This is a disaster! A vellum and parchment shipment was attacked by a mummy-worshipping cult! Go! Take it back!"
- 3 "Oh no, my expenses report is overdue! Please sneak into the archives to turn it in before the Council freezes my allowance!"
- 4 "We got an albino four-armed ape-man for the School. The students will love it! Deliver it to the Tower."
- 5 "I might have need for a potion of polymorph for... personal reasons. Get one to me and you will get rewarded."
- 6 "An imp is interchanging the senior student's robes! The pest must be exterminated before graduation day."

### *Notes*

---

---

---

---

---

---

---

---

---

---

## The Treasurer

The last Treasurer—next to the former Seneschal and Liaison—was obliterated during the return of Æder-Kadai. Now the sacred number of the Council Seven and One is broken, and a vital position for the Tower, completely unoccupied.

Momentarily the Council of Seven and One is locked in the decision to name the next official. Both Vex-Zerad and Adalux Grey have shown interest in the seat but are biding their time to make an open claim, but they must act before a powerful wizard rises from the Tower and takes the seat for themselves.

## THE TOWN OF THE MANTICORE

This settlement grew gradually from demi-humans taking refuge under the Tower against the monster infested wilderness and the tyrannical lordings who hold the surrounding lands. The locals are either the descendants of the serfs who survived the secession war against the Baronet, travellers who decided to settle in or wizards who dropped out of the School.

Although nominally their land, the Council of Seven and One shows no interest in extending their power over the town. Without any centralized government the townsfolk work together as a commune, free from feuding lords and keeping the peace while providing for the Tower. This makes it a perfect safe spot for adventurers, vagrants and outcasts.

Individual wizards do hold some power over the common people, being able to cast powerful spells and all, but years living near these human timebombs made the townsfolk resilient against their sorceries: everyone has their tricks, charms and hidden magics to ward off the dangers of the Tower.

# ACCOMMODATIONS

Characters walking around town can find the following accommodations fitting for the adventuring life.

## The Curst Cauldron Inn



Owned by Valton “the Claw” and “Jasper-Eyed” Morrion—a couple of veteran Knight Protectors enjoying their retirement—The Curst Cauldron Inn hosts travellers, merchants and applicants of the School.

- They offer bed, two meals, ale, access to the privy and a bath for 3 sp a day.
- Locked rooms or chests are offered as well for an extra 2 gp.
- Traveling rations can be bought at normal rates.

Using their military experience, they keep the peace amongst their strange patrons. Other than their old swords they keep a staff of dragonfire under the bar.

### *Notes*

---

---

---

Valton and Morrion bought the namesake cauldron at the Tower, not knowing of its previous use. Now its magical effects are one of the main attractions of the inn.

- Every meal has a cumulative 5% chance to work as a potion. Roll a d24 on the make potion spell table to discover its effects. On a 23-24, roll on the mayor corruption table instead. Reset the percentage after a character undergoes a magical effect.

The Curst Cauldron has an open notice board where the townsfolk post for services. Roll to see what kind of adventuring work is available:

**d6      Result**

- 1      An escaped **cockatrice** is wreaking havoc around town and the Council of Seven and One refuses to do something about it. We gathered a 30 gp reward for whoever catches it.
- 2      My husband's health has taken a turn for the worse: his skin is ashen, he's unbelievably cold and suffers cravings for meat. I'll give my dowry to anyone who can cure him. -Sybil.
- 3      A meteorite crashed in the mountains near the Tower. I want to get my hands on that metal and will forge a great weapon for anyone who brings me the material. -Odelkynn the Smith.
- 4      I need troll fat to fulfil a special offer. I'm willing to pay 5 cp per pound. -Luminaire the Candlemaker.
- 5      That cursed old cat is sneaking into everyone's houses! The neighbors have collected an 80 sp reward for anyone who can catch it.
- 6      My chickens and goats keep disappearing and nobody knows why. Last time the thief left a dark grey pointy hat behind. I'll give one of my goats, a hen and four chickens to whoever finds the vandal. -Old Mirna.

## Groom's Stable

Although technically a part of the Curst Cauldron Inn, Valton and Morrion have leased the stables to Groom, a mute halfling who seems to have seen his fair amount of combat back in the day. He offers:

- Stabling for 1 gp per week.
- Barding, saddles, bridle and bit at normal rates.
- Since he has a soft spot for adventurers, he also offers one (1) free night of sleep at the hayloft.

Although Groom is not in horse trading, all horses have a month grace period after its owner stopped paying board. Groom sells overdue work horses for 1gp, riding horses for 5gp and warhorses for 50gp. There's a 25% chance he has a horse available at any given time.

## The Purple Scroll Tavern

Owned by Zyzer Hood, this tavern is a den for raunchy wizards, thirsty outlaws, jaded travellers and sneakygrifters.

The Purple Scroll offers:

- Food and a mug of beer, wine or spirits for 5 sp.
- Dice and card tables.
- Private booths for an extra 8 cp.
- A magically sealed meeting room for 1 gp.
- An assortment of magical scrolls and trinkets left by broke wizardings and for 2d5\*10 gp.



The Purple Scroll also doubles as the secret headquarters of the Hidden Hand. By showing the secret sign to the tavern staff, members are escorted to a trapdoor leading to the Hidden Hand's underground base.



The tavern is ripe for rumors and gossip. The staff is willing to share some information for a generous tip:

**d6      Result**

- 1      Amber is hiding a lycanthrope among the workers of the Coterie by brewing potions of polymorph.
- 2      The elven ambassador lures students with secret magics to bind them to the King of the Elflands.
- 3      Mortimer the gravekeeper eats living creatures. Stay clear of the graveyard at night.
- 4      Secret tunnels connect the Tower with the smithy, the Temple of Permanence and this same tavern!
- 5      Groom, the stable hand, is a fugitive, and has buried his loot somewhere in the stable.
- 6      The former Seneschal was a powerful demonologist, his surviving apprentices want to bring him back from the dead.

A mangy, weird-eyed cat roams the taproom. This is Dantalion, Master Calabar's familiar who spies on patrons of the Purple Scroll.

*Notes*

---

---

---

---

---

---

---

---

# The Guest House

A luxurious manor near the Tower, this house is reserved for prestigious visitors: ambassadors, merchant lords, nobles, etc. Although modest in size, it can hold up to a dozen occupants. Those who live in the Guest House benefit from:

- High cuisine, freedom to use the house as they please, a tailor-made noble outfit, laundry, a private bath and privy.
- The service of a full staff of servants.
- Magically summoned feasts on request.
- Invitations to social events and a chance to meet with the Council of Seven and One or the members of the Temple of Permanence on request.

It is currently occupied by Dalassar, an elven ambassador interested in securing collaboration between his elven school of magic and the Tower of the Manticore. As negotiations take their time, the ambassador occupies his by exploring the area, interviewing travellers and surreptitiously introducing novice wizards to the magic of the King of the Elflands.

**Special mentorship:** Dalassar is eager to share the knowledge of his people, teaching invoke patron/patron bond (King of the Elflands), forest walk, wizard staff and runic alphabet (fey) to anyone who asks. Learning under his wing will raise the suspicion of Master Calabar and Master Zulchan, and the outright rejection from Vex-Zerad.

## *Notes*

---

---

---

---

# House

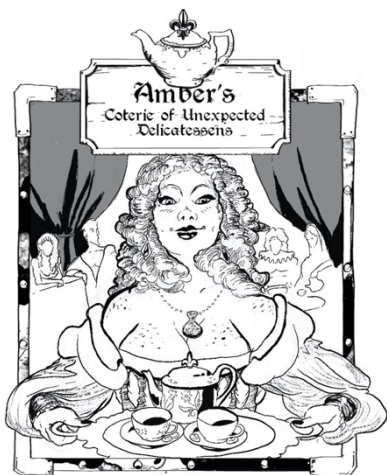
Characters may want to get a place of their own under the Tower, either by renting, buying or building a property.

	<b>Rent</b>	<b>Buy</b>	<b>Build</b>	<b>Maintain</b>
<b>Cottage for 1-2 people</b>	9 cp/ trimester	3 gp	1 gp and it takes 3 months	1 gp/year
<b>House for 1-6 people</b>	5 sp/ trimester	10 gp	5 gp and it takes 5 months	1 gp per resident/year
<b>Manor for 1-12 people</b>	N/A	500 gp	50 gp and it takes a year	50 gp + 1 gp per resident/year

Maintenance represents the cost of day to day wear and tear of a home. If the cost is not met, the home falls into a state of disrepair. Maintenance does not cover unexpected incidents (like a spell blowing the windows up or a gargoyle tearing the roof off).

Since there's no ownership to the land around the Tower, no one can stop adventurers from building a new house. However, in order to benefit from the collaboration of the townsfolk and be protected by the wizards, newcomers can ask 10 prominent neighbors to vouch for them to the Council of Seven and One. After that the Seneschal will grant them a permit recognizing them under the protection of the Tower of the Manticore and approve the construction.

## Amber's Coterie of Unexpected Delicatessens



This bakery and brothel is owned by Amber, a former student of the School. During her senior years she unionized the night workers that performed in and around the Tower to maintain her studies. With her growing profits she bought the old bakery, turned it into a brothel while learning the trade and established herself as madame.

The Coterie offers:

- Baked goods and exotic infusions for 1 gp.
- Sex work, from dance shows to prostitution for 1 gp a night. The staff is particularly talented in exotic performance due to the weird requirements of its wizarding clientele.

Amber is a talented potion maker as well, a talent she uses to look after her staff's health. She can be convinced to brew potions of gaseous form, growth, healing, longevity, polymorph and speed for 2d7\*10 gp per dose.

The Coterie also works as an unofficial neutral ground for the different factions that influence the town. Any conversations held at the Coterie are discreet and reasonably secret.

# Cemetery

This small cemetery is where students and townsfolk alike find their final rest. It is tended by Mortimer, a former student who's secretly a wight in disguise.

- A proper burial costs 9 sp.
- A marked gravestone costs 3 gp.
- A full-on tomb costs 27gp.
- Vagrants and students behind their payment are thrown into the common pit. The older bodies fall into the catacombs, feeding the Lurking Lord's skeletal army. (B02, tGatWT, GFA 2019)
- Unless a priest is brought, the wight secretly commits every dead soul to Malotoch.

Mortimer brokers an illicit resurrectionist ring for students who want to take some extracurricular experimentation. He pays 2d4 copper for rotten or badly injured corpses, 2d6 silver for fresh corpses and HD in gold for exotic monster corpses. He also sells necromantic spell components for 1d5\*10 gp and has a stock of rope for sale at normal rate.

## *Notes*

---

---

---

---

---

---

---

# **CRAFTS, GEAR & EQUIPMENT**

## **Odelkyn's Smithy**

Odelkyn the dwarf was brought by the Council of Seven and One to provide any smithing needs the wizards might have. He's under the Tower's payroll and fulfills its requisitions for free. He also makes silver on the side by doing odd jobs for the townsfolk.

Work is usually boring and slow, so Odelkynn is eager to take weapons and armor orders at normal rate. The time it takes for the dwarf to deliver depends on the order:

- Axes and shields: 3 days.
- Hammers, maces and swords: 1 week.
- Chainmail and scale mail: 1 month.
- Banded mail, half and full plate: 6 weeks.

Any other requests are delivered by the end of the day.

## **Dragonhide's Tannery**

Is owned by Yenell Dragonhide, a veteran adventurer whose skin was turned to dragonhide after an unfortunate encounter with a sorcerer. She sells:

- Leather boots and gloves at normal rate.
- Any kind of leather armor or shield at normal rate.
- A basilisk cuirass on display she may part with for 120 gp.

Yenell loves to craft equipment out of monster hides and will turn any hide delivered to her into armor or clothes for a regular fee.

## **The Gaunt Brother's Carpentry & Fletchery**

This pair of lumbering brothers run the local carpentry shop.

- They take any carpentry request at normal rate, time ranging from 1 day to 1 week.
- Since they hunt for their own food, they've taken to fletchery and sell arrows and bows as well. Arrows are always on stock. Bolts on request.
- Crossbows can be bought, but it takes them a week to produce.

It is rumored the Gaunts work for the Hidden Hand disposing of their bodies.

## **Undine's Laundry**

Undine takes most, if not all, the laundry work of the Tower. She also repairs damaged clothes and removes any kind of stain for 2d4 silver pieces.

Due to students regularly disappearing from the School, Undine sells their clothes if not claimed in a month. Among the pieces she keeps a cloak of invisibility, which she's willing to part with for 100 gp.

Unbeknownst to the townsfolk Undine is literally an undine, although she has learned to sing for herself to avoid any magical mishaps.

## The Brick-a-Brakery

Once a week traders and farmers gather at the town square, setting up an open market they call the Brick-a-Brakery. Some trades adventurers may take interest in:

- Arpil's Family Baggerie: a family of halflings who sell bags, backpacks, pouches and sacks.
- Arturus Primp's Pottery: for any ceramic related needs.
- Dolkressian Glass Implements: this dwarf glassmaker sells flasks, bottles, mirrors and beads, and is open to any glassy requests.
- Maese Luminaire's Candles and Lamps: this loud and ostentatious peddler sells candles, lamps, burning oil and torches.
- Severine's Haute Couture: Severine is the town's high fashion tailor. He sells out of season outfits and takes requests at the market.
- Other common items like food, produce or farming tools are vastly available as well.

### *Notes*

---

---

---

---

---

---

---

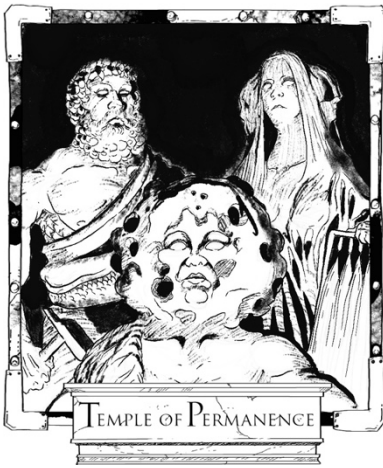
---



# TEMPLES AND SHRINES

The wizards at the Tower figured out rather quickly that clerical aid was needed to keep any escaped demon or necromantic malpractices from threatening the School. To that end they reached out to the Cult of Permanence, a fringe cult of Choranus who spouses the god with the Three Fates as two entities of creation.

## The Temple of Permanence



Standing an hour's walk from the Tower, its marble columns are carved on the side of a hill overlooking the town. Inside, the temple is divided in three altars: the altar of Choranus, who created the world, the altar of the Three Fates, who threads fate, destiny and doom, and the altar of Shul, first son of creation and protector of humanity.

For a tithe of 1d7x10 gp any supplicant can receive the aid of its priests. They will cast spells on donors and immediately recognize if they incur on the fury of their lawful deities by helping an enemy of the faith.

The altar of Choranus is tended by High Priest Mitrac, a cold and distant old man who oversees the maintenance of the temple. Its priests bless buildings and weddings, service funerals and baptize newborn children.

The altar of Shul is tended by new acolytes. They bless crops, heal the sick and deliver children.

The altar of the Three Fates is tended by High Priestess Teutan, a stern old woman who spent her youth battling evil. She keeps an inquisitive eye on the Tower and is eager to dispatch her priests to battle any chaotic creature they may summon (or any wizards who strays from the path of Law).

Her priests break curses and protect against Chaos.



To further the force of Law, High Priestess Teutan demands the following quests in exchange for their priestly services.

- 1 "A group of brave exorcists must go return to the Tower catacombs and bane Trinity (R05, tGatWT, GFA 2019). Our clerics have already fallen to its power, and its presence is a sour reminder of our failure to fulfill our oath."
- 2 "An augury of the Three Fates revealed that the Seneschal is plotting to bring forth a host of demons inside the Tower by tricking Chamberlain Adalux Grey into summoning it. Either wizard must die to keep the Tower of the Manticore from falling into Chaos."
- 3 "Rumour abounds that the gravekeeper is an undead servant of Malotoch. It needs to be turned and destroyed."
- 4 "There is a ring trafficking unregulated spell components into the Tower. They must be stopped and their shipment seized for the Temple. It is paramount for them to be captured outside the Tower's jurisdiction."
- 5 "A fraternity of novices is wreaking havoc around town: disrupting events, smashing taverns and overall harassing the townsfolk. They are due a good smiting."

## **The Wing of Amun Tor**

One of the library wings inside the Tower of the Manticore is overseen by priests of Amun Tor. Few know about its contents, and access is granted by the Council of Seven and One on a case-by-case basis. Students do know that it is the place where final theses are kept, but few are aware of the other secrets it holds.

The priests of Amun Tor work as scribes, teach wizards how to cypher their notes and can be hired to protect grimoires with a curse against book thieves for 120 gp.

## **The Shrine of the Hidden Lord**

Due to the secrecy and petty rivalries that plague the Tower, the worship of the Hidden Lord has taken hold in the area. Wizards who want to secure their magical theorems, sabotage competitors or who desperately need to know the answers to their next exam usually cast a whispered prayer to this dark god. Its obsidian altar has been reported to appear at different spots around town, revealing itself only to those who invoke it in a time of need.

Lighting a black candle upon the altar works as a +2 divine aid request, with additional bonuses at +1 per 10gp of tributes. But beware, for the Hidden Lord is cruel and quick to retribution.

### *Notes*

---

---

---

---

---

---

# **ORGANIZATIONS**

## **The Tower of the Manticore**

Although the Tower of the Manticore is the governing organization in the land, they are too preoccupied with internal strife to exert their authority to the townsfolk.

Their distant leadership is a double-edged sword, for mischievous wizardings regularly unleash their power upon the local population, turning the locals weary against the Tower's arcane prowess.

Those who study in the School are granted lodging, supplies and a chest upon acceptance. Climbing its ranks depends on spell level mastery:

- Novices are students who are still mastering their first spell. They are granted a dark grey robe and cap.
- Initiates have mastered at least four level 1 spells. They are granted a purple robe.
- Seniors have mastered 2nd level spells. They are permitted to graduate or apply to teaching in the School. They are granted a brooch and a cloak depending on their specialty: lavender for illusionists, yellow for summoners, black for necromancers, silver for transmuters, orange for pyromancers and red for demonologists.

## **The Wizard-Protectors of the Manticore**

Warriors who pledge their allegiance to the Tower of the Manticore and swear the oath of Æder-Kadai are sworn under the order of Wizard-Protectors: knights bound to bolster the forces of the Tower, protect its members and the lands around it.

All members live in the barracks attached to the School.

Ranks can only be earned by exemplary service and are granted by the seating Wizard-Protector:

- Knights are given a badge, a gambeson, a basinet, a halberd and a dagger.
- Officers are given a chainmail with a tabard, sword and shield.
- Commanders are granted a full plate, a horse and a sash.
- Grand Commanders are granted a magical item and a medal.

## The Hidden Hand

On the surface the Hidden Hand is a thieves guild that controls the contraband in and around the Tower of the Manticore, producing forbidden items both magical and mundane.

In actuality the Hidden Hand is a secret society of agents who control the flow of magic items around the Tower and use their smuggling network to keep the land from outsider influences.

Its ranks work closer to a mystery cult than a thieves guild, with members interacting exclusively with their peers and their immediate superiors:

- Rookies are given assignments by experienced thieves until they are noticed by a superior.
- Once they get enough reputation, they are approached by either Zyzer Hood (owner of the Purple Scroll and second in command) or Verona (master enforcer of the guild) and granted entry into the guild's secret hideout and assortment of safehouses.
- Exceptionally competent members of the guild are taken to a secret chamber and given a cursed scroll to read. The scroll deals 6d6 damage to Chaotic creatures. Those who survive are informed about the guild's allegiance to the Tower and sworn in as agents by Master Calabar. Those who fail are either killed or made to *forget*.

Members of the guild are granted lodging, requisitions necessary to fulfill their assignments, safe haven and a share of the earnings of any given mission.

## The Temple of Permanence

The Church of Permanence was deemed heretical for their beliefs that Creation is a combination of the creative forces of Choranus and the threads of time and destiny controlled by the Three Fates. Without a temple of their own they were brought in by the Council of Seven and One to help them deal with the magical threats that escaped their dominion and granted land to erect a temple.

Although their deal was amicable at first, the clerics found that most threats were originated by the wizard's irresponsible use of magic.

Priests of the Temple of Permanence struggle to keep their allegiance to the Tower while fighting against the magical threats that endanger the land.

Clerics who follow Choranus, the Three Fates or Shul can join the Temple of Permanence, getting lodging, vestments and a holy symbol. They lower the cost of sacrifices to 30 gp per point of approval when conducting rites inside the temple.

Due to their oath, casting divine abilities on any member of the Tower of the Manticore reduces disapproval in one step, regardless of alignment.

### *Quests Accepted*

---

---

---

---

# HAMLET HAPPENSTANCES

By The Neon Space Wizard

Villages, towns, ports, cities, and hamlets are the epicenter of NPCs, rumors, blacksmiths, taverns, and all of your adventuring needs. Indeed, the lifeblood of all your fantasy campaign needs. Why not spice things up and make matters interesting for the roving band of murderhobos at your table? Use the tables below as inspiration to seed events and adventure hooks right into the happenings of daily villager life.

In doing so, you will make your towns and cities feel more dynamic and alive. Feel free to charter through this mini adventure prompt anytime you think the party has gotten too comfortable in civilization. This is especially helpful at lower levels where parties often head back to the same village for shelter and supplies. Many of the results are purposely left open ended for the Judge to flesh out.

## HAPPENSTANCES

d14	Result	Table
1	Strange weather	A
2	Weirdos and travelers appear.	B
3	An event will happen to a NPC you're familiar with.	C
4	An event will happen to a NPC you're <i>not</i> familiar with.	C
5	The following group of people are looking for you.	D
6	A festival, event, or celebration is about to occur.	E
7	Wandering monster	F
8	Sudden NPC death	G
9	Sudden death of a stranger	G

10	A curse has befallen the town.	H
11	The local law enforcers are looking for you.	I
12	A mystery is all the locals can talk about.	J
13	A new shop has opened up in town.	K
14	The winds of fate are shining brightly upon thee.	L

## **TABLE A: WEATHER**

<b>d5</b>	<b>Result</b>
1	It's raining. Barely a sprinkle at first, but it rapidly turns into a torrid downpour that culminates into a storm of frogs that crashes down from the swirling heavens.
2	The weather changes to the extreme opposite of the current season. It doesn't let up and only gets worse with each passing day.
3	It's unseasonably temperate. Everyone in the village can't stop talking about how beautiful the weather feels. With each day that passes, people openly display mirth and jocularly. Many folks start walking around in their skivvies or nothing at all.
4	A freak snow squall dumps a few feet of snow on the village. Oddly, the snow is blood red and has a bitter metallic taste.
5	It slowly becomes dreadfully humid. The air becomes stale. There is no wind. Corpulent flies lazily buzz about. Swarms of gnats and mosquitos nip and bite whenever you stop moving.



## **TABLE B: TRAVELERS**

<b>d4</b>	<b>Result</b>
1	Bandits ride into town on massive horses. Each shady henchman displays a handlebar mustache more impressive than the last. They're rowdy and take over the local tavern by force.
2	At high-noon, a wandering cleric of Justicia collapses in the center of town. Her body is covered in bites, claw marks, and otherworldly injuries.
3	An old wizard who is drunk or stoned stumbles into town. He tries hitting on a comely resident and gets rejected. In a fit of rage he casts a powerful spell. Roll once on Table A.
4	A band of merry halfling gypsies rides into town. They bring wonderful entertainment, odd trinkets to purchase, salves and elixirs of dubious claims and more.

## **TABLE C: CITIZEN EVENT**

<b>d8</b>	<b>Result</b>
1	A villager will die of a horrible venereal disease in 1d3 days.
2	One of the townsfolk is OBSESSED with a PC. They send them secret love letters with clues.
3	The villager is having a baby in 1d10 hours. This happens even if they didn't appear remotely pregnant last time they spoke with the PCs.
4	A person has gone missing. There are crudely drawn posters all about town.
5	This person knows a terrible secret about one of the PCs.
6	A villager has recently been arrested for a crime they claim they didn't commit.

7	This citizen is secretly a demon, trying to run a scheme to collect and devour dreams.
8	A townsfolk has inherited a strange artifact from a recently deceased quirky Uncle. This artifact can be a device from the Purple Planet, MCC, or Umerica.

## TABLE D: SEARCHERS

d5	Result
1	A few farmers have heard of your harrowing heroics. They wish to learn your ways of sword and sorcery to become adventurers in their own right.
2	A group of flamboyantly dressed elves ride into town on steeds of fey elks. They've been dispatched by the King of Elfland who seeks an audience with the PCs.
3	A curious group of bi-pedal toad-folk (who hate to be mistaken as frogs) sneak into your sleeping quarters. One of the PCs was born with the mark of the tadpole (Bobugbabilz).
4	While at the local tavern, an abomination that looks like a human made of stitched together body parts buys you a beer and asks to listen to his tale. He's exquisitely eloquent and a passionate storyteller.
5	Cultists or followers of a previous entity you encountered in a funnel or another adventure seeks to destroy your party.

## TABLE E: FESTIVALS & CELEBRATIONS

d4	Result
1	A young couple is about to be wed. Everyone in town is invited to the celebration.
2	There is a funeral. You expect it to be a somber affair, but the villagers are about to blow the roof off this joint.

3	The local harvest festival is about to occur. There will be eating, drinking, songs, mirth, merriment, and the slaughter of innocents. Wait what?
4	Festival of Wayward Souls. A celebration of lights to help guide dead residents to the afterlife. There are costumes, cider, ghost stories, and skeleton decorations. Those that willfully ignore the rules are risking slaughter by the realm of death.

## **TABLE F: MONSTER/BEAST**

<b>d7</b>	<b>Result</b>
1	A hungry, three-headed quadruped, covered in fur, and an unfathomable amount of teeth wanders into the outskirts of town.
2	A preposterous floating Eyeball with a leathery eyelid and tiny wings floats down from a nearby mountain.
3	A bartender takes an ancient bottle off the top shelf of the bar. Upon rubbing the label, a spout of neon mist fills the tavern. A tiny inebriated purple humanoid riding a lizard skin flying carpet and wielding a trident starts wrecking the tavern.
4	A headless corpse carrying a bucket of sentient sludge jaunts into the center of town.
5	Screams are heard from a nearby farmhouse. Crops have grown to human size and have started eating the local farmer's family.
6	Hombres Lunares have appeared! These little buggers stand 2' tall. Their bodies look like smiling crescent moons molded out of pale mayonnaise colored cheese. Dangerously nimble, hands and feet protrude out of their head-like bodies.
7	A bright white skeleton, with a musketeer stache and goatee, lavish cape, bejeweled eyes, and wooden clogs rises from a grave. It cavorts around town causing calamity and mischief. Roll on Table C.

## **TABLE G: DEATH OF A CITIZEN**

<b>d6</b>	<b>Result</b>
1	Stabbed over an argument about whether lederhosen is still fashionable.
2	Overdosed on a new drug that everyone seems to be addicted to.
3	Drawn and quartered by horses via an angry mob. Probably over simple-folk superstition.
4	Scorned their lover who was a practicing wizard. Death by magic missile and jealousy.
5	Throat slit by a shadowy assassin while stumbling home drunk. Their body is oddly desiccated as if the corpse had been exposed to desert conditions for weeks on end.
6	Public execution by way of beheading. They were secretly an evil cult member.

## **TABLE H: CURSES!**

<b>d4</b>	<b>Result</b>
1	The town is stuck in a time loop distortion. The same day repeats over and over. Only the PCs are aware of the loop. Each morning you wake to hear a minstrel singing the same tune.
2	It's a musical. Everyone sings and dances their way through everyday life. It's a bloody nightmare. PCs can roll Will saves (DC 10) to see if they are afflicted.
3	Upon waking up, everyone is made up of confectionary treats. Walking cookies, dancing muffins, anthropomorphic cakes. The buildings and earth are also edible delicacies.
4	A star has fallen into the town. The surrounding crater is full of lush and vibrant plant-life. Everyone and everything that comes into contact with the ever-expanding greenery becomes vegetation. If afflicted roll 1d20. On a natural 20 your DCC character becomes a MCC Plantient.

## TABLE I: COPS AND ROBBERS

d3	Result
1	You are charged with multiple accounts of adventuring and heroics. Before your antics rope the town into certain doom you've been proactively arrested.
2	The local law needs some mercenaries to join their ranks. A monster has recently caused havoc and they need more able bodies. Roll on Table F for monster description
3	A nearby wizard is paranoid and requests from local authorities that a nightly patrol near his tower is to be conducted. He claims there are clergymen trying to steal his secrets.

## TABLE J: MYSTERIOUS WAYS

d5	Result
1	There is a halfling that is new in town. He is a lothario whose pleasures know no bounds. Neither man nor woman cannot resist this dashing halfling. Is this wee man actually pilfering people's hearts?
2	A new general store has opened up. Everyone is talking about it. You hear stories and rumors of people purchasing lavish items for practically nothing. This new store will have whatever material item you desire most. Guaranteed. But at what cost?
3	An eccentric peddler of sweets and chocolates was recently in town. The day after he leaves several children go missing.
4	People are excited that the beggars and vagrants have seemed to disappear. They also can't stop talking about the new meat pie shop that has a line around the block.
5	The local noble keeps holding beauty contests for his new wife. This is the fifth new bride he is seeking this month.

## TABLE K: BUSINESS IS BOOMING

d7	Result
1	A new Barbershop is open. Grooming options that are guaranteed to change your life.
2	An Elvish Tobacconist. It's expensive, but worth every penny.
3	An underground Dwarven Mud-wrestling Pit. Place your bets!
4	A retired cleric has opened an Occult Books and Oddity Shoppe.
5	An elderly woman has opened a Tinkerer's Toy Shop. Home to little mechanical doo-dads and zibbly-wubs.
6	A new Haberdashery has opened up. It's secretly a front for a brothel. Which is secretly a front for an assassin's guild.
7	The new apothecary has everyone abuzz. It's run by a snake oil salesman, who's tinctures and potions are more likely to slowly poison you than help in any meaningful way.

## TABLE L: LUCKY YOU

d8	Result
1	A local crew of Gongfarmers has recently discovered an underground gold mine.
2	During a night of carousing you accidentally solve a mystery. Roll on Table J. You are to be handsomely rewarded.
3	A citizen that has died by [Roll on Table G] has listed a PC as their sole benefactor. You now own their house and whatever secrets are found within.
4	One of the PCs finds a treasure map tucked underneath their mattress at the inn.

5	An adorable puppy without a home becomes your new best friend. If fed and well kept, it eventually gets its powers back and manages to revert back into it's true form, a resplendently gorgeous warrior priestess. She is now a fierce shapeshifting ally whom you can summon with a magical horn.
6	A beautiful woman, of proper rank and nobility, drunkenly mistakes you for old acquaintances. She confides a plot to murder a prince who didn't go through with their arranged marriage. Before anyone can decline, she pays you upfront with a purse full of gems to do her bidding. She stumbles off into the fog never to be seen again.
7	One early morning you come across some grave robbers who were horribly slain. Thankfully whoever did the killing didn't care about the loot the robbers had on them.
8	The innkeeper likes hearing your tales. He offers you free room and board if you keep him entertained with your violent escapades.

## Notes

---

---

---

---

---

# CHARACTER OCCUPATIONS FOR SKILL CHECKS: A PRIMER AT LEVEL 1

By The Neon Space Wizard

In DCC RPG the Darkmaster has thankfully rid players from the shackles of skill lists. Nowhere on a DCC character sheet will you find a list of two dozen skills with little dots scribbled in like a nervous middle schooler's standardized test. Instead, the sage-like advice of using your character's zero level occupation to logically role-play if they know how to perform a skill replaces those unnecessary lists.

Despite this brilliant guidance, I've seen many players struggle with this system at the table. This is especially true if they have recently come over from another fantasy tabletop RPG system. I would suggest that once a PC has survived a funnel, the leveling up process includes figuring out your skills. This does NOT mean to have a player write down a shortlist of skills that they're proficient in. What I am suggesting is that the player and Judge work out a few short sentences that provide background, roleplaying, and experiences from said starting profession. A maximum of five will do. Doing this will help enrich the character and you'll feel all the worse when they get eaten by some gluttonous, nether-dimension frogizoid before reaching level 2.

As an example, there can be no profession more perfect than the titular Gongfarmer. Not only is it one of the more difficult jobs for a new player to wrap their mind around, but it also requires some digging to figure out how this crappy profession will give an adventurer useful skills.

As a Judge, we'll try and get five useful skills from our made up Gongfarmer who goes by the name, Beetleman Skaggsurth.



Each of these sentences should be general and at no point should they reference rules or mechanics of the game system. You're not looking for a list of sentences that give the character a bonus to a specific save or a boost to a specific skill. The PC will need to roleplay and it's up to the Judge to figure out if this person's occupation is befitting of any sort of benefit beyond merely rolling a d20 to attempt the skill check. Let us begin.

## **JUDGE:**

"So Mr. Skaggsurth could you please tell me what are five useful skills from your occupation of \*looks at paper\* gongfarming that will help you as an adventurer?"

## **BEETLEMAN:**

- 1 I'm adept at working in tight and dangerous spaces. Climbing and scaling structures is never a problem for me.
- 2 Being a nightman, I'm practically invisible to society. Folks go out of their way to ignore me.
- 3 I have an iron stomach and I'm not easily affected by stench or hazardous vapors.
- 4 I know my way around horses, carts, shovels, cordage, and buckets.
- 5 My mates and I are particularly adept at pranks. When you have an endless amount of night-soil, the practical joke possibilities are only limited by one's twisted imagination. Do you know how flammable this stuff is?

## **JUDGE:**

"Ahem... I believe that is sufficient Beetleman. Your answers have been most...enlightening. Please proceed towards the exit and for the love of Justicia please don't touch anything with your hands."

Just like that you've worked out a few simple ways that gongfarming could translate into the dangerous job of adventuring.

By having these sentences scribbled on the back of a dead level 0 character sheet as a reference will make the PC think of creative ways to solve problems by roleplaying instead of simply asking for a roll. As a Judge you should REWARD players for attempting to tie their profession into the game. For our pal Nurpleton, I would award him +1D up the dice chain for resisting a poisonous fume, or maybe lower the DC of climb check for him. It's reasonable for Nurpleton to excel at these things because he has spent most of his adult life knee-deep in other people's fecal slop. DCC's skill system relies on the judge to be lenient and encourage creativity. If a player explains a skill check by referencing their profession and it makes logical sense, the Judge needs to reward that creativity.

In my experience, encouraging players to go through this process while advancing their character to Level 1 will make further game sessions all the more rewarding. If a player is having trouble coming up with 4-5 sentences, have the table collaborate or maybe do a quick online search. You'll be surprised by what everyone comes up with.

With that, we bid you farewell Nurpleton Skaggs, sweet prince of poop. You left behind a life of noxious odors and carts of crap to obtain gold n' glory. Never forget who you were and what led you to the point of being an adventurer. You never know when your knowledge of heaving up a bucket of shit will be exactly what saves the party from a TPK.

# Handout: Occupation Skills

*What are **five useful skills** from your occupation?*

**Player/PC:**

**Occupation:**

**Details:**

**I.**

---

**II.**

---

**III.**

---

**IV.**

---

**V.**

---

you're no hero.

you're a baby:

An infant,

a tot,

a wee bairn,

a snout-nosed toddler

Learning new things every day.

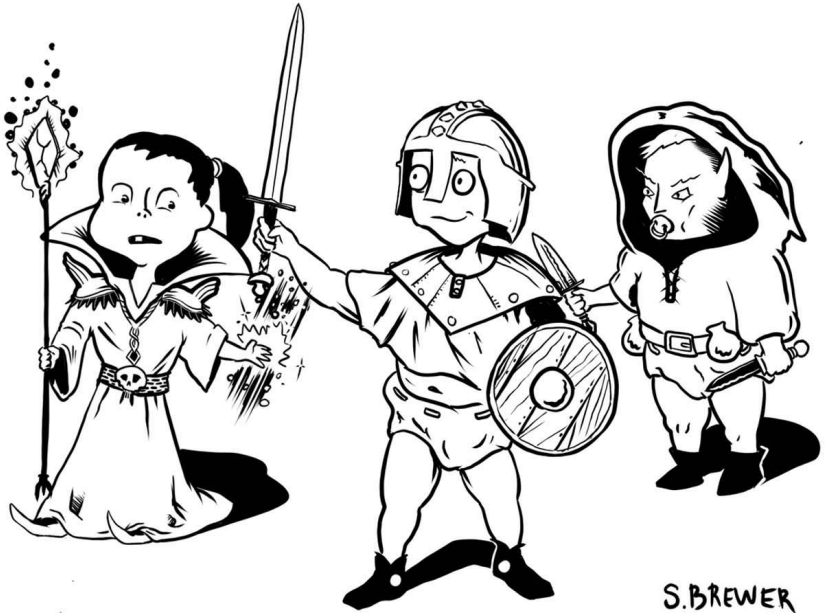
YOU SEEK NAPS AND SNACKS,

Winning them with tantrums and  
antics,

caked in the mud and filth of the  
playground, the diaper rash,  
and the boogers.

There are toys to be won

In far corners of the daycare,  
and you shall have them!



DIAPER  
CRAWL  
CLASSICS

# DIAPER CRAWL CLASSICS

By Kevin Heuer and Michael Jones  
Illustrations by Shawn Brewer

*Special Thanks to the Asheville DCC RPG Crew!*

www.skylandgames.com  
@skylandgames on Twitter  
www.facebook.com/skylandgames

*This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit [www.goodman-games.com](http://www.goodman-games.com) or contact [info@goodman-games.com](mailto:info@goodman-games.com).*

## JUDGE'S BACKGROUND

Diaper Crawl Classics is meant as an homage to classic imagination-filled cartoons about babies and toddlers that have fantastic adventures like Muppet Babies and Rug Rats. It is also meant to celebrate the adventures and imaginations of our tiniest player characters. Much like the inspirational materials, it is meant to be light-hearted and fun, but not without peril for the PCs. That being said, if a PC runs out of HP it means they have a dirty diaper that must be changed by a daycare teacher (no fatal consequences from actions).

Presented here are the four main classes from level 0-2 with their original DCC names, but with some very different abilities. Included are tables for equipment, spells, and a select bestiary of common foes. Ability scores and saving throws remain unchanged.

## CLASSES

**Levels:** In DiaperCC, your level is your literal age. As in regular DCC, tots only choose a class after reaching first level.

## 0-LEVEL

A 0-level is less than one year old. As such, your only locomotion will be crawling, and you will not have any words grown-ups can understand. Baby-babble may be understood by other babies and tots. Roll 3d6 for stats, 1d4 for HP and 1d30 for random equipment in your cubby. You have no occupation or background. You were born yesterday.

## CLERIC

Some babies seek to make peace in the playroom. These are PCs who offer up a blanket, pacifier, or favorite stuffed animal to soothe another. Clerics may call upon the aid of their stuffed animal companions, and in dire situations summon the all-powerful aid of a daycare teacher. Roll 1d8 for HP and choose (or roll) a favorite stuffed animal: (1) Bear (2) Lion (3) Dinosaur (4) Shark (5) Whale (6) Monkey (7) Duck (8) Frog (9) Puppy (10) Kitty (11) Tiger (12) Eyeball Beast (or other monster).

## THIEF

This type of scamp is a mischief maker, acrobat, and/or an escape artist. Using a blanket as a rope or to hide in plain sight, these tots can get out of a jam and into things they shouldn't. Expert climbing and surprising levels of coordination and agility allow thieves to help the crew in a variety of ways. Roll 1d7 for HP and choose (or roll) a blanket color: (1) Sky blue (2) Pink (3) Camo (4) Heart pattern (5) Dinosaur print (6) Hand-woven rainbow (7) Your parents are geeks: Roll 1d5: (1) Space Wars (2) Sea Explorers (3) Boy Wizard (4) Science (5) Dungeon Crawl Classics



## WARRIOR

These are the strongest or at least the most durable in the nursery. Warriors are often instigators and ring leaders of crews of tots as others look to them for protection. They scream the loudest, throw toys the furthest, and can take several tumbles between diaper changes. Roll 1d12 for HP, gain lucky toy (weapon), roll 1d10: (1) Car (2) Truck (3) Plane (4) Dinosaur (5) Rubber Duck (6) Train (7) Doll (8) Rattle (9) Robot (10) Ball. Add your level to hit and damage with your lucky toy.

## WIZARD

Though slight in frame and perhaps appetite, these babies are always ahead of any developmental milestones. They learn words in their favorite items: books. Wizards can cast spells by learning words in their books and invoking them during adventures. Spell checks are rolled as in DCC but are instead a measure of how clearly the word is pronounced. If unintelligible, the spell does not work. If clearly enunciated, it works to greater effect than if mumbled. Roll 1d4 for HP, choose (or roll 1d7) for three books known: (1) Bedtime Stories (2) Vehicles (3) Nursery Rhymes (4) Alphabet (5) Farm Animals (6) Colors (7) Dinosaurs

## CUBBY CONTENTS

<b>d30</b>	<b>Result</b>
1	Cloth Bib, +2 Will Saves
2	Bag of Building Blocks, (as caltrops)
3	Plastic Pants, +1 AC
4	Velcro shoes, +2 Ref Saves
5	Teething Ring, +2 to Fort Saves
6	Extra Diaper
7	Ring of Giant Plastic Keys
8	Blanket
9	Stuffed Tiger (or another animal)
10	Floppy Ears Hat, +1 to AC
11	Rubber boots, +1 AC



12	Random Crayon (1) Black (2) Blue (3) Red (4) Yellow (5) Green (6) Purple (7) Orange (8) Pink
13	Popping Mower (two handed ram attack)
14	Teddy Bear
15	Bag of Cheesyfish (heal 1hp)
16	New jar of playdoh
17	Pacifier, +1 to all Saves
18	Rubber Dinosaur
19	Sippy Cup, Half Empty
20	Wooden Block, Ranged Weapon, 20' range, 1d4
21	Toy Monster Truck
22	Sippy Cup, Heal one HP 1x per adventure
23	Plastic Unicorn
24	Stuffed Fairy
25	Princess Doll
26	Tutu
27	Plastic Bib, +1 AC
28	Plastic Crown
29	Bubble Wand and Liquid, +1 to Hide Checks
30	Toy Mobile Phone

## WIZARD SPELLS

	Spell	Reference
1	Bedtime Stories	<i>Sleep</i>
2	Vehicles	<i>Force Manipulation</i>
3	Nursery Rhymes	<i>Word of Command</i>
4	Alphabet	<i>Runic Alphabet (Mortal)</i>
5	Farm Animals	<i>Animal Summoning</i>
6	Colors	<i>Color Spray</i>
7	Dinosaurs	<i>Enlarge</i>

## CLERIC ABILITIES

- Lay on Hands
- Turn Unfriendly
- Summon Teacher (as Divine Aid, DCC Rulebook Pg. 34)

**Cleric Spells:** In Diaper Crawl Classics, 1st level Clerics begin with 2 spells chosen from the following list: Blessing, Food of the Gods,

Paralysis, Protection from Unfriendly (as Protection from Evil), or Word of Command. They may also choose bonus spells based on their Personality score.

**Cleric Patrons:** In Diaper Crawl Classics, clerics have the companionship of a powerful stuffed animal from a dimension beyond. This stuffed animal can animate and help the cleric and their friends in rough times.

**Stuffed Animal:** Init +2; Atk +1 Melee (dictated by form); AC 10; HD 1d6; hp 4; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +1; AL (as cleric). Additional abilities may be available at Judge discretion.

## BESTIARY

**Monster under the Crib:** Init +1; Atk claw +1 melee (1d3+1) or growl (special); AC 14; HD 1d8; hp 6; MV -; SP growl (DC 8 Will or stunned); Act 1d20; SV Fort +1, Ref +3, Will +1; AL C.

**Invisible (to adults) Creature:** Init -1; Atk bite +2 melee (1d4); AC 10; HD 1d6; hp 3; MV 10'; SP none; Act 1d20; SV Fort +2, Ref -1, Will +0; AL N.

**Older Sibling:** Init +6; Atk shove +3 melee (1d6 and Ref save vs attack roll or prone); AC 12; HD 3d6; hp 11; MV 20'; SP tattle (DC 12 Will or flee as Turn Unfriendly); Act 1d20; SV Fort +2, Ref +6, Will +1; AL L.

**Playground Bully:** Init +0; Atk bite +0 melee (1d3) or thrown toy +1 missile fire (1d4); AC 11; HD 1d8; hp 5; MV 15'; SP none; Act 1d20; SV Fort +3, Ref +0, Will -1; AL C.

**Tickle Monster:** Init +3; Atk tickle +4 melee (1d5 plus paralyzation); AC 14; HD 3d8; hp 13; MV 30'; SP paralyzation; Act 1d20; SV Fort +2, Ref +6, Will +1; AL C.

**Toy Chest Guardian (Stuffed Dragon):** Init +6; Atk bite +5 melee (1d12) or tail slap +5 melee (1d20) or breath weapon (special); AC 16; HD 5d12+1; hp 43; MV 20', fly 40'; SP breath weapon (sleep gas, DC 15 Fort save or nap for 1d3 hours); Act 1d20+1d16; SV Fort +3, Ref +2, Will +3; AL N.

# Session Notes:

---

Date/Theme

---

Players/PCs

---

NPCs

---

Locations

---

Encounters/Events

---

Items & Loot

---

# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## Dark Trails - Yee-haw! #1

VOLUME 11 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)



# GOING TO THE CROSSROADS

By David Baity

Illustration by Cheese Hasselberger

“Going to the Crossroads” was originally intended to be included in the upcoming *Dark Trails RPG*. Unfortunately, page count is an issue and the powers that be decided to toss the mechanic to help cut back on word count and crunch. Feel free to use the mechanic as an optional way to help add some depth to your characters and an added element of fun!

“Going to the Crossroads” can be used with, or as a replacement for, the birth augur/lucky roll mechanic found within the pages of the *Dark Trails RPG*. The mechanic is based around characters wishing to get the jump on evil by taking on the Devil himself by way of a game of chance.

The Devil, Beelzebub, or Lucifer, whatever folks take to calling him, don’t make no matter. Old Scratch has taken a keen interest in the current events of the world, namely the big tentacled things trying to crash his party with the man upstairs. You see, Heaven’s original “bad boy” has an age-old score to settle with the “Bossman”, and anyone foolish enough to intervene in these plans will learn the error of their folly, by way of a one-way ticket to Hell aboard the *Brimstone Express*! Hell, there’s even room for Elder critters.

While the forces of Heaven seem content to be indirect when dealing with the tentacle-laden apocalypse looming on the horizon, using intermediaries to carry out their plans, Old Scratch prefers a more direct approach and isn’t above answering directly the call of a wayward soul wishing to gain an edge since being baptized in the weird waters of the supernatural.

At 1st-level, characters in the *Dark Trails RPG* realize the greater role they play in the ultimate struggle between good and evil. With new powers and abilities comes the realization of the unfathomable evils destined to cross them along the path fate has set out for them. To stack the odds in their favor, fledgling characters often choose to

travel to the crossroads at midnight for the opportunity to challenge Old Scratch to a game of chance.

Beating Old Scratch at his own game isn't easy, but means walking away a little luckier with a special favor granted by the Angel of Darkness. Losing means the character's fortunes just grew a tad shallower; they'll walk away with a curse to serve as a reminder that you never mess with the Devil.

Once characters reach 1st-level (whether after finishing a successful funnel adventure or starting as 1st-level adventurers), players may declare they wish to "go to the crossroads". Handle the encounter using the listed steps below.

## GOING TO THE CROSSROADS

Each player may choose to enter their character into a round of cards with Old Scratch, played by the judge. Characters with a positive Luck modifier initially play for free while those with no modifier or a negative modifier must wager a permanent point of Luck to enter the game of chance.

Once every participating character has anted, the judge assumes the role of Old Scratch, who favors cards when gambling during the 1800's, blackjack being his game of choice. For purposes of "Going to the Crossroads", judges should use a standard 52-card deck of shuffled playing cards (Jokers removed) and allow one random participating player a cut of the deck before cards are dealt. Each participant except Old Scratch receives one card face up followed by a second card also dealt face-up. **Old Scratch only shows the first card dealt to him, while the second card is dealt face down.** Aces may be played as 11 or 1, while 10's or face cards count as 10. All other cards count at their face value.

If Old Scratch's revealed card is an Ace or 10, immediately peek at his face down card to determine if he has 21 total points with the 2 cards dealt (21 points is also known as "blackjack"), in which case immediately reveal the face down card to win the current round unless a character also has 21, in which case a tie, or "push", occurs and neither the characters nor Old Scratch wins. All wagered Luck is returned, and a second round begins.

Should Old Scratch not have 21/blackjack with his initial 2-card hand, the round begins with the player on Old Scratch's left and continuing clockwise. All characters, one at a time, then attempt to get as close to a perfect score of 21/blackjack as possible by way of taking additional cards, dealt one at a time (often stated as asking the dealer to "hit me") until a player either declares a stop to the draw (termed "staying") without going over a total sum of 21 or the sum total of the drawn cards exceeds 21 (termed "going bust"). Characters may take any number of cards until they either go bust or decide to stay with their current total.

Characters drawing a matching pair as their initial 2 card hand have the option of "splitting" their hand. At this stage of the game, characters with a positive Luck modifier no longer play for free and must wager an additional point of Luck to split the initial hand. Once split, the character plays each card as a separate hand using the same rules; the only exception is if the matching pair is a pair of Aces. Characters are prohibited from hitting their Aces after a split. Instead, each Ace receives no more than one additional card, similarly to what happens after doubling down (see below), except that the character is not required to wager an additional point of Luck when their Aces receive the single extra card after splitting.

Characters feeling lucky may "double down" by wagering an additional point of Luck against the risk of drawing only one additional card. Doubling down is often declared when the two face-up cards total 10 and the character has a hunch an Ace is about to drop, resulting in 21/blackjack.

Once all characters have finished making their hands or going bust, Old Scratch flips his face-down card. If the total of his cards is 17 or higher, he must stay and is not allowed to hit for any additional cards. If the total is 16 or lower, he must continue to draw cards (hit) until a total of 17 or greater is reached or he busts. Old Scratch may not choose to split his hand or double down.

Characters may split, or double down, on a hand but not both.

## **WINNING & LOSING**

Any character beating Old Scratch's hand total without going bust gains a permanent Favor determined by taking the highest-ranking



card in their winning hand and then referencing table 1: Permanent Favors & Curses. This is in addition to any wagered Luck being returned.

Characters beating Old Scratch with a perfect score of 21/blackjack gain a permanent Favor determined by taking the highest-ranking card in their winning hand and then referencing table 1: Permanent Favors & Curses. This is in addition to earning double the total Luck wagered on the winning hand. A character's Luck ability cannot be raised above 18 in this fashion.

Characters losing to Old Scratch, whether by obtaining a lesser hand value or by going bust, lose all Luck wagered and acquire a permanent Curse determined by taking the highest-ranking card in the losing hand and referencing table 1: Permanent Favors & Curses.

Should Old Scratch win with a score of 21/blackjack, characters lose double the Luck wagered and acquire a permanent Curse determined by taking the highest-ranking card in the losing hand and referencing table 1: Permanent Favors & Curses. **Legend has it, Old Scratch keeps centuries of wagered Luck in a mason jar that he plans to use in the fated final confrontation with the "Bossman".**

Characters who split their cards follow the above rules for each hand, possibly ending up with a win/loss, or claiming a rare win/win, or a worst-case scenario being a loss/loss. Favors and Curses are cumulative in these instances.

Characters who choose to double down and beat Old Scratch win double the total Luck wagered in addition to acquiring a permanent Favor, determined by taking the highest-ranking card in their winning hand and then referencing table 1: Permanent Favors & Curses. A character's Luck ability cannot be raised above 18 in this fashion.

All ties between characters and Old Scratch go to the Prince of Darkness (ya' knew better than to gamble ta' start with, tin-horn!) unless the character finished with a total of 21/blackjack, in which case a tie is declared and the character's wagered Luck is returned.

## PERMANENT FAVORS - CLUBS

- ♣ 2 **Roadrunner:** Your character's movement rate is increased by 10'.
- ♣ 3 **Strapping lad:** Your character gains +1d to all Fort saves.
- ♣ 4 **Lightning boy:** Your character gains +1d to all initiative checks.
- ♣ 5 **Steel trap:** Your character gains +1d to all fear-based saves and +2 Grit points.
- ♣ 6 **Cunning linguist:** Your character is a student of foreign languages, fluent in 1d3 languages in addition to any normal bonuses received for INT.
- ♣ 7 **Stubborn feller':** Your character is steadfast and rarely succumbs to the will of others. They gain +1d to all Will-based saves and opposed rolls.
- ♣ 8 **Corn-fed mule:** Your character possesses unnatural strength. They gain 1d3 points of Strength, up to a maximum of 18.
- ♣ 9 **Bloodhound:** Your character can track by scent by making a DC 10 Intelligence check modified up or down by the conditions of the hunt, as determined by the judge.
- ♣ 10 **Cat's grace:** Your character gains +1d to Ref saves when falling less than a 100'. They also take no damage when passing a save that would normally allow for half damage and only take half damage when the save is failed. Additionally, they suffer no broken bones on a roll of 6.
- ♣ J **Lucky charm:** Once per 24 hours your character may grant a reroll to an ally for any skill check, attack roll or damage roll.
- ♣ Q **Charmed life:** Your character always seems to walk out of a brawl with not so much as a bruise. They may reroll one failed saving throw in each combat, but must take the second roll, no matter the result.
- ♣ K **Tough as nails:** Your character has unusually thick skin. They gain a permanent +2 AC bonus and blunt weapons do -1d to damage rolls against them.
- ♣ A **Vanishing act:** Your character has Fae blood in their veins and once per day can become invisible and remain so until they perform a strenuous action (including attacking) or they sleep.

## PERMANENT FAVORS - HEARTS

- ♥ 2 **Enhanced vision:** Your character has twice the normal range of vision and gains a +2 bonus to all spot checks.
- ♥ 3 **Double jointed:** Your character is capable of bending and contorting in such a way that they can free themselves from normal restraints in addition to squeezing into tight spaces half

- their size.
- ♥ 4 **Crack shot:** Your character is a natural with firearms of any type. They gain a +2-attack modifier with guns of all types.
  - ♥ 5 **Ambidextrous:** Your character can use either hand for physical tasks and suffers no penalties for using two 1H weapons of equal size when two-weapon fighting.
  - ♥ 6 **Educated:** Your character is highly intellectual and considered educated at the university level. They gain +1d to all Intelligence-based rolls (including spellcasting).
  - ♥ 7 **A real looker:** Your character is extremely good looking. They gain +1d to all rolls related to non-magical charms (wooing a lady, trying to get free drinks at the saloon, etc.) and courtship which can often be used to the character's advantage.
  - ♥ 8 **Quick healer:** Your character heals at twice the normal rate and all healing (magical or not) gains a +1d to rolls determining restored hit points.
  - ♥ 9 **Goosebumps:** Your character gains +1d to spot and other related rolls, including surprise, detecting hidden passages, traps, etc.
  - ♥ 10 **Animal savant:** Non-angered or trained animals treat your character favorably. Any rolls related to befriending animals are made with +1d and even attacking animals will choose another target if one is available.
  - ♥ J **Lie detector:** Your character can tell when someone is lying directly to their face if they concentrate on the liar's "tells".
  - ♥ Q **Dead kin:** Un-dead creatures will always choose a target other than your character during combat unless they strike them. Additionally, zombies will completely ignore your character as if they are one of their own.
  - ♥ K **Seeing red:** Your character may enter a rage that allows the benefit of an additional attack per round and all attacks are made with a +2 bonus. Additionally, their AC drops by 2 while raging and they must make a DC 12 Will save to try and stop the rage. Failure means they continue to attack remaining enemies until vanquished and then they turn on any allies. A Will save is allowed each round.
  - ♥ A **Floater:** Your character can levitate once every 24 hours. Levitation lasts 1 turn and the character can float up or down 20' per round, after which the character will float down harmlessly at the same rate.

## PERMANENT FAVORS - SPADES

- ♠ 2 **Amped-up hearing:** Your character's hearing is amplified, allowing the ability to hear even a whisper in a crowded room. They also gain +1d to rolls made to avoid surprise.
- ♠ 3 **Photographic memory:** Your character can recall any piece of information with perfect clarity. Spells using verbal components gain a +2 casting bonus from their talent.
- ♠ 4 **Wired:** Your character has a sixth sense that makes them impossible to be caught by surprise while conscious.
- ♠ 5 **Shadow sight:** Your character can see in pitch black non-magical darkness.
- ♠ 6 **Fire born:** Your character takes half damage from heat/fire attacks, as there was a devil at play somewhere down the line!
- ♠ 7 **Blessed be:** Your character gains a +1d to all saving throws versus creatures walking the Path of the Damned.
- ♠ 8 **Sprightly:** Your character gains 1d3 points of Agility, up to a maximum of 18.
- ♠ 9 **Copycat:** Your character can mimic any sound or voice they hear with perfection. Targets attempting to see through the ploy must make a DC 15 Will save (may be modified by the judge based on current conditions.)
- ♠ 10 **Charmed life:** Your character is capable of making friends and changing minds. Your character gains +1d to any NPC interaction rolls, while contested Personality rolls made by the target of their charms are made at a -1d.
- ♠ J **Lie sniffer:** Your character can tell if someone is telling the truth by spoken word.
- ♠ Q **Shape shifter:** Your character can shapeshift into an animal linked to them in the spirit world. Items they wear shift with them as they gain the physical stats of the animal. Your character retains a form of limited speech while in animal form in addition to their full mental abilities. Roll 1d10: 1) coyote; 2) bobcat; 3) crow; 4) rattlesnake; 5) wolf; 6) hawk; 7) badger; 8) jack rabbit; 9) armadillo; 10) desert owl.
- ♠ K **Tickle-whispers:** Your character can communicate telepathically with those whom they could normally hold a conversation. Range is 1 mile per level and line of sight is not required if the recipient is known.
- ♠ A **Ulthar's chosen:** Your character can communicate telepathically with any feline within line of sight, who also considers them a friend. Small favors may be asked, but usually come with a price, and felines are to be cherished and protected.

## PERMANENT FAVORS - DIAMONDS

- ◆ 2 **Heightened reflexes:** Your character gains +1d to all Ref save and related Agility ability checks.
- ◆ 3 **Internal compass:** Your character always stays on track and never becomes lost; whether underground or out at sea, they can always find their way home, or to a destination they have previously visited.
- ◆ 4 **Big brother:** Your character has a very influential ally on their side that they can call on for help, or information. The player and judge should work on the type of contact and services they can offer.
- ◆ 5 **Tough as nails:** Your character gains double their Stamina modifier in hit points at every level. Your character always gains at least 1 hit point, despite any negative modifiers.
- ◆ 6 **Friendly spirit:** Your character has a spirit watching out for their well-being and they may reroll one failed save every 24 hours. Your character may also spend a point of permanent Luck to reroll any number of saves on a 1:1 basis.
- ◆ 7 **Old Yeller:** Your character has an animal companion with whom they share an empathic bond. Your character can teach the animal two basic tricks per level and it will faithfully defend them until the end. Roll 1d8: 1) monkey; 2) horse; 3) hawk; 4) dog; 5) cat; 6) wolf; 7) badger; 8) crow.
- ◆ 8 **Shiver shrugs:** Your character takes half damage from all cold related attacks and suffers no ability penalties from remaining in cold environments.
- ◆ 9 **Cat's eyes:** Your character has superior night vision at normal line of sight if they have at least a candle strength source of light.
- ◆ 10 **Snake bane:** Your character is immune to all non-magical poisons and takes half damage from magical ones.
- ◆ J **Arcane diffuser:** Your character is resistant to magic. Your character gains a 20% magic resistance which is further increased by 10% with each new level (100% maximum). Spells, magical recipes and miracles (even beneficial ones) simply have no effect on them.
- ◆ Q **Fit as a fiddle:** Your character is immune to all disease, including magical ones. Additionally, they may opt to reroll any hit point roll at each new level but must keep the result of the second roll regardless if it's lower than the original.
- ◆ K **Fire starter:** Your character can manipulate inanimate objects causing them to catch fire while concentrating. Range is line of sight and objects suffer 1d6 damage on the first round (see rules for fires in the *Dark Trails RPG* for more info).

- ◆ A **Spirit walker:** Your character can step physically into the spirit world. A reflective surface must be gazed upon to attempt the ability and a DC 13 Will save (modified up or down by the judge) must be passed to side step across the veil. See the Dark Trails RPG for additional rules on side stepping.

## PERMANENT FAVORS - JOKER

- Joker **Lady Luck's chosen:** The patron of good luck constantly allows her mojo to flow through your character's corporeal mortal body. Your character gains +2 points to your total Luck ability (maximum of 18) and regenerates spent Luck points at a rate of 2 points per day.

## PERMANENT CURSES - CLUBS

- ♣ 2 **Milky:** Your character suffers from albinism. Vision is half normal range and your skin burns easily in direct sunlight making it hard to perform physical actions while under the light of day (-1d).
- ♣ 3 **Club foot:** You gain a lame foot and suffer a -5' penalty to movement in addition to a -2 penalty to Ref saves.
- ♣ 4 **Snake bait:** Your character is vulnerable to the venom of serpents. Saves are made at -1d and effects and damage for failed saves are doubled.
- ♣ 5 **Slithering whisperm:** Your character is terrified of snakes of all types. The presence of a snake(s) within 10' of your character forces a DC 15 Will save, with failure resulting in immediately fleeing away from the area for 1d8 rounds. If they are unable to flee, they suffer a -1d to attack rolls while in the presence of the snake(s).
- ♣ 6 **Eye grabber:** Your character has a large birthmark, tattoo, or possibly a large mole. NPCs are often distracted and do not retain what your character is trying to discuss.
- ♣ 7 **Animal spook:** Your character suffers -1d to all interactions with animals, including horsemanship skill rolls. Domestic animals will avoid the character and attack if cornered.
- ♣ 8 **Speak up:** Your character must be looking at a subject they wish to speak with to understand any conversation; reading lips helps. They're not completely deaf and loud noises will alert them 60% of the time.
- ♣ 9 **Two slices short a loaf:** Your character is known for their dull wit and slow decision-making. Subtract 1d3 from Intelligence. Additionally, they suffer -1d to initiative checks and other rolls involving quick decision making.

- ♣ 10 **Portly:** The character is unusually obese and must eat double the amount of food of someone with normal stature. Portly characters find their movement reduced by 5' and squeezing in tight places is impossible.
- ♣ J **Addict:** Your character has a strong addiction to substances that get them drunk or high. Any saloon, opium den or related den of iniquity forces the character to pass a DC 13 Will save to resist going in for a "taste" or a chance to "chase the dragon". Characters succumbing must attempt to get as drunk or high as possible, suffering any game related effects.
- ♣ Q **Stumblebum:** Your character's reflexes are horrible during times of combat and they suffer a -2 AC penalty in addition to a -2 penalty to Ref saves.
- ♣ K **Toothy twin:** Your character has developed a large tumor resembling a distorted version of their face. Hair, eyes, and teeth are all prominent features. The tumor has an infantile intelligence and must be "loved" by big brother or sister for one hour each day. The tumor may also make disturbing noises during moments when silence is paramount. Judges should roll percentage dice and a result of 20% or less means a burp, moan or disturbing laugh has filled the air.
- ♣ A **Elder's chosen:** Your character often hears whispers from those who have awakened from centuries of slumber. The things they say are maddening as the damnation of man is imminent. Your character loses twice the amount of Grit normally lost for failed Grit checks and they must make a DC 13 Will save at the beginning of each new gaming session. Failure results in the character gaining a temporary minor disorder which is in place for the session. Should the character already have a minor disorder, it is temporarily upgraded to a major disorder for the session.

## **PERMANENT CURSES - HEARTS**

- ♥ 2 **Stuttering:** Your character must make a DC 15 Will save to communicate effectively during stressful situations. Failure means they cannot express themselves in a coherent fashion.
- ♥ 3 **Warts:** Your character is covered with unsightly warts. They're considered unattractive and suffer -1d to all NPC interaction rolls. Drinks usually cost more, and businesses may refuse to serve them in hopes they go away.
- ♥ 4 **Beaked devils:** Your character suffers from ornithophobia and must make a DC 12 Will save to focus on any action while in the presence of any bird. Failure results in -1d to all die rolls while the bird(s) is present.

- ♥ 5 **Free bleeder:** Your character suffers from hemophilia and continues to suffer 1 point of bleed damage each round when hurt until first aid or magical healing can be administered.
- ♥ 6 **Sticky fingers:** Your character has a compulsion to steal and must pass a DC 13 Will save to resist attempting to steal an item that has caught their eye.
- ♥ 7 **Sandman:** Your character often falls asleep during inopportune times. If you roll a natural 1 on any initiative or skill check, they doze off for 1d4 rounds, or until roused.
- ♥ 8 **Poorly educated:** Your character loses 1d3 Intelligence, has no education and can neither read nor write.
- ♥ 9 **Glass jaw:** Your character is not able to withstand damage most would shrug off. They must make a DC 12 Fortitude save when an amount of damage from a single source equal to or greater than half their current Stamina ability is suffered. Failure results in being knocked unconscious for 1d4 rounds.
- ♥ 10 **Firestarter:** Your character must pass a DC 13 Will save to avoid setting a structure on fire if conditions allow for one to be started where they won't be held responsible.
- ♥ J **Truth sayer:** Your character is incapable of telling a lie, even under threat of death for themselves and allies.
- ♥ Q **Modern giant:** Your character is 7' +1d12" tall. They gain 3 points of Strength (not to exceed a maximum of 18), but also suffer -10' to movement, -3 to AC, and -1d to initiative checks due to severe arthritis.
- ♥ K **Gill kin:** Your character has a sliver of deep one nesting in their blood and the awakening of forgotten gods has triggered a "change". With each new level starting at 1st-level, they gain a minor fish-related mutation (judge's discretion).
- ♥ A **Gremlins:** Technology tends to malfunction in your character's hands. Your character has -1d when using any modern technologies (guns, steam engines, telegraph machines, etc). If your character rolls a natural 1 while using any such devices, the device becomes broken beyond repair.

## PERMANENT CURSES - SPADES

- ♠ 2 **Lil feller':** Your character's height is reduced to 5' - 2d6" and their base movement is permanently decreased by -10' (minimum 5').
- ♠ 3 **Potty mouth:** Your character often blurts out curse words as an uncontrollable reaction to stress. They must pass a DC 13 Will save to refrain from blurting out an obscenity during inopportune times or stressful encounters.
- ♠ 4 **Ex-orderly:** Your character has an all-consuming fear of



doctors stemming from early (primitive) medical practices. Your character must pass a DC 13 Will save to allow standard medical treatment to be administered to them without a fight.

- ♠ 5 **Missing eye:** Your character only has one functioning eye. Ranged attacks and Ref saves are at -1d.
- ♠ 6 **Wheezer:** Your character must pass a DC 13 Fort save after any encounter where they exert themselves. Failure means the character must stop and rest for 1 turn or pass out for 1d3 hours.
- ♠ 7 **Fiery fate:** Your character suffers massive third degree burns. The burns cover most of their body causing a -1d penalty to all rolls where appearance is a factor. The flames vanish as quickly as they appear.
- ♠ 8 **Firebug:** Your character is fascinated by the creatures that dance in open flames and must pass a DC 13 Will save to avoid standing motionless to watch any burning flame, even during times of combat. Failure results in standing perfectly still until the save can be passed; a new save may be made each round.
- ♠ 9 **Stiff legged:** The Devil takes your character's leg just under the knee and leaves them with a wooden peg or similar prosthetic in its place. Movement is reduced by -5' (minimum 5') and all Ref saves are made at -1d.
- ♠ 10 **Mute:** Your character is incapable of speech and communicates by reading lips and jotting down notes as sign language (though known by them, it is rarely learned by folks on the frontier.)
- ♠ J **Chronic liar:** Your character can't resist telling tall tales and friends often can't tell what's coming from their mouth is the truth. To avoid lying during crucial moments, they must make a DC 13 Will save. Failure results in a doozy of a lie!
- ♠ Q **Bullet fetcher:** Your character has a chrono-demon stalking them for some unknown offense. The creature will randomly show up during moments of combat where firearms are being used. Should any character using a gun deck flip the Ace of spades, the demon manifests and catches the bullet, redirecting it towards your character with an automatic critical hit. The demon rolls a d12 on the critical hit chart with misfires and adds +1d to any additional roll on the critical hit table result when your character is the target (e.g., damage, ability loss, etc..)
- ♠ K **Devil's rest:** Your character finds it hard to get a good night's rest and often keeps the rest of your group up while camping on the trail. Each night they must pass a DC 13 Will save to avoid waking up in cold sweats and screaming at the top of their lungs. A failure results in each character in the posse (including

the character) losing any healing benefits from resting, and your character also suffers -1d to all actions for the day.

- ◆ A **Predator's prey:** Your character constantly gives off the same pheromone animals exude when close to death. Your character's presence in any group in the wild means double the chance of wandering encounters by creatures with bestial intelligence. Your character will also be attacked at the first opportunity by any domesticated carnivore given the proper opportunity to strike with advantage (turn their back on a dog, having their picture made with a tamed wolf, etc.)

## PERMANENT CURSES - DIAMONDS

- ◆ 2 **Stumbles:** Your character constantly trips over and stumbles into things. If there is a chance to fall into something fragile and valuable, immediately make a DC 10 Ref save to avoid disaster. Your character also suffers a -2 penalty to all Ref saves.
- ◆ 3 **Thin skinned:** Pick heat or cold as a sensitivity. Your character always takes full damage from attacks based on the chosen temperature extreme.
- ◆ 4 **Roach magnet:** Your character suffers from katsaridaphobia (fear of cockroaches) and becomes terrified while within 30' of one. At any point should they find themselves within range of the detestable insect, they must pass a DC 15 Will save or flee directly away from the source. On a success, your character still suffers a -1d to attack rolls while the cockroaches are present.
- ◆ 5 **Gimped gripper:** Your character loses the use of one hand meaning all but the most basic tasks are impossible.
- ◆ 6 **Blackout:** Your character often forgets important memories. Should they be called upon to remember some important detail, they must pass a DC 13 Intelligence check to recall the bit of information.
- ◆ 7 **Silver mine blues:** Your character has blue skin (argyria) as a result of long-term exposure to silver while working the mines. All NPC interaction rolls are made at -1d and they are often made fun of.
- ◆ 8 **Crook back:** Your character has a severely crooked spine and suffers -10' to movement along with a -1d to Ref saves from an awkward gait.
- ◆ 9 **Imaginary friend:** Your character has two distinct personalities that switch during moments of stress unless they pass a DC 13 Will save. Each personality only remembers what it was present for and one personality must be opposite in Path alignment (if possible).

- ◆ 10 **Gambling itch:** Your character must pass a DC 13 Will save to avoid gambling should the opportunity present itself. Gambling sessions typically last 8+1d16 hours, or until the money runs out.
- ◆ J **Arcane mark:** Your character's soul is particularly vulnerable to arcane energies. Your character makes all magic related saving throws at a -2 penalty in addition to taking 1d6 cold and fire damage as ghostly blue flames briefly engulf them after they are targeted by a spell, magical recipe or miracle.
- ◆ Q **Sickly:** Sickness constantly plagues your character as they are cursed with an insufficient immune system. Saving throws made against poison and disease are made at a -1d. Additionally, damage and in-game effects are doubled in intensity.
- ◆ K **Devil's matchstick:** Your character is often followed by an infernal creature obsessed with casting the world in a hellish landscape. The creature has found a way to possess them at inopportune times and cause them to start fires. Judges should secretly roll a 1d20 at the beginning of each session to determine if the creature appears. Any odd number results in the creature manifesting and attempting to possess the character by way of an opposed Will save (the creature gains +2 on the opposed roll). If the creature loses it will leave the character alone for the rest of the session. Should it win, the character is forced into a trance as the creature gains full control of them long enough to start a fire.
- ◆ A **Spook magnet:** Your character's body emits a low frequency vibration that causes nearby spirits pain, much like being stung by bees. Spirits will either flee or attack the character and refuse to communicate with classes known for their abilities to interact with the restless dead. Spirits attacking you successfully gain +1d on all damage rolls as a result of the rage the character instills within them.

## **PERMANENT CURSES - JOKER**

- Joker **Lady Calamity's whipping boy:** Your character is marked by the patron of bad luck! Your character loses 2 points from their Luck ability (minimum 1) and anytime a party member is randomly targeted by an attack, your character is selected. Additionally, any Luck checks are made at +1d (remember lower is better on a Luck check!)



# CORNSTALK

# BOOGEYMAN

A level 1 *Dark Trails* scenario

By Ian Zebarah  
Shears

Illustrations  
by Brad McDevitt

## **INTRODUCTION**

In the little town of Cornflower, all is not as it should be. It's May and the corn is ripe. All the fields are worked daily and the windmill never stops churning, noon, or night. Players are stranded in this town and must put a stop to an ancient ritual if they don't want to be this year's sacrifices.

## **JUDGE'S BACKGROUND**

A small town in Germany made a pact with a feldgeister, a mercurial field spirit. He will protect the town and ensure a bountiful harvest as human sacrifices are offered each Beltaine. The townsfolk of Cornflower are their descendants. The now active ley lines have given the feldgeister corporeal form and great power. Now, the ritual is about to begin again with fresh, unwitting sacrifices.

After arriving in Cornflower, players have limited time to piece together what is going on, formulate a plan and hope to stop the spirit before a mob of villagers comes to collect them for the festivities. It is ultimately up to the judge to set the time limit and react to player decisions. This scenario is not recommended for the beginning judge as it requires a lot of spontaneous decision making after everything has been introduced and after players wake up in town the morning after they arrive. The scenario is presented in this way to encourage an open playstyle your players may find refreshing.

## **PLAYER START**

*On your way west, you hired on as guards to aid a traveling salesman. Soon, you'll be stopping in Cornflower, and finally be able to sleep in a real bed. There's talk of a spring celebration that will be going on during your stay as well! You gather around the campfire, it seems Ol' Eli has a story to tell...*

*Eli is a rough and tough older man. His clothes have many stains and patches, he keeps his head shaven, and he is missing several teeth. He's seated on the ground stirring a large, pewter pot full of baked beans. "The folk in the next town are quite the superstitious lot. Be sure to mind yer manners, or the cornstalk boogeyman he'll come and take ye 'way." He chuckles loudly, a throaty wheeze of a*

*sound. “Mark my words, if ya cause any trouble, you won’t be wakin’ up in the next mornin’. Corn grows all year long out there and sometimes, I can swear the leaves move on their own.” He chuckles again and a sinister sort of smile crosses his worn features. It’s unsettling on this dark, still night. He spoons out each person’s meal and disappears into his stagecoach, the sound of iron bolting the door shut echoing across the empty plain.*

## **MORNING**

The night passes quietly and by 8am, the party will enter Cornflower. They will now only have 3 days and 2 nights (more or less time depending on the judge’s whims) to find out what is going on before their blood nourishes the soil. All townsfolk are either members of the cult, or accept them. What will follow next will be descriptions of the town, its people, and places of interest; followed by a rough timeline of events and creature attacks. The final section will have stats for creatures and NPCs.

## **ENTERING TOWN**

*You round a hill and come upon the southern entrance to what you assume is Cornflower. To your left is an immense cornfield with a large house dominating part of it. Behind that is a windmill, the sound of its blades creaking as they churn can be heard clearly some distance away. On the right side of the main road are the buildings common in a frontier town: an inn, a stable, a mercantile, a saloon and a rundown Spanish mission. You hear children playing and singing down a small path to the left.*

## **CORNFIELD**

*Corn grows thickly without much room to walk through unless you push the stalks aside. The stalks are vivid green and the ears are all healthy gold. You can hear workers clearing further in the field, but you’ll have to walk through the field as you can’t find any path leading into the field, or to town.*

For each 10 minutes spent wandering the field, PCs have a 1 in 4 chance of being accosted by four stalklings, intelligent corn stalks given horrific sentience by the boogeyman. On the first day, players will get the eerie feeling that the corn is watching them and swaying

in their direction. A single PC might get swatted, or bit, but the creatures are mostly sizing up their prey at this point.

At night, they will openly hunt. The sound of rustling roots will be unmistakable. They will openly attack at this point and will ambush anyone snooping in the dark. The boogeyman will teleport into any space with corn and observe the combat, figuring out who is the easiest to pick off. Seeing a stalking requires a DC 10 grit check.

**Stalking (4):** Init+3; Atk slashing roots +4 melee (1d4+1 damage, DC 10 Ref save to avoid tripping) or kernel spit +5 missile (1d2 damage and roll 1d5 for number of missiles); AC 12; HD 2d8; hp 12; MV 30'; Act 2d20; SP plant traits; SV Fort +0, Ref -1, Will +3; Path: POD.

Plant traits: Immune to mind effects, -1d for bludgeoning weapons and piercing weapons, damage from gunfire rounded down to 1 plus any modifiers from the gun deck and high ability scores.

## THE CLEARING

*A small footpath winds through the field to a large round clearing. A series of maypoles lines the far side of the clearing. They are draped in gaily colored ribbons that have cornflowers sewn in. A group of the town's children are playing with the ribbons, spinning them around the maypoles.*

There is one maypole for each character. The children will be here every day, braiding more cornflowers and running the ribbons around each pole. This should tip off sharp players, or anyone that has seen The Wicker Man. On the final day, the poles will be wrapped in the ribbons and flowers, ready for the characters to be staked to them.

## THE INN

The only hostelry in town is run by Jebidiah and his wife, Clarice. It's a large, single story building with every room being along the perimeter walls. A few rooms on the north side have a scenic view of the stable yard, whereas the rest of the rooms overlook the eastern cornfield. rooms cost 50c a night and each room has a single twin bed, a desk, an oil lamp, a washbasin, a filthy pewter spittoon,

and a stained brass bedpan. Meals are simple affairs: corn meal grits for breakfast, cornbread biscuits and slaw in the afternoon, and chicken and dumplings for dinner. Meals cost a dollar a day. Jebidiah acts as a simple man. Doesn't say much and is never seen without his apron. His wife, Clarice, never stops talking and is the town gossip. They serve as spies and informants to the alderman and inform him of everything they learn about the PCs.

The attached stable currently is housing the 4 horses of the Dewlap gang, the local outlaws. It will be full with the horses from the merchant's carts. A pitchfork, buckets, and flat shovels can be found inside.

### **MERCANTILE**

The only store in town is run by a man named Mitch. He is a recent transplant and prefers to wear an old, green suit every day. He is a taciturn and irritable sort. He will report anything the PCs purchase to the alderman. He will sell basic goods to PCs at 1.5 book cost and he will claim to be out of stock of any firearms, or weapons. PCs will need to break in if they need to expand their armory, or pick up some dynamite. The store is open from sunrise to about 4pm. Mitch will lock up, go by the saloon for drinks and a poker game, then to the inn for a meal before returning to his room in the back of the shop.

### **SALOON**

The only waterin' hole in town is run by Gracy. She is a portly, matronly sort of woman. She is tolerant of the types of folks that frequent bars and sells a decent array of drinks. However, folks who act like degenerates have a habit of "getting lost". Especially folks wonderin' if she's some sort of madame. Several different kinds of dart boards line the walls and a game of poker or blackjack can be joined late into the night.

Here is where the local outlaw gang, "The Dewlaps" can be found.

### **THE DEWLAP GANG**

Unlike most gangs, these boys are looking for a good time and can be valuable allies if they can be convinced something bad is going to happen to them soon.



Tortoise is the leader. He is a large, burly senior wearing black leathers. He is a tough sort of man, but he keeps his boys in line and is amicable to folks buyin' them drinks. He keeps a shotgun on his person at all times and frequently spits. He was in the next town, Mudcrick, during the seven days of night and he took that as a warning to start leading a better life. His posse defended the town against the living dead and other horrors and each of them bear the scars. After a few drinks, Tortoise will tell the folks that the sheriff of Mudcrick sent his gang to find the Texas Rangers and notify them of something wrong going on in Cornflower; when they returned to Mudcrick, the town was destroyed and corn stalks grew everywhere, not a soul could be found. The gang has been holed up in Cornflower trying to gather intel, but just can't get anywhere with the locals hounding them.

Viper is a slender, cunning man. He keeps a kerchief over his face and dark tinted spectacles over his eyes. He is the gang's scout and carries a .22 rifle slung over his shoulder. He is the 2nd in command.

Toad is short, squat and mostly jowl. He is more interested in what's on his plate than what's going on. He carries a pair of revolvers despite not being a great shot.

Jackrabbit is the newest member. Skittish and nervous, he is always on the lookout for trouble. He plays a mean game of cards and is a decent shot with his rifle.

The gang exists in town for multiple purposes. They can serve as foils to the PCs, possible allies and sources of info, and lastly, as fodder for the cult. Each morning, starting with Tortoise, a gang member will be found dead with corn growing through their body in their room. Without Tortoise to keep the boys in line, they will get dangerous and become the sort of gang Tortoise was trying to prevent.

## **ALDERMAN'S HOUSE**

The folk take their German heritage very seriously and still insist on calling their leader "Alderman". Leroy Schwarzfeldt is the village leader. He is a tall, balding man with silver hair, a stern expression and is an expert justice dealer. He is a worshipper of Aylith and

through his devotion, has been granted mastery over the feldgeister. Woe to anyone in the town when Leroy is slain, because no one else can control the spirit, or keep it bound to Cornflower.

Hidden in plain sight is a journal detailing cult activities and the ritual to keep the feldgeister bound to the town. Stealing or destroying the book will not stop the ritual as Leroy has it memorized and its absence will tip off the Alderman to speed up preparations.

**Leroy:** Init+3; Atk shotgun +6 missile (1d14); AC 14; HD 2d6+4; hp 10; Act 1d20; SP spells: *charm person*, *chill touch*, *instant corn\**, *nine lives*, *ricochet*; SV Fort+2, Ref +3, Will+5; Path: PoD.

\*as *instant cactus*, but with corn.

## SPANISH MISSION

*This mission has stood at this location for nearly 200 years. It was built from local woods and sandstone. A decaying cemetery churchyard is on its left. The headstones are in varying states of decay and the words on them are now illegible.*

After dark, the spirits of the dead wander the cemetery. They stare at PCs with empty spectral sockets but make no attempt to communicate. The signs of violent deaths are obvious on all the spirits bound to the cemetery. They follow people closely if they cross the rotting fence. They will become angry and place a curse on anyone bringing further destruction to the church or cemetery. Appendix C in the core DCC RPG rules has a series of example curses.

The massive timber beam door on the right side has been rigged to fall by the townspeople. A DC 12 Ref save is required to dodge the falling door in time. It is the only modification the cultists have been able to manage as the church is still consecrated and protected by the vengeful dead.

Inside the mission, the baptismal font is dry, but any pure water placed inside the vestibule will become holy water within the hour if blessed by someone with priestly knowledge. The stone pews at one time were beautifully carved, but now lie in varying states of ruin.

Underneath the great stone altar is a stairwell leading down to the catacombs. There is an ancient dart trap that will fire once someone steps onto the stone landing. The poison's efficacy has decreased to age, but it is still deadly to greenhorn adventurers.

**Dart Trap:** +6 to atk; 1 dmg; DC 8 Fort save or 1d4 STA damage as the victim writhes in gastric agony.

From the landing, wooden stairs descend 30' and lead to an ancient catacomb that has gone undiscovered until now. A step 10' from the bottom has wood rot and will collapse when the character with the most hex tokens, or the worst luck steps on it, dropping them below for 1d6 damage.

Burial niches line the exterior wall and the stone aisles on either side. Many people of medieval Spanish origin and few of them Native Americans. In a random niche is a scroll written in medieval Spanish. It is a retelling of the "Corn Mother myth" detailed below. It takes 1d3 hours of sifting through dry bones and disintegrating artifacts. Various gold effects and coins can be found worth up to 300 dollars if sold to the right buyer. They could also be donated to an active church for other rewards. 1d4 Spanish weapons can be recovered in empty niches. They are in serviceable condition.

### **CORN MOTHER MYTH**

*"...The great corn mother begged her husband, "please kill me! My body can feed the people." Her husband initially refused out of love for his wife, but after taking a journey to speak with The Great Spirit, he cut her throat and dragged her body across the field and planted her bones. They buried her other remains separately. From her bones grew tassled plants with sweet, kerneled fruit. From the body, a broad, leafy plant, that when smoked could clear the mind."*

The myth serves to give PCs a clue about the true nature of the village. Of course, Aylith has corrupted the story, requiring the blood of unwilling humans to bind the feldgeister to the land to serve her desires.

After the scroll is discovered, the corpse will animate and speak with a dry, hoarse whisper. She speaks medieval Spanish. Current speakers will need to pass a DC 10 INT check to be able to fully

comprehend her. She understands English, but only speaks in Spanish. She will tell them that the followers of Aylith corrupted the town, killing anyone who wouldn't join. The remaining priest laid the dead to rest here, but the blasphemous acts committed yearly have made it impossible for the dead to move on. The feldgeister also makes their time difficult. The spirits located in the catacombs are able to wander the village and fields, but the feldgeister can destroy them, being a spirit himself. However, he prefers to capture spirits, like he does children, forcing them to work on his field in Alfheim. If players are able to communicate, and earn the dead's trust and swear to burn the field and farms inside it to ash, they will give someone a small, bone whistle. Blowing on it will summon 1d5 ghosts at night to aid the party. Players can also get the clue to burn down the cornfield from the windmill, but it is heavily guarded by the feldgeister and his allies.

## **WINDMILL**

*A tall decrepit windmill stands in the middle of the western corn field. It never stops turning, noon or night. Nobody is ever seen entering or leaving either.*

## **FLOOR ONE**

*Dominating the center of the main room is a massive contraption. Four sentient and mobile cornstalks are the central mechanism in concert. A staircase going up is on the left, and to the right, stairs lead down into the cellar. Upon noticing you, the monsters immediately turn around and begin to growl loudly.*

The four stalkings are responsible for the constant churning of the windmill. Once they notice the group, they will emit a bone splitting shriek and then begin spitting seeds at range until the players choose to close the distance. Seeing a stalking requires a DC 10 Grit check.

**Stalking (4):** Init +3; Atk slashing roots +4 melee (1d4+1 damage; DC 10 Ref to avoid tripping) or kernel spit +5 missile (1d2 damage roll and roll 1d5 for number of missiles); AC 12; HD 2d8; hp 12; MV 30'; Act 2d20; SP plant traits; SV Fort +0, Ref -1, Will +3; Path: POD.

Plant traits: Immune to mind effects, -1d for bludgeoning weapons and piercing weapons, damage from gunfire rounded down to 1 plus any modifiers from the gun deck and high ability scores.

Hanging out in the stairway leading up is a flying head. A blasphemous un-dead human head that flies thanks to a pair of giant, grotesque mosquito wings. Viscera continually drips from its open neck. This creature is the result of someone obsessing over mosquitoes at the point of death. Seeing this abomination calls for a DC 12 Grit check as it is particularly gruesome.



**Flying Head (1):** Init +4; Atk bite +5 melee (1d4+2 plus bleed); AC 14; HD 3d12; hp 18; MV fly 50'; Act 1d20; SP un-dead traits, bleed; SV Fort +4, Ref +4, Will +0; Path: POD.

Bleed: Anyone bit by the flying head will automatically lose 1 hit point per time bitten until first aid has been administered.

The flying head will wait in the shadows and swoop down on the PC with the most skin visible. If the fight lasts more than 2 rounds, one of the stalkings on the next floor will send a large gear rolling down the stairs. A DC 14 Reflex save is required to avoid 1d8 damage and anyone failing their save must also make a DC 10 Agility check or fall down the stairs incurring an additional 1d6 damage.

## **FLOOR TWO**

*The second level is an open floor plan. In the center of the room is a shaft that controls the windmill. Scattered around it are various rusted cogs, spokes, machine arms, levers, and other spare parts.*

It counts as difficult terrain for characters attempting to navigate this mess. There are three more stalkings in this room. One watches out the window, another is watching the shaft, and the last one is sorting through the wreckage looking for a spare bundle of twine to tie off the corn meal sacks in the basement. If alerted, they hide in the wreckage and attempt to trip anyone passing through to the stairs.

After the stalkings have been dealt with, the players are free to search through the heap of junk. Anyone can pull out a lever that can be used as a club. A bedlamite should be able to craft a more complex weapon or tool in an hour. Players searching for something interesting can find a small metal tool box within 10 minutes of sorting. It has: a claw hammer, a wrench, a canister of machine oil, and a box of nails. About 3 dollars worth of change is scattered in various coinage. It can be found while searching the pile for nothing in particular.

## **FLOOR THREE**

*The first thing you notice when you reach the top of the stairs is the large window overlooking the main cornfield. Upon entering the*

*room, you can see that it has been converted into a cozy study. Several bookshelves line the walls and a pair of leather chairs sit on either side of a square table with an oil lamp on top of it. Sitting in the chair facing the stairs is a little old man. He wears outdated European clothes and you could swear his beard is actually corn fibres. His beady iron colored eyes stare at you and he gets up at your arrival. His height is a mere 3'.*

This is the room set aside for Ol' Cornstalk to use and live in. He speaks English with a heavy German accent. He will pretend to be a mere recluse and occultist to explain the presence of the creatures. After putting the group at ease, he will say something like this immediately after an ordinary remark: "And now that you have found my lair, I am going to make you tot (dead)."

The feldgeister will use this fight to size up the party. He hopes to wound or kill one of their number and will look out the window and teleport into the field once his hp has been lowered to half or less.

**Feldgeister (1):** Init + 5; Atk sickle claws +6 melee (1d6+3 crit on 18+); or thrown shillelagh +7 missile (1d6+3); AC 15; HD 6d6+4; hp 18; MV 30'; Act 2d20; SP landgeist, corn growth, summon stalking, teleport, kidnap; SV Fort +3, Ref +7, Will +10; Path: POD.

Landgeist: Ol' Cornstalk is bound to the land. In this case, the cornfields of the town. As long as the fields are undamaged, he will return with the dawn. If Leroy has been killed, he will no longer be under his control and will run free, able to go to other towns and sow chaos there.

Corn Growth: As an action the spirit can make a fully grown cornstalk erupt from any visible space.

Summon Stalking: As an action, the spirit can make a visible cornstalk turn into a stalking. It acts in the next round.

Teleport: Ol' Cornstalk can teleport to any space with a cornstalk in it as a move action.

Kidnap: The spirit will attempt to wrestle a target into submission. He will begin by making an attack on the target. To avoid this, the

victim must make a Reflex save to slither out of grasp. The DC is equal to the feldgeister's attack roll. On the next round, the target gets one final chance to escape. If they fail, the spirit will take the victim to his eternal field in Alfheim to work as a slave. The feldgeister will return in one hour.

The cornstalk boogeyman has many strange and potent powers. If the party can fend him off, they have an excellent opportunity to learn about defeating him here. The library has many volumes in it that are pertinent. One is a slim, faded leather journal. It has an entry written by Leroy in 1865, shortly after the seven days of night:

*"I had a dream last night. A woman made from dried corn leaves emerged from the field as I was working the fields. She came to me and introduced herself as Aylith and that if I listened to her, our town would never go hungry. How could I refuse? She taught me a ritual to summon one of her servants and how to keep him under my control and how to keep him nourished. I bound the spirit to the cornfields and each year, boiling blood must be spilt on the soil. As long as the fields are free of flame, we shall prosper."*

The ritual Leroy used is not in the volume, but the ritual to undo the binding in case of unforeseen events is included. It takes one hour of uninterrupted prayer to Aylith and bones no younger than 200 years must be ground down, burned, and then scattered in the field. (The bones can be found in the mission and the dead will eagerly allow this if asked.) Aylith is a messenger of Shub-Niggurath, the elder god. Leroy is unaware of who or what she is. The obvious solution for survival is sure to be a welcome one for pyromaniac players. It will take an hour to burn the dry fields down, but during that time the villagers and the feldgeister will come at them with everything they have. A coordinated burning is the best way. In this case, lighting each corner of the field simultaneously.

## **TIMELINE OF EVENTS**

### **Day 1.**

- Party rolls into town. NPCs will take measure of them.
- Noon. Eli announces that the wagon wheels have splintered and a new shipment isn't coming for 4 days.



- Late PM. Stalklings will attack the Dewlaps in the bar and any PCs present.

### **Day 2.**

- Tortoise is found dead unless rescued. A corn stalk is growing through his ruined face and the wagons have been destroyed.
- Corn festival begins. It's an exciting county fair.
- Ol' Cornstalk and 1d4 Stalklings ambush the party in their rooms to gauge their strength.

### **Day 3.**

- With bellies full of corn, the ritual can begin. Townsfolk absent and everyone is out plowing a new field. They are uncommunicative as they are under a spell from Leroy. He is shored up in his home, deep in meditation and communicating with Aylith.
- That night, an angry mob drags PCs out to sacrifice them on the maypoles. An excellent time for a shootout and siege. The feldgeister will harass the group on the inside and try to maneuver characters towards windows from which the mob will grab any characters within reach.
- If players end up on the stake, they will have only one chance to break free and escape, the scenario will end in failure if the ritual is completed. The feldgeister will grow in power and be able to move freely, converting more towns to the worship of Aylith.

## **ALTERNATE EVENTS**

After the windmill has been explored, or if the characters act out of line, the events on the timeline will speed up. NPCs will become hostile, and the events of Day 3 will happen that night if action is not taken immediately. The final event can happen anytime. Leroy just loves observing tradition.

If players choose to flee, which is a distinct possibility, they will find that the next town, Mudcrick is 20 miles out from cornflower. It is a ghost town where corn stalks grow in every available inch. Leroy, the feldgeister, and 4 stalklings will attack the party to keep the secrets of Cornflower from getting out. Ol' Cornstalk will not be

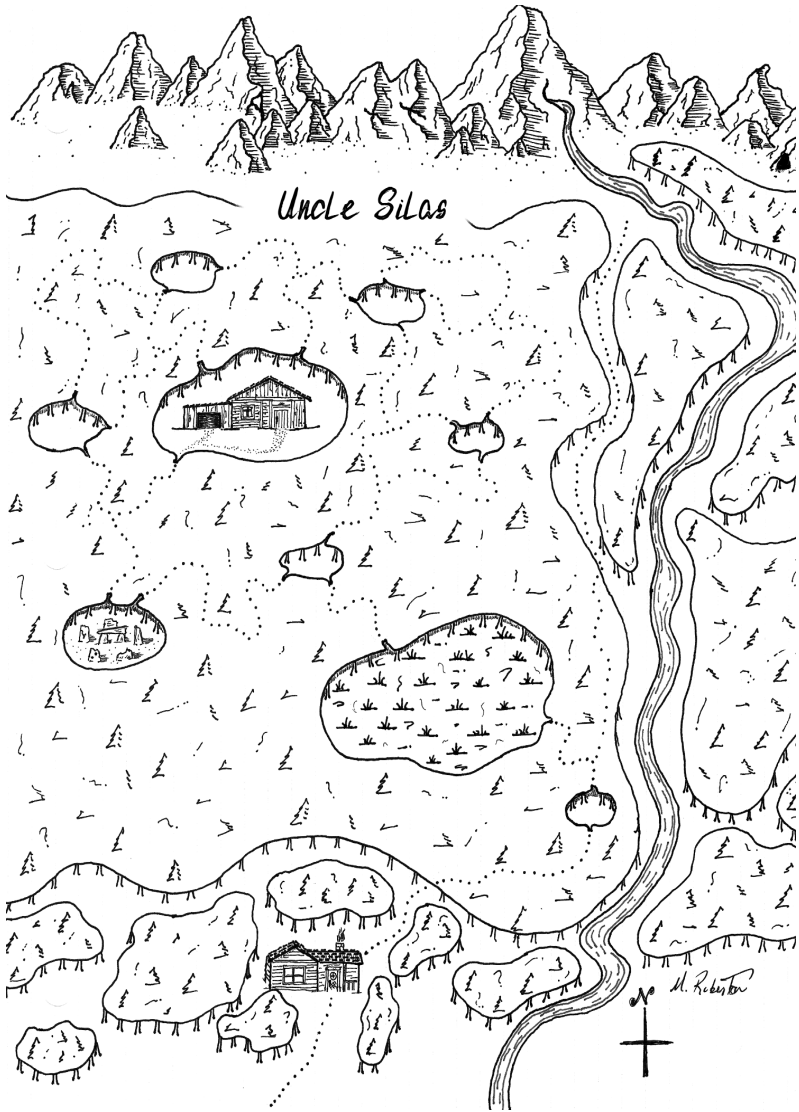
able to return to Earth if slain here and the party will be free to flee to another locale.

**Angry mob:** Init -1; Atk grap +5 (1d5 damage plus grapple), or assorted guns +2 missile (1d6, roll 1d4 for number of shots fired); AC 10; HD 12d4; hp 24; ACT 2d20; SV Fort +3, Ref -4, Will +2; Path: POD.

## **CONCLUSION**

For defeating the cult and banishing the feldgeister, each surviving character receives 1 point of permanent luck (cannot increase past 18). The townsfolk will snap out of a spell, having no idea what they have been doing. They will eventually settle into a normal, routine life. If the players choose to flee, their only reward is their lives for the act of yellow bellied cowardice.





# UNCLE SILAS

By Ian Zebarah Shears

Illustrations by Benjamin Marra

Cartography by Matt Robertson

This short level 1 **DCC RPG** scenario can be a horror one-shot played on a rainy evening or inserted into an ongoing Shudder Mountains campaign. It can also be used for **Dark Trails** after altering the setting, Silas' background and the nature of the shrine in the forest. The characters enter the dense forest at the base of the mountains expecting a simple search and rescue, but they encounter something more than bargained for when meeting Uncle Silas, a crazed cannibal cursed by the King of Elfland for vile behavior. PCs need to be quick to outwit him, or look for help in an unassuming woodsman that knows how to navigate off the trails.

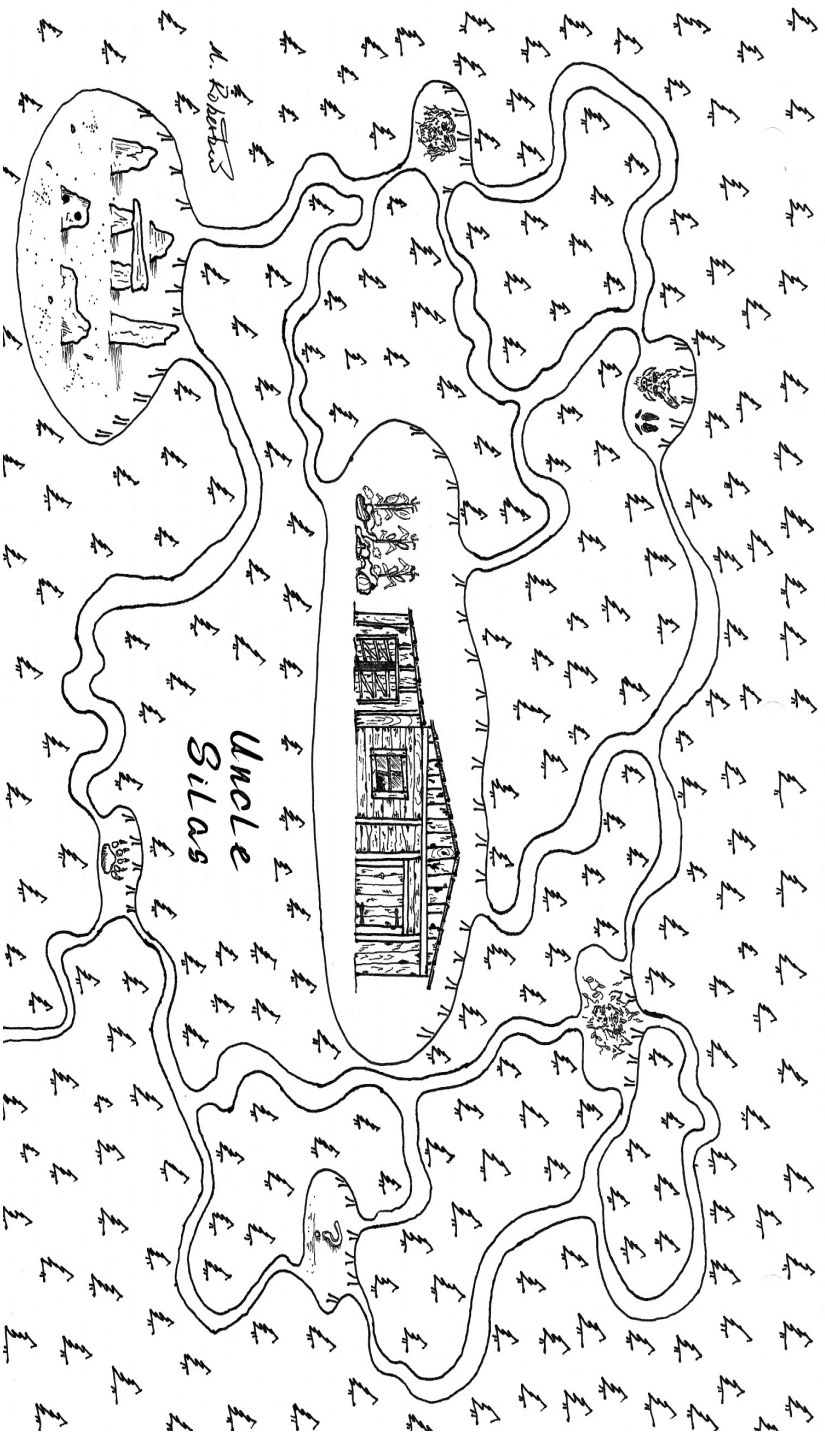
## **THE TALE**

*“Young folks enterin’ the woods ‘round here have a habit of never turnin’ back up. Papa used to tell of a poor farmer with no growin’ skills that went wanderin’ and lookin’ for food after his lands went fallow. Lackin’ woodcraft, he went mad with hunger. Now his ghost roams the trails, takin’ folks and cooking ‘em up for dinner. I’d not stray too far out there. If I were you, them kids are as good as gone.”*

## **BACKGROUND**

A few days past, in whatever hollow or village the PCs are staying at, some children went out gathering morels in the forests located around the mountains' base. The characters overhear this while in downtime as well as the tale of Ol' Uncle Silas. But there is more to Uncle Silas than just a tall tale of cannibalism.

Decades past, Silas was a simple farmer of some sort, not particularly good at it, but not horrible either. (The judge may roll on the 0-level background table to determine which kind, if desired.) At some point, a famine struck the region and many people were going hungry, several ended up dying. Daring to be a hero, Silas entered the woods surrounding the mountains. He quickly became lost and lost his mind as well as his soul. The woods changed him. He soon began to prey on travelers, kidnapping them and taking them to his shack surrounded by constant mist deep in the forest. One evening, he chose the wrong wanderers, a party of elves on their way to another wood. The moment he struck down the last of them, the dying wizard whispered a curse on the madman.



*“As you have chosen hunger over decency, So ye shall be changed. A beast ye shall be, your hunger never sated, and by the will of the King of Elfland, the forest shall be forever thy enemy.”*

Silas has since become a bogey to the country folk and haunts the forest as some sort of un-dead thing. He can only be laid to rest by primitive hunting traps and weapons favored by simple wood-folk, or weapons used to bring down game: axes, bows, spears, and firearms used for hunting. He can also be harmed by the forest itself. The exact nature of these weaknesses are ultimately up to the judge to tweak and make the scenario easier or more difficult as desired. Below is a rumor table to help seed information about how to defeat Silas. All rumors are true, but the information is disparate enough to sow some confusion amongst the party.

### **RUMORS IN TOWN**

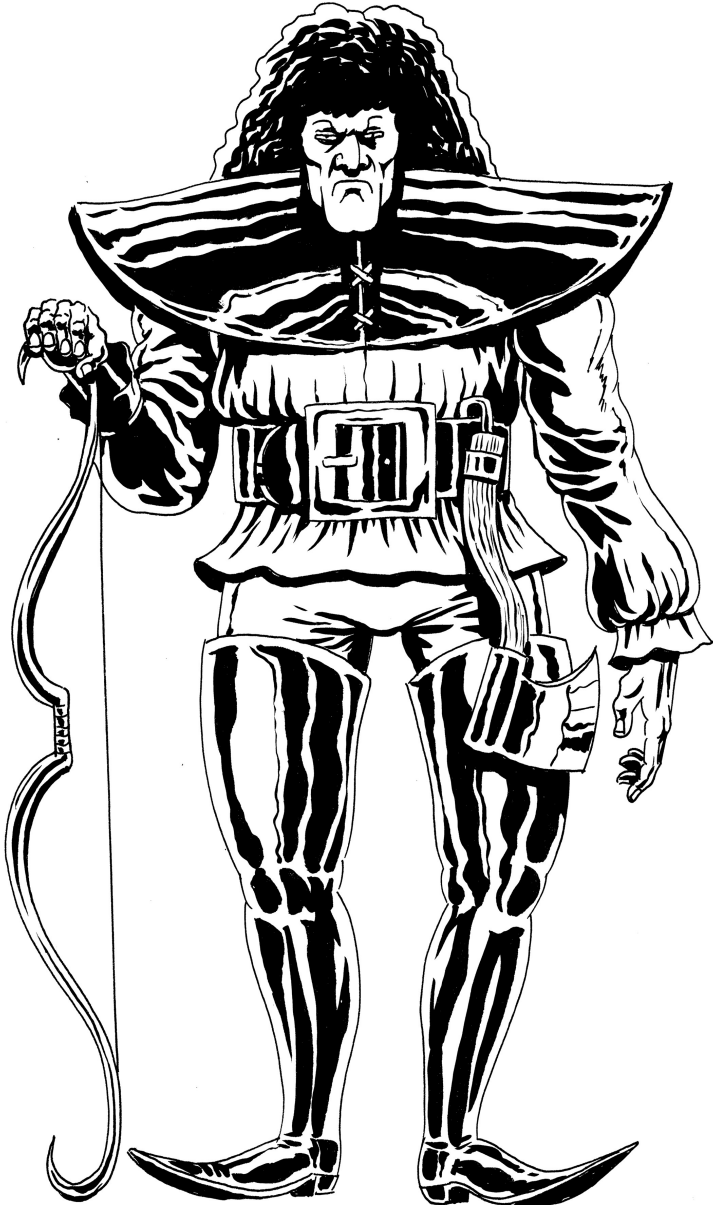
- The ghost is said to show fear when he sees snares.
- A hunter said Silas only bleeds when shot with arrows.
- Many folks go missing after searching the deep woods for morels.
- All sorts of hants and bogeys can be found in the forest.
- A merchant coming up from the next hollow swears spears put the fear in Silas.
- It is easy to get lost after the mist rolls in.

### **JEREMIAH**

Jeremiah is a simple woodcutter and hunter of game who lives in a humble cabin just on the edge of town. He is a pleasant sort of man and mostly keeps to himself. If the characters engage him and bring up the situation, he will be willing to help them for a reasonable price, not necessarily gold, but a task of equal work will suffice. He is a 1st level adventurer of a class the judge feels would be useful to the party. If you make use of the *CRAWL!* zine, the ranger class would be most suitable. He can be hired by the PCs to help navigate the woods, and ultimately bring down Uncle Silas.

He is knowledgeable about setting pits, snares, animal traps, and other ways of taking game. He can instruct the PCs in woodcraft if the judge would rather not use him as a henchman, or if the judge plans on having him killed to increase tension and show to the

players how deadly a combatant Silas is. If players are struggling for hints on defeating the ghost, Silas will be visibly terrified of Jeremiah's bow and snare cords he wears on his belt.



*Marva*



## INTO THE WOODS

Characters entering the woods have two choices. They may trailblaze through the forest or take the deer trail that winds through the ancient, misty wood. If the first option is chosen, the players encounter nothing, except dense, pine trees that grow unnaturally close together and a thick ground cover of brown needles that is several feet deep. In the wild part of the woods, they may encounter an ancient shrine dedicated to the spirits of the forest and its guardian, Necklavee, a kith with a sour demeanor and overall disdain for humanity. (More on this encounter below.)

The foot trail is a meandering shortcut to the next hollow. It is a footpath kept worn by the feet of wanderers and woodsmen alike. It's a grueling trail that goes uphill and follows the Tadpole River closely. It's a murky, slow-moving river with many cast-off branches breaking through the foamy water. About two miles down the path in a swampy section of the woods, it is split by a barely noticeable deer trail, only visible as a line of grey dirt that snakes through the underbrush. It is a long way down this path that the first encounter is located, a giant, wounded bear crashes through the woods into the PCs located in the center of the marching order!

*“As you get used to navigating the deer trail, you suddenly hear a loud crashing sound as a massive, rabid brown bear slams into you!”*

Make an attack roll for the bear with a D24 for its roll against characters in the range of its claws and teeth.

**Rabid bear (1):** Init +0; Atk bite +8 melee (1d8+2) or claw +6 melee (1d6); AC 14; HD 5d8; hp 32; MV 20' or climb 10'; Act 2d20; SP rabies; SV Fort +6, Ref -1, Will +8; AL N.

**Rabies:** Anyone bit by the rabid bear must make a DC 14 Fort save to avoid taking 1d2 Intelligence and Personality damage each day. Someone suffering from this disease must make 3 consecutive daily saves to rid themselves of the infection. Any damage done by the illness is cured at 1 point each day after the character has been rid of the infection or through supernatural/divine intervention. Any higher power that gives this aid will require compensation, of course. Anyone who dies from this illness rises as a zombie with

this ability the following night. This particular zombie breed is faster and a little stronger than the one presented in the core book.

**Rabid zombie:** Init +0; Atk bite +4 melee (1d4+1); AC 10; HD 3d6; MV 30'; Act 1d20; SP un-dead, rabies; SV Fort +4, Ref +0, Will +2; AL C.

Anyone examining the corpse of the bear will find bloody, infected bite marks made by a human.



Every hour the PCs spend wandering this trail, roll a D4:

1. Uncle Silas as a “helpful citizen”
2. The altar of the woods
3. Giant boar
4. 1d6 witchfire rotters (skeletal remains that flicker with spectral, green flame.)

**Giant boar (1):** Init +3; Atk tusk +6 melee (1d8) or trample +6 melee (2d6); AC 12; HD 4d8; hp 24; MV 40’; Act 1d20; SV Fort +4, Ref +2, Will -1; AL N.

**Witchfire rotters (1d6):** Init: +0; Atk claw +2; melee (1d3); AC 9; HD 2d6; hp 7; MV 40’; Act 2d20; SP un-dead, witchfire; flicker; SV Fort +0, Ref+1, Will +0, AL C.

Witchfire: The moment a witchfire rotter is taken down to 0 HP it explodes dealing 1d6 damage in a 5’ radius. A DC 8 Ref save is required to avoid being lit on fire.

Flicker: After the last turn has been taken, a witchfire rotter may teleport to any open space.



## THE ALTAR

*“Nestled deep in the woods is an old, neolithic stone altar. Engraved upon it is a serpentine dragon with fifty pairs of draconic legs, like a centipede. Its multifaceted eyes watch your every move. It lies curled up in a cave deep under the forest. A pair of beeswax candles are placed on either side of the slate table as are offerings*

*of holly berries, lined wrapped packets of elven pine candies and bones from various animals.”*

Concealed by a glamour, Nucklavee watches the characters enter the clearing. If they damage or deface the mural, he will place a curse on them and disappear if they damage or deface the mural. Should a character take an offering, he will chide them and ask for something of equal value to replace the stolen item. The judge may either roll on the table below or use one of the curses from appendix C in the DCC RPG rulebook. The severity of curses varies on the table and are fey in nature.

### **RANDOM CURSES**

1. The afflicted always counts as being “opposed” on the Lay on Hands table.
2. The afflicted is now a hoarder.
3. The curse bearer is at -2D on the dice chain due to unpredictable fits of incompetence.
4. The poor fool now has ophidiophobia, the fear of snakes. The sight of the creature on the mural fills them with dread and loathing.
5. Unbeknownst to the player, their dominant hand has switched. How this manifests and how it affects the player is up to the whims of the judge.
6. When the cursed becomes stressed, they begin to pluck out their hair. This permanently lowers their Personality by 1 point per week until the curse has been lifted. It does not heal naturally. A DC 10 Will save will need to be made if the player wants to do anything besides pull out hair during a stress-inducing encounter.
7. Each night the pack of the afflicted rearranges itself. It takes one turn to find a specific item during combat.

If they give an offering or pray, showing some kind of reverence, he will appear to them and ask them what their business is. If they mention that they are after the missing children and hope to bring down the cannibal, he will give them the *vine snare pendant*. This pendant is a small brass sculpture of intertwined vines and thorny growth. It is palm-sized and a loop of string is tied onto it to wear around one’s neck.

*Vine snare pendant:* Once a day, the user can command the forest to snare a target. The affected target must make a DC 14 Ref save to avoid being pulled to the ground and made helpless. When used on Uncle Silas, he will fail the save automatically. Furthermore, it will strip him of his abilities, allowing him to be slain by any method permanently.



The dragon depicted is Gorthrax, an ancient linnorm who is a guardian to the natural world. Nuckelavee knows that he will be stirring soon, planning to wipe out humanity for its sins against the natural world. The dragon is indifferent to dwarves, tolerates halflings and is friendly towards elves and fey. Placating the dragon is beyond the scope of this short scenario, but will be featured in a later one.



## THE CABIN

*“The trail comes to an end at the top of a hill deep in the woods. The trees have all been poorly cut down. Jagged stumps jut from the ground like diseased, broken teeth. The remains of a rotting vegetable patch are located next to a large, ramshackle hut, off to the right of that is an old storage shed. The ever-present mist has thickened, obscuring the rest of the nearby environment.”*

Once this locale has been entered, the characters are stuck in the forest. It goes on and on and paths bend and take them back to this clearing. If players wish to return to the altar, the leader must pass a luck check. They can truly escape by slaying Uncle Silas, or by ending up on his next plate. At the time of arrival, he is stoking the

fire in his cast-iron woodburner and welcomes the party inviting them “to dinner”. He will have one or more people dig in the garden for potatoes in an effort to split the group. All the spuds are: green, greasy, and covered in roots. He will sit them down at his table and disappear into his woodshed and take a long time.

If someone goes to check on him, he is sharpening an axe surrounded by six children stuffed into cages. They are all alive, but very scared. They begin crying for help upon seeing a stranger. Silas snarls and swings his axe at the snoop checking on him.

If nobody goes to check on him, he will carve up one of the children and begin cooking them on the stove. If anyone eats this taboo food, they will suffer the same affliction as Silas. After Silas has been slain in this instance, the mist does not clear and the player must surrender their character to the judge.

*“Inside the shed are six rusted cages stacked on top of each other. A blood-spattered beheading block lies in the center. Several weapons and tools hang from chains. They are covered in blood rust and are held together with gristle and vines. Several bloody husks of rotting meat hang from hooks in the back, dripping juices and maggots onto the offal covered floor.”*

Many of the tools are usable but of poor quality. Pushing aside the hanging meat reveals a trunk roughly made from tree branches. It is trapped. A DC 10 perception check reveals that a rusty sawblade is rigged to spit out (attack +5 for 1d6 damage.) Inside the chest is a nice, tricorne hat worth 5sp, 1d3 gp, and 2 ancient brass coins that may be of interest to a historian, or collector.

**Uncle Silas:** Init +3; Atk axe +5 melee (1d8+6); or bite +3 melee (1d3 rabies); AC 14; HD 3d12; hp 24; MV 30'; Act 2d20; SP undead, rabies, can appear behind fleeing enemies; regenerates if dropped to 0 by conventional means; SV Fort +4, Ref +2, Will -1; AL C.

Rabies: Anyone bit by Uncle Silas must make a DC 14 Fort save to avoid taking 1d2 Intelligence and Personality damage each day. Someone suffering from this disease must make 3 consecutive daily

saves to rid themselves of the infection. Any damage done by the illness is cured at 1 point each day after the character has been rid of the infection or through supernatural/divine intervention. Any higher power that gives this aid will require compensation, of course. Anyone who dies from this illness rises as a zombie with this ability the following night.

He can only be laid to rest by primitive hunting traps and weapons favored by simple wood-folk, or weapons used to bring down game: axes, bows, spears, and firearms used for hunting. He can also be harmed by the forest itself. If the pendant is used, he will be bound to the ground and able to be killed like any other creature.

Uncle Silas is a vicious, and devious combatant. For example, he will stand behind the cages or hold his axe over a child's head if they approach him inside the shed. He swings his axe at the weakest targets first and attempts to bite the warriors, hoping they eventually succumb to his disease. If Jeremiah is with the party, Silas will strike him down in a single blow at the earliest opportunity. This will hopefully illustrate that players need to use tactics if they confront him head-on. Like famous slasher monsters, he can teleport right behind PCs if someone isn't walking backward and he will always appear to be at the edge of sight. He will sing off-key about how he is going to drink brains through a straw and the other graphic methods he plans on eating the characters. If he is killed by any methods other than described previously, he will resurrect the next dawn, trapping the PCs in the forest overnight.

## **CONCLUSION**

Defeating Uncle Silas and rescuing all children earns each PC a point of Luck and the favor of the King of Elfland. How he repays this debt should be mysterious and whimsical. Depending on how the party treats with Nuckleavee, he will pose a dangerous foe, or he will have work for them in a future adventure.

The village mayor will give the group a handwoven basket. Inside are fresh rolls, some morels, and signed vouchers that allow each player an item from the blacksmith worth up to 50gp, or for an amenity from the town's priest if one is available. This reward is only available if all the children are safe and can vouch for the cannibal's demise.





Mara



# DARK TRAILS CHARACTER SHEET

NAME	CLASS	XP	LEVEL
LUCKY SIGN	OCCUPATION	ALIGNMENT	SPEED

HP
AC
GRIT

	ABILITY	MODIFIER
STR		
AGI		
STA		
PER		
LUCK		
INT		

REFLEX
FORTITUDE
WILL

## SIGNATURE WEAPONS

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

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

# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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

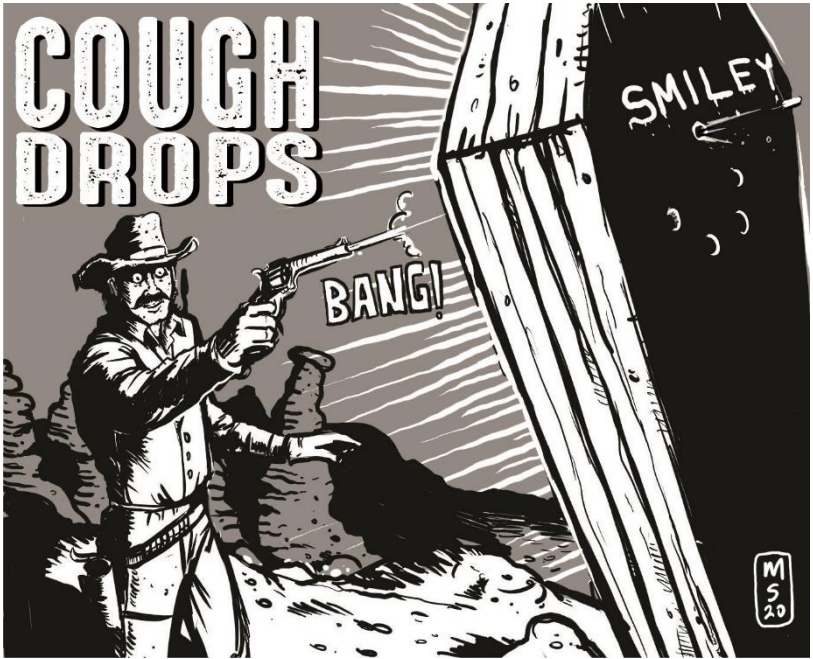


## Dark Trails - Yee-haw! #2

VOLUME 12 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)



**A Dark Trails Tale Told in the Charming Local  
Dialect Spoken by the Worthy Citizens of the  
Incorporated Town of Cripple Creek**

**By Stan Reed  
Illustrated by Matt Sutton**

I was in town with Aunt Jess and she had to go into the shoe store so she gave me a stick of candy from Lantern's General Store and put me in front of Mr. Gordon St. John Hartzel Lemione's Medicine Show and Spiritual Revival Assembly and told me not to go nowheres until she got back. I know'd from experience that Aunt Jess can't get in and out of a shoe store quick, so I ate on my candy real slow while I watched the show. There sure are a lot of ailments out there and Mr. Gordon St. John Hartzel Lemione musta known them all. It is a scary world out there and I hope I don't get ill by any of them, but Mr. Gordon, he had a cure for 'bout all of them.

Ain't that good luck? He had elixirs, balms, poultices and even something brand new called "cough drops." It was truly amazing.

While the show was in the middle, Miss Donna - I mean Sheriff Taggart came in a-lookin' around but I guess she was satisfied, 'cause she turned to leave without sayin' anything.

Hi Sheriff Taggart I says and she says in that quiet voice of hers behind her tired lookin' eyes Howdy Weed, have you seen Smiley anywhereabouts today?

No ma'am I says. Well if you do will you tell him I'm a-lookin' for him? Yes ma'am I says.

The Spiritual Revival part came and went and still Aunt Jess had not come back for me so I went a-lookin' for her. On the way to Mr. LaSolier's shoe store I passed by the Mustang Saloon and there was not a lot of folks inside 'cause it was still day but there was some folks a-sittin' on the porch a-talkin' and one of them was boss Dooley, who was the man who Smiley rode fer.

Hello Mr. Dooley I says and he says Howdy Weed, what brings you out to town this day?

I says Aunt Jess is lookin' at shoes. Do you know where Smiley is? Miss Donna - I mean Sheriff Taggart is lookin' for him.

Mr. Dooley gets this big sad look on his face and says I am afraid I have news about Smiley that you may not want to hear.

Oh no, says I, what is it?

Well, he says, Smiley and I were out ridin' t'other day lookin' for some strays that run off from that herd of pintos we'd brought down from Miner's Canyon. Them stray ponies they run far and fast and we was not catchin' up with them at all but

Smiley had no trouble followin' them and once in a while he could see 'em cause, you know, that Smiley, he got good eyes. Late in the day it was ev'dent a storm was comin' and I asked Smiley what he thought we should do and he said that if it rained we would lose track of them pintos so he wanted to press on. Never was a man that cared so much about ponies as Smiley, I will say that.

Anyhow, it was just dark and we was near ol' Emerald, you know, thet ghost town where ever one upped and lit out one night and no one ever know'd what happened to them when them rain drops started fallin.'

At first I wanted to head back home. I rode in the rain before and it ain't so bad if you kin get warm at the end of the ride, but Smiley, he told me it warn't water in those raindrops but somethin' else. How he kin see such things I'll never know, but that boy got the best darn eyes I ever did see, 'cept maybe Joe Taggart.

So, he wanted to git out of the rain but I was not too pleased to be goin' into Emerald - who knows what ghosts was thereabout? Anyhow, Smiley was real nervous about thet rain so we rode and there was a place right on the edge of town called Hotel Calibogus. It was run down and abandoned for ten years or more, so we went on in and pulled our horses in after us just as thet rain really started a-comin'.

We put them horses in the saloon and we set our sleepin' rolls in the lobby. Once we broke up some old furniture and got a fire goin' in the fireplace it were not too bad. We ate a little bit and went on to sleep, Smiley worryin' that he might not pick up the trail of them pintos the next mornin'.

I'd been sleepin' right good when I felt somethin' pokin' me and heard Smiley whisperin' for me to git up. The rain had stopped and I was askin' him why the tarnation he was a-wakin' me up when he says shh thar is somethin' upstairs in this hotel. Thet woke me up sure enough. Ever since we had thet trouble with them crawlin' things in the dark that one time, I am allus nervous about noises in the night thet I don't know what they are.

Smiley got out his pistol and started sneakin' up the steps, and I come right after him, takin' a candle I found on the desk of the lobby and lightin' it from the embers in the fire.

Thet new Smith & Wesson? says Mr. Greene. No his old one, thet Colt Patterson says Mr. Dooley. Anyhow, we is creepin' up along the hallway upstairs and we ain't findin' anythin' and about the time we is thinkin' we will go downstairs and git back to sleep, we hears somethin' agin'.

We is followin' the noise, and figger it is comin from higher up, so's we look around and find a way into the attic. Smiley is nervous and to tell the truth, so am I, but we cain't stay there all night if'n we don't know what is sneakin' around thet ol' hotel, so's we gots to find out. Might be a haint or who knows what.

A haint? says Mr. Roberts What's a haint?

You know says boss Dooley, a haint. A ghost.

Oh, a haint says Mr. Roberts.

Kin I finish tellin' my story please? says boss Dooley.

Anyways, we git up into that attic, and it is dark and thet candle ain't puttin' out too much light.

We's lookin' around up there the best we could without no luck and about to say whatever it was ain't there no more when sudden-like Smiley look over there!



There was something a-glowin' back behind some boxes and such, and Smiley, wound tighter'n a banker's purse strings, crept on up. I don't mind sayin' I wanted nothin' to do with it but I didn't want to be left alone, either, so crept on up behind him.

We come around that last box and there it was, I ain't never seen the like. It was a pine coffin leanin' agin' a wall, and it was glowin' like a sickly moonlight, only green. I said time to git and Smiley took a step up and said look there is somebody's name on it. Smiley has always been a curious type but he never learned to read, so I had to step close enough to see what it said.



My gosh! Says I, Smiley that is yore name on thet coffin!  
At just thet minnit the coffin shifted and the lid swung open.  
Mr Dooley I says, you is scarin' me and I wanted to run but my feet would not move. What was in it?

Smiley and me backed up a step, but it were empty. Then the darnedest thing happened. Thet coffin started to float in the air, and it was a-movin toward Smiley. We lit out of there like jackrabbits. We run downstairs, grabbed our horses and rode out of town fast as we could. After a minnit or two, we reined up and turned to look, and thet glowin' coffin was floatin' along the street, comin' straight at us!

Let me tell you, we turned them ponies and headed for the hills like you ain't never seen, but durned if thet coffin warn't chasin' after us.

We rode all night, and our horses were gittin' tired and thet coffin was gittin' closer and closer. The sky in the east was just startin' to git less dark and we shot down one side of a ravine, racin' across it. Thet coffin come over the lip and started down after us. I just raced up t' other side when Smiley's hoss Blocker stumbled and fell, throwin' ol' Smiley. I heard it and turned to see. Now Smiley's been ridin' range for a while, so he did not land hard and jumped right up, but ol' Blocker got back to his feet and took off.

It was horrible, havin' to watch and bein' too far away to do anythin'.

Thet coffin came at Smiley, closer and closer! Smiley pulled out thet Colt Patterson and started shootin', bang! Bang! Bang! Six times, but bullets weren't goin' to hurt it. When he run out of bullets, Smiley threw thet gun at it and started runnin'.

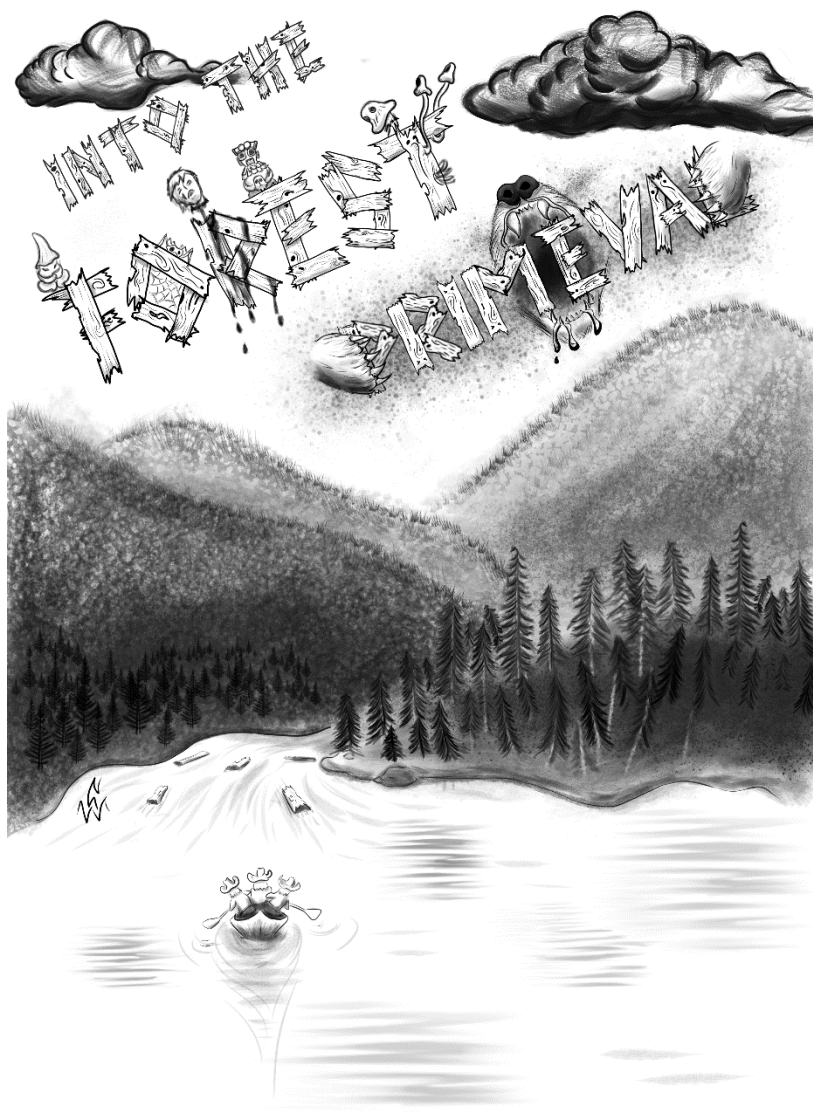
Pore ol' Smiley, he'd always been a good feller, but he could not outrun thet glowin' evil coffin. It got closer and closer, its lid open like some great big mouth that was goin' to swaller him whole. Smiley finally could not run anymore and he turned to face the thing.

Oh my gosh! Says I What happened?

Then, Smiley reached in his pocket and pulled out one a them Mr. Gordon St. John Hartzel Lemione's Medicine Show cough drops and the evil thing stopped dead in its tracks.

Why? I says, Why did they make it stop chasin' Smiley?

"Well, Weed, ever' one knows thet cough drops will stop yore coffin'.



**BY KEITH NELSON**

A 1<sup>st</sup>-level Adventure for *Dark Trails RPG*

Illustrations by Lucas Haley & Clayton Williams  
Cartography by Lucas Haley

The characters have been induced to investigate a logging camp where all of the loggers have disappeared. The time is 1866-1867. The camp is in the Midwest, off the Great Lakes, where timber is cut in the winter and rafts of logs are floated downstream in the spring to be collected in rafts and delivered to mills. This is the story of the fate of one such logging camp, under the shadow of the dark pine forests of the Great North Woods.

Characters may begin as a posse contracted by the camp owner to investigate reports of the camp missing transfers of supplies by the supply boat in the past week, or as lawmen, or as investigators from an adjacent logging camp. The purpose of the adventure is to find out what happened and investigate the loggers' disappearance. Does this mean there has been a timber war with another logging firm, did they get carried off by marauding First Nations hunters, did pirates (a feature of the Great Lakes) raid the camp for supplies, did disease carry them all away, or is there something more sinister at the heart of it?

The adventure takes place in a small area (perhaps a 20-30 mile radius) as a point-crawl, with random encounters. Including random encounters will slow the adventure significantly, perhaps necessitating several sessions to complete, but add an element of interest and flesh out the feel of the woods. The players may arrive to the adventure in multiple ways, although from the water by supply boat (then let off at the mouth of the river to go the 5-6 hours upstream by either trail or small boat) or from the trail from the adjacent logging camp (2 days journey) are most likely.

There is the potential for not one, but two, patrons within this adventure. I would encourage judges to consider allowing any character class to bond with these particular patrons, perhaps as with Lankhmar patrons.

# RANDOM ENCOUNTERS (1D20)

If travelling, roll 1d6 each day of travel; if a 1-2 is rolled, then there's an encounter. If standing watches at night, have each character roll a Luck check; roll an encounter for the first to fail (all others have no encounter).

- 1) Small teacup wolverine fury - Small pack of teacup wolverines (1-2 pound versions of wolverines) are squabbling over a moose carcass. Spotted at 100' distance if the unluckiest character makes a successful Luck check. On a failed Luck check, they are spotted at a 30' distance. The pack is small enough that it will dissolve into 4 individual animals if it takes 20 damage or more.

**Teacup Wolverine (Fury):** Init +3; Atk swarm +6 melee (3d4); AC 12; HD 6d8; hp 40; MV 40'; Act 2d20; SV Fort +1, Ref +0, Will +2; Path WTL.

**Teacup Wolverine (Individual):** Init +4; Atk bite +2 melee (1d3); AC 13; HD 1d4; hp 3; MV 40'; Act 1d20; SV Fort +1, Ref +1, Will +2; Path WTL .

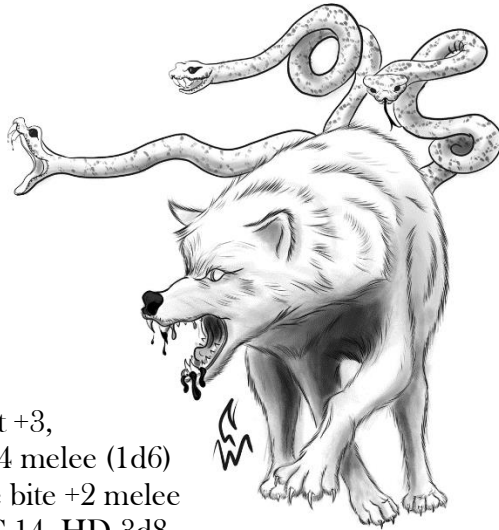
- 2) Splinter cat (there should be a ridge or hill nearby). This thick, muscular cousin to the mountain lion has a flattened head with a hard, bony forehead ridge. Found in wooded and mountainous areas, it is an ambush predator, but one that operates at a distance, preferring to attack prey on lower slopes. It moves in straight lines at extremely high speed, crashing into prey or into nearby trees, exploding them in clouds of flying deadly splinters. It takes no damage from this due to the immense hardness of its head and the durability and resistance of its iron-like pelt. The pelt is a shimmering greyish red in color, with short, thick hairs covering it.

The hairs are rock hard and the underlying pelt remarkably impervious to penetration, rapidly dulling or even turning aside even the sharpest blade. A coat made from splinter cat pelt, while not as effective as when on the cat itself, will serve the wearer as a form of armor (AC +2, -2 dmg from sharp weapons).



**Splinter Cat:** Init +6; Atk headbutt charge +8 melee (1d12 on charge + prone) or bite +2 melee (1d6); AC 16; HD 5d8; hp 28; MV 80'; Act 1d20; SP knock opponent prone on successful headbutt charge attack. DC 12 Ref save within 15' radius to avoid splinters (1d8) if hits tree instead of target (50% chance); resistant to bullets and blades (-5 damage); SV Fort +8, Ref +5, Will +0; Path WTL.

- 3) Wolf pack (n=2d6) led by rattle-wolf. If the rattle-wolf is killed, the others will flee.



**Rattle-wolf:** Init +3,  
Atk wolf bite +4 melee (1d6)  
and rattlesnake bite +2 melee  
(1+poison); AC 14, HD 3d8,  
hp 15; MV 40'; Act 1d20 wolf bite & 2d14 rattlesnake  
bites; SP rattlesnake poison (DC 15 Fort save or take  
additional 1d2 hp of damage each round for 1d4 rounds);  
SV Fort +3, Ref +3, Will +1; Path WTL.

**Wolf** (See *DCC RPG core book*, p. 431. Path WTL)

- 4) Flayed zombies - A small pack (1d3+1) of swift moving humanoid figures comes towards the party, leaving behind the humped carcass of an animal on the ground. These human shaped creations of the necromancer Itzli are fleet-footed figures of perpetually raw meat, with the skin missing across their whole bodies. The underlying flesh is hard and dense, pulled tight across the bones. The chest cavity has a gaping hole where their hearts have been wrenched out during the ritual that created them. They move in stuttering spurts of motion and many have their mouths sewn shut with long thorns. Those without mouths sewn shut have them open in a gaping infrasonic scream that blights anything in front of them.

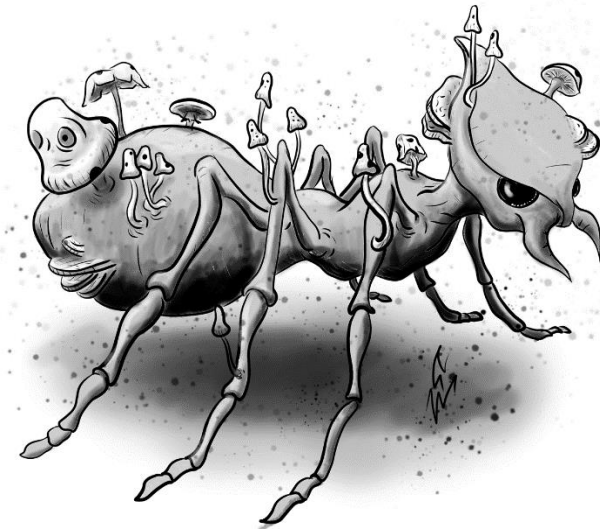


**Flayed Zombies:** Init +4; Atk claws +2 melee (1d4) and rib spears +1 missile fire (1d6); AC 12; HD 3d8; hp 18; MV 30'; Act 2d20; SP if mouth is open, all within 50' in front of it take 1d6 hp damage each round and are stunned, falling to the bottom of the initiative count and suffering -4 to all rolls for remainder of battle(DC 14 Fort save for half damage, ignoring stunned and only suffering -2 to all rolls while within range); SV Fort +3, Ref +2, Will +0; Path POD +2. *(1 in 4 chance each round of combat that one zombie will have their mouths tear open and their scream attack can activate)*



- 5) Sporant foraging party. Sporants are giant ants infected by the giant fungus (Armillamycetes) that inhabits the swamps. Foraging party will have 2-8 foragers and 1-3 warrior class ants. The forager sporants are approximately sheep or goat-sized, with the warrior sporants closer to the size of a horse.

**Forager Sporant:** Init +2; Atk bite +1 melee (1d4); AC 13; HD 2d8; hp 10; MV 40'; Act 1d20; SP sprays spores from fungi growing from its body.. Those within a 5' radius suffer -2 to all rolls and must make a DC 12 Will save to avoid being linked to Armillamycetes (suffer permanent -2 on Will and Fort saves vs. Armillamycetes' spores; can be cured by *neutralize poison or disease*; SV Fort +1, Ref +2, Will -1; Path WTL.



**Warrior Sporant:** Init +3; Atk bite +4 melee (1d8) and sting +2 melee (1d3+poison); AC 15; HD 4d8; hp 26; MV 40'; Act 2d20; SP DC 10 Fort save or paralyzed by sting for 1d6 rounds; SV Fort +1, Ref +2, Will -1; Path WTL.

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

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

- 7) **Fungal infected whitetails** – A small group of whitetail deer flee at your approach. A buck pauses and looks back at your group and you notice a tracery of white lines across his face. DC 15 Int check to notice a scattering of tiny mushrooms growing on his head, between the antlers. *Armillamycetes* (Area #8) is notified of the characters' presence and may send out foraging sporants to collect the party if it sees benefit.
- 8) **Pile of meat and bones from an animal** (judge's choice as to the species.) Heart and skin are missing. This is a victim of a skin stealer.

- 9) Signs of a giant bear (tracks, scratch marks 16-17 feet up in a tree, long tufts of fur stuck to 10' high branches, scat mounds the size of a bushel basket.)
- 10) Carpet Trapper - This flattened, sting-ray like animal is an ambush predator, lurking in wait on trails for passing animals to step on it and be engulfed and digested. Skin is chameleon-like (Opposed hide check with +10 modifier) and it exudes a glue-like substance that also digests trapped creatures as it wraps them up in its membranous body.

**Carpet Trapper:** Init +5; Atk engulf +4 melee (1d3 + special); AC 11; HD 3d8; hp 18; MV 10'; Act 1d20; SP +10 to hide. Exuded glue immobilizes prey with DC 15 Str check to escape. Exuded digestive juices do additional 1d3 damage on the first round, increasing +1d each round target is immobilized; SV Fort +1, Ref -2, Will +1; Path WTL.

- 11) Deeply carved runes high on an old oak tree. DC 15 Int check from characters with an educated background or appropriate class to recognize these as Norse runes; it takes a DC 20 Int check to translate runes (ODIN TAKE THIS GIFT). Digging under the tree will reveal partial bones of several humans.
- 12) Grave cairn - This pile of rocks contains within it the remains of an ancient shaman. While the bones, body, and most grave goods are rotten, broken, and crumbling with age, a large hand-axe with a polished greenstone head remains pristine and whole. Painted symbols on the large rock slab covering the body show men with bows and spears, along with a man fighting with a green-glowing axe against a group of animals that stand on their hind legs and men with exaggerated beards wielding what are clearly swords, one of whom has a line of yellow-white coming from his hand. The axe does 1d8+1 damage, and does

double damage against shape-changers and skin-stealers. Each critical hit against a different foe causes a slow transformation into an animal by the wielder, akin to suffering patron taint (judge's discretion as to the animal traits obtained). The axe gives the wielder a minor geas; it wants to be wielded and the wielder cannot resist using it preferentially over other weapons when possible. A DC 15 Will save may be made after each critical hit transformation occurs to get rid of the geas once the transformation begins.

- 13) Small copse of black ash trees surrounding a low swampy hollow. A skeleton of a man in rusted mail armor (useless, falls apart upon retrieval) lies visible below the water. These trees have bark that is veined with white (mycelium from Armillamycetes, the Mycelial Master) and conveys information back to the master. The trees may drop spores on characters that linger (25% chance each round, increasing by 25% each round until a 100% drop is reached). If characters each fail a DC 10 Will save upon contact with the spores, the spores produce visions of Armillamycetes as a source of knowledge and power and rough directions to the swamp.
- 14) Abandoned and dilapidated small trapper's cabin. Walls have carved words in French warning of beasts that walk like men (*bêtes qui marchent comme des hommes*).

- 15) Sacred cairn. This stand of trees surrounds a small clearing that as the characters enter seems to welcome them...until they notice that there is no trail and they can't reach the surrounding woods to exit. There is a small cairn of carefully placed stones in the middle of the clearing. Pouring blood or whiskey on the cairn will open a route out of the clearing and grant a **Boon** to the character(s) doing so. However, any attack on or attempt at destroying the cairn will summon a vengeful spirit, appearing as a small metis man in a bright red cap, with antlers sprouting from his brow. The spirit will repeatedly attack the offending character(s) until it has wounded each at least once, increasing the ferocity and number of attacks each time it is wounded. If no defense or attacks are proffered, it will only cause 1 hit point of damage to each before letting the party leave (without any Boons).



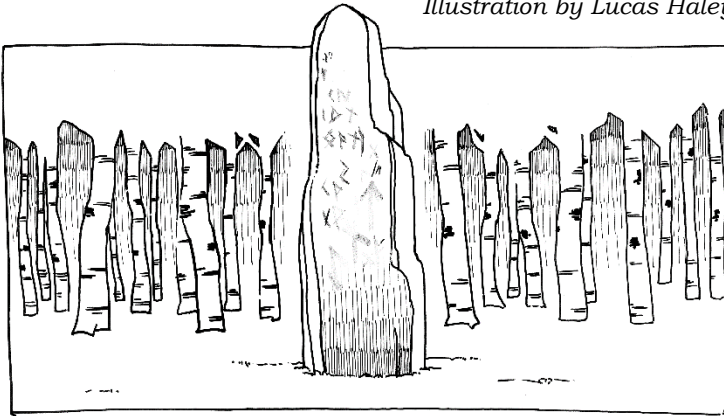
**Metis Redcap:** Init +6; Atk antlers +4 melee (1d4); AC 17; HD 2d8; hp 12; MV 60'; Act 2d20; SP DC 12 Will save to avoid confusion for 1d4 rounds (-2 on all rolls); SV Fort +3, Ref +5, Will +2; Path WTL.

- 16) Trappers - two Metis men with large packs of furs, travelling to the lake and thence to trading post. They have tales of men that change into beasts and beasts that change into men, lightning that strikes the top of a hill out of a clear night sky (Bald Top), witches that fly through the night sky, dark places where lurk old gods, animals that have strange growths on their heads or necks and look at you with strange, almost human eyes. They claim this is an accursed land and seek only to leave it.
- 17) Pair of large black birds soar in the sky above. A successful DC 10 Ref save is required to avoid notice by them. They carry word of the group back to the Norse Bear Walker and will henceforth dog the party's steps, making any surprise on the bald knob (Area #6) difficult.
- 18) Skin stealers - These strange creatures seem as half human, half animal hybrids, flayed of every inch of skin, with dark, staring eyes. They seemingly exist only to attempt to replace their skin, catching and skinning a wide array of animals in an attempt to cover their raw, bloody bodies. The bodies of those caught and skinned are discarded, with the skin draped around the skin stealer. Thus, for a brief time, the stealer may change into and present themselves as the individual (or even animal) whose skin they wear, but it rapidly decays and turns loose and tattered on them, forcing them to hunt for another skin to cover themselves with. Skin changers may attack either with the sharpened bones of their fingers, which can paralyze prey with a potent venom or with the obsidian dagger they all seem to be able to call forth at will. Upon paralyzing a victim, they can cleanly skin them within a matter of minutes.

This pair of skin stealers are wearing tattered wolf-skins and running on all fours, though they prefer to stand when attacking. They will stalk the party at a distance and wait until they have become less watchful or are weakened before moving in to try and cut out one or two characters from the posse.

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

*Illustration by Lucas Haley*



- 19) Norse Rune stone - This tan stone has deeply incised runes and images that are heavily weathered. If translated, the runes tell of an expedition by Harald the Spear and his Vikings in search of treasure and lands. It also tells of a fight between Harald and the bear-sark shaman Bjarni and the destruction of Harald by “foul magics”. This stone was placed to commemorate the fight and inter Harald. The images are of men fighting a giant bear and other men. The bear is surrounded by a glowing aura.



Under the stone is the burial mound of Harald. He is now a draugr, accompanied by 4 of his men that also fell in the fight, and will fight to protect his grave hoard (gold and silver worth \$500, or \$1000 to a museum out east). He wears rotted mail, but fights with an unruined and noticeably well-made spear. If Harald is fought in single combat or a calavera or sin-eater speaks with him, he may bargain for the destruction of Bjarni and then laying him and his men to rest, handing over his spear to the posse to allow Bjarni to be slain.

**Harald (Draugr):** Init +3; Atk Harald's spear +4 melee (1d8+4); AC 15; HD 5d8; hp 32; MV 40'; Act 1d20; SP un-dead, takes half damage from non-magical weapons, must be burnt or will return and stalk the grave robbers; SV Fort +4 Ref +1, Will +5; Path POD +2; Harald's spear (+1 to hit/+2 damage, gives the bearer the power to leap up to 30' horizontally or 10' vertically, induces the wielder to attack divine representatives (including revelators) when wielded in anger, having been imbued with Harald's last thoughts (DC 10 Will save to resist)).

**Viking Draugr:** Init +1; Atk sword +2 melee (1d8); AC 13; HD 2d8; hp 12; MV 40'; Act 1d20; SP un-dead; takes half damage from non-magical weapons; must be burnt or will return and stalk the grave robbers; SV Fort +3, Ref -1, Will +4; Path POD +2.

- 20) The trees close in around the characters. They feel the baleful eye of an alien, inhuman presence focus on them. The pressure builds as the very air darkens around them. All members of the posse must make a DC 12 Will save or run blindly in fear for the next 1d4 minutes to escape the malevolent presence. Those passing the save feel the intense desire to exit the area as soon as possible and must make another Will save each successive round they stay in the approximately 100' diameter area.

GREAT LAKES

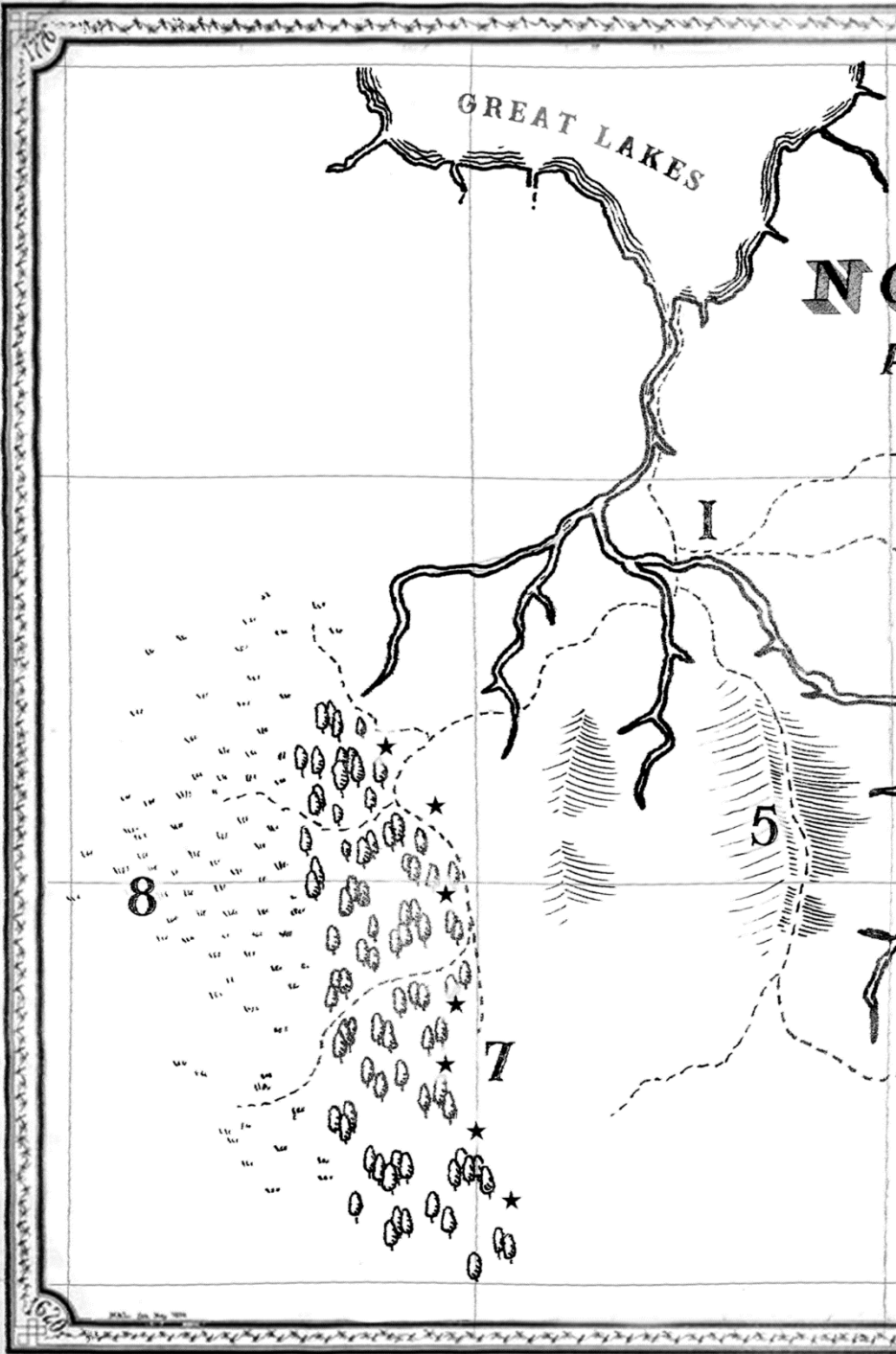
NO

I

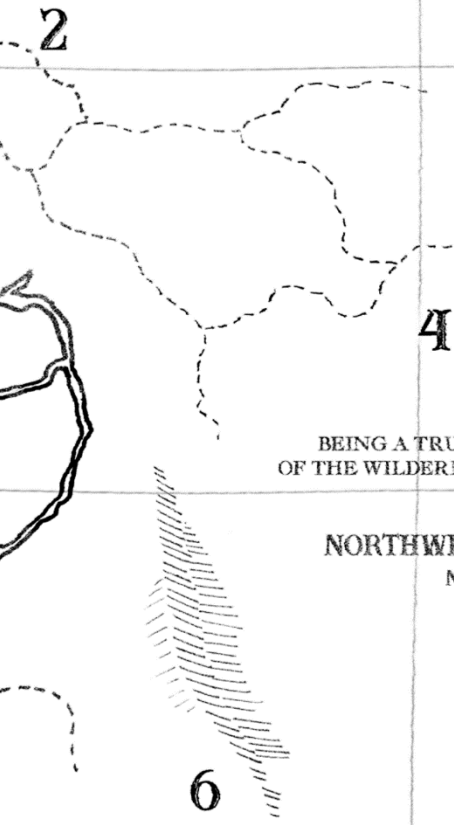
5

8

7



MAP OF  
**NORTH MICHIGAN**  
AND THE SURROUNDING ENVIRONS



TO JEPSON

BEING A TRUE AND ACCURATE DESCRIPTION  
OF THE WILDERNESS IN THE WISCONSIN TERRITORY

AS COMMISSIONED BY THE  
**NORTHWEST GEOGRAPHIC SOCIETY**  
NEW YORK, NEW YORK  
1844

★CRUCIFIED SCREAMING ZOMBIES

1876

1885

# POINTS OF INTEREST

Pointcrawl essentials for this adventure: (1) every main point in the adventure should be approximately a solid 6-10 hour trek through first-growth northern forest and swamp; (2) glacial moraines are common features of the landscape, providing low ridges that need to be traversed; (3) the season is set to be early spring, with mud and cold, which also implies short days at this Northern latitude.

**Area 1 - The Logging Camp:** This cluster of 3 buildings and a corral with a shed for oxen is silent as the posse approaches. Nothing moves. Doors are open to the buildings and the gate to the corral swings wide.

- In the buildings (2 bunkhouses and a mess hall/cookhouse), food and drink are left out half-eaten on tables and there's the bitter stench of burnt coffee coming from a pot on the stove in the cookhouse. The fires are out.
- Some boots and coats still rest undisturbed in the bunkhouses.
- Logging crew of 20 men, a foreman, and a cook are gone.
- Tracking check: DC10 to identify both booted and bare footprints in the mud between the shacks; DC 15 to note direction (to the southerly trail).
- Runic scratches on doors of all buildings. Seen if examined, otherwise Luck check of lowest Luck character to notice.
- Area of trampled dark black mud in the corral is where a maddened ox trampled one of the flayed zombies. Bone shards deep in the mud are human (DC 12 Int check; +2 for appropriate background).

- In the curtained off bunk space of the foreman, characters will find a ledger detailing timber amounts, containing a poorly scrawled map (Player Handout #1).

**Area 2 - Trapper's Cabin:** About a half-mile off a small track is a rudimentary clearing with a dilapidated cabin in it. The trees around the cabin are festooned with stretched and drying animal skins and there are bones and rotted carcasses scattered through the woods around it (of note for judges is that bear paws look similar to human hands when skeletonized...). Those entering the clearing are greeted by a quavering voice telling them to “Hold it right there, durn ye!”

- The trapper is one of a pair that set up in these woods over the winter. His partner disappeared 2 weeks ago (taken by the skin stealers and currently hanging from a tree at the edge of the blighted area) and he's been stalked by strange humanoid figures ever since. He's going on 3 days with no sleep and, unless handled very carefully, is likely to start shooting.

**Trapper:** Init +2; Atk rifle +1 missile fire (1d14); AC 11 (19 when hidden in cabin); HD 2d8; hp 10; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will -2; Path WTL.

- He's trapped the approaches to the cabin with 6 well-hidden bear traps. Luck check to avoid (those with Hexes will hit one), unless looking for traps directly (DC 12 Int check to identify). Traps do 1d6 damage and reduce initiative by -2 and movement rate by 5' for the next week.
- He is certainly likely to end up shot, but his impressions of strange men that hunt the woods, occasionally running on all fours like wolves or cougars, have been jotted in a small notebook, along with his running tally of furs.

- If the posse refrains from shooting him and gains his trust, he can let them know about not just the skin stealers, but also about a giant bear that stalks the woods. He knows nothing about the disappearances at the lumber camp. He can tell you that his partner was missing 3 fingers on his right hand and will offer you a small bale of ermine skins (worth \$100) for word of him. The missing three fingers will be recognizable on the first of the tree-hanging flayed zombies.

**Area 3 - Jeppeson Farmstead:** This small valley contains a cluster of three houses, with several large barns, a white-painted chapel, and smaller outbuildings. The fields are currently unplowed, but with the coming of spring, planting will soon begin, and winter crops are coming up now.

- If the posse approaches openly, several men (3 in the 40-50 year old range, and several others in their late teens to early twenties) come out on the porch of the largest, most central house, while women shoo kids into the other houses. They are welcoming, but have rifles or shotguns close at hand.
- The older men are Nehemiah, Ezekiel, and Uriah Jeppesen, a set of brothers and a cousin. The younger men aren't introduced (feel free to assign biblical names) but are peripheral to any discussions. There are 3 older women who are introduced as Mrs. Jeppesen and clearly are each separately linked to one of the men.
- Nehemiah is the patriarch and spiritual leader of this small group of settlers. Following the Seven Days of Night, he had a vision of the coming apocalypse and took his family and followers into the wilderness to form a new society. He espouses a conflation of taming the wilderness for the greater glory of God and reveling in God's creations here away from the sin and debauchery of the

soon to be destroyed civilized world. Oh, and polygamy, though this is not spoken of directly.

- They will have some news of strange animals (the rattle-wolf, splinter cats, and the like), but claim that God protects them and their flocks. Apparently some rituals brought over from the old country are part of that, but they are unclear on the details, as those are done by Nehemiah and one of the younger women (Sarah), and Nehemiah brushes it off as “doing God’s work”.
- If treated with any common courtesy, they will offer the posse dinner and a place to sleep. Dinner will be accompanied by a long grace and only the older men (referred to as either Mr. Jeppesen or, rarely, as Elder by the younger men and women), the 3 Mrs. Jeppesens, and a handful of the younger men will be in attendance. Several younger women will serve (Rebeccah, Sarah, Esther, etc.) the meal. Rebecca will try to catch the eye of one of the male members of the posse. These are the younger wives of the three older men.
- Two of the younger wives (Rebecca and Sarah) are being oppressed by the older wife (Mrs. Nehemiah Jeppesen), under the pretext that they are barren. In desperation, they have turned to an older power they found on the ridge above the farm, but have balked at providing the final human sacrifice they think they need, until now, when a band of strangers has arrived as if from providence’s hand.

Rebecca will contrive to catch one party member's interest, then cast a small charm of silence and sleep upon the party prior to luring out that character. Her gaze and touch are hypnotic, producing a compulsion to obey her suggestions (DC 18 Will save to ignore). The character will be led outside through the light snow to join Sarah, who is waiting for them. Then they will travel across the field and up a small hidden path to the site on the ridge (Area #4).

The remaining characters should roll a Luck check to notice the one character is gone. It will be at least 10-15 minutes from the time the first character was lured out. Making their way out of the house is easy, as the charm still protects their movement.

The bare footprints of the women and those of the character can be tracked easily across the fields and up the ancient path to the ridge.

- Note that the women are acting alone in this, but the judge should feel free to make the posse feel as though the whole Jeppesen clan could be against them.

**Area 4 - Norse Standing Stone in Clearing:** An almost perfectly round 60' clearing surrounded by tall ash trees carved with Norse runes (some recent, some decades or more old), with a single oak tree at one point of the circle. In the center of the clearing, surrounded by bare earth, is a Viking standing stone carved with runes and a central image of a ship laden with men and a giant bear. A carved image of a one-eyed man surrounded by stylized ravens (Odin) is at the peak of the 7' tall dark grey stone.



The two women are here with the one abducted character. The character is being led to or is leaning against the rune stone. Rebecca is standing 10' back from the stone, reading out loud from a large leather bound book. Sarah is standing by the character at the stone, one hand on their shoulder, the other by her side. They both wear simple white dresses similar to nightshirts and are barefoot, despite the cold. She encourages the captive character to relax using *hypnotism*.



Illustration by Lucas Haley

**Rebecca:** Init +2; Atk punch +3 melee (1d2) or spell; AC 13; HD 3d8; hp 20; MV 30'; Act 1d20; SP spells (+3 spell check): *call Odin's ravens*, *hypnotism* (DC 18 Will save to resist), *call lightning* (2d6 hp dmg, DC 12 Ref save for half), *blood shield* (AC +4, reduce all damage by 5, lasts for 1d4+3 rounds); SV Fort +1, Ref +2, Will +3; Path POD +1.

**Sarah:** Init +2; Atk knife +3 melee (1d4+1) or spell; AC 13; HD 3d8; hp 19; MV 30';

Act 1d20; SP spells (+3 spell check): *call Odin's ravens*, *hypnotism* (DC 18 Will save to resist), *blood shield* (AC+4, reduce all damage by 5, lasts for 1d4+3 rounds); SV Fort +1, Ref +2, Will +2; Path POD +1.

- The ritual they are performing will commence with the character against the stone being bound to it by bonds of red light (DC 15 Str check to escape if the character passes the Will save). Rebecca chants a series of phrases that commingle Latin, Norse, and English. The characters can hear short snippets "Blood of the lamb....," "the burnt incense rises....," etc.

- If the ritual isn't interrupted, Sarah will produce a small obsidian knife from her robes and begin cutting a series of runes into the bare chest of the bound character at the stone. This causes 1 hp of damage each round. On the third round after the ritual begins, the knife will be plunged into the character's chest (2d6 damage) and their heart excised (instant death) as the ritual reaches its conclusion. Spilling of the blood on the stone results in a flare of red light from the stone that stuns everyone within 100' for 2d4 rounds (Will save to resist) and magically summons Bjarni the Norse bearwalker shaman (Area #6), along with 2 of Odin's ravens in 2 rounds. They know the party is there. Let it play out from that point on...
- Interruption of the ceremony results in Rebecca changing her chant to summon Odin's ravens and Sarah using the blood of the character to create a *blood shield* around her and the rock. The character at the rock can now freely struggle to escape (DC 15 Str check). Other characters touching the rock are now bound to it as well. All characters touching the rock lose 1 hp each round as blood is drawn out of their body and into the rock.

*Odin's ravens:* This spell calls forth 2d4 giant black ravens made of smoke and ash that can attack or protect the caster.

**Odin's Raven:** Init +4; Atk claws +3 melee (1d3) and beak +3 melee (1d6); AC 13; HD 2d8; hp 14; MV 60'; Act 2d20; SP half damage from non-magical weapons (magic effects from character classes count as magical weapon damage), can block attacks against others as an action (provides one target +3 AC and the same reduction in any damage for the round); SV Fort +0, Ref +4, Will +4; Path WTL.

- If Sarah and Rebecca are killed (as Sarah dies, she weakly says “Sister?” As Rebecca dies, she screams “Odin avenge us!”), their blood drains into the runestone as well, and it glows a blackish-red. Clouds gather overhead.
- Within 1d6 rounds after the two women are defeated, a lightning bolt comes down from the clouds above, meets a column of red light coming up from the runestone and explodes in a burst across the clearing. Those at the rock take 1d6 electric damage, those in the clearing take 1d4 electric damage, with damage increased by +1d for each person who bled out into the rock (DC 12 Ref save for half damage).
- The leather book is an old family bible, written in Latin, Norse, and English. There is a family tree in the front that stretches back several hundred years. Only adult men’s names and those of any children are listed, unless it is exposed to heat, when women’s names appear superimposed in the tree. There are no specific spells, it’s just a focus for rituals.
- In and around the clearing are signs of a giant bear, as fresh as 2-3 days ago. See **Random Encounter #9**. There is no scat found, however.

**Area 5 - Prehistoric Sacred Grove:** This stand of trees surrounds a small clearing that as the characters enter seems to welcome them into an area of sun and relative warmth...until they notice that there is no trail in front or behind them and they can't reach the surrounding woods to exit. Their boot laces become untied or even tied together, packs become undone and spill out their contents, and guns fall from holsters. A blurred skittering of brown spindly limbs can perhaps be seen at the periphery of their vision. Skirling, whistling, chattering laughter echoes from the trees, although the exact location is not discernable. Propitiating the spirits with offerings of food, whiskey, or blood are all possible routes out of the grove.

- a) Attacks on the wood sprites can be made if the character first passes a DC 15 Int check to see them prior to each attack roll. They will scatter if one is hurt, but then the trees and bushes will lash out at the characters leaving, for only blood (1 hit point of damage per trapped person) will open the way out of the grove.

**Wood Sprites:** Init +6; Atk +2 fists (1d2 + confusion); AC 16; HD 2d8; hp 12; MV 150'; Act 1d20; SP DC 12 Will save to avoid confusion for 1d4 rounds (-2 on all rolls); SV Fort +1, Ref +0, Will +2; Path WTL.

- b) If the spirits are propitiated, a trickster patron (GFA 2019, Volume 6, p. 11-15) will take notice and appear to the character who gave them the offering (whiskey is preferred over blood which is preferred over food). The patron will appear as a talking coyote and will drop a small beaded leather bag of bright yellow pollen in front of the chosen character, telling them to use it to call upon them. They then fade back into the woods, slowly turning into a 9' tall coyote headed man as they disappear. If the character "uses the pollen" in any way, the trickster patron grants them a Boon, or, if the character is an occultist, will consider it an invocation of their patronage and offer to create a patron bond.

**Area 6 - Bald Top:** A hill with a sparsely wooded top. At the peak is a slab of fossil coral (Petoskey stone) used as a sacrificial altar, with a runestone at the head and foot of it. A skeletal face surrounded by radiating lines is carved into the polished altar, which is stained with blood. On one side of the hill, easily found if the characters are scouting the area, is a cave with four chambers. An extremely well-hidden exit comes out of one of the chambers, exiting in a tangle of brambles (this is used by Bjarni). The cause of the blight and the missing loggers can be found here.

- a) The cave complex has an entrance into a common firepit area. The fire is out, but there are ashes in the pit. The walls of this complex are generally compacted dirt and rock, with an earthen floor. The walls of smoothed natural rock are painted with pictographs and runes depicting humans fighting an array of animals that walk on two legs, led by a giant bear. These shade into more linear Norse runes and into Aztec depictions of blood-spattered skeletons, sacrifice, and Mictlantecuhtli (the god of the dead and the underworld). Three exits lead from this chamber.
  1. The first exit leads to a large abattoir-like room, with an earthen floor soaked with blood and a reeking pile of stripped bones in one corner. Two long tables are carved into one wall, and bear an array of stone and crude copper implements, as well as earthen jars and reed baskets full of dried viscera and flesh.

The other wall has a low shelf approximately 3' wide and 10' long, which serves as a resting spot for the flayed zombies created here. A 2' wide tunnel leads up at a steep angle out of the ceiling over the shelf, to a hole near one of the runestones on the hill. Two flayed zombies lurk in the tunnel and will attack if disturbed or will slip out and attack the posse from behind.

2. The second exit leads to a squared off room paneled and floored in slabs of polished blackish-green stone with entrapped fossils. This room has a pallet in one corner, an altar of greenstone in the middle, and workbenches filled with embalming and preserving materials. A smoking fire pit contains the remnants of several burnt hearts. A large painted relief of Mictlantecuhtli is present on one wall.

A flayed zombie is curled up under the relief in the pose of the crouching idols from Area #7. 3d4 jade ornaments may be found here, worth \$30-50 each in the right hands.

3. The third exit leads to an earthen chamber with a pile of furs mounded to one side. There is a fire pit here as well, though it seems not to have been used recently. Skulls are inset into the walls, including human, horse, bear, wolf, and other, stranger (and quite possibly unnatural) animals. An ancient wooden chest is against the opposite wall and contains a well-preserved coat of mail, an axe, a sword, and silver and gold torcs and armbands (worth \$200 if sold immediately or up to \$500 if sold to a collector or museum back east). A crude leather map showing several landmarks around a drawing of a longship and with runes written at the bottom is also rolled up in the chest (this shows the place where Harald's longship and treasure was left...Bjarni has no interest in it at this time).

There is a crack deeper into this chamber that leads to the outside, exiting in a bramble bush.

- b) Other than the zombies noted in the first and second rooms, unless the posse is very stealthy, they will have been seen and the complex will be deserted. Everything is waiting at the top of the hill for their arrival....
- c) The top of the hill - The sky darkens and the wind picks up as the posse leaves the shelter of the trees. Lightning flashes from cloud to cloud. Flayed zombies (6 total, two packs of three members each) and the two skin-stealers range through the woods, pushing the posse uphill if necessary.
  - 1. Itzli is a skeletal, leathery figure wearing a ceremonial cape of bird feathers and a mask of human bones across his face and chest. A necklace of round, glistening objects (eyeballs) hangs around his neck. He laughs softly as he gestures the posse forward and invites them to leave one of their group for the gods, so that the rest may go free. He's lying, but wants to see if they would sacrifice one person willingly.
  - 2. Bjarni looms in the background, a giant of a man covered in blond hair under a bearskin cloak. If closely observed (DC 15 Int check), it can be seen that his arms are bear-like, with massive clawed paws instead of hands. The two skin stealers and 1d8 flayed zombies press in from the woods or circle around the altar, keeping their distance until fighting begins.
  - 3. If fighting starts, Itzli is protected from any damage from the first three physical attacks by a magic shield that surges up in front of him, emanating from a beaded amulet at his throat. He casts spells as his primary attack, with a long obsidian knife as his secondary choice. Bjarni shifts into bear form and attacks in melee. The skin stealers lurk about

the outskirts and attempt to pick off stragglers. The flayed zombies move to protect Itzli by attacking those attacking him.

4. Killing Itzli will destroy the flayed zombies and cause the skin stealers to flee. Bjarni will either fight until he “dies” or retreat if he sees it going poorly. If he “dies”, he will revive in the next several days and retreat into the wilderness to tend his wounds, vowing revenge on those who failed to provide him a true death.

d) Background:

1. Bjarni, the Norse bearwalker shaman, is a shambling giant of a man, hairy and scarred, with the arms, paws and chest of a bear (though he can transform fully into a cave bear form). He has lived in the northwoods for hundreds of years now, cursed to live as a half-human, half bear hybrid monstrosity after betraying his leader, Harald. He once travelled widely, but over the past hundred years or so, has curtailed his travels, avoiding the encroaching civilization. Before this, however, he found a dessicated corpse of a necromancer-lich claiming to be an ancient Aztec priest (Itzli) who promised him he could remove the curse. The past several decades have been spent in futile experiments working on this. As a result, more than one skin stealer and loup-garou has been released into the wilds of the north woods. Itzli has recently promised Bjarni that the power to be gained from Armillamycetes would be sufficient to break the curse, so they have devised a way to weaken the fungus and destroy it, hopefully harnessing its power as they do.



2. Itzli wants power enough to return to the southern lands and confront his enemies. Stealing Armillamycetes' power (through the small greenstone idols found in Area #7) will do that. He doesn't care about Bjarni, but is using him to amplify his power.
3. Bjarni wants to die. He won't, but he can be beaten until he retreats. If he can be convinced that Itzli might be lying to him, then he will lash out at all around in berserk fury for 1d4 rounds before retreating into the woods. If the group has found the greenstone axe (Random Encounter #12) or the spear of Harald (Random Encounter #19), those can be used to kill Bjarni permanently. The spear releases him to the beyond, but the axe destroys him completely.
4. Recently they raided the logging camp for bodies to transform into flayed zombies. These, along with the occasional trapper, or First Nations hunters, provided the bodies they used to create and expand Area #7.



*Illustration by Lucas Haley*

**Bjarni, Cursed Norse Bearwalker Shaman of Odin:** Init +6; Atk claws +6 melee (1d6+2) and bite +6 melee (1d8+2); AC 14; HD 6d8; hp 36; MV 40'; Act 3d20; SP transform between cave-bear and bear-man form. In bear-man form, only has claw attacks, can call on Odin's ravens (Area #4); SV Fort +7, Ref +3, Will +3; Path POD +1.

**Itzli, Aztec Necromancer-lich:**

Init +4; Atk spells or obsidian dagger +2 melee (1d6+1); AC 12; HD 6d6; hp 30; MV 30'; Act 1d20; SP un-dead, takes half damage from physical attacks, amulet of defense (provides *magic shield* at spell result 24-27 for 1d6 rounds 3x/day), spells (+7 spell check): *drain life* (drain 1d6 points Strength from target up to 30' away and gain 1d6 hp as a result; Will save vs. spell check result to resist), *chill touch*, *Ekim's mystical mask*, *necrotic ray* (as *scorching ray*), *animate dead*, *darkness*; SV Fort +3, Ref +2, Will +6; Path POD +1d; obsidian dagger +1.

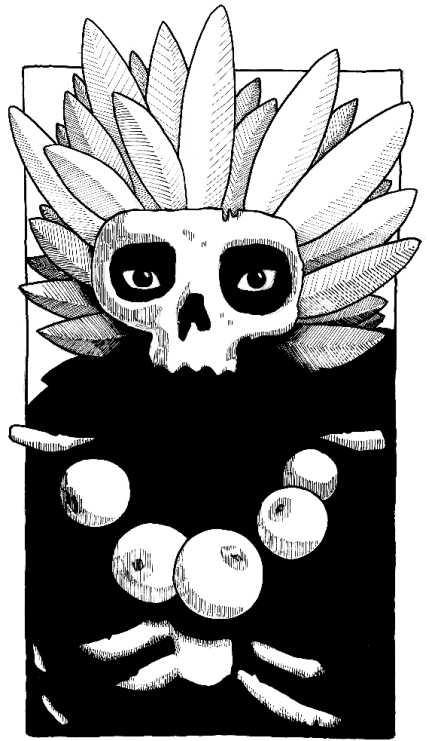


Illustration by Lucas Haley

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

**Flayed Zombies (4d2):** Init +4; Atk claws +2 melee (1d4) and rib spears +1 missile fire (1d6); AC 12; HD 3d8; hp 18; MV 30'; Act 2d20; SP if mouth is open, all within 50' in front of it take 1d6 damage each round and are stunned, falling to the bottom of the initiative count for remainder of battle (DC 14 Fort save to take half damage, ignoring stunned and only suffering at -2 to all rolls while within range); SV Fort +3, Ref +2, Will +0; Path POD +2. *(1 in 4 chance each round of combat that one zombie will have their mouths tear open and their scream attack can activate)*

**Area 7 - Blighted Land:** There is an elongated area of ashen, grey land with crumbling plants overlaying a sodden layer of dead grey soil. This area does not look clearly burned when examined up close. Scattered along the Eastern edge of this area are rare ancient oak trees with flayed zombies (once trappers or loggers) hanging from the lowest branches from skeins of their own intestines and tendons. They move slightly despite there being no breeze. The gaping mouths of the zombies emit an infrasonic scream that blights all in front of them. The zombies hanging here all have one eye torn out and signs of their lips having been sewn shut previously.

- Each character must make a Luck check in order to not walk in front of the first flayed zombie encountered (those with Hexes may incur penalties or outright fail at the judge's discretion). Those failing the Luck check will be struck by the infrasonic scream and feel their bones heating from within while their skin withers and flakes away.
- At the base of the tree is buried a small greenstone idol of a crouching man with a skull-head. Touching this does nothing, but removing it or breaking it alerts the necromancer-lich, Itzli, to a disturbance, which intensifies the zombie activity in this area and that around Area #6.

- Once Itzli is alerted to the presence of the characters, the flayed zombies will be more active and will twist and turn to try and zero in on the posse, even dropping to the ground on the second round of combat (scream attack can be made by a prone flayed zombie, but they always act last in initiative).

**Flayed Zombies (4d2):** Init +4; Atk claws +2 melee (1d4) and rib spears +1 missile fire (1d6); AC 12; HD 3d8; hp 18; MV 30'; Act 2d20; SP if mouth is open, all within 50' in front of it take 1d6 damage each round and are stunned, falling to the bottom of the initiative count for remainder of battle (DC 14 Fort save to take half damage, ignoring stunned and only suffering at -2 to all rolls while within range); SV Fort +3, Ref +2, Will +0; Path POD +2. *(1 in 4 chance each round of combat that one zombie will have their mouths tear open and their scream attack can activate)*

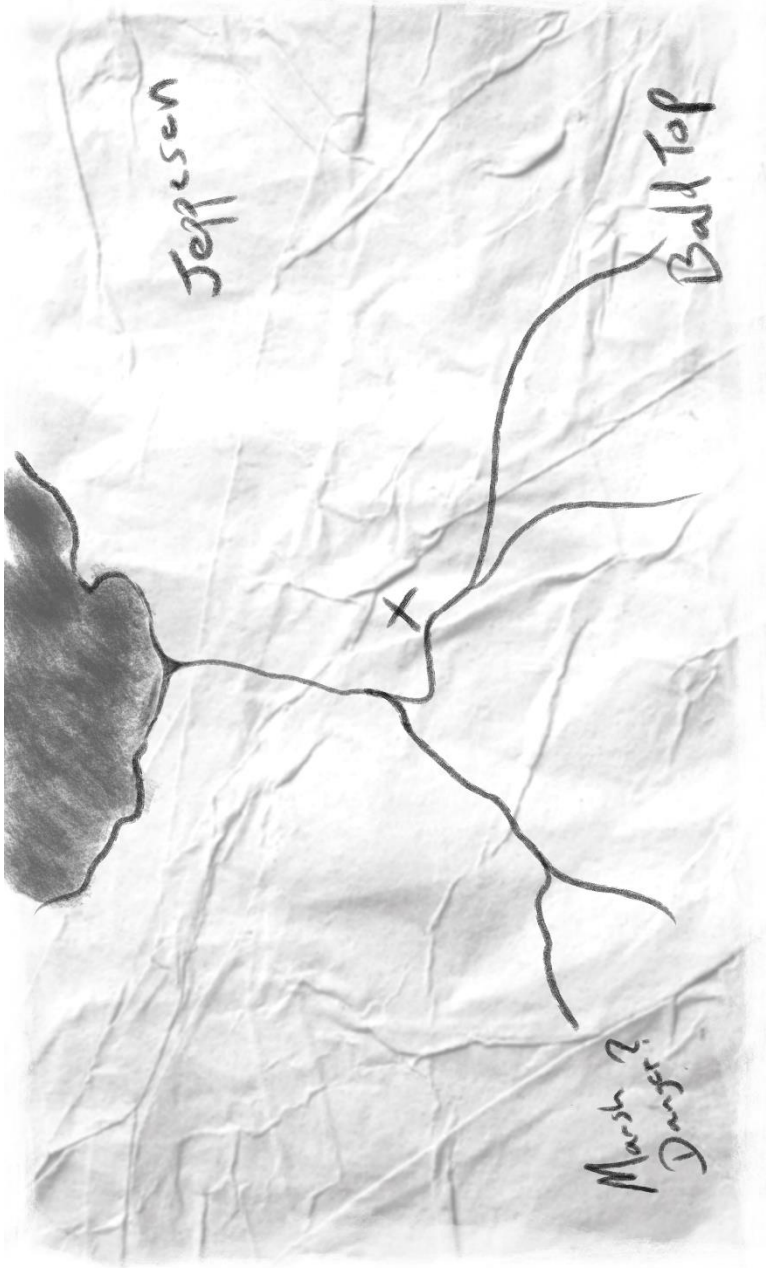
**Area 8 - Conifer and Mixed Hardwood Swamp:** This area is the domain of Armillamycetes, the Mycelial Master, an advanced fungal organism of great age and power. Animals in its sway spread throughout the area, with growths of fungi emerging from their heads or necks. Mushrooms of various sizes are everywhere, growing in size and number as the center of its domain is approached. It uses trees and plants as well for sentinels and can appear throughout its domain.

Armillamycetes wages slow war against the Norse shaman & necromancer-lich. This is a potential patron for occultist characters (See GFA 2020).

- e) The posse should encounter some of Armillamycetes' infected beasts within an hour or so of entering the swamp. There are several options listed on the random encounter tables, or judges can make their own options.

- f) The presence of abundant large mushrooms and overall fecundity of the swamp despite the early season should be noted.
- g) Armillamycetes will appear to the posse at some time before they leave its domain. The appearance will be as a benevolent and trusted type of person for each of the characters. It will attempt to induce characters to work with it against the necromancer-lich, offering them its assistance. Those accepting will be given a mycelial ball that will sink into their skin, tendrils racing up their arms before fading away. A DC 12 Will save may be made to resist the bonding with Armillamycetes. Those bonding with it receive a benefit, depending upon their class. Any occultists gain Armillamycetes as a patron and are marked with a small patch of mycelial growth hidden inconspicuously on their torso. Any other class which accepts the bonding gains a Boon, but does not receive any mark or other benefit.
- h) Occultists bonded to Armillamycetes may also receive a 1<sup>st</sup>-level patron spell upon eliminating the necromancer-lich and bearwalker shaman from Area #6, particularly if they then report that the area is dangerous and of little economic worth to the timber company.

# PLAYER HANDOUT





# **ARMILLAMYCETES**

*The Mycelial Master, a  
Transdimensional Fungal Patron*

Written By Keith Nelson

Illustrated by Dennis Stanley

Armillamycetes is an underground, transdimensional fungal network. This ancient, millennia-old fungus has developed a consciousness and has long-term goals of slowly spreading the fungal domain across space and time into alternate dimensions.



It functions by spreading its mycelial threads throughout an environment, learning all it can from the infected network of plants and animals before slowly breaking down, absorbing, or transforming all life within the area. However, it generally operates on an almost glacial time-scale, usually content to slowly take over and transform the world into a fungal paradise. Individual dimensional aspects of this patron function almost autonomously and with different urgency, with some functioning as aggressive colonizers and others seemingly content to spread their influence more subtly and amass knowledge.

Adherents of this patron are infected with a small rhizome of specialized fungus that allows them to connect with the vast alien intelligence and utilize its power. In turn, it often requests/demands actions from them that hasten or hinder decay, depending on the benefit to itself or potential hindrance to its rivals. Sacrifices of compost may be commingled with blood or even sapient beings that it absorbs and uses for fungal-driven puppets.

Armillamycetes can manifest as an avatar, which appears as a mass of rhizomes and fungi rising out of the ground or infected living beings that coalesce into a version of the creature(s) to which it appears. It will often appear as a figure of religious significance or authority.

The powers of this patron revolve around decay and information transfer. Patron spells include one calling forth spores/rhizomes/mushroom men to attack an opponent, one promoting decay, and one allowing collection or transmission of information from the surrounding plants and fungi, albeit with the concomitant decay of the plants involved.

## INVOKE PATRON CHECK RESULTS

- 12-13 Armillamycetes sends the caster a burst of information from another part of its network. The caster gains insight into a specific situation that will occur in the next 1d4 rounds and may reroll a single die result during this time.
- 14-17 Release the spores! Bursting out of the caster's skin, millions of microscopic spores form a yellowish cloud around them that affects all within a 10' radius (except the caster). Affected targets must succeed at a DC 14 Fort save or be incapacitated with asthmatic wheezing (movement is limited to a maximum of at 10' per round) and take 1d4 hp of damage each round they remain in the cloud. Once out of the spore cloud, recovery takes 1d3 rounds, during which these individuals are still incapacitated. Those making the save are at -2 to all rolls while in the cloud and for one round after leaving it. The spore cloud lasts for 1d6 rounds.
- 18-19 Protect the flesh. The skin of the caster erupts with tough-capped toadstools, shelf-fungi, and mushrooms, forming an armor coat that repels attacks and fire. The caster gains +4 to AC and takes half damage from fire attacks. The effect lasts 1d6+CL rounds.
- 20-23 Mycelial attraction. Shooting out of the earth up to 40' away in a 10' radius are thin white filaments that bind attackers to the ground (DC 15 Ref save to avoid being bound). At the end of the round, bound individuals take 1d3 hp of damage as the fungi begin to break down their flesh. Effect lasts 2d6+CL rounds. A DC 15 Strength check may be attempted to escape each round.

Targets must make an additional Ref save for each 10' of movement through the affected area in order to avoid being bound.

- 24-27 Escape into the embrace of the earth. The caster and 2d4 other adjacent creatures (both allies and foes may be affected) are enveloped in a dense mat of fungi that spring forth from the ground, enveloping them and pulling them into the suddenly soft soil (even if it was previously wood or stone). They are transported through the earth and then ejected 3d4 miles away. All but the caster are disoriented (-1d to all actions) for 1d3 rounds upon being ejected.
- 28-29 Decay feeds the earth. A pale yellow light shines out of the caster's eyes and mouth. Everything within 30' that they gaze upon must make a DC 15 Fort save or begin to deliquesce, taking 2d4 hp of damage each round and half that amount (rounded down) in temporary Stamina damage each round. Those saving take half damage and lose no Stamina. The effect lasts for 1d4+CL rounds.
- 30-31 2d4 mushroom men (shrooman stats from the *DCC RPG core book*, p. 426) burst forth to protect and serve the caster. They remain for 1d8+CL rounds.
- 32+ Call forth the rot. The ground beneath the caster's feet, the plants, the animals, the people that surround them, all burst forth with a riot of fungal growths, affecting all in a 20' radius around the caster, expanding 10' each round. Accelerated decay sets in as the fungi break down everything they touch. All within the area of effect take 1d6 hp of ongoing damage each round once afflicted (DC 12 Fort save for half damage). Three successful DC 12 Fort saves are necessary to reject the fungi and stop taking damage. The effects last for 2d6 rounds.

## PATRON TAIN: ARMILLAMYCETES

When patron taint is indicated for Armillamycetes, roll 1d4 on the table below. When a caster has acquired all four taints at all levels of effect, there is no need to continue rolling any more.

- 1 A crop of mushrooms begin to grow in the moist folds of the caster's body. If this result is rolled a second time, the caster suffers a -1 permanent point of Agility loss. If this result is rolled a third time, the mushrooms may be plucked and shared with others to provide a nourishing meal (heals 1 hp of damage upon ingesting. Provides CL number of meals. Those eating the fungi are linked with and susceptible to Armillamycetes' suggestions).
- 2 A web of mycelium spreads across the skin of the caster's back and torso, like a thin tracery of white to yellowish tattoos. If this result is rolled a second time, the web spreads across the arms and hands of the caster. If this result is rolled a third time, the mycelium spreads across the face, resulting in a -1 permanent point of Personality loss.
- 3 The caster develops spore production, coming out of their facial and head hair, manifesting as abundant yellowish-white dander, resulting in a -1 permanent point of Personality loss. If this result is rolled a second time, this spreads around them in a faint cloud, resulting in -1 on melee attacks against the caster, but an additional -1 permanent point of Personality loss. If this result is rolled a third time, the caster can control the spore production, shooting them out once per encounter (1d16 Action Die, 20' range, -1d4 on all rolls for the target for 1d3 rounds).

- 4 The skin of the caster becomes pale white and slightly spongy. If this result is rolled a second time, it becomes permanently pallid, spongy, and porous, with the caster avoiding bright light (-1 to all rolls when in sunlight). If this result is rolled a third time, the skin and underlying flesh is fully transformed into a mushroom-like appearance and consistency; the caster suffers -2 to all rolls in sunlight, but gains a +2 AC versus bludgeoning attacks.

## MYCELIAL TRANSMISSION

---

Level: 1 (Armillamycetes)

Range: Varies

Duration: Varies

Casting time: 1 round

Save: Varies

---

**General:** The caster reaches out and connects into the fungal mycelial network that runs through the earth, using it to gather or transmit information across great distances. At higher levels, the caster can transfer themselves and others along the mycelial networks throughout the world or even multiverse.

---

**Manifestation:** Roll 1d4: (1) Thin white mycelial threads burst forth from the skin of the caster, extending into the ground in a roiling mass; (2) The caster is surrounded by a mass of puffballs that grow up from the ground to surround them and then burst into a cloud of spores that disperse as the spell is completed; (3) A cloud of blue spores gouts forth from the caster's mouth, coating the ground around them in a 5' radius; (4) The ground for 10' around the caster is covered in a rapid growth of fungi that then deliquesce into a mass of slime molds that seep into the ground.

---

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

- 12-14 The caster extends mycelia deep into the earth, tapping into the knowledge of the trees, plants, and fungi that surround them. They gain the ability to sense movement and “see” within a 20’ radius area up to 400’ away. Effect lasts for 1d4+CL rounds. Trees and plants around the caster and in the visualized area wither and begin to die, being colonized by numerous fungi over the course of the next hour.
- 15-18 The caster reaches out to the network of fungi that lie beneath the surface of the world and gains a burst of information from other parts of the network. They gain insight into events that may occur in the next 2d4 minutes and may reroll two individual dice roll results during this time. The surrounding plants in a 20’ radius are rapidly overcome by waves of fungal growth each time the dice are rerolled.
- 19-23 The caster taps into the information travelling between plants along the mycelial network. They gain vast insight into the world around them and may ask three questions of the flora and fungi within a 100 mile range. The questions will be answered as truthfully as possible (albeit not necessarily clearly). Armillamycetes spreads its influence further within the world.
- 24-27 The caster becomes one with the underground mycelia and can use them to transport through the earth nearly instantaneously up to 50’ away. This can be done once per round for 1d4+CL rounds. The affected ground becomes a stew of decaying organic matter and surrounding plants are rapidly rotted away from within.

- 28-31 The caster merges with the mycelia, disappearing into the ground and dragging along up to 8 other creatures (DC 15 Will save to resist). They are all transported up to 100xCL miles away, but the journey takes 1d12 hours, regardless of distance. The 20' radius area they left is overcome with fungal growth during the time they are travelling.
- 32+ The caster fuses with the great fungal web between worlds and can use it to transport themselves and up to 8+CL other creatures anywhere in the world or between worlds (DC 18 Will save to resist). A destination must be stated upon casting the spell. The journey will take 1d12 days, regardless of distance. Unless the caster has previously been there and has a clear picture of the desired location, those transported may be deposited anywhere by the network. The region that they leave is overcome with fungal growth during the time they spend travelling, creating a new nexus for Armillamycetes' power in the worlds.

## FUNGAL AID

---

Level: 2 (Armillamycetes)

Range: Varies

Duration: Varies

Casting time: 1 round

Save: Varies

---

**General:** The caster calls upon Armillamycetes to aid them through its powers of fungal growth. The aid could consist of healing, protection, summoned creatures, control of opponents, or even, at the highest spellcheck result, a permanently bonded champion of Armillamycetes.

---

**Manifestation:** See individual results below.

---

- 1            Lost, failure, and patron taint.
- 2-12        Lost. Failure.
- 13-15      The caster is coated in a layer of tough fungal plates and matted mycelia that serves as armor. The fungi come forth from the caster's body and provide +6 AC and the caster takes only one-fourth damage (rounded up) from any attacks. The protection lasts until 25 points of damage are absorbed (i.e., caster takes 8 damage), then the coating falls off, leaving the caster spent and they take 1 hp of damage in the final process of the armor coming off.
- 16-18      A crop of 2d6+CL brightly colored mushrooms burst forth from the body of the caster. They can be eaten to heal 1d4 hp of damage per mushroom. Ingestion requires a Will save (at -1 for each mushroom previously eaten) or the eater has minor hallucinations for 2d4 hours (-1 to all rolls for each mushroom ingested). A lower spell result may be chosen if desired.
- 19-22      1d4+CL mushroom men (shrooman stats from *DCC RPG core book*, p. 426) emerge from the ground to protect and serve the caster. They remain for 1d6+CL rounds. A lower spell result may be chosen if desired.
- 23-26      The caster calls forth a white web of mycelia from the ground to grasp and hold opponents (Ref save equal to spell check result initially and each subsequent round while within the area of effect to avoid). Held opponents take 1d4+CL hp of damage each round. The effect encompasses a 30' diameter area up to 100' distant. Held opponents may make a DC 16 Strength check each round to escape. Effect



lasts 2d6+CL rounds. Caster is unaffected by the mycelia. A lower spell result may be chosen if desired.

- 27-29 The caster may infect others with fungi, turning them into their “zombies”. An area 20’ in diameter and up to 50’ distance from the caster is showered with blue-green fungal spores. 1+CL targets within the area must make Will saves equal to the spell check result or come under the influence of the caster as if under a *charm person* spell (effect level 24-27 under the spell description in the core *DCC RPG core book*).
- 30-32 A primeval ooze (*DCC RPG core book*, p. 423) appears 10’ in the air, covering a 30’ radius around a point within eyesight that the caster designates. It drops on all in the affected area (Ref save equal to the spell check result to avoid). The caster may control it to some degree for 2d4+CL rounds and it will not affect the caster, though all others are subject to it. The ooze is permanently called into being.
- 33+ The caster summons forth a shrooman champion who serves as a permanent servitor, rising up from the ground as a rapidly growing mushroom that grows legs and steps forth to serve the caster. This shrooman has the following stats (Init -2; Atk batter +5 melee (3d4); AC 18; HD 5d8+6; MV 30’; Act 2d20; SP *fungal cloud*, half damage from bludgeoning weapons and fire, infravision 100’; SV Fort +10, Ref -1, Will +5; AL N). The shrooman is highly driven to protect the caster and will interpose its body to take damage intended for the caster once per round, giving up an attack to do so.

# CALL DECAY

---

Level: 3 (Armillamycetes)

Range: Varies

Duration: Varies

Casting time: 1 round

Save: Varies

---

**General:** The caster calls upon Armillamycetes to manifest a host of decay-inducing fungi and slime molds that affect a single target or area.

---

**Manifestation:** See individual results below.

---

- 1            Lost, failure, and patron taint.
- 2-13        Lost. Failure.
- 14-17      The caster calls upon the decay-inducing capabilities of fungi to induce rot and dissolution in a single target. They must touch the target (ignoring armor) to transmit the decay, manifesting as a rapidly spreading layer of small toadstools covering the target. The fungal infection causes decay in a single target, with living organisms taking 3d6 damage (Fort save equal to the spell check result for half damage) and other material being rotted or broken by the fungal enzymes (up to 1 cubic foot of wood/bone/leather, or 1 sq ft of 1 inch thick stone, or 6 cubic inches of metal can be affected).
- 18-20      The caster projects a puffball of fungus at a target up to 40' away, making a ranged attack that ignores armor. The fungal infection acts as in the previous result (14-17).

- 21-24 The caster unleashes a wave of fungi and slimes at targets in a cone-shaped area in front of them, with a 5' wide apex and a 30' long and 30' wide final area of effect. The fungal infection rots all organic matter and living organisms in that range, causing 3d6 damage for CL rounds (Fort save equal to the spell check result for half damage).
- 25-28 The caster is surrounded by an expanding zone of fungal rot and decay manifesting as a carpet of toadstools, slime molds, and mushrooms that spreads to a 50' radius around them. All within the zone are affected, each taking 4d6+CL hp of damage for CL rounds (Fort save equal to the spell check result for half damage). The caster is unaffected.
- 29-31 The caster can choose 1d4+CL targets within eyesight and afflict them with decay. Affected targets erupt with an array of fungi and slimes as they decay from within, taking 4d6 hp of damage and 1d6 damage to one physical ability (judge's call) immediately, and ongoing 2d6 hp +1d4 physical ability damage for 1d4+CL rounds (Fort save equal to the spell check result for half damage). This can be cured with a *neutralize disease* or *remove curse* spell.
- 32+ The caster creates a wasteland of rot and decay, populated only by the fungi and slime molds of Armillamycetes. As in the 25-28 result, the change begins as a 50' radius effect around the caster, causing the same effects and expanding by 50' every minute for the next 10 minutes. Over the course of the next 48 hours, the rot will spread to encompass a 20 mile radius around the caster, forming a blighted swamp populated only by the fungal minions of Armillamycetes.

# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## **MCC - Cataclysm Adventures** VOLUME 13 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)

# Moremen

The Mutants with More

*Written by Erica Barlow, Illustrations by Andrew Barlow*



## **Moremen (Mutated Human)**

Init +0; Atk Moremen Weapon +3 melee (1d10 or 1d8 subdual) or Physical Assault +3 melee (1d4); AC 11; HD 4d8+4; hp 20-24; MV 25; Act 1d24 (Weapon) or 2d20 (Weapon plus Unarmed); SP Manhandle (Shove, Grab, or Disarm with 1d20+5 opposed Strength check), Two Brains (save twice versus mental attacks; half effect if one save made); SV Fort +3, Ref +1, Will +0.

## **Description**

Moremen are large (7-8 feet tall), strong, thuggish, four-armed, two-headed exclusively male mutants. They are a special type of mutant that mostly breed true and have their own separate Moremen culture. Moremen are only male, and any male child born of a union with a Moremen will be a Moremen. Moremen kidnap and enslave female Pure Strain Humans (PSH) and

mutants, treating them like chattel. Even worse, the two-headed Moremen don't share and each Moremen will require at least two "flesh mates" (one for each head). Moremen don't have much use for manimals, plantients, or anything male. While not above slavery, they usually just kill off anything they can't mate with. To make matters worse Moremen are notorious cannibals, and will happily eat other sentient beings, often keeping them in cages until they need fresh meat.

Moremen have unusual philosophical views. They possess a (mostly unwarranted) superiority complex that they are the universe's chosen people and all their advantages are proof of it. As the universe's chosen, they feel it is justified to take what they want from and do as they please to lesser beings. They have adopted the Vitruvian Man as their holy symbol, and most Moremen have some variation of it on their person.

All Moremen are not exactly alike, though all have at least two heads and four arms. Many have extra vestigial arms, or additional partially formed faces on their torsos, although Moremen generally only count fully functional arms and heads for purposes of societal status. Occasionally a Moremen is born with more than two functional heads and four arms. These Much-Moremen often have mutant powers and become leaders and warlords within Moremen society. Moremen revere these Much-Moremen as being clearly superior, because they have more. A third, and rarer, caste in Moremen society is the Morelock. Morelocks are built like typical Moremen, but have mutations that make them superior. Not being strong enough to be a leader, these Morelocks fill a sort of tribal shaman role in Moremen society.

## Combat

Moremen are very strong and prefer to fight with large four-handed weapons. Because of their strength and extra leverage when wielding these four-handed weapons they roll 1d24 to hit. The Moremen weapons come in a variety of forms and regardless of whether it is a club, sword or axe, all Moremen weapons do the same 1d10 damage. Moremen will often strike for subdual damage to take prisoners, doing -1d damage (1d8 instead of 1d10).

In addition, they are brutishly strong and sometimes use one pair of their arms to grab, push over, and manhandle opponents, while still making a weapon attack with their other set of arms. In these instances, they make a regular 1d20 weapon attack, then make an additional Strength check at 1d20+5 for the manhandle maneuver (this is an opposed Strength or Agility check).

Moremen raiding parties may carry large 10'x10' nets, which two Moremen work together to throw, each using two hands. Targets must make a DC 12 Ref save or be entangled, and unable to move or effectively attack. Entangled opponents may cut themselves out with an edged weapon attack on the net (AC10, 6hp damage to cut free, daggers automatically hit), or make a DC 15 Ref save to disentangle themselves. Each entangled opponent must be freed separately from the net.

Moremen have two brains and make two saving throws against any mental attack. If either save succeeds, the effect will be halved. If the effects stuns or mind controls, the effect is reduced, and the Moremen will only get a single d20 as an action die (in the case of mind control it is possible a player might be able to control the other half of the Moremen). If a Moremen makes both saves, there is no effect.

## Manhandle Maneuver Examples

**Shove:** Push opponent back 5 to 10' and knock prone. Prone opponents must spend the move part of their next action getting to their feet.

**Disarm:** Moremen are adept at grabbing things their opponents are holding. Moremen who succeed on a disarm attack may take a weapon, shield or something obvious from the target of their attack. If successful, Moremen may keep the item or toss it 2d4x5' away as part of the action.

**Grab:** Moremen are good at grabbing people. If grabbed by a Moremen you may not move until you break the grab with a DC15 Strength check or Ref save. Attacks made while grabbed are at -1d. If multiple Moremen grabs latch onto a target (two or more Moremen or both attacks from one Moremen), then the target may not move or attack until they escape with a DC15 Strength check or Ref save.





## The Much-Moremen

Init +1; Atk Moremen Weapon +5 melee (2d6) or Physical Assaults +5 melee (1d6); AC 11; HD 8d8+16; hp 48-56; MV 25; Act 2d24 (Weapon) or 3d20 (Weapon and Unarmed); SP Manhandle (Shove, Grab, or Disarm with 1d20+7 opposed Strength check), Three Brains (3 separate saves vs mental attacks, as detailed in description), 1d3 Mutations (1d20+4 Mutation check); SV Fort +5, Ref +1, Will +3.

## Description

Much-Moremen are larger versions of the Moremen, standing up to 8-11 feet tall and having at least 3 functional heads and 6 functional arms. Much-Moremen are typically leaders and chieftains in Moremen society, due to their larger build and additional appendages. They tend to be self-righteous, pretentious louts who like to bully and brag, often having ridiculous titles as part of their name (eg. The Mighty King More-Hands The Magnificent).

## Combat

In combat Much-Moremen fight like regular Moremen but have an extra action die (2d24 or 3d20), often making two weapon attacks and using their third action to manhandle targets (1d20+7). Much-Moremen are very difficult to attack mentally due to their three brains, rolling 3 separate saves against any mental attack.. If any two saves succeed, the attack has no effect. If even one save succeeds, the effect from the mental attack is halved (see Moremen above).

Much-Moremen typically have 1 to 3 additional mutations (GM may decide if physical or mental). Physical mutations tend to be simple and usually have a physical manifestation, rarely manifesting as energy generation. Mental mutations vary, but defensive mutations like mental shield and mental reflection are common. Mutation checks are made at 1d20+4 and use one action die.

## Morelock

Init +0; Atk Moremen Weapon +3 melee (1d10 or 1d8 subdual) or Physical Assault +3 melee (1d4); AC 11; HD 4d8+4; hp 20-24; MV 25; Act 1d24 (Weapon) or 2d20 (Unarmed); SP 1d3 Mutations (1d20+3 mutation check), Manhandle (Shove, Grab, or Disarm with 1d20+5 opposed Strength check), Two Brains (save twice versus mental attacks; half effect if one save made); SV Fort +3, Ref +1, Will +3.

Morelocks are regular Moremen with 1d3 additional mutations (GM may decide if physical or mental). Physical mutations tend to be flashy powers like electrical or radiation generation, and mental mutations vary. Mutation checks are made at 1d20+3 and use 1 action die.

## Moremen Name Chart

All Moremen use the last name Moore. Roll once for the name of each head. It is possible to have the same name twice because Moremen fathers are not original and will just add a middle name.

1) Amos	16) Isaiah
2) Bartholomew	17) Jefferson
3) Bo or Bodie	18) Jeremiah
4) Buford	19) Josephus
5) Caleb	20) Levi
6) Corbet	21) Luke
7) Dalton	22) Orville
8) Enos	23) Norbert
9) Elijah	24) Rayford
10) Elvis	25) Seth
11) Ezekiel	26) Samuel
12) Ezra	27) Talbert
13) Gabriel	28) Wyatt
14) Gideon	29) Zebadiah
15) Grady	30) Zebulon or Zeb

## **Moremen Treasure**

All Moremen carry a large Moreman weapon, a knife/dagger, and a holy symbol showing the Vitruvian Man. Other possessions are usually a mix of practical items (roll 1d8).

- 1) Rope
- 2) Manacles/handcuffs
- 3) Zip ties or duct tape
- 4) Cooking utensils/seasoning
- 5) Large net
- 6) Something interesting they found or stole (worth 10-30 trade credits)
- 7) Rucksack with preserved meat of questionable origin
- 8) Minor artifact (no more than 1 or 2 in any raiding party)



## Moremen, More Problems

(Encounters: Lvl 1-3)

### Introduction

Moremen, More Problems is a small set of encounters for characters level 1 to 3. The encounter starts in the wilderness, so it can be easily incorporated into any campaign, or as part of another adventure, and can be easily altered to fit the needs of an individual GM.

### Background

The village of Dewey's Drop was recently raided by Moremen. Most of the hunters were out hunting, so the village had little defense. During the raid the Moremen captured many women and a few other non-hunter villagers.

Leaving with their spoils the Moremen returned to a small temporary camp they use when raiding villages in the area. While the Moremen were divvying up their spoils, a lax Moremen accidentally allowed a prisoner to escape.

The quick-footed mutant girl named Bunny, manages to flee and stumbles into the party's camp. Recognizing seekers from the Clan Of the Cog, Bunny pleads with the party to help rescue her fellow villagers.

## **Player Start**

You are travelling between villages and were camping overnight in the wilderness of Terra AD. In the early hours before dawn, a young scantily clad mutant girl with large rabbit ears crashes through the foliage, running into the middle of your camp. Her eyes are wide with terror, but as she gazes at your group, she seems to relax a bit. She makes the sign of the Clan of the Cog, and says, "Seekers, my name is Bunny and I need your help."

## **Talking with Bunny**

- Bunny is a mutant from the nearby town of Dewey's Drop. She looks like an attractive PSH, except for her prominent rabbit ears and tail. She tends to speak with a vapid airheaded intonation.
- Bunny tells you that her village was recently raided by Moremen while the hunters were gone and the village didn't have much defense.
- She says the Moremen pillaged the village and carried off several villagers.
- She explains that Moremen are big two-headed, four-armed mutants. They are "really, really" strong and aggressive. She says that her village clashes with them from time to time, but they have never raided the village before now.

- She says that the village was raided two days ago, and they were forced to travel for about a day and a half. Last night, one of the Moremen grabbed her and dragged her away from the other prisoners. She feared the worst, but she got lucky, when it started arguing with itself and she managed to escape. One Moremen head was arguing with the other saying something about “it’s a manimal, and your desires, they t’aint natural”.
- She says the Moremen grabbed a lot of the young women of the tribe, and said they were going to take them back to their village and “murry us”. She says she doesn’t know what it meant, but she didn’t like the sound of it.
- Bunny tells you that the hunters from her village were out on a long hunting trip and will probably not be back in time to be of any help. She asks if you will rescue her sister Foxy and the other kidnapped villagers.
- Bunny says that she could lead you back to the place they were holding the prisoners, but she’s not a warrior and can’t really help past that.

## **The Moremen Raiding Party**

Moremen are an aggressive strain of mutants that survives largely by raiding. During their seasonal raids Moremen often set up temporary “hunting camps” as staging areas. This particular camp is in a secluded valley within striking distance of several villages. The camp is located in an old public park which was conveniently fenced in and had an additional, smaller fenced area for children (now used as a pen for prisoners).

This Moremen raiding expedition is led by Wolfhead the Many, a Morelock who has mentally dominated a dire wolf and now indirectly commands its pack. Wolfhead normally uses his dire wolf companion “Gristle” and the wolf pack to its maximum advantage, with the keen-eyed wolves serving as scouts and guards.

After Bunny escaped, Wolfhead set out with Gristle and the pack hoping to track the missing prisoner. Somehow while tracking Bunny the wolves got mixed up (Bunny is very lucky) and ended up losing the trail for quite some time. By the time the wolves recover the scent, the trail is heading back toward the Moremen camp and Wolfhead realizes that his prisoner has joined with another group. Realizing that someone (the players), are moving toward his camp, Wolfhead turns around and heads back.

Currently the rest of the Moremen are guarding the prisoners and waiting for the Morelock to return. Once Wolfhead returns, they will break camp and head back to their village with the captives.

## **Players Arrive**

Bunny carefully leads the group to the Moremen camp. One of the PCs can climb a nearby tree and can see it in the distance. Their camp is a small semicircular enclosure about 75' x100', surrounded by what appears to be a vine covered wall/fence. The trees in and around the camp are much smaller, only 50 to 80 feet tall. There are a few curious structures in the enclosure, but an observer would have to get closer to see them more clearly. There is one obvious guard who lazily sits atop of some sort of 10' tall thin metal rock (a playground slide). You can see several other Moremen scattered around the camp. The camp has one obvious entrance, which looks guarded.

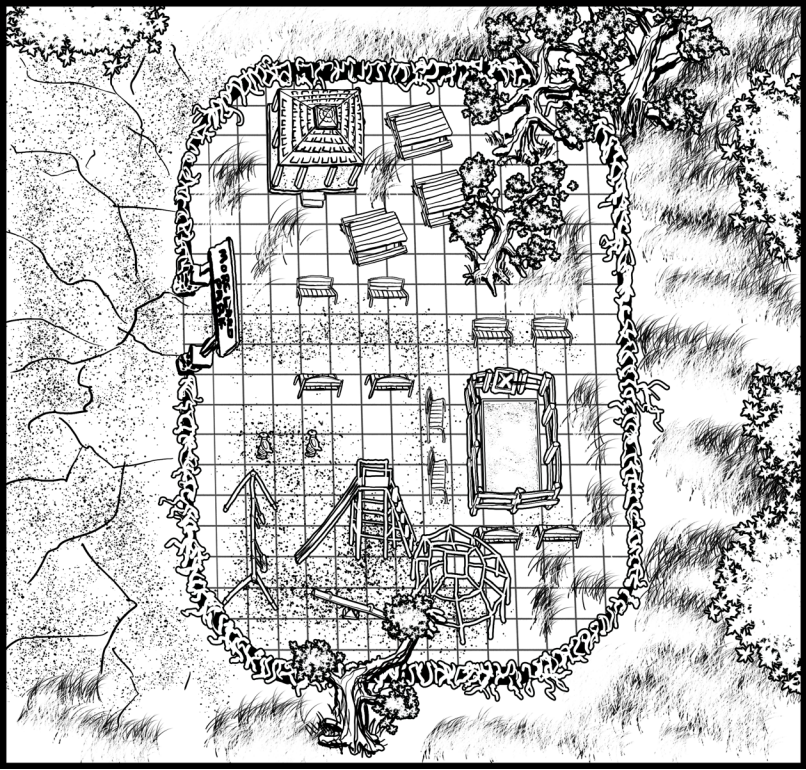
## **The Moremen Camp**

- Hunters who ask about tracks may make an Intelligence check. Any result will see many Morelock tracks going in and out of the camp, but a DC 15 result will find Bunny's tracks, and several wolf tracks directly following hers.

- The area around the park has fewer trees, all smaller than normal trees of the mega forest. Players wanting to sneak up to the gate will need a DC 12 Agility or stealth check (hunters get +2 for this check). This will put them close enough to get a free surprise attack when combat starts. Although the guards are lax, players will not be able to get through the gate without being seen, without use of some extraordinary power. A sign over the park entrance ironically says, “Moreland Park”.
- The camp is surrounded by a 6-foot fence, unfortunately the fence has become the home to a very nasty thorn ivy. The fence is mostly opaque due to foliage and cannot be seen through. Anyone climbing the fence will take 2d4 hp of damage from the sharp thorns and require a luck check to avoid screaming. Players may try to slowly cut through the fence and vines, but it will require two separate DC12 Ref saves. Each failed save will cause the cutter 1d3 hp of damage and require a Luck check to avoid screaming. Anyone passing through a cut hole will also require a DC 10 Ref save to avoid taking 1d3 hp of damage and then making a Luck check to avoid screaming. An appropriate tool is required to cut the chain link fence.
- If a player asks, some of the trees near the fence are close enough to climb up, then drop down over the fence. There are two trees near the north end of the complex that have almost adjoining branches, and one near the south that hangs over the fence. The branches are not quite strong enough to carry a person and would require a DC 12 Ref save to avoid falling as you cross through the branches and over the fence. Players falling will need to make Luck checks to determine if they land on the sharp fence or not. GMs may give arboreal manimals bonuses on the Ref save  
Two Moremen guard the gate while another Moremen lazily sits on top of a nearby slide in the playground. The Moremen on the slide can be at the front gate or the captive pen the round after combat starts.



- The captives are held in a small fenced-in area within the park that was once a large sand-box. The fence is about 4 feet high with a gate at one end. The gate is tied shut with rope but can be cut open in one round with a dagger or appropriate tool. There is one Moremen standing guard outside the pen who occasionally intimidates the prisoners by swinging his club over the fence at anyone who starts looking brave. If the guard can see fighting between the seekers and the other Moremen, particularly if it is going badly for his side, he may abandon the prisoners and join the fight. There are 9 captives: 3 female PSH, 3 female mutants (including Foxy), and 3 manimals (2 females and 1 male).
- There is an open shelter (or a gazebo) in the north end of the park. There are two Moremen (adjust number by party ability), sitting around chatting about Moreman superiority. It will take them 2 rounds to grab their weapons and they will not be able to join any combat elsewhere in the park until round 4.
- There is a single wolf sitting under a bench in the middle of the park. When combat breaks out anywhere in the camp, after 1 round it lets loose a long howl and then will try to escape the park to rejoin its pack.
- In the middle of the park is a cookfire, tended by a PSH slave named Jenny, who has always lived in Moremen captivity. Currently she is cooking the body of one of the manimals the Moremen killed the previous night. The full body is next to the fire and has been skinned, and she is cutting hunks off and cooking them on a spit. On a nearby bench are two nice alpaca manimal fur handbags that she just made. Jenny will not fight under any circumstances, as she has been cowed into utter submission by her life under the violent Moremen.



## Wolfhead Returns with the Pack

As the players finish off the Moremen and free the captives, the rescue seems to have gone well. Then one of the women will warn them, saying “the boss guy with the creepy wolf skins and wolf pets is still out there. He went looking for Bunny. He might be back soon; we better get out of here.”

No sooner does she say those words, than a loud growl precedes the arrival at the front gate of a large Moremen (Wolfhead the Many) clad in wolf pelts and flanked by several fierce looking wolves. The largest wolf is gnarled, heavily scarred and stands close by its Morelock master. The Morelock raises his hand and the wolves charge at the party. Roll for initiative!

The GM should have the players reroll initiative. Wolfhead and his pack have just returned. Wolfhead may have 1 to 2 Moremen with him (GM decides). Wolfhead will start just inside the front gate; he has 1 dire wolf companion, and 3 regular wolves.

Once in combat Wolfhead will try to use his gas generation, opening his tunic to reveal a face on his chest that lets loose a loud, disgusting but directed belch of noxious vapours. He values his wolves and will try to not catch them with his gas attack if possible. In melee combat Wolfhead will use manhandle to knock opponents prone, allowing his wolves to attack more easily. The wolves may also try to knock opponents prone as an opposed STR check at Str+2, allowing other pack members to get an advantage.

If Wolfhead is killed, his wolves will try to escape. If Gristle the dire wolf is killed, the rest of the pack will try to escape. Wolfhead will not use his mind control if Gristle is alive, but if Gristle dies, Wolfhead may try using his mind control power if practical against a player or use it on one of the remaining wolves (which will automatically fail its saving throw).

## **Aftermath**

The captive villagers are rescued and Bunny and Foxy are reunited. You return them to the village finding worried hunters who just returned home. A celebration and feast is held in your honor and you eat, and drink way “more” than you should. All heroes regain 6 luck for saving the villagers.

## Monsters

**Moremen (6):** Init +0; Atk Moremen weapon +3 melee (1d10 or 1d8 subdual) or Physical Assault +3 melee (1d4); AC 11; HD 4d8+4; hp 20 each; MV 25'; Act 1d24 (Weapon) or 2d20 (Weapon plus Unarmed); SP Manhandle (Shove, Grab, or Disarm with 1d20+5 opposed Strength check), Two Brains (save twice versus mental attacks; half effect if one save made); SV Fort +3, Ref +1, Will +0.

**Moremen Guards with Wolfhead (0-2):** Init +0; Atk Moremen weapon +3 melee (1d10 or 1d8 subdual) or Physical Assault +3 melee (1d4), AC 11; HD 4d8+4; hp 22 each; MV 25'; Act 1d24 (Weapon) or 2d20 (Weapon plus Unarmed); SP Manhandle (Shove, Grab, or Disarm with 1d20+5 opposed Strength check), Two Brains (save twice versus mental attacks; half effect if one save made); SV Fort +3, Ref +1, Will +0.

**Wolfhead the Many (Morelock):** Init +0; Atk Moremen Weapon +3 melee (1d10 or 1d8 subdual) or Physical Assault +3 melee (1d4); AC 11; HD 4d8+4; 32 hp 4; MV 25; Act 1d24 (Weapon) or 2d20 (Unarmed); SP 1d3 Mutations (1d20+3 mutation check), Manhandle (Shove, Grab, or Disarm with 1d20+5 opposed Strength check), Two Brains (save twice versus mental attacks; half effect if one save made); SV Fort +3, Ref +1, Will +3.

**Gristle the Mutant Dire Wolf:** Init +5; Atk bite +6 melee (1d6+2), AC 14; HD 2d10+2; hp 14; MV 40'; Act 1d20; SP Critical Hit on 19-20 vs prone targets; SV Fort +3, Ref +2, Will +1.

**Mutant Wolf (3):** Init +3; Atk bite +2 melee (1d4+1), AC 12; HD 2d4+2; hp 7 each; MV 40'; Act 1d20; SP Critical Hit on 19-20 vs prone targets; SV Fort +4, Ref +4, Will +3.

# DEAD MAN'S HAND

(2nd-Level Adventure)

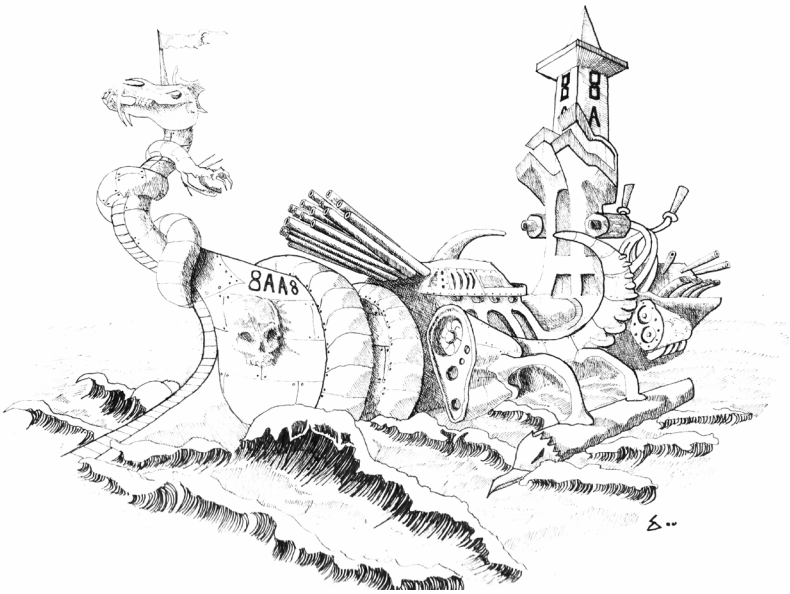
Written By Matthew Towle

Illustrated By Samuel Dillon

*Dead Man's Hand* is a Mutant Crawl Classics adventure for six to eight 2nd-level PCs. The Seekers' Shaman has been tasked by their patron AI to infiltrate the legendary DEATH SHIP, and to defeat KONRAD, the fledgling AI now controlling it. If successful, the Patron (assumed to be HALE-E in this scenario hereafter) will reward the Seekers after it absorbs KONRAD by granting new Wetware to the Shaman, and gifts of Luck and artifacts to the remaining Seekers. Failure will mean the Seekers die alone, entombed in the twisted remnant of a long-dead civilization.

Judges can anticipate several PC deaths during the scenario, and should be ready with the special rules for PERSONALITY UPLOAD (see MUTATION ONE) that allow the first few dead characters to keep playing, albeit with different capabilities.

In creating pre-gens for public games, salvaged weapons and repurposed ancient gear is often popular with the players, as wielding a shiny chrome baseball bat (1d8) or Mile-Marker #174 Sign Battleaxe (1d10, 2h) keeps the REAL artifacts (like Mazer Pistols) special. Likewise, a PC wearing a Murder Ball Uniform and pads (#19) or a breastplate made from a green radioactive giraffe is happier than one wearing "studded leather".



## BACKGROUND

Drifting through harsh, radioactive seas is the *DEATH SHIP*, the last great naval vessel of a bygone empire. This massive warship of the Ancients was once filled with attack and recon craft, and crewed by thousands of sailors and marines. All now long dead. The Seekers may have heard rumors of the *DEATH SHIP*, which has sailed the trackless oceans of Terra AD for centuries. The following rumors may be known to the Seekers, as the judge desires.

## ECHOES OF THE *DEATH SHIP*

1. The *DEATH SHIP* is actually one giant smart metal creature, adrift on the Rad Sea
2. Many cities of the Ancients were destroyed when the *DEATH SHIP* came and plundered them!(!?)
3. The *DEATH SHIP* is made of hundreds of millions of tiny smart metal creatures! They will eat you like cockroaches! (not on Deck 7)
4. One person explored the *DEATH SHIP* and lived to tell the tale! He died only a few days later, as his body slowly vanished, particle by particle!

## THE DARK TERMINAL

Play begins as the Seekers enter the Dark Terminal— a white, perma-stone structure atop a cliff that faces the Glowing Bay. The Dark Terminal is known as a landmark for brave wanderers, and feared for killing any that dare to enter. However, the Shaman's Patron is certain that the place is safe if its instructions are followed.

The structure presents a forbidding, jagged profile against the night sky and glowing sea. A wide archway leads inside to a chamber seemingly untouched by the ages. Once dark, the interior has lit up in anticipation of fulfilling its purpose. One of its linked vessels (indeed, the only remaining such vessel on the planet) has moved within range of its Trans-Mat.

The large chamber contains five man-high metallic boxes with buttons on their faces (lockers with keypad locks) and a curving, two meter long, waist-high panel of god-glass (touchscreen control panel). An elaborate archway with mystic devices of the Ancients interlaced all along (the Trans-Mat Relay Platform) looms over a blue disc set in the floor, three meters across.

HALE-E has decreed that its shaman (and Seekers) enter the Dark Terminal and activate the ancient Trans-Mat, without searching the chamber, or exploring the relics of the Ancient ones that might be there. Be certain that (A) the shaman is asked if they pass along these dicta to the other Seekers, and (B) the Seekers are asked if they wish to examine anything in the chamber, or comply with the AI instructions.

*Judge's note: in playtest, this opportunity has consistently attracted the larcenous among the players, providing some gear to the party, as well as killing at least one PC very early in the scenario (but see MUTATION ONE, below)*

The lockers are protected by keypad locks and an automated defense system (a hidden laser emitter that runs in a groove all the way around the wall at about 8' height). Each locker is individually locked. Rover skills apply (DC 17), otherwise the PC may attempt an Artifact check, Tech level 4, Complexity 6. Failure on this check means the Defense Laser activates. A voice booms "Unauthorized access to \*STATIC\* detected! Cautionary \*STATIC\* initiated!" Then, an angry red light whips along the groove high in the wall, and a blinding red beam lances out of the groove to burn the unfortunate PC. Damage is 2d30, DC 16 Refsave for half damage.

If a PC is killed in this manner, you may dead stamp their character sheet, but retain it, and reference "MUTATION ONE" below. The "phaser" only goes off once per hour, allowing brave Seekers to plunder the rest of the lockers at will.

#### The Lockers:

- A silver drawstring bag filled with glass spheres of multiple colors and sizes (marbles, roughly 200) If dumped out, the spheres create a hazard roughly 2m in diameter (DC 14 Ref save or fall prone). The area remains tricky terrain until someone comes along to pick the spheres up.
- A white ceramic handle/tube combo device (Gauzer Pistol, MCC p.172)
- A big, floppy red hat and long gloves to match (bright yellow trim on both). Costume items are made of an advanced fabric that is resistant to heat, cold, and water. It grants a+2 save on environmental hazards.
- A large grey canvas bag with runes of the Ancients printed on the outside ("Gators!") containing plastic shoes in multiple colors. They are cheaply made, and do not protect against anything, but do make serviceable footwear. One-size-doesn't-quite-fit-anybody, 11 pairs.



- A hard case with a handle made of a brown bone--like material (plastic). Opening it reveals a foam-lined interior and a set of amazing artifact knives! Five knives that vibrate when a button is pressed. Not really meant for combat, but for food preparation, they could be pressed into a more violent use. From smallest to largest, they do 1d3, 1d4, 1d5, 1d6, and 1d7 damage, but any fumble indicates the power unit is burnt-out. Tech 3, Complexity 1, "Flenser" Brand, "Accept No Substitutes!"

If the Seekers step onto the central disc, the archway above it lights up, and the god-glass console comes to life. The shaman may activate the ancient Trans-Mat with wet-ware installed in their mind by HALE-E. All Seekers on the platform make the transfer, but complications may arise. Make a wet-ware roll on the following table:

#### Trans-Mat Activation Table

- 1:** Patron taint for the Shaman and the Seeker with the lowest luck.
- 2-8:** The Seeker with the lowest Luck has gender reversed upon arrival. Clothes/gear are not so modified, and may require some adjustment. Voice changes in pitch, and DC 10 Will save or -1die type for next ten minutes as the Seeker adjusts to their new circumstances.
- 9-11:** Rad-Burn (MCC p.42) for the two Seekers with the lowest Luck
- 12+:** Normal Trans-Mat function

When the Trans-Mat activates, a booming voice from hidden speakers intones, "Trans-Mat Activated! Please keep hands, feet, and pets INSIDE the transfer field!" The Seekers are then blinded by a bright white light, and when their vision returns, they are in a different chamber -- now onboard the *DEATH SHIP!*

## ARRIVAL POINT

Upon arrival, the Seekers find themselves standing on a Disk not dissimilar to the one at the Dark Terminal. This chamber is smaller, and contains a console of god-glass, the Trans-Mat Relay, and a metal hatchway with keypad interface (Tech 4, Complexity 4, or DC 12 for a Rover to open) Light is provided by a strip along the wall near the ceiling three cm wide, glowing with a constant pale white light. Bulkheads and deckplates are otherwise metallic (advanced alloys, non-ferrous) and unmarked.

No dust or grime is anywhere to be found--a far cry from the filthy ruins and primitive structures the Seekers are more accustomed to exploring. The air smells fresh, with a hint of salt. The temperature is cool--definitely jacket weather.

The number “709” is stencilled on the walls near the hatch.

The Hatch itself is the same alloy as the deckplates and bulkheads. Once activated, it slides with a “WHOOOSH” to the left, inside the bulkhead.

## MUTATION ONE: PERSONALITY UPLOAD

The first three Seekers to die (exception, see MEDPOD SEVEN, below) have their consciousnesses uploaded into the advanced network built into the DEATH SHIP, obeying an ancient protocol initiated during one of the colossal disasters that brought ruin to the planet in ages past. Upon upload, the psyche of the Seeker overwrites the original programming of one of three Servo-Bots. The Servo-Bot is then ejected from the service tunnels via hidden hatches just outside of whatever chamber the other (still breathing) Seekers are currently exploring.

The Servo-Bot rolls into the chamber, (a 1.5 meter tall smart metal with two arms and two rolling treads instead of legs), speaking out of a metal grill in a voice not unlike the “dead” Seeker’s. Give fleeting luck points to the Servo-Seeker if they use a robotic voice when they talk in character. They will need it.

Servo-Bot Points are located on the map, and represent a hidden cupboard out of which bots appear as needed.

**Servo-Bots:** Init: +0; Atk +2 punch/smack/chop melee (1d7) or +2 special attack form (see below); AC 12; HD: 2d6 hp 8; MV 20' (all-terrain tracks, no climbing); Act 1d20; SP mental abilities\*, special attack form\*\* SV Fort: +2, Ref +1, Will: +1\* Special: A, B, or C (q.v.)

\*Each Servo-Bot has the Personality, Intellect, and Luck of their former self (and modifies its Will save by the Personality modifier accordingly). Strength, Agility, and Stamina are all 9.

Each Servo-Bot has one special attack form from the list below (Judge's choice):

- **Gear-Flinger:** A slot in the top of the torso of this bot ejects 7cm spinning gears at high velocity, range is 20/40/80, damage is 2d4
- **Hot Lube-Spew:** A plate in the torso of this bot opens, and heated lubricating oil gushes out on up to three adjacent targets no more than 10 meters away. Damage is 1d5, and for the rest of the encounter, DC 10 Ref save or fall prone at the beginning of each round.
- **Extendo-Hand:** The left hand of the Servo-Bot shoots out on a robotic extendo-tentacle (looks like Doc Octopus but with a regular shiny metal hand on the end) and makes a punching attack up to 20' away, for 1d7. Servo-Bot must spend next round "reeling it back in" before using this attack, but may attack normally in melee while so doing

*Judge's note: in playtest the judge prepared three note cards describing the abilities of each Servo-Bot (and named them, e.g. Servo-Bot 7kom11 or Servo-Bot 006), leaving blank spots for the Per/Int/Luck stats. Of course, this meant that the judge had a NEW character sheet to stamp with the DEATH STAMP when the PC died AGAIN, which happened with some predictability. Judges must take such fun as they find.*

## FLUSH CYCLE

*“Leaves a Sheen Where You Clean!”*

This incident occurs as the Seekers explore the corridor after arrival, as desired by the Judge.

A strip along the top of the corridor wall lights up with words of the Ancients for about six seconds before hidden gratings open abruptly, swiftly pumping seawater into the corridor. PCs who do not react to the alarm and remain in the corridor will suffer

DC 15 Fort save or begin drowning (2d3 damage per round, DC 10 Fort on subsequent rounds to cease).

The water lingers for 3d3 rounds, before being rapidly pumped away through unseen ducts, leaving behind only a salty smell and the residue of bad decisions.

## HYPON AUXFAC

*“Freshness is our Middle Name!”*

The number “717” is stencilled on both sides of the door.

This chamber was an auxiliary laboratory devoted to genetically-altered genomes and hydroponic growth techniques. The research scientists are long dead, but some of their creations live on.

Several rectangular metal doors are mounted in the wall side-by-side, each with a small keypad near the handle. Once locked and secured by the scientists, they are now easily opened from outside or inside. The first door opened contains an insane, giant mutated tomato plantlet, which attacks the opener or other obvious target immediately. Upon resolution of the surprise attack, the other mad plantlets will launch themselves out of their walk-in coolers and join the fray. Roll for initiative!



**Crazed Killer Tomato Plantient (aka Salsa Fiend):** Init +3; Atk slam +3 melee (2d3) or bite +2 melee (1d10) or spinning razor leaves +3 ranged (1d7, range 10'/20'/30'); AC 10; HD 3d12; hp 21; MV 30'; Act 1d24+1d16; SV Fort +1, Ref +2, Will +1.

Upon death, explodes in a wet mess of juice and seeds.

**Crazed Killer Tangerine Plantient (aka Tanger-Beast):** Init +3; Atk slam +3 melee (2d4) or seed spew +3 ranged (1d7, range 10'/20'/30'); AC 15; HD 3d8; hp 14; MV 30'; Act 1d24+1d16; SV Fort +1, Ref +2, Will +1.

Upon death shudders, then splits into sections before rapidly leaking life-juices onto the deck



**Crazed Killer Artichoke Plantient (aka Arti-Choker):** Init +3; Atk grab +3 melee (1d5, target is grappled) or choke (if target is still grappled, damage is automatic each round, 2d5); AC 13; HD 3d10; hp 17; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +2.

Upon death, rapidly wilts and turns brown, losing all vitamin content.

These three barely-sentient Plantients have subsisted only on the dregs of the nutrient baths which spawned them decades ago. They are ravenous beyond reason. If some method of feeding were offered, negotiations might be fruitful, however unlikely.

In the back of the Arti-Choker's walk-in cooler is a brown wooden bin with no lid, stamped "USMC", containing 244 rubber o-rings (1cm, 0 gauge), two pairs of athletic socks rolled up into balls (one with yellow stripes, one with turtles) and a single photon grenade (MCC p.174) in a brown paper bag.

## **MEDPOD SEVEN**

Mutation Two: The Thing in the Cupboard

The number "719" is stencilled on both sides of the door.

This chamber is high-ceilinged (10m) with power conduits of multiple colors stretching from ceiling to floor all around the walls. One panel of god-glass 1.5m high rests in the middle of the chamber next to a large cylinder made of shiny metal, with an obvious hatch on one side. The cylinder, or pod, is large enough to contain one PC (even a bulky one), and access to the pod is an easy Artifact check (Tech 2, Complexity 1). Once a PC is inside the pod, the hatch seals and the machine hums and vibrates for 60 seconds.

The god-glass console is also designed to be easy to use, to a point, as it is a trap. A successful check (Tech 2, Complexity 1) produces a seemingly positive result, indicating anyone entering the pod would receive both healing and rejuvenation. In fact, the first PC to enter the active pod will be summarily disintegrated, except for a portion of their brain stem. Protoplasm and other exotic ingredients will rapidly coalesce into a reasonably accurate duplicate of the former PC.

The new doppelganger has a personality imprint allowing them to speak in the voice and manner of the former character. They have an overriding urge to betray the party at a crucial moment, ideally during the encounter with the AI at the Com Ctr, but if the duplicate can kill a party member without getting caught before then, they should be encouraged to do so.

The player should be told they feel “better than ever!”, as if they have been enhanced in some way. At a convenient break in the action, the Judge should inform the player of their new situation.

**Protoplasmic Doppelganger(1):** Init +2; Atk PC weapon +3, or heat vision +3 ranged (3d5, range 20'/40'/60'); AC 13; HD 3d10; hp 17; MV 30'; Act 1d20+1d16; SV Fort +3, Ref +3, Will +3. Refrains from using Heat Vision unless no one but the victim can observe, or until the big fight at the end of the scenario

## HANGAR 18

*“Now With Improved Flavor!”*

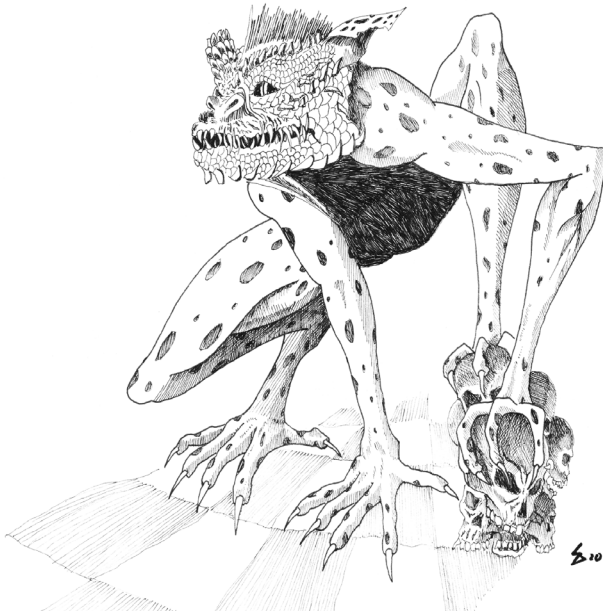
The number H18 is stencilled on both sides of the door.

This spacious chamber once held attack craft and facilities to repair them. Now three large (3m X 4m, 1.5m high) platforms remain. Two are bare, but one holds a massive block of dry ice (easily one metric ton, big as a truck)

The lighting in this chamber is dimmer than the corridor. Danger lurks in control gantries suspended 10m above the floor. The first Seeker to approach the ice block will be attacked by a Gremlin operating the gantry and its grasping tentacles.. Unless the Seekers somehow detect the Gremlins beforehand, this attack is a surprise. One set of arms shoves the dry ice block off the platform toward the largest group of Seekers, (DC 14 Ref save or 2d10 crushing damage) and another set grabs the Seeker closest to the platform (+4 Grab, Str 20 Grapple), pinning them to it. The Seekers can



make out the movement of the two Gremlins up above. However, their position does give them partial cover.



**Gremlins (2):** Init +2; AC 13; HD 4d8; hp 18; Atk +5 pounce (2d5 + DC 14 Fort or prone) or swipe(1d12) or Remote Grapple/Fusion Chainsaw, see below); MV 30' or Pouce 50'; SV Ref +2, Fort +2, Will +0.

Gremlins reproduce only by immersion in fluids. Each is 7' tall, lanky, and mutated from unknown original stock.

Following a successful grapple, three more arms lower toward the platform. These cables have FUSION POWERED CHAINSAWS attached, and will spin up to speed for one round. After warming up, they will attack anyone who is still grappled or standing on the block of dry ice.

Gantry Grapple  
DC 15 Ref or Strength 20 Grapple  
Fusion Powered Chainsaws (3)

DC 15 Ref save for half (3d7 damage) only usable if target is grappled.

The Gremlins keep their treasures above the room, inside the gantry:

- 3x C-cells
- 1x Vehicle Laser (mountable on a Living Metal with a successful Complexity 5 Artifact check) Stats as a Lazer Rifle (MCC p.173) but unlimited charges if connected to a Living Metal power supply
- 1x Case of Dr. Stevenson's Fantastic Miracle Cure For Everything, containing 24 vials of pills, all different, with no instructions or guide to proper usage whatsoever. A Healer who spends a week studying the pills can then make a Complexity 9 Artifact check. Use of the pills can cure any disease or counter any poison, if a DC (disease or poison level) is made by the Healer. If a Seeker attempts to use the pills without the requisite month-long study-time, the DC is increased by 10.

## SCUTTLEBUTT

This alcove was a source of refreshment, but the water fountain was harvested for parts more than a century ago. It is non-functional. In the alcove remain two built-in benches, a picture on the wall of an exotic port of antiquity (Pascagoula, MS), and a pile of refuse under a small table.

The refuse is a lurking creature, gone dormant for lack of warm-blooded food, but will awaken after 1d4 rounds of activity in the alcove, or if "searched."

**Scuttlemutt (1):** Init +1; Atk dust cloud +3 (1d7 + DC 15 Fort or -1d for 1 turn, coughing); AC 11; HD 3d8; hp 14; MV 20' or Climb 20'; Act 1d20; SV Fort +3, Ref +1, Will +1.

Composed of dust, trash, and unmentionable fluids. May ooze through tiny spaces or climb walls and ceilings. Looks like a pile of trash until animate.

## **REC ROOM**

This mostly empty chamber is lined with comfortable couches and chairs, has soothing lighting, and a quiet soundtrack of instrumental soft rock lulling any here to rest.

In a concealed cooler built in to the couches (Luck check to find) are cans, chilled, and marked with the symbols of the Ancients (DC 12 Int roll to decipher) “Cheery Littlebottom’s Scientific Beverage” in six flavors (Cherry, Orange Creme, Huckleberry, Chicken, Lemon-Lime, and Original (bubblegum)). A soda, if consumed in its entirety, will give a random buff for the next hour: d5 (1) +2 Str; (2) +2 Agi; (3) +2 Int; (4) +1 AC; (5) +3HP.

The number 749 is stencilled on the walls adjacent to the hatch, inside and out.

## **BIO-ARMORY**

Auto-Doc and Gunnery Stop

The number 744 is stencilled on either side of the door, both inside and out.

This chamber contains a 2m wide panel of god-glass, an open booth more than 2m high, and seven overhead servo-arms with tool attachments (buzz-saw, grasping claws, arc-welders, etc.) currently motionless.

If anyone is present inside the open booth, and someone attempts to interact with the god-glass console, any successful artifact check roll (tech level 4, complexity 2) will result in AUGMENTATION of the PC in the booth. Although the surgery is designed for Living Metal, living organisms will benefit from the surgery if they pass a DC 10 Fort save (failure means 1d7 damage and the weapon implant fails)

Three options are available for the weapons augmentation. If the being operating the console succeeds with a 20 or higher, they may pick from vaguely-worded descriptions of the options, otherwise roll d3:

1. Multi-rocket launchers are mounted on both shoulders, with a reinforcing roll-bar connecting them above the PC's head. Range is 15/30/50. 4d7 explosive damage and DC 13 Ref save for all within 10' of the target or knocked prone. Each time the launcher fires, make a depletion roll: a 1 on the roll indicates the last shot has been fired. The die rolled begins with a d16, and goes down one step on the die chain until it passes a d3 or a 1 is rolled, indicating depletion of ammo.
2. A Plasma Cannon is installed in place of one arm from elbow to wrist--this arm no longer has a hand. Range is 10/20/30. Damage is 3d10 heat. On a hit, target must make a DC 13 Fort save or the target ignites, taking 1d6 burning damage each round until a DC 13 Fort save is made or the target stops, drops, and rolls.
3. A Lightning Accelerator is installed in the chest of the PC. When activated, a massive arc of electricity lances from the chest unit and all targets in a straight line within 50' of the PC take 2d12 electrical damage. DC 13 Ref save halves damage.

## COM CTR

*"We Are Family"*

The number 771 is stencilled on both sides of the door.

Judge's Note: If the doppelganger player has not revealed themselves before now, this upcoming encounter is the last real chance to betray the party. The judge should pass a note or otherwise communicate this to the player/PC concerned.

This chamber is round with two god-glass consoles half-way round either side. A large alcove on the far end of the chamber

(10' wide and 20' high), and a 15' wide disc/platform on the floor in the center of the room, similar to the Transmat Relay Platform that brought the PCs here.

The AI of the DEATH SHIP, who identifies as KONRAD, manifests as a soft-light hologram in the alcove at the far end of the room. It is free to move about the chamber or, throughout the DEATH SHIP. (Although it does not often do so.) It manifests when anyone attempts to interact with the god-glass consoles, although the level of success by the pc interacting with the console determines how dangerous KONRAD is.

Any other investigation of this chamber will produce little effect, but attempting to activate the god-glass requires an artifact check, Tech 4, Complexity 4:

**1:** Colossal failure. The PC activates a self-defense mechanism. They must pass a DC 15 Fort save or be electrocuted and instantly reduced to a pile of ash. A successful save means only 1d20 electrical damage. KONRAD is awakened at full strength.

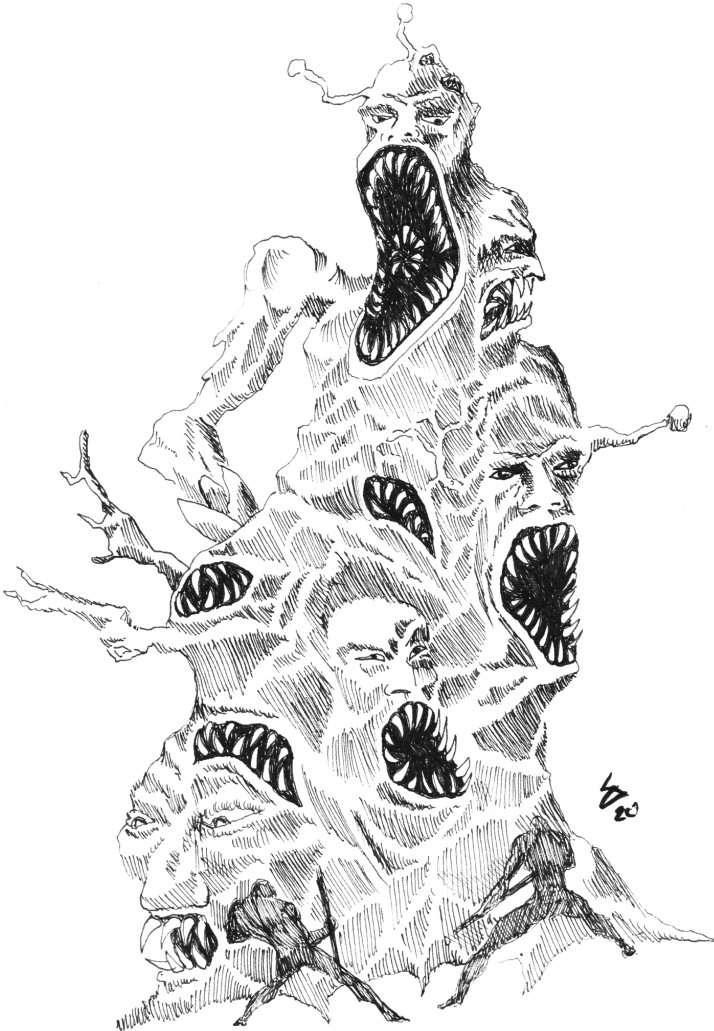
**2-9:** Amateur interference: KONRAD is awakened at full strength.

**10-14:** Failsafe Level One Engaged: KONRAD is awakened, but may not use his Tier 3 ability.

**15-19:** Failsafe Vermillion Engaged: KONRAD is awakened, but may not use his Tier 3 or 2 ability.

**20+:** Failsafe Nightmare Orange Engaged: KONRAD is awakened, but may only attempt a single Tier One attack each round. All attacks against it are at +2.

When awakened, KONRAD manifests as a massive (18' tall) conglomerate bipedal creature with multiple heads and limbs sprouting all over it. It is composed of the downloaded personas of all crew members that have ever served on the *DEATH SHIP* since the cataclysm centuries ago. The faces ripple across the massive body, submerging and emerging according to some unknown logic, exhibiting expressions of agony and ecstasy as they move, speaking in a cacophony of voices.



All PCs witnessing the appearance of the Gestalt God must pass a DC 12 Will save, or suffer -1 Die on all rolls for the duration of the encounter.

**KONRAD:** Init +3; Atk see below; AC 16 (mostly hologram, but with a core emitter floating invisibly in its midst); HD 10d8; hp 44; MV unlimited line-of-sight teleport; Act 1d24+1d20+1d16; SP serial immortality (multiple backups); SV Fort +3, Ref +3, Will +5.

Tier One attacks: (up to three per round) Force Darts +4 Ranged (2d7, 20'/40'/60')

Tier Two attacks: (once per round) Transmat Disassociation: Emitters from all around the room's ceiling shoot white hot beams of light to a single target. Target makes a DC 14 Fort save, or one half of the PC is trans-matted 20' down the hall, while the other half remains here. (Messy, instant death). A save means 1d20 damage, as the PC suffers shearing forces, but retains some structural integrity.

Tier Three attacks: (once per round) Identity Theft: The target is subjected to a violet ray beamed from the holo-emitter inside the holographic body (momentarily revealing it as a discrete object floating inside the projection). Target must make a DC 14 Will save, or their mind is uploaded forcibly to the *DEATH SHIP* Cloud, and the body falls lifeless to the deckplates. A save indicates only 1d20 psychic damage is suffered as the PC desperately clings to their mind.

If KONRAD is reduced to zero hit points, it is defeated for the time being. However, back-ups of its personality exist in the cloud here, and perhaps in satellite back-ups around Terra AD (judge's discretion). As an AI, KONRAD has been on the cusp of ascension to Patron AI status, and a defeat here will set it back a century or two in its progress.

If the shaman PC is still alive, HALE-E manifests in the room after the fall of KONRAD, and congratulates the Seekers, promising rewards and its beneficence now and in the future. (2 luck to all players still alive, 3 to the shaman.) HALE-E then vanishes and begins the task of infiltrating the massive network of the *DEATH SHIP*, assuming complete control over the course of the next several weeks. Judges at a loss for adventure seeds should provide tasks that further serve the HALE-E, as the Seekers are now favored by it. Any PC that wishes to may be given an opportunity (one time only!) to cast Patron Bond with the guidance of the PC shaman, allowing a d20+level roll.

## CONCLUSION

Who's Going to Clean Up This Mess?

The Transmat Arrival Point can be used to project the Seekers to any active site in range. The Death Ship has a long route, taking it to coastal locations throughout Terra AD. The Judge is encouraged to explore the distant future of such exotic locales as Greenland, Antarctica, and New Jersey.





**Written by Hector Cruz**

Illustrated by Clayton Williams

Spaced Out is a loosely based, time-traveling adventure scenario for your MCC/DCC game. Some details will need to be filled in with the imagination from the Judge and the players.

## **A LITTLE BACKSTORY**

Bleech and Blong are plantient humanoids from the far, far future of Terra A.D. Their world is more civilized with modern comforts, similar to ours. Races of inhabitants in the future are much taller, more well spoken (except for these two), and have more humanoid facial features. Bleech and Blong are custodial engineers in their current timeline. They work for one of the premiere technological research labs on the planet, thanks to Blong's dad who is the CEO.

One day, Blong and Bleech were in one of the labs doing custodial duties, when Blong picked up an experimental portal gun lying next to a strange book with an emblem embossed on it. Being curious and hearing about the gun from his dad, Blong fired the gun and accidentally shot open a portal right there in the room. At the same moment, Bleech picked up the strange book to see what was inside. Barely opening it, the book flew from Bleech's hand right into the open portal, causing it to immediately close. An ominous voice echoed throughout the building, causing it to start crashing in around them. The chanting sounded like a dire warning in an unknown, alien language. The two looked at each other, grabbed the portal gun, opened up another portal, and hopped in before the entire world collapsed into itself.

Time passed back and forth as the duo went from portal to portal trying to make sense of what had just happened, hoping to understand the technology they wielded, and trying to possibly reverse the destruction they had initially caused. After what seemed like years and countless failed timelines, the bungling duo stumbled upon a glimmer of hope that involved a small party of hunter gatherers that lived in a time long before Bleech and Blong even existed.

## MEANWHILE...

After a hunt and gather expedition, the PCs have just exited a structure with some artifacts (dazer/lazer pistols and a unique six-sided dice for each player). They can see their village far off in the distance on a hill. (about a day's walk)

Up in the sky is a bright flashing light. The party has noticed this has gotten closer over the past few days. As they make their way home, a portal suddenly opens up...

Out from the portal comes two huge plantients, seven to eight feet tall, on two floating vehicles the PCs have never seen. They're riding on space cycles that are floating two feet above the ground. The plantients look like burnouts that have seen one too many parties. They're wearing clothing much like what a hippie would be wearing from the 70's, but maybe a little more modern. They are both wearing necklaces with a small glowing cube with symbols on it, much like what the PCs found. As they pull up in front of the party, one of the plantient speaks. His eyes are half lidded, bloodshot, and he's wearing a headband. He gives off a very strong, yet pleasant, grassy scent.

"Oh wow, right on, man, we found them!" Blong says.

"Heh, yeah. Cooooool..." Bleech, the other plantient, replies. He's a little smaller than Blong and a bit more spunky. His eyes consists of two huge dark spheres, and he has a mushroom cap on top of his head.

"Hey, so... you don't know us, but you should probably, like, come with us if you want to stay alive." Blong explains.

"Yeah, stay alive." Bleech adds cheerfully.

If the PCs ask why, Blong will point at the sky. "Well, mostly because of that." Blong points to the flashing light up above.

"You don't realize it, but those little glowing cubes with symbols you found are pretty rare and important, which makes all of you pretty important. That's why we're here, man. We need to stop that from happening." (Once again, Blong points at the flashing light in the sky) "If that sucker hits this place, you and everyone you know will die. And if you die, we die." Blong says dramatically.

"I don't wanna die, man!" Bleech exclaims looking around frantically.

Blong explains they need to break an artifact that's on the flashing light. They've tried several times, but nothing has worked. Blong has read about the cubes on their necklace (six-sided dice) which led them to the PCs. He came to the conclusion that they might be able to help, since they were the ones who originally discovered them.

"Oh, and uh, by the way, I forgot to tell you something..." Blong mentions.

Suddenly another portal opens up about fifty yards away from them. Beams of light shoot past them as three similar space cycles with purple creatures rush in their direction.

Squeamishly, Blong says, "We're being chased, man..."

At this point, Blong shoots open a new portal with a special gun and suggests that they get out of here.

Ask the PCs what their actions are. They won't have much time to decide. (1 round) Three PCs can ride on each space bike. Blong & Bleech will ride close together, so the party isn't really "split". The purple pursuers will try to hit the PCs with their weapons if they don't join Bleech and Blong for 1 round as they pass by. (Vehicle combat rules below). Also, the PCs will die in 2 days from the impact of the incoming object in the sky.

When the party enters the portal with the plantients, there's a path made of multiple bands of color in front of them. Everything else around them is pitch black. A huge face made up of glowing lines flashes in the empty darkness ahead. As it grows larger when they approach, they will notice the face has a red hat with an "M" symbol and also has a mustache. There are also other objects made up of glowing lines in the distance, such as mushrooms, stars with faces, princesses, and cartoonish reptiles with long tongues.



**Galaxy Imps:** HP 1d14, AC 12, Shock pistol: 1d8 damage plus momentarily stunned.

The purple Galaxy Imps will follow them through the portal and start shooting. The mechanics while fighting on vehicles is streamlined here to make it quick and fast. If the PCs are trying an artifact check for the first time in combat, have them roll a d20 along with their unique six-sided die. The artifact check table is located on page 168 in the Mutant Crawl Classics core rulebook. This die acts like an artifact check enhancer throughout this adventure. If a 20 is rolled at any time, that PC will receive an extra six-sided die for an artifact check. If a 1 is rolled, any extra six-sided dice are taken off the table. Artifact exploration is highly encouraged in this adventure. Feel free to get creative with objects for the party to find or with objects they try to operate!

## Vehicle Combat Rules

Roll a d6 for PCs and Galaxy Imps

**1-2: Miss**

**3-4: Vehicle Hit** - 3 hits will render a vehicle disabled unless a successful artifact check is made

**5-6: Body Hit** - 3 pts of weapon damage (or roll for weapon damage) to Imps - PCs will be shocked momentarily with 3 pts of damage and potentially float off the vehicle. DC12 STR check to hang on.

If any players float off the cycles, the space outside of the road will be bouncy and will glow in a grid around the PC. If they try to go up or down they can float in any direction. If they stand up again, there will be support beneath them, even if they are up in the air.

The Rainbow Road will go straight down shortly after the PCs and Galaxy Imps enter the portal. (2 or 3 rounds) The road takes such a sudden dip that the PCs must make a DC 10 Reflex check to hang on. If they fail, they start to float up in the air.

As the group makes their way towards the bottom of the hill, they see a portal straight ahead. As they move closer, the road suddenly branches off with two more roads leading to the left and to the right. Now there are three portals. Blong & Bleech stop the cycles, unless they're still being pursued by

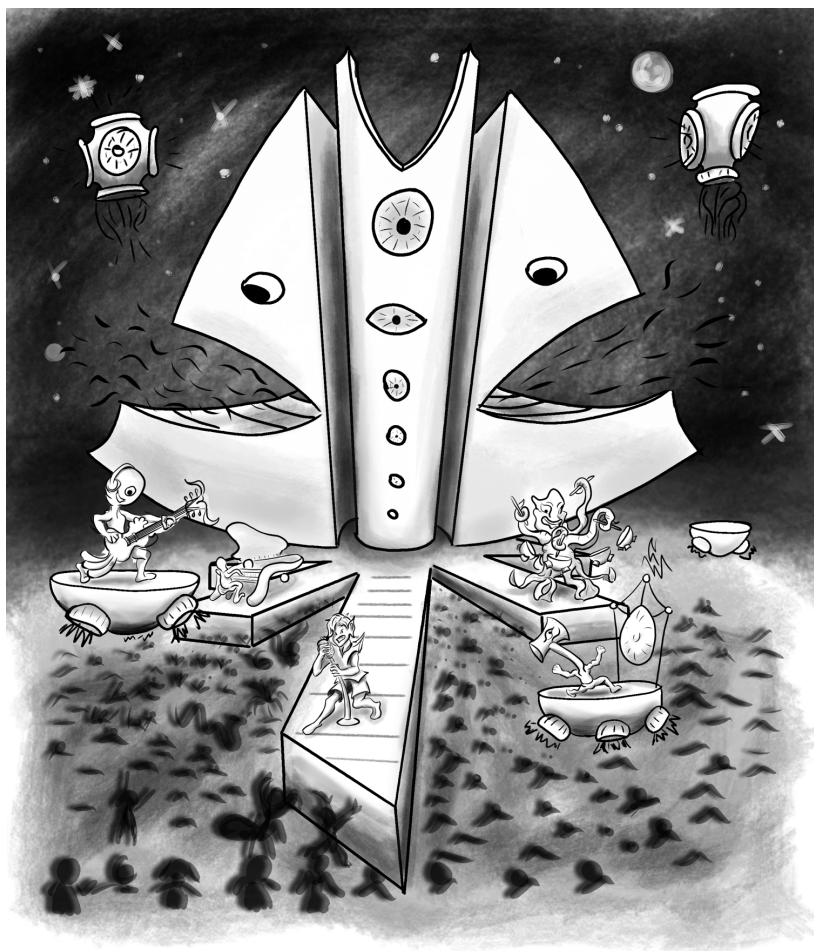
## Galaxy Imps.

“Wait, wait... hold up, man... I’ve never seen this happen here before. There’s normally one portal to enter this road and one to exit to our destination. This is strange...” Blong says in an inquisitive manner.

“Wow... this is really heavy, man...” Bleech says in his most contemplative tone.

Blong will ask the PCs which portal they should enter, since he and Bleech have never seen this before now.

One portal is to the artifact realm (blinking light in the sky), the other is to a strange, future concert in Bleech and Blong’s realm, and the other is to a very bizarre food court in the future as well. It is recommended to have the PCs visit the concert and the food court before the portal that leads to the artifact. You’re the judge, so you get to choose what lies behind each portal.



## THE CONCERT REALM

As the group enters through the portal, they find themselves on top of a huge hill with thousands of creatures around them. There are plantients, manimals, and humanoids, but they look more advanced and more civilized. (like how Bleech & Blong look) The humanoids look beautiful and elegant with pointed ears.

Blong suddenly exclaims, "Oh wow, I LOVE this group, man!"



Bleech also exclaims, "These guys are my FAVORITE!! This is kinda weird though, none of this should be here."

Down the hill is a stage with large boxes floating in the air on either side. (speakers) There are 5 figures on stage. They are standing side by side with strange looking machines in front of them. Suddenly, a loud noise erupts from the stage. Have the PCs make a DC 10 Fortitude save. If they fail, the sound makes them incapacitated. Roll the unique d6 to see for how many seconds x10. The PCs hanging out with Bleech suddenly feel very euphoric and start to get into the "noise" and feel a comradery with everyone around them. Have the affected PCs make a DC 13 Will save. Failing the save will make the PCs run down the hill towards the stage.

Soon after the noise starts, it suddenly starts to take a minor notation. The crowd starts to chant in an alien language the whole party doesn't understand. A giant shadow moves over the stage and creeps towards the audience and up the hill. Everyone in the audience touched by the shadow will have their heads start to swell and grow bulbous. (Excluding PCs) The noise abruptly stops. Any affected PC will snap out of their "trance". The audience turns to look at the party and their eyes are glowing red. Dark tendrils start to burst out from their bodies.

The portal to Rainbow Road is still open. Blong suggests they should probably leave unless the party chooses otherwise or if the party is split. When the group enters back to Rainbow Road, the other two portals are still open.

**Shadow Audience Member:** HP 1d8, AC 10, Atk: 1d3 tentacle lash, grapple vs. STR check. There are thousands of people in the audience, so multiple attacks on PCs at once are possible.



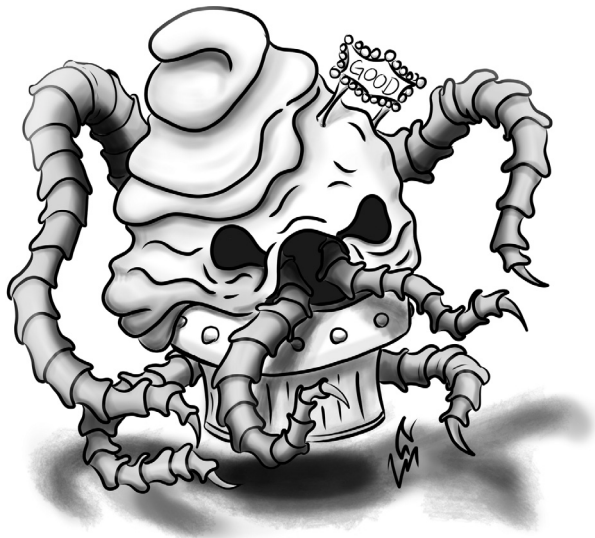
## THE FOOD COURT REALM

As the group enters, they notice a strange, long floating machine in front of them. A sign with strange writing floats near the top of it. A beautiful Pure Strain Human can be seen behind a counter looking at the PCs. The smells coming from it are enticing. Those who are riding with Blong (including himself) suddenly feel famished. Have the PCs make a DC 13 Will save. Those who fail will uncontrollably rush towards the open window at the floating machine. There are plates of food and bottles of liquid on a silver ledge in front of it. The PCs will start to gorge themselves.

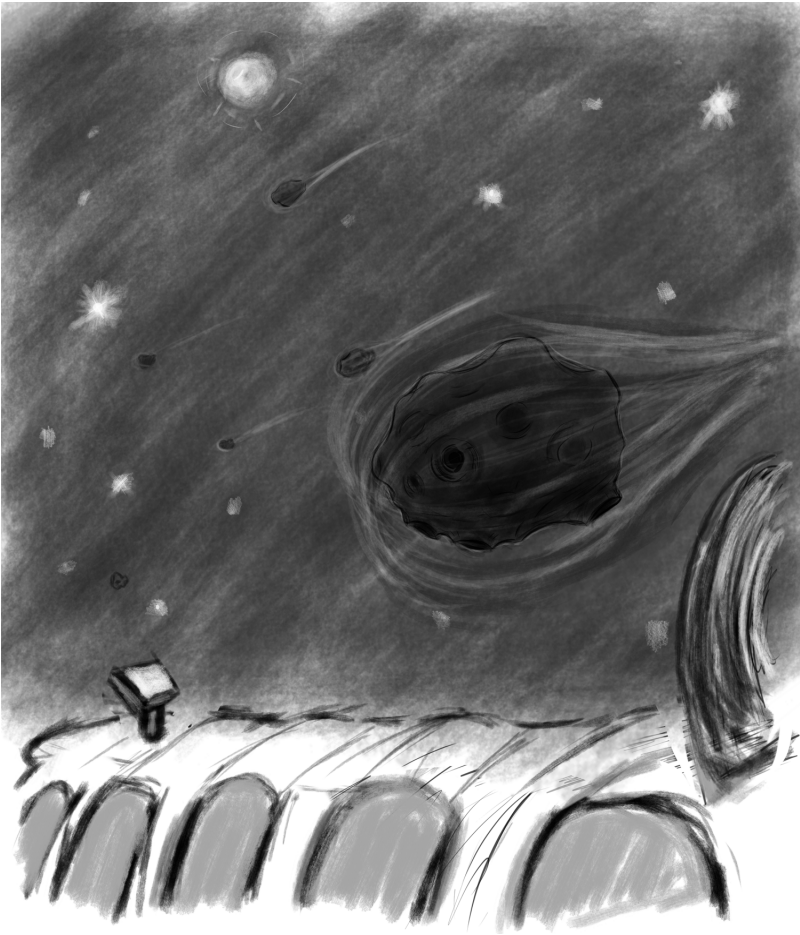
Bleech has the power to touch them and snap them out of their blind hunger with a DC 10 check. Any non affected PC can roll a d6 to see if they can break the PCs away from eating food.

**Roll 1d6: 1-3 success, 4-6 failure**

When any PC or Blong starts eating, the group notices that the person behind the counter hasn't said anything. They just look on with a creepy smile. The floating machine starts to turn black, and suddenly, long, dark tentacles start to seep out of every window in the machine. The Pure Strain Human just looks on, but its eyes turn red. If the PCs are still eating when the tentacles come out, they will be attacked by them. They cause 1 pt of damage per 1d5 tendrils for every affected or nearby PC per round. Eating food or drink will regain 1 HP per round, but gorging themselves will make all checks -1d, i.e. d16 instead of d20. More and more tentacles (an additional 1d5 per attack per round) will start to come out of the machine until the PCs escape with Bleech and Blong.



**Food Machine Tentacle:** HP 1d8, AC10, Atk: Tentacle lash 1 pt per round per tentacle



## THE ASTEROID REALM

The artifact Blong & Bleech mentioned they tried to destroy earlier is through this portal. As the group enters, they notice they are standing on a strange object and stars are flying by around them. They're out in space! Strangely, they're able to breath, but Bleech & Blong already knew they would be able to. Their cubes are vibrating like crazy and the small cubes on Blong & Bleech's necklaces glow intensely bright, as do the ones the PCs possess. The light in front of them is strobing intensely.

Any perceptive PCs (DC 14 INT check) will notice that the surface is shiny and very dark. Almost like an exoskeleton of something very alien. They will also notice an aura up above, surrounding the object they're standing on, giving them the ability to breathe.

Bleech & Blong lead them to where the artifact is. As they approach, the strobing light seems to be coming from a book with a strange emblem of a tentacled creature with wings embossed on the cover. The light emanating from the object is blinding and disorienting. The book is embedded in the strange "asteroid" the group is standing on.

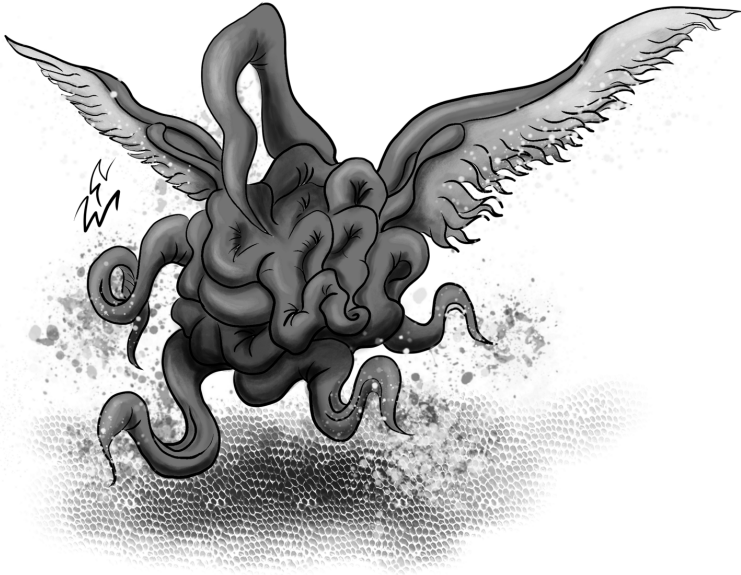


Blong explains, "Bleech & I have tried to pull this object out, tried to open it, use it, but nothing has worked at all, man. If we all try to sabotage it at the same time, we think that could destroy it."

The PCs will need to cumulatively roll within the same numerical range to sabotage the alien artifact. Have them roll the unique d6 die. A d2 would also work if one is available for the party.

Roll 1d6: Everyone needs to be within 1-3 to break the artifact. (You may also have the numerical range result in even numbers for success, if you wish)

If any PC rolls in the range of 4-6, a creature will pop out of the book and attack the PC(s) that failed.



**Ball of Tentacles:** HP 1d20, AC 12, Init +3, Atk: Tentacle lash - 1 point of damage per tentacle (1d10) per round, Tentacles will wrap on any PC who performs a melee attack against it. DC 14 STR or REF check to break free.

When/If the PCs succeed, the book glows brightly as an alien chorus of voices shout unintelligible words. DC 15 Intelligence check to understand what it could possibly mean. Any successful PC will hear "From once where we came, the Elder Ones shall remain." A flash of light knocks the group back as everything fades to dark...

They wake up at the exact spot where Bleech & Blong found the party at the beginning. They are all laying on the ground with the PCs huddled next to the tall plantient and fungi.

They slowly come to and look around. The flashing light in the sky is gone. The cycles are laying on the ground. Blong & Bleech's necklaces are no longer glowing. The cubes appear to be drained. Blong pulls out the portal gun and it looks like it took a beating. He tries to get it to work. (Consult the artifact check table and make a check for Blong.)

If it works: Bleech & Blong thanks the group profusely for saving them and saving the future of Terra A.D. If the PCs want to come with them, they explain it's very different being that it's in the far future and it will be a complete culture shock. They suggest riding to their village first to let their tribe know. They ride off in the sunset.

If it fails: Blong & Bleech are devastated. They will never see their home again and wonder how they will ever get along in this primitive timeline. Blong mentions that he remembers reading about a Pure Strain Human that might be able to help charge the cubes and possibly fix the portal gun. Bleech chimes in that there's nothing else they can really do but try to get back. They invite the PCs to come if they'd like, though they would understand if they want to get back to their village. They get on their cycles and ride off towards an unknown destination in search of a legendary PSH.

Meanwhile... somewhere far away in space... The ominous book floats in the darkness as a small ship approaches.

"Sir, we've noticed a small object is approaching our cargo bay."

"Affirmative. Go ahead and open the doors, it seems harmless..."

THE END??

# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## **MCC - Mutants & Machines** VOLUME 14 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)





AARONSIDDALL.COM

# SCHOLAR

Written by Tim Snider

Scholars are the self-proclaimed keepers of Ancient lore. They can be found spending their days pouring over any and all manuscripts, tomes, scripts, scrolls, and other printed texts handed down from the elder librarians. They feel that only through study of the Words Of Those Who Came Before can Terra A.D. reclaim the advanced society that was lost.

## **SCHOLAR ABILITIES**

Scholars habitually collect and hoard any Ancient written works they discover, whether they are important tomes of forgotten knowledge or even comic books and instruction manuals. Although their actions border on obsessive, it is this single-minded focus that makes the Scholar a self-proclaimed “expert” on Ancient lore. They are indispensable when it comes to translating Ancient texts or imparting a long-forgotten historical fact when one is needed most.

**Hit Points:** Scholars gain 1d6 hit points at each level.

**The Written Word:** Due to their studies, Scholars can read and write the language of the Ancients with a high degree of accuracy. When presented with anything written in an Ancient language, the Scholar should roll d% vs. their Translate Text ability (see Scholar table). Success means that the Scholar can accurately transcribe the general meaning behind the text, if not an exact word-for-word translation.

**Ancient Lore:** Because of their deep immersion into the Ancient texts, Scholars have amassed an incredible amount of trivial minutiae about the ways of the Bygone tribes. If the Judge decides it is appropriate (or if the players could use a hint in-game), the Scholar should be allowed a DC 20 Intelligence check to recall some little-known bit of information about their current situation.

**Artifacts:** Scholars have a natural affinity for understanding the artifacts of the Ancients, resulting in a bonus to artifact checks (see Scholar table).

**Darwinian Luck:** Pure strain humans are very lucky as a species. Scholars regenerate spent Luck at the rate of 1 point for each 24 hour period.

**AI Recognition:** Because of their close resemblance to the Ancient Ones, all pure strain humans (including Scholars) gain a natural +2 to AI recognition rolls.

**Archaic Alignment:** Scholars may begin as members of either *The Clan of Cog* or *The Curators*.

### **Scholar Titles**

<u>Level</u>	<u>Title</u>
1	Scribe
2	Cataloger
3	Bibliosoph
4	Librarian
5	Scholar
6	Abecedarian

## Scholar Table

Lvl	Atk	Crit Die / Table	Action Dice	Ref	Fort	Will	AF Check	Transl Text
1	+0	1d6/II	1d20	+1	+0	+1	+2	60%
2	+1	1d6/II	1d20	+1	+1	+1	+3	65%
3	+1	1d8/II	1d20	+1	+1	+2	+4	70%
4	+2	1d8/II	1d20	+2	+2	+2	+5	75%
5	+2	1d10/ II	1d20	+2	+2	+2	+6	80%
6	+3	1d10/ II	1d20+1 d14	+2	+3	+3	+7	85%
7	+3	1d12/ II	1d20+1 d16	+3	+3	+3	+8	90%
8	+3	1d12/ II	1d20 (x2)	+3	+4	+3	+9	95%
9	+4	1d12/ II	1d20 (x2)	+3	+4	+4	+10	99%
10	+4	1d14/ II	1d20 (x2)	+4	+5	+4	+11	100%



Illustration by  
Lester B. Portly

## MASTERMIND

Written by Tim Snider

Masterminds possess powerful mental abilities and are an offshoot of the Mutant class. A Mastermind appears similar to a Pure Strain Human, except they possess an enlarged, bald cranium that houses their highly developed brain.

Masterminds can be aloof, egotistical and haughty, due to their increased intellect, although they are rarely malicious. They often think they know the correct thing to do in any situation, though they may overanalyze a situation to the point of near inaction.

### **MASTERMIND ABILITIES**

Masterminds are physically weak and frail, reflected in lower hit dice and saving throw bonuses. However, due to their advanced mental capacities, Masterminds receive a +2 bonus to their Intelligence score upon reaching 1st level. One other interesting characteristic: Masterminds do not physically “speak.” Instead, they communicate through an innate *Neural Telepathy* ability, broadcasting their thoughts directly into the minds of others where it is picked up as an audible “voice.” (This ability does not give the Mastermind the ability to read the thoughts of others, nor is it counted as one of the Mastermind’s mental mutations.)

**Hit Points:** Masterminds gain 1d4 hit points at each level.

**Mutations:** Upon reaching first level, a Mastermind gains a random 1d5 mental mutations (see Table 3-2: Mutations). A Mastermind never gains physical mutations.

**Reverse Evolution:** If a Mastermind should ever lose all of their mutations for any reason, that character’s genome hardens and they become a Pure Strain Human. The former Mastermind must enter one of the PSH classes at 1st level. The character cannot gain mutations ever again.

**Artifacts:** Masterminds have a natural affinity for understanding the artifacts of the Ancients, resulting in a bonus to artifact checks (see Mastermind table).

**Radburn:** Masterminds exposed to radiation or other mutagens may develop or possibly lose mental mutations (see Chapter 3: Mutations).

**Glowburn:** Masterminds may elect to use glowburn when activating a mutant power to boost that mutation's effect (see Chapter 3: Mutations).

**AI Recognition:** Because their appearance is very similar to Pure Strain Humans. Masterminds neither gain a bonus or suffer a penalty to AI recognition rolls.

**Archaic Alignment:** Masterminds may begin as members of either *The Clan of Cog* or *The Curators*. However there is a group of Masterminds called *The Think Tank* that is rumored to exist, where they silently commune with each other and formulate a plan for reviving the Ancient civilizations. Confirming the existence of this mysterious alignment could be a lifelong quest for a Mastermind.

### **Mastermind Titles**

<u>Level</u>	<u>Title</u>
1	Intellectual
2	Genius
3	Philosopher
4	Psychic
5	Mastermind
6	Thought-Master

## Mastermind Table

Lvl	Atk	Crit Die / Table	Action Dice	Ref	Fort	Will	Artifact Check
1	+0	1d6/I	1d20	+0	+0	+1	+2
2	+1	1d6/I	1d20	+0	+0	+1	+3
3	+1	1d6/I	1d20	+1	+1	+2	+4
4	+1	1d8/I	1d20	+1	+1	+2	+5
5	+2	1d8/I	1d20+1 d14	+1	+1	+2	+5
6	+2	1d8/I	1d20+1 d14	+2	+2	+3	+6
7	+2	1d10/I	1d20+1 d16	+2	+2	+3	+7
8	+3	1d10/I	1d20+1 d16	+2	+2	+3	+8
9	+3	1d12/I	1d20 (x2)	+3	+3	+4	+9
10	+3	1d12/I	1d20 (x2)	+3	+3	+4	+10



# INSECTAUR

Written by Tim Snider

Insectaurs are a mutant hybrid of man and insect that is an offshoot of Manimal. Most Insectaurs have the size and general build of a basic humanoid (5-6 feet in height, two arms/legs, stands upright, etc.) with the general features of an insect (multifaceted eyes, hard exoskeleton shell, antennae, etc.). It is assumed that the Insectaur has a rudimentary human-like intelligence that enables it to function in various societies.

## INSECTAUR ABILITIES

Insectaurs retain an insectoid-like outlook on their existence, for example, calling their village a “hive” or “colony,” taking on a societal role such as worker, drone, or soldier, referring to their superiors as “queen,” etc. The player should initially roll on the Insectaur Species Table (see below) to determine what insect the PC resembles. This may also help in determining appropriate mutations.

## Insectaur Species Table

01-04 Ant	53-56 Hornet
05-08 Bee	57-60 Ladybug
09-12 Beetle	61-64 Locust
13-16 Butterfly	65-68 Mosquito
17-20 Centipede	69-72 Moth
21-24 Cockroach	73-76 Praying mantis
25-28 Cricket	77-80 Scorpion
29-32 Dragonfly	81-84 Spider
33-36 Dung beetle	85-88 Stinkbug
37-40 Firefly	89-92 Termite
41-44 Flea	93-96 Tick
45-48 Fly	97-00 Wasp
49-52 Grasshopper	

As well as their mutations, Insectaurs also receive 1d3 additional random benefits/drawbacks from the Insectaur Features Table below. The Judge should work with the PC as to how these features would be incorporated in the character.

### **Insectaur Features Table (Beneficial)**

- 1-7      **360-Degree Field of Vision.** The Insectaur can "see" in a 360-degree arc around themselves, through their multifaceted eyes, antennae or other sensory organs, and thus can only be surprised on a roll of 1 on 1d6.
- 8-14     **Complete Wing Development.** Treat as per the *Wings* mutation on page 64 of the core rulebook.
- 15-21   **Flatten Body.** The Insectaur can literally squeeze their body to fit through a crack of no more than 1 inch in height. This ability is useful for slipping under doors, behind cabinets, or through other tight openings. The character's mass remains the same, so squeezing through a pipe or small opening is not possible.
- 22-28   **Hard Outer Shell/Carapace.** Increases the Insectaur's AC by +1.
- 29-35   **Insect Communication.** The Insectaur can communicate freely with any and all forms of insect life – mutant or otherwise. It is left to the Judge to determine intelligence levels of these creatures. Insects may be coerced or convinced into following simple commands as well.
- 36-42   **Leaping.** The Insectaur's legs enable it to leap up to a height of 100 feet and a distance of 200 feet.
- 43-49   **Multifaceted Eyes.** The Insectaur can see all known light spectrum ranges including infrared and ultraviolet. Treat as having the *Ultravision* mutation on page 63 of the rulebook.
- 50-56   **Multiple Limbs.** The Insectaur has 1d4 extra arms on their torso. Each extra arm gives the character one extra attack per round.

- 57-63 **Pheromone Trail.** The Insectaur can leave a scent trail that only they can follow. The trail will be detectable for 4 months before fading.
- 64-70 **Stench Gland.** Twice a day, the Insectaur can release a pungent odor from a gland that causes all creatures within 15 feet to save versus Will or be rendered incapacitated with nausea for 1d6 rounds.
- 71-76 **Wall Crawling.** The Insectaur can cling to any surface, scuttling over walls and ceilings as if they were no different from the floor. They can support their own weight and carry up to 10 times their Stamina while crawling vertically or upside down.

### **Insectaur Features Table (Drawbacks)**

- 77-81 **Diminutive/Actual Size.** The Insectaur is the actual size of the insect species that was rolled up. They still have the same stats and hit point totals, however they are no bigger than a common insect of their species.
- 82-86 **Instinctual Overload.** The Insectaur is barely able to hang onto what human-like intelligence it has. The character has a 10% cumulative chance of reverting back to a primal insect-like instinct whenever they are successfully hit in combat. (Upon a successful hit, there is a 10% chance. Upon the second hit, 20%, and so on.) If this save is failed, the PC will fly into a berserk rage, attacking the nearest creature (either friend or foe). The PC will be unable or unwilling to communicate. This overload lasts until combat has ended, at which time the character's normal personality will reassert itself.
- 87-91 **Phobia.** The Insectaur has a paralyzing fear. Whenever they come face-to-face with the object of their fear, they will flee in the opposite direction for 1d4 rounds. Roll 1d6 to determine phobia: 1-2. Fire 3-4. Water 5-6. Smoke. so squeezing through a pipe or small opening is not possible.

92-96 **Sensitivity.** The Insectaur is extremely susceptible to damage from a specific source. Attacks with this source will deal double damage to the character. Roll 1d4 to determine sensitivity: 1. Sonics/Sound-based 2. Light/Laser-based 3. Fire/Flame-based. 4. Cold/Freeze-based.

97-00 **Small-Brained.** The Insectaur is sub-evolved and remains at a lower level of human intelligence. Divide the Insectaur's Intelligence score in half, rounding up.

**Hit Points:** Insectaurs gain 1d6 hit points at each level.

**Mutations:** Upon reaching 1st level, an Insectaur gains 1d2 random physical and 1 random mental mutation (see Table 3-2: Mutations).

**Artifacts:** Insectaurs have no natural affinity for understanding the artifacts of the Ancients, but do receive bonuses with experience (see Insectaur table).

**Radburn:** Insectaurs exposed to radiation or other mutagens may develop or possibly lose mutations (see Chapter 3: Mutations). If an Insectaur should ever lose all of their mutations for any reason, they devolve into their base insect stock permanently.

**Glowburn:** Insectaurs may elect to use glowburn when activating a mutant power to boost that mutation's effect (see Chapter 3: Mutations).

**AI Recognition:** Because of their insect appearance, Insectaurs suffer a -4 penalty to AI recognition rolls.

**Archaic Alignment:** Insectaurs may begin as members of either *The Clan of Cog* or *The Chosen Zuu*.

**Songs of the Many:** Insectaurs have the ability to communicate with other insectoid mutants, such as ant-men, croachlings, hoppers, and woolers (see appropriate entries for each in the rulebook), receiving a +3 Personality bonus when dealing with these creatures.

### Insectaur Titles

Level	Title
1	Bug
2	Drone
3	Worker
4	Soldier
5	Insectaur
6	Hive Queen

### Insectaur Table

Lvl	Atk	Crit Die / Table	Action Dice	Ref	Fort	Will	Artifact Check
1	+1	1d6/II	1d20	+1	+0	+0	+0
2	+1	1d8/II	1d20	+1	+1	+0	+0
3	+2	1d8/II	1d20	+2	+1	+1	+0
4	+2	1d10/II	1d20	+2	+1	+1	+1
5	+3	1d10/III	1d20+ 1d14	+2	+2	+2	+1
6	+3	1d10/III	1d20+ 1d16	+3	+2	+2	+1
7	+4	1d12/III	1d20+ 1d16	+3	+2	+3	+2
8	+4	1d12/III	1d20 (x2)	+3	+3	+3	+2
9	+5	1d14/III	1d20 (x2)	+4	+3	+4	+3
10	+5	1d16/III	1d20 (x2)	+4	+3	+4	+3

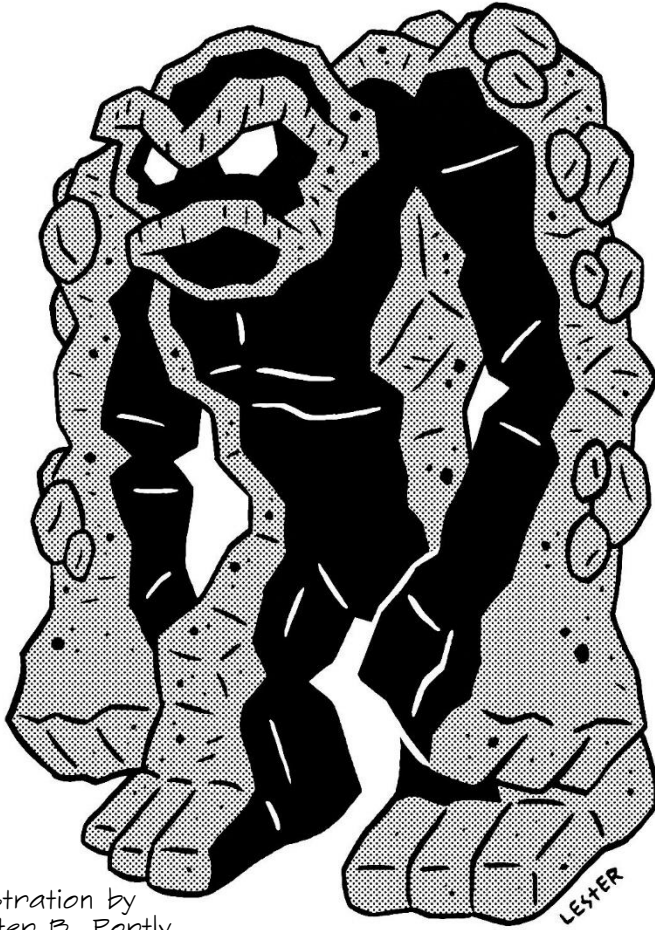


Illustration by  
Lester B. Portly

## **GEOLOGIAN**

Written by Tim Snider

Geologists are a mysterious and seldom-encountered race of mineral-based creatures who seem to be constructed of living rock. Geologists are usually a roughly humanoid shape (two arms/legs, stands upright, etc.) although they are

a bit taller, averaging 6-7 feet in height, as well as being much heavier than normal humanoids, nearing a half-ton for some specimens.

Geologians may have some metallic isotopes and minerals within their structure but not enough to be considered made of metal. It is unknown how or if Geologians are actually "alive," as organic materials are not found in their chemical makeup, however they require air, food, and water just like any other living creature. Some theorize that Geologians are comprised of some sort of silicon-based DNA, rather than the carbon-based life usually found on Terra A.D. Others assume that Geologians are actually made up of billions of microscopic robotic nanites that have bound themselves to sand and stone and then to each other to form a colony-like sentient being.

### **GEOLOGIAN ABILITIES**

Geologians are usually encountered in large, barren, rock-strewn locations -- large blast craters, Ancient abandoned quarries, deep underground caverns, any place with massive amounts of exposed stone and little animal or plant life. They are encountered alone and do not seem to have social structures. Many Geologians have no formal name, but will give themselves a name for others to call them, usually using whatever stone makes up a majority of their composition. Names such as "Flint," "Granite," and "Gypsum" have been encountered.

Geologists are never found wearing clothes and rarely wear armor, feeling that their own body structure is armor enough. To determine the Geologist's initial AC, the player rolls 1d4 and adds this to a base AC 10. Geologists cannot be healed through artificial means because most normal healing supplies and techniques are for carbon-based creatures. (It is left to the Judge's discretion whether to allow concrete or other stone-based compounds as a Geologist healing agent.) As well as their mutations, Geologists also receive 1d3 additional random benefits/drawbacks from the Geologist Features Table below. The Judge should work with the PC as to how these features would be incorporated in the character.

### **Geologist Features Table (Beneficial)**

- 1-7 **Diamond Hardness.** The Geologist's rock-like outer surface is denser than typical stone, giving the PC an additional +2 AC modifier.
- 8-14 **Earth Mover.** A Geologist can move up to 60 feet of loose earth per turn at will. Neither solid stone nor large boulders can be moved in this way, however.
- 15-21 **Environmental Immunity.** The Geologist's metabolism does not require air to function. They can stay underground, underwater, or in an airless vacuum forever without harmful effects. The Geologist is also immune to airborne hazards such as poisons, parasites, and disease.
- 22-28 **Fissure Sense.** The Geologist is able to "sense" naturally occurring stress points and weaknesses in any object. This gives the PC an additional 1d4 damage bonus in combat.
- 29-35 **Gigantism.** Treat as per the *Taller* mutation on page 62 of the rulebook.



- 36-42 **Hyperburrowing.** The Geologist can move through dirt and earth as easily as others swim through water. This ability does not work on stone or metal surfaces. When *hyperburrowing*, the Geologist can move through the ground at one-third their above-ground movement rate. The mutation cannot be used for excavation purposes because the ground closes up behind the *hyperburrowing* Geologist.
- 43-49 **Ice/Fire Immunity.** The Geologist is immune to all heat and cold-based attacks. They are also able to withstand near absolute-zero temperatures as well as heat up to 2000 degrees Fahrenheit (just below the melting point of rock).
- 50-56 **Increased Physical Attribute.** One of the Geologist's physical attributes is increased. Roll 1d6 to determine the specific effect: 1-3 = Increased Strength: The character receives an additional 1d6 points added to their STR score. 3-6 = Increased Stamina: The character receives an additional 1d6 points added to their STA score.
- 57-63 **Light Refraction.** Small flecks of crystallized materials coat the Geologist's outer surface, making them immune to all light and laser-based attacks. If attacked, the Judge should roll to see if the reflected beam strikes another target or the attacker himself.
- 64-70 **Lodestone.** The Geologist's structure contains a strong magnetic field under their control. Using this field, they can attract and repel metallic objects with a maximum weight manipulated up to his normal carrying capacity. This ability has a range of 50 feet.
- 71-77 **Vibrational Sense.** The Geologist can feel vibrations in the earth from up to 200 yards away. They can use this sense like a radar, "feeling" the approximate position of nearby characters and objects. This sense only works when the target is moving along the ground. Still objects cannot be "felt."

## Geologian Features Table (Drawbacks)

- 78-84 **Mute.** The Geologian is completely incapable of speech and can only communicate through pantomime or writing (if the character has learned how to write).
- 85-90 **Pain Insensitivity.** Because the Geologian does not feel pain, they never know how badly they are truly injured. The Judge should keep the character's current hit point score secret from the player. Damage should be rolled secretly as well so the player never knows their character's current hit point total.
- 91-96 **Reduced Mental Attribute.** One of the PC's mental attributes is decreased. Roll 1d6 to determine the specific effects: 1-3 = Decreased Intelligence: The character loses 1d6 points from their INT score. 3-6 = Decreased Personality: The character loses 1d6 points from their PER score. A character's INT or PER score cannot drop lower than 3.
- 97-00 **Slow Mutant.** Treat as per the *Stumblebum* defect on page 98 of the rulebook.

**Hit Points:** Geologians gain 1d12 hit points at each level.

**Mutations:** Upon reaching 1st level, a Geologian gains 1d2 random physical and 1 random mental mutation (see Table 3-2: Mutations).

**Artifacts:** Geologians have no natural affinity for understanding the artifacts of the Ancients, but do receive bonuses with experience (see Geologian table).

**Radburn:** Geologians exposed to radiation or other mutagens may develop or possibly lose mutations (see Chapter 3: Mutations).

**Glowburn:** Geologists may elect to use glowburn when activating a mutant power to boost that mutation's effect (see Chapter 3: Mutations).

**AI Recognition:** Because of their appearance, Geologists suffer a -4 penalty to AI recognition rolls.

**Archaic Alignment:** Geologists either begin as members of *The Clan of Cog* or unaffiliated with any group.

### Geologist Titles

#### Level Title

- 1 Sandstone
- 2 Metamorph
- 3 Igneous
- 4 Basalt
- 5 Geologist
- 6 Rock Lord

### Geologist Table

Lvl	Atk	Crit Die / Table	Action Dice	Ref	Fort	Will	Artifact Check
1	+1	1d8/III	1d20	+0	+1	+1	+0
2	+1	1d8/III	1d20	+0	+1	+1	+0
3	+2	1d10/III	1d20	+0	+2	+2	+0
4	+2	1d10/III	1d20	+1	+2	+2	+1
5	+3	1d12/III	1d20+ 1d12	+1	+2	+2	+1
6	+3	1d12/III	1d20+ 1d14	+1	+3	+3	+1
7	+4	1d14/IV	1d20+ 1d16	+2	+3	+3	+2
8	+5	1d16/IV	1d20 (x2)	+2	+4	+3	+2
9	+6	1d20/IV	1d20 (x2)	+3	+4	+4	+3
10	+7	1d24/IV	1d20 (x2)	+3	+4	+4	+3

# MCC: Items Found in the Dwellings of the Ancients

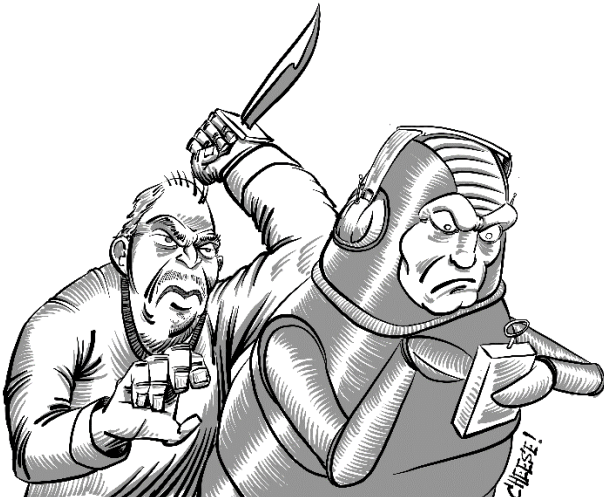
Written by Keith Nelson

Illustrated by Cheese Hasselberger

Not everything the Ancients left behind is fathomable and not everything appears to be immediately useful for your wasteland rover, mutant, manimal or other murderhobo. However, there are abundant shiny things and detritus that can be found in any Ancient structure. Table 1: Junk Tech Items below contains a list of some of these.

**Table 1: Junk Tech Items**

Chance to Find	Item	Tech Lvl	CMPLX Modifier
1	Light globe <i>(Lights up in 5' radius when touched. Changes colors.)</i>	2	1
2	Headset with stored audio <i>(Random songs, podcasts discussing seemingly meaningless games)</i>	2	1



3	Personal alarm clock <i>(Small disc adheres to skin. Vibrates and sounds increasingly loud tone when goes off)</i>	2	2
4	Data pad <i>(Full of paranormal romance novels)</i>	3	2
5	Baby Wet & Dry <i>(PSH doll that pees at random times – produces up to 2 quarts of water a day from atmospheric humidity)</i>	3	1



6	Robo-dog <i>(Bonds to one character and follows them around, occasionally begging for them to throw a stick)</i>	4	1
7	Self-driving toaster <i>(For the mutant who has everything.)</i>	3	1
8	Automatic toilet snake <i>(No one wants to know what the Ancients used this for...)</i>	3	3
9	Compressed gas cylinder <i>(Air, helium, hydrogen, freon, etc.)</i>	1	2
10	Automatic Heat/Cool Thermos <i>(Keeps drinks at the temperature they were at when added to thermos)</i>	2	1
11	Unbreakable glassware <i>(It bounces!)</i>	3	1
12	Rad-roach lollipops <i>(Disgust your parents! Amaze your friends!)</i>	1	1
13	Super absorbent towel <i>(Absorbs gallons of water! Never need another!)</i>	1	1
14	Atomic lighter <i>(Harnessing the power of the atom to light your cigars! Available only through this special offer.)</i>	3	2
15	Magnifying glass/Fresnel lens <i>(“The light...it burns!”)</i>	1	2
16	Thermite fire starter cubes <i>(“Pull tab to ignite with the fury of a tamed sun”)</i>	2	2

17	Voice Recorder <i>("Note to self: pitch lovable family of furry polygamists move in next to head of Conservative Unitarians for Satan...Hijinks ensue")</i>	2	3
18	15' mobile optic cable with attached camera <i>(sigmoidoscope?)</i>	2	3
19	50' fiber-optic line with attached eyepiece	3	1
20	Solar powered calculator	2	3
21	Roll of duct tape <i>(So sticky! Get it off us!)</i>	1	1
22	Laser pointer <i>(See the pretty red/green/blue dot, manimal?)</i>	2	2
23	Laser scribe <i>(Can engrave 0.5 mm deep lines in any surface)</i>	3	2
24	Hologram projector <i>(Preprogrammed with a selection of action movies)</i>	3	4
25	Tattoo implanter <i>(Implants a tattoo of a unicorn, flower, barbed wire, or Tasmanian devil when held on skin and activated. User can potentially alter tattoo motifs...)</i>	3	2
26	Costume holo projector <i>(Necklace that projects a single name-brand character costume over the clothing of the wearer)</i>	4	2
27	Self-chilling flask <i>(Contains 8 oz of bracingly cold perfect martini)</i>	3	1

28	Souvenir snowglobe <i>(Not only “snows” inside when shaken, but also forms a 5’ radius area of light snowfall around it)</i>	5	2
29	Epi-pen <i>(Functions as a cut-rate stimshot)</i>	2	2
30	Magic 8-Ball <i>(The oracle speaks...)</i>	1	1
31	Holo mask <i>(Headband that projects branded manimal character on face of wearer)</i>	3	2
32	Visitor ear-bead <i>(When inserted, gives rambling commentary on a specific region of an amusement park/ museum/ landmark)</i>	3	2
33	Visitor map-pad <i>(Can project simplified map of the building as it once existed)</i>	2	4
34	Free refill cup <i>(Activates automatic dispensers at 20’ range. Auto dispensers may not function well...)</i>	2	2
35	Souvenir keychain with laser light show <i>(May sync with headphones to play music)</i>	3	2
36	Miniature baseball bat with logo	1	1
37	Photosensitive branded clothing <i>(Programmed to disintegrate in 4d20 hours)</i>	4	3
38	Plastic bead filled manimal dolls <i>(25% chance to talk in random phrases)</i>	1	1
39	Noise cancelling headphones <i>(Increased chance of being surprised when wearing)</i>	2	2



40	Spray tan in a can <i>(Comes in a multitude of colors...but mostly Cheetos orange)</i>	2	2
41	Makeup dispenser <i>(“One squeeze to refresh your natural beauty”...if you normally look like a clown crossed with a small child who got into the makeup drawer)</i>	3	4
42	Umbrella headband <i>(Projects a 2’ diameter rainbow-striped dome over the wearer, fending off rain and minor UV radiation)</i>	3	2



43	Rubber ducky boots <i>(Keep your feet dry while looking good...)</i>	1	1
44	Multicolored pen <i>(Click... "Ooo, red"...click... "Ooo, green"...click... "Ooo, purple glitter"...click... "Ooo, p..." "STOP IT!!!")</i>	1	2
45	Handwarmer <i>(20% chance of overheating and burning anything near it)</i>	2	2
46	Handheld juicer <i>(Pulps any vegetable or fruit matter in front of device and extrudes a glass of refreshing greenish fluid)</i>	3	4
47	Campfire in a can <i>(Just pull the tab!) – 75% just produce the smell of woodsmoke. 25% produce a roaring fire.</i>	2	2
48	Small purple bag <i>(Contains small faceted gems with numbers on facets)</i>	1	1
49	L-shaped object with a disc on the top (label maker)	1	2
50	Be-dazzler <i>(Make any surface beautiful with the sparkle of cubic zirconia! Even usable on skin! Read small print for warnings...)</i>	2	2



# Datum of the Computarchs

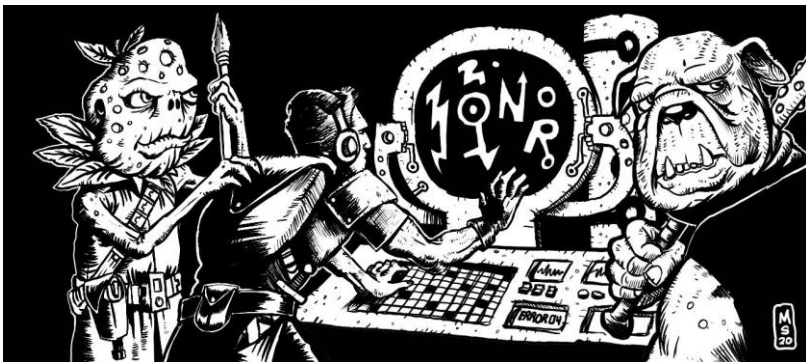
Written By James A. Pozenel, Jr.

Illustrated by Matt Sutton

*The cabalistic and powerful Computarchs built the WorldNet, governed its growth, established its laws and conventions, and seemingly retired from their world changing creation. They left their tools and programs scattered throughout the network. Some have been found by seekers such as yourself and have been passed down from generation to generation. Collectively these independent pieces of wetware are known as Datum of the Computarchs.*

In *Gongfarmer's Almanac 2019, vol. 4*, I presented a collection of mechanics and two wetware programs to enable judges to give the shaman class some additional access to wetware that is independent of the Patron AI paradigm presented in the *Mutant Crawl Classics RPG rulebook*. This year I present three new level 1 wetware programs for use in your campaigns. I will not be re-printing the mechanics presented in GFA 2019 here; it is available online and free of charge (go get it already).

## Programs



---

### Decrypt/Decompile

Level: 1      Range: 5'      Duration:      Activation Time:  
Varies                                  1 round

Save: None

---

**General:** The user can decompile programs from their optimized computer readable formats (e.g. - object code, assembly language, machine code, opcodes, or binary) into human readable source code. Decompiling allows the user to comprehend inactive software without activating the program or understand machines in real-time at higher levels of effect. This program can also decrypt and/or uncompress data. In certain cases, data decryption is an all or nothing procedure. Dataset lengths or encryption algorithms exceeding the program's capabilities will result in the dataset remaining encrypted. If data is in another creature's language, other programs like *translate* may be needed to gain a full understanding when run at lower levels of effect.

The user can learn the reverse of this program, called *encrypt/compile*, which renders source code into an efficient program, encrypts files with increasingly difficult algorithms, or hashes data into an unintelligible string of characters that humans and machines cannot understand (even with the aid of this program).

-----

**Manifestation:** Roll 1d4: (1) letters and symbols flicker and change until the entire text is readable; (2) each letter changes one after the other until the entire text is readable; (3) letters and symbols flip through possibilities until the entire text is readable; (4) letter and symbols become fuzzy and move from one location to the another and refocus upon completion.

-----

- 1           Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) bug; (4+) fault.
  
- 2-11       Lost. Failure.
  
- 12-13     The program decompiles a program into human readable source code for 1 round, long enough to read a single method, class, or command sequence. He retains understanding of these constructs even after the duration ends. Reading a complete program typically takes 1 turn per program level, so this is not enough time to read a complete program. Data or documents with a length up to a short book and secured with simple encryption techniques may be permanently deciphered.
  
- 14-17     The program decompiles a program into human readable source code for 1 turn, long enough to read a level 1 program. He retains an understanding of the structures, design patterns, and algorithms employed in the software even

after the duration ends. Data or documents with a length up to a long book and secured with simple encryption techniques may be permanently deciphered.

- 18-20 The program decompiles a program into human readable source code for 2 turns, long enough to read a level 2 program. He retains an understanding of the structures, design patterns, and algorithms employed in the software even after the duration ends. If the user has access to CPU signals or logs, the user can also read basic opcodes, enough to decipher the general intent of a running program. Data or documents with a length up to 10 large volumes and secured with simple encryption techniques may be permanently deciphered.
- 21-23 The program decompiles a program into human readable source code for 3 turns, long enough to read a level 3 program. He retains an understanding of the structures, design patterns, and algorithms employed in the software even after the duration ends. If the user has access to CPU signals or logs, the user can also read basic opcodes, enough to decipher the general intent of a running program. Data or documents equivalent to a small library and secured with moderate encryption techniques may be permanently deciphered.
- 24-27 For 1 hour, the program may tap into a running program and convey to the user and one adjacent compiled and running machine code as if it was source code. Data or documents equivalent to a small library and secured with moderate encryption techniques may be permanently deciphered.

- 28-29 For a period of 1 day, the program may tap into running programs and convey to the user and all allies within 20' compiled machine code as if it was source code and translates 1d4 additional mundane written languages, starting with the first unfamiliar language encountered during the duration and ending after the number of languages have been encountered. Data or documents equivalent to a medium library and secured with moderate encryption techniques may be permanently deciphered.
- 30-31 For a period of 1 week, the program may tap into running programs and convey to the user and all allies within 20' compiled machine code as if it was source code and translates 1d4+2 additional mundane written languages, starting with the first unfamiliar language encountered during the duration and ending after the number of languages have been encountered. Data or documents equivalent to a large library and secured with complex encryption techniques may be permanently deciphered.
- 32+ For a period of 1 month, the user can read all writing and code. If there is any text, machine code, or other computerized output present within line of sight, the user can read it. Data or documents equivalent to several large libraries and secured with complex encryption techniques may be permanently deciphered.





- 12-13 The user's hands are charged with electrical energy! On the next round, the next creature the user attacks takes an additional 1d6 damage. Robots and other technological constructs/creatures take an additional 2 points of damage. An unprotected circuit in a room overloads and must be reset.
- 14-17 The user's hands are charged with electrical energy! On the next round, the user receives a +2 to attack rolls, and the next creature the user attacks takes an additional 1d6 damage. Robots and other technological constructs/creatures take an additional 2 points of damage. Unprotected circuits in a room overload and must be reset.
- 18-19 The user's hands are charged with electrical energy! For the next turn, the user receives a +2 to attack rolls, and every creature the user attacks takes an additional 1d6 damage. Robots and other technological constructs/creatures take an additional 2 points of damage. Unprotected circuits in the room and adjacent rooms overload and must be reset.
- 20-23 The user's hands are charged with electrical energy! For the next turn, the user receives a +2 to attack rolls, and every creature the user attacks takes an additional 2d6 damage. Robots and other technological constructs/creatures take an additional 2 points of damage. Unprotected circuits in the room and adjacent rooms overload and must be reset.

- 24-27 The user's hands are charged with electrical energy! For the next turn, the user receives a +4 to attack rolls, and every creature the user attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Robots and other technological constructs/creatures take an additional 4 points of damage. Unprotected circuits in the room and adjacent rooms overload and must be reset.
- 28-29 The user's hands are charged with electrical energy! For the next hour, the user receives a +4 to attack rolls, and every creature the user attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Robots and other technological constructs/creatures take an additional 4 points of damage. Unprotected circuits on the same level of a building or installation overload and must be reset.
- 30-31 The user's hands are charged with electrical energy! For the next hour, the user receives a +6 to attack rolls, and every creature the user attacks takes an additional 3d6 damage as well as 1d4 points of Strength loss. Robots and other technological constructs/creatures take an additional 6 points of damage. Unprotected circuits in the room short and fuse. Additionally, unprotected circuits in adjacent rooms and levels overload and must be reset. Protected circuits in the affected areas may make a DC 15 Fort save or also overload and must be reset.

32+ The user's body glows a sickly blue light as he crackles with withering electrical energy. Any creature within 10' of the user takes 1d6 damage each round it stays within the field; robots and other technological constructs/creatures within the field instead take 2d6+2 damage. For the next 24 hours, the user receives a +8 bonus to all attack rolls, and every creature the user attacks takes an additional 3d6 damage. Robots and other technological constructs/creatures suffer an additional 8 points of damage. Unprotected circuits in the room short and fuse, rendering them useless. Additionally, unprotected circuits in an entire building or installation overload and must be reset. Protected circuits in the affected areas may make a Fort save vs the program check or also overload and must be reset.



- 14-17 The user chooses a robot, AI, or computerized target within 30'. If the AI fails its save, it emits a quiet buzz, and does nothing for 1d6+CL rounds.
- 18-19 The user chooses a robot, AI, or computerized target within 60'. If the AI fails its save, it emits a loud hum, and does nothing for 1d6+CL rounds.
- 20-23 The user chooses a robot, AI, or computerized target within 60'. If the AI fails its save, it twitches uncontrollably, emits a loud hum, and does nothing for 1d3+CL *turns*. The twitching strains the target's servos and actuators and reduces all its forms of movement by 10' until it performs a reboot and maintenance scan.
- 24-27 The user chooses up to six robots, AIs, or computerized targets, all of whom must be within 60' of the user's location and within their line of sight. Each target gets its own saving throw. If an AI fails its save, it twitches uncontrollably, emits a loud hum, and does nothing for 1d6+CL *turns*. The twitching strains each target's servos and actuators and reduces all its forms of movement by 10' until it performs a reboot and maintenance scan.
- 28-29 The user chooses up to 1d6 robots, AIs, or computerized targets per CL, all of whom must be within 200' of the user's location and within their line of sight. Targets with less than 2 HD are automatically affected; higher HD targets get their own saving throw. If an AI fails its save, it twitches uncontrollably, emits a loud hum, and does nothing for 1d7+CL *days*. The twitching strains each target's servos and actuators and reduces all its forms of movement by 10' until it performs a reboot and maintenance scan. Each

target receives a new Will save each morning; on a successful save, the AI recovers full function. For each day spent twitching after the first, their movement rates are degraded another 10'.

- 30-31 The user chooses up to 50 robots, AIs, or computerized targets per CL, all of whom must be within one mile of the user's location and within their line of sight. Targets with less than 2 HD are automatically affected; higher HD targets get their own saving throw. If an AI fails its save, it glitches uncontrollably, repeating error code messages, stuttering in random directions, and using attack mode for  $1d7+CL$  *days*. The glitching may cause the AIs to randomly attack each other or anyone else within range until each performs a reboot and maintenance scan. Each target receives a new Will save each morning; on a successful save, the AI recovers full function.
- 32+ The user affects all robots, AIs, or computerized targets he can see. He may choose to *exclude* up to 10 targets per CL, but otherwise all targets within their line of sight are affected. Targets with less than 3 HD are automatically affected; higher HD targets get their own saving throw. If an AI fails its save, it glitches uncontrollably, repeating error code messages, stuttering in random directions, and using attack mode for  $1d7+CL$  *days*. The glitching may cause the AIs to randomly attack each other or anyone else within range until each performs a reboot and maintenance scan. Each target receives a new Will save each morning; on a successful save, the AI recovers full function.



# Wetware

OF THE  
**ROCK  
GODS**

INCLUDES

**4**

HEADBANGING  
HITS

## WETWARE OF THE ROCK GODS

*Featuring*

Stairway To Heaven ■ Magic Carpet Ride

Welcome To The Jungle ■ Silent Lucidity

***A MUTANT CRAWL CLASSICS STEREO CASSETTE***



# **By Cory “DM Cojo” Gahsman**

**Illustrated by SGT Dave**

Patron A.I.s have access to a plethora of music selections from the time of the Ancients. Sometimes, a patron A.I. will even use songs as the baseline track for wetware programs. Any patron A.I. may use the following wetware programs/songs to empower their shamen. If patron taint results, the PC should roll on the appropriate table for their specific patron A.I.

The manifestation for these wetware programs involves a spectral image of the rock god in question, appearing above and behind the shaman, playing the specific song that the wetware is based upon. The music can be heard in the immediate vicinity, for the duration of the wetware program.

Available wetware/songs described as follows, are:

- Level 1: Stairway to Heaven
- Level 2: Magic Carpet Ride
- Level 2: Welcome to the Jungle
- Level 3: Silent Lucidity

The Judge is encouraged to use this concept to create wetware based on their own favorite songs!

# Stairway to Heaven

## (Generic Wetware)

---

Level: 1      Range: Line of Sight      Duration: Varies  
Activation Time: 1 Round      Save: None

---

**General:** The shaman harnesses the power of the music to create a translucent stairway of solidified sonic energy, for the purpose of traversing barriers in the terrain. The stairway thus created may be dispelled by the shaman at any time. The stairsteps may go up or down (or a combination of both) as desired by the shaman. The shaman may choose a lesser result on the table if it better suits their needs.

---

**Manifestation:** See general description of this type of wetware, for details.

---

- 1      Lost, failure, and patron taint!
- 2-11      Lost. Failure.
- 12-13      The shaman creates a translucent stairway (up to 20' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.
- 14-17      The shaman creates a translucent stairway (up to 50' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.

- 18-19 The shaman creates a translucent stairway (up to 100' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.
- 20-23 The shaman creates a translucent stairway (up to 200' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.
- 24-27 The shaman creates a translucent stairway (up to 300' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.
- 28-29 The shaman creates a translucent stairway (up to 500' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.
- 30-31 The shaman creates a translucent stairway (up to 1000' tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.

- 32+ The shaman creates a translucent stairway (up to 1 mile tall) of solidified sonic energy. The shaman may place the sonic stairway wherever they need it to be, within their line of sight. Once generated, it must stay in the place where it was created, but it may be dispelled by the shaman at any time.

## Magic Carpet Ride

(Generic Wetware)

---

Level: 2    Range: 100'    Duration: 1d12 + CL Turns  
Activation Time: 1 Round    Save: None

-----

**General:** The shaman is able to weave the music into a physical manifestation, of a thin floating disc (in the shape of a flying carpet), to carry objects or people. The disc must always stay within 100' of the shaman, or it automatically dispels.

-----

**Manifestation:** See general description of this type of wetware, for details.

-----

- 1            Lost, failure, and patron taint!
- 2-11        Lost. Failure.
- 12-13      The shaman creates a translucent, flat disc of solidified sonic energy ( 4'x 6' ) which can carry up to 250 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.

- 14-17 The shaman creates a translucent, flat disc of solidified sonic energy ( 6'x 9') which can carry up to 500 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.
- 18-19 The shaman creates a translucent, flat disc of solidified sonic energy (10'x 15') which can carry up to 750 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.
- 20-23 The shaman creates a translucent, flat disc of solidified sonic energy (16'x 24') which can carry up to 1000 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.
- 24-27 The shaman creates a translucent, flat disc of solidified sonic energy (24'x 32') which can carry up to 1500 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.
- 28-29 The shaman creates a translucent, flat disc of solidified sonic energy (36'x 50') which can carry up to 2000 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.
- 30-31 The shaman creates a translucent, flat disc of solidified sonic energy (50'x 75') which can carry up to 2500 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.
- 32+ The shaman creates a translucent, flat disc of solidified sonic energy (66'x 100') which can carry up to 3000 pounds. The shaman can control the disc to move in any direction, as long as it stays within range of the shaman.

# Welcome to the Jungle

## (Generic Wetware)

---

Level: 2     Range: Varies     Duration: 1d6+CL rounds  
Activation Time: 1 Round     Save: None

---

**General:** The shaman harnesses the energy of a rock god, to control and alter the vegetation around themselves. The shaman may select a lower result on the table if it is more situationally appropriate.

---

**Manifestation:** See general description of this type of wetware, for details.

---

- 1            Lost, failure, and patron taint!
- 2-11        Lost. Failure.
- 12-13      1d6+CL, small-sized plants (e.g. flowers or weeds) within 50' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC16 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Piranha Bats" on pg. 194 of the MCC Core Rulebook).
- 14-17      1d6+CL, medium-sized plants (e.g. bushes) within 50' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC18 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Gopher-Men" on pg. 194 of the MCC Core Rulebook).

- 18-19 1d6+CL, large-sized plants (e.g. trees) within 50' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC20 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Morticon-66" on pg. 194 of the MCC Core Rulebook).
- 20-23 1d10+CL, small-sized plants (e.g. flowers or weeds) within 200' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC16 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Piranha Bats" on pg. 194 of the MCC Core Rulebook).
- 24-27 1d10+CL, medium-sized plants (e.g. bushes) within 200' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC18 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Gopher-Men" on pg. 194 of the MCC Core Rulebook).

- 28-29 1d10+CL, large-sized plants (e.g. trees) within 200' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC20 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Morticon-66" on pg. 194 of the MCC Core Rulebook).
- 30-31 1d14+CL, small-sized plants (e.g. flowers or weeds) within 500' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC16 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Piranha Bats" on pg. 194 of the MCC Core Rulebook).
- 32-33 1d14+CL, medium-sized plants (e.g. bushes) within 500' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in place (DC18 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for "Gopher-Men" on pg. 194 of the MCC Core Rulebook).
- 34+ 1d14+CL, large-sized plants (e.g. trees) within 500' animate and respond to the command of the Shaman for the duration of the wetware program. The shaman can have the plants uproot themselves and walk on their roots, and then wrap around other objects to hold them in



place (DC20 STR check to break free). The plants may also attack by whipping their leaves/branches (use combat stats, but not the special abilities, for “Morticon-66” on pg. 194 of the MCC Core Rulebook).

## Silent Lucidity

### (Generic Wetware)

---

Level: 3 Range: Varies Duration: Varies Activation  
Time: 1 Round Save: Will vs. program check

---

General: The shaman is able to plant suggestions in the dreams of any individual in range, which may then be carried out when the target awakens. The target gets a Willpower save vs. the program check roll to avoid performing the suggested action. The target will NEVER perform an action that will lead to self-harm. The target can be any intelligent creature, and the shaman need not speak the same language of the target, in order to implant the suggestion.

---

Manifestation: See general description of this type of wetware, for details.

---

1 Lost, failure, and patron taint!

2-11 Lost. Failure.

12-13 The shaman implants a suggestion in the target person’s dream. The target must be known to the caster, and be within 100’. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 1 hour of waking.

- 14-17 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 200'. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 2 hours of waking.
- 18-19 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 500'. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 4 hours of waking.
- 20-23 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 500'. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 8 hours of waking.
- 24-27 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 2000'. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 12 hours of waking.
- 28-29 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 1 mile. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 24 hours of waking.

- 30-31 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 10 miles. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 3 days of waking.
- 32-33 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 100 miles. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 1 week of waking.
- 34-35 The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be within 1000 miles. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 1 month of waking.
- 36+ The shaman implants a suggestion in the target person's dream. The target must be known to the caster, and be anywhere *in the same dimension*. The target will perform the suggested action, to the best of their abilities, once they awaken. The suggestion fades if it is not performed within 1 year of waking.

# The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



## DCC RPG - MASTER ZINE INDEX

VOLUMES 15 & 16 OF SIXTEEN BOOKLETS

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator. For updates and other titles, please visit [www.gongfarmersalmanac.com](http://www.gongfarmersalmanac.com)

# DCC RPG MASTER ZINE INDEX

The DCC RPG community organizes and runs games in all sorts of venues and under all sorts of genres. It has also birthed a number of zines that supplement and support the DCC RPG system. There are currently more than 45 independently produced DCC RPG zines, including Black Powder Black Magic, Crawl!, Crawljammer, Crawlthulhu, Cyber Sprawl Classics, Hobonomicon, the Sanctum Secorum Companions, Phantasmagoira, Terror of the Stratosfiend, and The Gongfarmer's Almanac itself. This Master Zine Index incorporates most, but certainly not all, of the issues of these DCC RPG zines as of July, 2020.



The Master Zine Index presents the zine articles alphabetically under the following Categories:

Adventures  
Artifacts  
Gadgets & Gear  
Magic Items  
Monsters  
NPCs  
Patrons

PC Classes & Races  
Rituals & Spells  
Rules, Rumors & Campaign Seeds  
Other Miscellany

The following reference notation indicates the zine name abbreviation, the zine issue number, and the beginning page number for the listed index entry:

ZZZZ|YY-XX, where

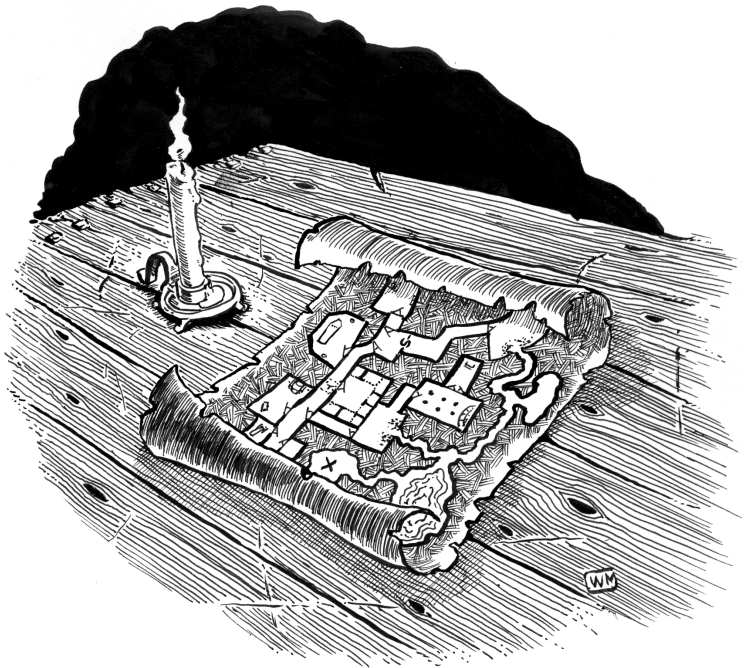
ZZZZ refers to the specific zine name abbreviation, YY refers to the zine issue number and XX refers to the beginning page number

The Index uses the following name abbreviations in place of the actual zine names throughout the Index to conserve space:

<b><u>Zine Name</u></b>	<b><u>Zine Abbreviation</u></b>
Black Powder, Black Magic .....	BPBM
Bronx Beasts.....	BB
Cities of Zorathi, The .....	CZOR
Country Crawl Classics .....	CCC
CRAWL! .....	CRWL
Crawling Under A Broken Moon Mind Games.....	CUBMMG
Crawljammer Gen Con <YEAR>.....	CJMRGC##
Crawljammer Demon Drums.....	CJDD
Crawl-thulhu.....	CTHU
Crepuscular .....	CREP
Cyber Sprawl Classics .....	CYBR
D.A.M.N.! .....	DAMN
Demon Cult Classics .....	DCLTC
Dismal Cubicle Crawl .....	DCUBC
Doug Kovacs Sketchbook, The <YEAR> .....	DKSB##
Dungeon Lord.....	DLRD
Escape from Catastrophe Island .....	CATI
Flammable Hospital.....	FH
Gongfarmer's Almanac, The <YEAR> .....	GFA##
Hobbs & Friends Zine .....	HBBS
Hobonomicon .....	HOBO
Inferno Road.....	IR
Knightmoot.....	KMOOT
Leopard Women of Venus: Pre-Kickstarter Teaser Zine.....	LWVPK
Lesser Key to the Celestial Legion .....	LKCL
Meanderings .....	MEAND
Metal Gods of Ur-Hadad, The .....	MGUH
Mushroom Kingdom Classics.....	MKC
Myassari .....	MYAS
Night Soil .....	NSOIL
Pamphlet Crawl Classics #1: The Black Wastes.....	PMPHCC
Patrons Extraordinary: The Unpretty Review.....	PEXT
Phantasmagoria .....	PHANT
Prayers of the Forgotten .....	POTF
Punjar 50,000.....	P50K
Raven Crowking Presents: Gary Con <YEAR> .....	RCPGC##
Raven Crowking Presents: Gary Con X Special.....	RCPGCX
Raven Crowking's Nest Presents: Daniel J. Bishop's Birthday Mathom <YEAR> ....	DJBBM##
Sanctum Secorum .....	SSEC

Sanctum Secorum Christmas Bonus .....	SSCB
Sanctum Secorum Free RPG Day .....	SSECFRPGD
Secret Antiquities.....	SANTQ
Star Crawl .....	SCRAWL
Terror of the Stratosfiend .....	STRATO
Them's Monsters .....	THEMS
Trumphammer 2K.....	TH2K
We Are the Road Crew .....	WARC
Working Class Alphabet .....	WCA

Note: the completed 2020 Gongfarmer's Almanac articles and other content have been added to the Index as these articles are available and have been assigned their page numbers. The Gongfarmer's Almanac zine entries in the Index are referenced as follows ZZZZ = GFA## (Gongfarmer's Almanac Year Number), YY = volume number, and XX = beginning page number.



# ADVENTURES

12,000 to 0 (lvl 1).....	GFA19 02-05
Arwich Grinder, The (lvl 0).....	CRWL 09-03
Attack of the Frozen Fuhrer (lvl 3).....	DAMN 02-44
Betrayal at the Admiralty (lvl 0).....	GFA17 04-06
Beyond the Diamond Veil (lvl 2).....	GFA20 05-17
Big Trouble in Little Punjar (lvl undefined).....	GFA16 05-24
Blood Diamonds of the Chaos Cult (lvl 0).....	GFA20 01-05
Bruno's Cruel Dungeon (lvl 3-5).....	DLRD 03-07
Calcified Caves of the Slime Yeti (lvl 0-5).....	DLRD 01-02
Cannibal Tiger Women of Tsaru (lvl 3).....	DAMN 04-64
Castle Oldskull (lvl 1).....	CUBM 05-17
Cathode Casualty (lvl 1).....	GLC 01-39
Cave of the Maggot Witch (lvl 0-10).....	MGUH 01-20
Caverns of the Cannibal Crone (lvl 1).....	GFA19 02-20
Caves of the Sacred Seven, The (lvl 1-2).....	DLRD 01-06
Circle of Fury, The (lvl undefined).....	POTF 01-21
Contemplation of the Dust (lvl 1).....	GFA20 04-16
Cornstalk Boogeyman (lvl 1).....	GFA20 11-20
Cry Freedom and Let Slip the Bat-Men of Venus (Crawljammer lvl 1).....	CJMR 01-18
Crypt of the Lost Hymns (lvl undefined).....	GFA17 07-06
Dark Trails Primer: Funnel Quickstart (Dark Trails lvl 0).....	GFA19 05-05
Dead Dragon Peak (lvl 1).....	GFA20 02-23
Dead Man's Hand (MCC lvl 2).....	GFA20 13-21
Death Aquatic (lvl 1-3).....	GFA18 05-29
Demon Drums (Crawljammer lvl 2-4).....	CJDD 01-01
Demon Hills, The (Dark Trails lvl 1-2).....	GFA19 05-34
Demon Serpent of Balmorphos (lvl 0-3).....	DAMN 04-13
Demon's Conscripts, The (lvl 3-5).....	GFA15 06-12
Descent into the Underhive (lvl 1).....	GFA20 04-05
Desert Gardens, The (MCC lvl 1).....	GFA19 04-05
Devil's Cauldron, The (lvl 0).....	BPBM 01-26
Dimvale Dungeon, The (lvl 0-5).....	DLRD 03-29
Dismal Cubicle Classics (lvl undefined).....	DCUBC 01-01
Doom Came to Planet Punjar/Welcome to the Meat Planet! (lvl undefined).....	HOBO 01-14
.....	HOBO 01-14
Down the Rabbit Hole (lvl 0-1).....	GFA20 03-19
Duel at Midora Temple (lvl 0).....	DAMN 02-14
Ecology of the Ley Mushroom (encounter, lvl undefined).....	KMOOT 02-02
Elysia: Land of the Space Elves (lvl undefined).....	CJMR 04-03
Endless Chasm of Zaxxyn, The (lvl 1-2).....	GFA18 05-04
Escape from Catastrophe Island (lvl 0).....	CAT 01-01
Escape from Innsmouth (lvl 0).....	SSEC 09-10
Escape from Planet Punjar (lvl undefined).....	HOBO 00-04
Fane of Flos Tenebrarum (May Flowers), The (lvl 0).....	GFA15 03-32
Fate of the Ruthless Wizard, The (lvl 0).....	SSEC 34-05
Flammable Hospital (lvl undefined).....	FH 01-01
Forgotten Library of the Toadfiend, The (lvl 4-5).....	GFA16 05-05
Forsaken Reavers of Praeder Peak (lvl 2-4).....	DAMN 01-02
Get Off Ye Wrasses (lvl 3-4).....	GFA20 05-39



Giant's Gullet, The (encounter, lvl 3-10).....	GFA16 03-04
Gig at the Wizard's Tower, The (lvl 0).....	GFA19 01-05
Hail Bob's: The Coldest Drinks in the Phlogiston Flux (lvl undefined) CJMR	02-16
Halfmen of Hirsute Hollow (lvl 0-1).....	HBBS 03-01
Handoff, The (Bronx Beasts lvl 0).....	GFA19 07-05
Heist for the Royal Jewels II, The (lvl 1).....	GFA19 03-05
Heist of the Royal Jewels, The (lvl 1).....	GFA18 05-23
Heist, The (lvl 0-10).....	MGUH 03-08
Hellish Commute, A (lvl 0).....	GLC 01-34
Hemlock Bones Mystery Adventure #1: The Coal Snoot (lvl 1).....	GFA15 03-04
Hidden Shrine of Saint Osthenes, The (lvl undefined).....	POTF 01-11
Hoard of the Metal Gods (lvl 1).....	GFA20 02-42
Honi Soit Baba (lvl 0).....	GFA20 01-37
Horrible Day at the Dunwich Fair, A (Crawl-thulhu lvl 0).....	CTHU 01-12
Inferno Road (lvl undefined).....	IR 01-01
Inn in the Forest, The (lvl 0-3).....	GFA20 05-05
Interlude: The Vault of Future Past (lvl 0-10).....	SSEC 30-08
Into the Dark Lands (lvl 0-10).....	CUBM 05-14
Into The Forest Primeval (lvl 1).....	GFA20 12-12
It Trembles (lvl 0-1).....	SSECFRPGD 18-12
Known Realms Hexcrawl Starter, The (lvl 0-10).....	GFA19 12-05
Life Finds a Way (MCC lvl 0).....	GFA19 04-20
Life Isn't Always Better... The Second Time Around (lvl 0).....	GFA20 01-28
Locations and Encounters of Pandemonium.....	GFA17 01-13
Abyss of Automatons (lvl 0-10).....	GFA17 01-16
Helljammers of the Crashed Plains (lvl 0-10).....	GFA17 01-29
Hunting Preserve of the Cambion Queen (lvl 0-10).....	GFA17 01-41
Labyrinth of the Elder Minotaur (lvl 0-10).....	GFA17 01-54
Big Rock Candy Mountains, The (lvl 0-10).....	GFA17 02-04
Big Festering Giant (BFG), The (lvl 0-10).....	GFA17 02-13
Black Iron Citadel, The (lvl 0-10).....	GFA17 02-31
Boreal Wastes, The (lvl 0-10).....	GFA17 02-40
Burnished Court, The (lvl 0-10).....	GFA17 03-27
Carousel of Doom, The (lvl 0-10).....	GFA17 02-47
Forest of Nedra, The (lvl 0-10).....	GFA17 02-56
Ichor Pits, The (lvl 0-10).....	GFA17 03-44
Lost Tower of Talos, The (lvl 0-10).....	GFA17 03-53
Quagmire of Endless Malice, The (lvl 0-10).....	GFA17 03-04
Swamp of the Oboline, The (lvl 0-10).....	GFA17 03-19
Loose Change (lvl 1).....	GFA20 03-05
Lost Patrol, The (Trench Crawl Classics lvl 0).....	GFA17 07-29
Mall Maul, The (lvl 0).....	CUBM 03-07
Marrow Web Bridge, The (lvl 0-10).....	MGUH 03-24
Marvelous Myriad Myconid Caverns, The (lvl 3-4).....	GFA15 03-16
Moremen, More Problems (MCC lvl 1-3).....	GFA20 13-12
Mysterious Valley, The (lvl 0-10).....	DAMN 01-26
Ninja Beat 'Em Up (lvl 0).....	TV 01-38
Oblivion Syndicate and the Millennial Mead, The (lvl 4).....	GFA16 06-29
Old Mansion on Rubbleknot Hill, The (lvl 0).....	MKC 01-05
Operation: Jekkara (lvl 3).....	SSEC 16-08
Orchard of Man-Shrooms, An (encounter, lvl undefined).....	KMOOT 02-08

Orm Lies Down on Punjar, The (lvl 0-10).....	GFA16 04-04
Palace of Alkmeon, The (lvl 2).....	SSEC 14-07
Picnic Among the Pines on the Rocky Mountain Stage Line (Dark Trails lvl 0).....	GFA19 05-21
Portal to the Plane of Probability (lvl 4).....	DAMN 04-40
Pot-Bellied Grove, A (encounter, lvl undefined).....	KMOOT 02-10
Prison of Orvun the Corrupted, The (lvl 0-5).....	GFA16 04-39
Promethean Adventure, The (Star Crawl lvl 0).....	SCRAWL 01-83
Quiet Night on Insurrection Avenue, A (lvl 1).....	CYBR 03-04
Rail Tunnels of the Delphia Beast, The (lvl 0-10).....	CUBM 13-10
Recruitment Day for the Perilous League (Crawljammer lvl 0).....	CJMR 06-21
Red Planet Rendezvous: The Arcadian (Crawljammer lvl 2).....	CJMR 02-18
Red Planet Rendezvous: The Phaseship of the Starmongers (Crawljammer lvl 2).....	CJMR 03-21
Ruined Keep, The (lvl 0-1).....	DJBBM14 01-02, SSEC 31-07
Sanctum of the Snail (lvl 0).....	CREP 01-02
Secrets of the Serpent Moon (lvl 0-10).....	MGUH 02-08
Servants of the Ocean Goddess, The (lvl undefined).....	OBS 01-48
Seven Beauties (lvl 1).....	GFA20 02-06
Shrine of Noctys (lvl 0-1).....	GFA20 04-30
Snow Queen, The (lvl 4).....	DAMN 01-44
Snow Queen, The (lvl 3-8).....	DAMN 03-58
Space Pirates from Beyond the Grave (Crawljammer lvl 3).....	CJMR 04-20
Space Vampires from Mars (lvl 0).....	CCC 01-12
Spaced Out (lvl 1).....	GFA20 13-41
Spoils of Temptation (lvl 2).....	GFA19 03-19
Starcophagus of the Crimson Prophet (lvl 0-10).....	MGUH 02-24
Street Kids of Ur-Hadad (lvl 0-10).....	MGUH 01-08
Sun Smith's Forge (lvl 3).....	GFA19 03-31
Tainted Forest Near Thorum, The (lvl 5).....	CRWL 04-03
Tears of the Rusalka (Trench Crawl Classics lvl 0).....	GFA18 06-27
Temple of the Golden Ape (lvl 1-2).....	DJBBM16 01-02
Thirteen Brides of Blood (lvl 0).....	GFA17 07-49
Tomb of Khaemhet (lvl 0-10).....	SSEC 20-05
Tomb of the Thrice-Damned War-Witch (lvl 4).....	GFA15 03-42
Tomb of Zarfulgar the Lost, The (lvl undefined).....	DLRD 01-22
Tombspire of the Silver Sun (lvl undefined).....	GFA18 05-48
Tower of the Manticore (mini-adventure) (lvl 1-3).....	GFA20 10-09
Town of the Manticore, The (mini-adventure) (lvl 2-3).....	GFA20 10-29
Tribe of Ogg and The Trials of Moss, The (lvl 1).....	SSEC 41-05
Uncle Silas (lvl 1).....	GFA20 11-35
Until the Sun Goes Down Forever (lvl 0-10).....	GFA16 04-12
Vault of Ash, The (lvl 5).....	CJMR 08-01
Virtual Funnel, The (lvl 0).....	GFA15 06-44
Void Corpse of Amann Uur, The (lvl 0).....	GFA19 02-41
Weird Worm-Ways of Saturn, The (Crawljammer lvl 5).....	CJMR 07-01
While the Gods Laugh (lvl 10).....	DAMN 02-54
Witch Cult of the Ardenes (Trench Crawl Classics lvl 0).....	GFA18 06-37
Worm Cult of Laserskull Mountain, The (lvl 0-10).....	GFA15 03-55
Wrath of a Dead God (Trench Crawl Classics lvl 0).....	GFA19 07-20
Wreck of the Dimensional Skiff, The (lvl undefined).....	POTF 01-16

Yonder Mush-Rooms of the Marsh Gnomes (encounter, lvl 0-5).....	KMOOT 02-15
Zeron Protocol (lvl 0-2) .....	GFA16 04-27

## ARTIFACTS

Agnes .....	GFA20 06-23
Amulet of the Planes .....	GFA20 06-41
Antimagic Field Generator.....	PHANT 02-09
Antimatter Nulifier.....	PHANT 02-08
Armor, Nanotech.....	PHANT 02-08
Armor, Parasitic (Thal) .....	DAMN 04-74
Artists' Tools .....	SSEC 04-07
Barrowbane .....	DAMN 04-20
Blessed of the Dragon Princess (Kanju, the Jewel of Ebb Tides).....	DAMN 02-31
Blessed of the Tentaculated Kami (Kanju, the Jewel of Ebb Tides) ....	DAMN 02-32
Blessings of the Kami (Kanju, the Jewel of Ebb Tides).....	DAMN 02-30
Bones of the Kong.....	DAMN 04-89
Boreal Hypercube, The .....	GFA19 10-44
Bottomless Box .....	PHANT 02-10
Bounder (Thal).....	DAMN 04-74
Cask of the Amontillado, The .....	GFA20 05-16
CHUD (Thal) .....	DAMN 04-74
Claw (Thal).....	DAMN 04-74
Cloning Tank .....	PHANT 02-08
Corruption of Tides (Kanju, the Jewel of Ebb Tides) .....	DAMN 02-29
Delicious Artifacts of Doctor Dippinsein.....	CUBM 12-21
Doubler .....	DLRD 01-17
Dragon Crown of Melnibone .....	SSEC 04-08
Ebonite throne of Harhassan .....	DAMN 03-54
Endless Battery .....	PHANT 02-09
Energy Drink.....	PHANT 02-10
Experience Chips .....	PHANT 02-11
Flammenschild.....	DLRD 01-18
Gauntlet of Aeder-Kadai, The.....	GFA19 01-21
Goggles, Black (Thal) .....	DAMN 04-74
Golden Nose, The .....	GFA19 10-43
Handtool (Thal).....	DAMN 04-74
Head of Aharise, The .....	GFA19 10-31
Heart Glove (Thal) .....	DAMN 04-84
Helm of Aeder-Kadai, The.....	GFA19 01-42
Hologram Projector.....	PHANT 02-08
Hypnotic Wave Generator.....	PHANT 02-11
Indigo Signalman's Lantern, The.....	BPBM 03-35
Infinite Book .....	PHANT 02-09
Kanju, the Jewel of Ebb Tides .....	DAMN 02-27
Khara-Tum, the Heart of the Star .....	DAMN 04-86
Kopis of Atropos, The.....	GFA19 03-48
Lightbringer .....	GFA20 04-35
Liquid Space .....	PHANT 02-09
Lock Siphon .....	PHANT 02-08
Manual of Ygg'drath, The.....	DAMN 04-27

Melnibonean Vitality Drugs .....	SSEC 04-07
Memory Wipe.....	PHANT 02-11
Molecular Scanner.....	PHANT 02-09
Multiversal Phone.....	PHANT 02-10
Nearthane Suit, The.....	GFA19 10-46
Neural Blaster.....	PHANT 02-10
Neural Jack.....	PHANT 02-11
Nutrition Pellets.....	PHANT 02-11
Nyoi-Jizai .....	DAMN 02-26
Perfect Mirror.....	PHANT 02-09
Plate of Aeder-Kadai, The.....	GFA19 01-14
Portal Generator.....	PHANT 02-10
Portal Sword.....	PHANT 02-10
Raiment of Aeder-Kadai, The.....	GFA19 01-09
Replicator .....	PHANT 02-08
Ring of Blood Sorcery.....	GFA20 05-19
Rocco's Teeth.....	SSEC 42-18
Rod of Karma.....	DAMN 02-73
Ruby Throne of Melnibone .....	SSEC 04-09
Shine of Scales, The.....	GFA20 02-41
Space Suit, Personal.....	PHANT 02-08
Squiggly (Thal).....	DAMN 04-74
Strange Tool (Thal).....	DAMN 04-74
Sunderer, The.....	GFA20 06-57
Sword of Aeder-Kadai, The.....	GFA19 01-08
Sword of Heratt.....	GFA20 04-08
Synthesizer.....	PHANT 02-10
Tachyon Telescope.....	PHANT 02-08
Teleporter, Personal.....	PHANT 02-09
Thorium Eye of Elzar Badd, The.....	CREP 01-15
Time Drain .....	PHANT 02-10
Universal Telegraph.....	PHANT 02-08
Universal Translator.....	PHANT 02-09
Vespidar Brace, The.....	GFA19 10-38
Zorteen Neurozygote, The.....	GFA19 10-40

## **GADGETS & GEAR**

1D20 Ways to Get Around.....	PHANT 02-26
Agro-Bot.....	GFA19 04-17
AI Security Turret.....	CYBR 03-07
Aim Support.....	CYBRO 02-29
Aircar.....	DAMN 02-64
Ammunition, Specialty.....	CYBRO 02-28
Arm, Additional.....	GFA16 06-09
Arm, Reinforced.....	GFA16 06-09
Armor, Fungal.....	PHANT 01-21
Armor, Man-Skin.....	CREP 01-07
Armor, Power.....	PHANT 01-21, SCRAWL 01-31
Article Weapons of Noir.....	SUBE 01-16
Axe, The Grinder, and The Masher, The (ship).....	GFA16 06-32

B is for Barter Goods .....	CUBM 08-04
Badge of Service .....	DAMN 02-08
Ball, Plasma, Fashionable .....	GLC 01-29
Ball, Tentacle .....	SCRAWL 01-33
Battlecraft (ship) .....	CJMR 01-03
Beach Gear (armor).....	STRATO 01-22
Bird Sky Chair, Vancian .....	SSEC 02-13
Bird, Vancian (mount) .....	SSEC 39b-07
Blade Harness (armor) .....	STRATO 01-22
Blast Ray.....	CUBM 05-11
Bloomball Lantern .....	KMOOT 02-02
Bloomballs .....	KMOOT 02-01
Bodysuit (armor).....	SCRAWL 01-31
Bombs, Baloon.....	GFA15 03-23
Booster Transport (ship) .....	CJMR 01-07
Boots, Leather, Fireproof (armor) .....	GFA20 06-24
Bow, Compound .....	CUBM 11-20
Bow, Pneumatic .....	CUBM 11-21
Brass Spoons of Dancing Death.....	GFA20 02-14
Brown Jewels .....	CUBMMG 01-54
C is for Computers .....	CUBM 08-06
Cable, The.....	GFA20 05-36
Cage, Huge.....	GFA19 07-08
Cage, Large .....	GFA19 07-08
Cannon .....	BPBM 04-29
Carbide.....	BPBM 04-29
Carbide lamp.....	GFA17 04-47
Celestial Compass .....	PHANT 01-22
Chaingun.....	CYBRO 02-27
Chainsaw.....	CUBM 11-20
Chompstomp IV, The.....	GFA20 05-42
Claws, Retractable (accessory) .....	GFA16 06-09
Cloak, Deflector (armor).....	SCRAWL 01-31
Common Armor Types .....	CUBM 11-18
Common Homemade Weapons.....	CUBM 11-20
Control Crystal.....	CREP 01-07
Cow.....	DLRD 03-05
Crystals (power supply) .....	GFA20 05-44
Cyberware Augmentations.....	CYBRO 02-10
Datum of the Computarchs .....	GFA20 14-31
Deepspace Dreadnought (ship) .....	CJMR 01-07
Defensive Countermeasurers.....	CYBRO 02-14
Demon-saur Devices .....	GFA17 01-39
Demontooth Necklace.....	GFA16 06-10
Dialectric Accumulator .....	SSEC 13-05
Discarded, The .....	CUBM 07-23
Disrepair, Disarray, and Dysfunction.....	CUBM 01-04
Disruption Ray.....	SSEC 42-17
Dog, Herding.....	DLRD 03-06
Drone, Medical .....	CYBR 03-12
Drone, Reorder.....	SCRAWL 01-33

Duck .....	DLRD 03-05
Duraweave (armor).....	SCRAWL 01-31
Ecto-Flare .....	GLC 01-23
Electro Stunner.....	CYBRO 02-27
Electro-Sword.....	DAMN 04-84
Electro-Tether.....	GLC 01-25
EMP Pendant.....	SCRAWL 01-33
Encyclopedia .....	PHANT 01-22
Engine.....	GFA17 04-47
Escape Pods.....	GFA19 02-18
Exosuit.....	SSEC 42-17
Explosives .....	CYBR 01-28
Eye Implant .....	GFA16 06-10
Falchion, Two-Handed .....	HBBS 03-13
Firearms.....	CTHU 01-05
First Aid Kit.....	SCRAWL 01-33
Floating Longship (ship) .....	CJMR 01-07
Force Baton .....	HBBS 03-12
Force Field.....	GLC 01-28
Force Projector (armor) .....	SCRAWL 01-31
Forensics Field Kit .....	GLC 01-24
Forged ID .....	PHANT 01-22
Futuristic Battle Van.....	HBBS 03-12
G is for Garbage .....	CUBM 08-14
Gadgeteer Items: Armor Upgrades .....	TV 01-31
Gadgeteer Items: Boot Upgrades .....	TV 01-34
Gadgeteer Items: Glove Upgrades.....	TV 01-36
Gadgeteer Items: Gun Upgrades.....	TV 01-33
Gadgeteer Items: Head Gear Upgrades.....	TV 01-35
Garrote.....	BPBM 04-29
Gauntlet of Command .....	GFA16 06-09
Girdle of Devouring.....	GFA16 06-09
Gloves, Leather, Fireproof (armor).....	GFA20 06-23
Goat.....	DLRD 03-06
Goggles, Light Enhancing/Intensifying .....	DAMN 02-08
Goose.....	DLRD 03-06
Graphene Bodysuit (armor).....	PHANT 01-21
Grav Ped.....	GFA19 04-17
Gravesword .....	GFA16 06-10
Grenade Launcher, Multi-Shot .....	CYBRO 02-27
Grenade Launcher, Single-Shot.....	CYBRO 02-27
Grenade, Can .....	CUBM 11-20
Grenades, Specialty .....	CYBRO 02-27
Grill Tank Bomb.....	CUBM 11-20
Gun, Anti-Drone Jammer .....	CYBRO 02-27
Gun, Buffalo.....	BPBM 04-29
Gun, Deck.....	GFA17 04-47
Gun, Gatling.....	BPBM 04-29
Gun, Rear.....	GFA17 04-47
Gun, Scrap.....	CUBM 11-21
Healing Automated Locus 9000 .....	GLC 01-23

Healing Balms.....	DAMN	02-08
Heave Surge (hormone) .....	STRATO	01-24
Heavy Beamers .....	SSEC	16-12
Helm of Seeing .....	GFA16	06-09
Hen.....	DLRD	03-06
Hologram, Soft Light (alligator) .....	GFA19	04-14
Hood of the Fallen.....	GFA16	06-09
HyperVax.....	SCRAWL	01-33
Icon of St. Bhlad .....	GFA17	06-32
J is for Junkyard Gadgets .....	CUBM	08-20
Jeweler's Loupe.....	GFA20	06-24
K is for Keys & Klaxons.....	CUBM	08-22
Kill Switch .....	GLC	01-27
Killbot .....	CUBM	18-11
Killin' Time! .....	CRWL	02-21
Klep Wrench .....	SCRAWL	01-33
Knife, Heirloom.....	SSEC	22-09
Knuckles of Detonation.....	GFA16	06-09
Laudanum .....	BPBM	04-31
Ley Mushroom.....	KMOOT	02-04
Light Beamer .....	SSEC	16-09
Light-emitting Disruptors.....	GLC	01-26
Lightening Accelerator.....	GFA20	13-36
Living Crystal .....	CUBMMG	01-46
Living Crystal Weapons.....	CUBMMG	01-46
Magazines, Drum .....	CYBRO	02-29
Magazines, Extended .....	CYBRO	02-29
Magic Items and Space Oddities.....	CJMR	03-17
Magical Prosthetics .....	PHANT	02-15
Magnetic Briefcase .....	GLC	01-26
Man Catcher.....	GFA20	09-06
Matrix (armor) .....	STRATO	01-22
MCC: Items Found in the Dwellings of the Ancients .....	GFA20	14-24
Meat Fungus Pod .....	GFA15	03-23
Medical Gear - Anti-Tox.....	SCRAWL	01-33
Medical Gear - Closure .....	SCRAWL	01-33
Medical Gear - Coagulant .....	SCRAWL	01-33
Medishot .....	GFA19	04-12
MedSpray .....	SCRAWL	01-33
Memory Tomes .....	CUBMMG	01-54
Micro-Evolution Syringe .....	STRATO	01-24
Mirrormask of the Departed.....	GFA16	06-10
Mucksucker, The.....	GFA20	05-42
Multitool .....	GFA19	04-15
Musket .....	GFA17	04-47
Nanofiber Suit (armor).....	PHANT	01-21
Navbot.....	SCRAWL	01-33
Necro-Batteries .....	CUBM	17-18
Net.....	GFA20	09-07
Nexoskeleton.....	CUBM	17-15
Novocrook, the.....	GFA20	05-41

Oculus, The (ship) .....	GFA16 06-44
Operation Bug Hunt: Armor .....	OBH 01-24
Operation Bug Hunt: Cybernetics .....	OBH 01-30
Operation Bug Hunt: Items .....	OBH 01-28
Operation Bug Hunt: Melee Weapons .....	OBH 01-26
Operation Bug Hunt: Ranged Weapons .....	OBH 01-27
Optical “Enhance” Array .....	STRATO 01-24
Organic Data MULE .....	CUBM 16-17
Personal Force Field (armor) .....	PHANT 01-21
Persuasion Organism .....	STRATO 01-24
Phantasmagoria Weapons Table .....	PHANT 01-18
Phlogistonite .....	GFA20 06-55
Photonic Torches .....	GFA19 04-12
Pipe Gun .....	CUBM 11-21
Pipes of the Nuclear Chaos .....	GFA17 06-28
Pirate Corvette .....	GFA17 04-13
Pirate Cruisers .....	GFA17 04-20
Pirate Frigate .....	GFA17 04-13
Pirate Steamship .....	GFA17 04-13
Pistol .....	BPBM 04-29, GFA17 04-47
Pistol, Blazer .....	DAMN 04-84
Pistol, Energy .....	SSEC 42-19
Pistol, Rad .....	SSEC 16-10
Plasma Cannon .....	GFA20 13-36
Plasma Scythe .....	GFA19 04-15
Police Box .....	GFA19 03-10
Popper .....	SCRAWL 01-33
Posse of Perception, The .....	CUBM 16-20
Power Crystals .....	DAMN 04-84
Power Fence .....	SSEC 13-05
Power Harnesses .....	CUBM 05-11
Pressure Still .....	SSEC 13-06
Promethean Lance, The .....	CJMR 03-19
Prosthetics .....	PHANT 02-13
Psionic War Focus (armor) .....	STRATO 01-22
Psyogenic Baubles .....	CUBMMG 01-52
R is for Robots .....	CUBM 09-10
Raging Bull .....	BPBM 04-31
Rapto-cycle .....	GFA19 07-18
Rare Armor Types .....	CUBM 11-19
Reaper’s Scythe, The .....	GFA16 06-10
Rebreather .....	PHANT 01-22
Recharge Pack .....	SCRAWL 01-33
Regeneration Choker .....	GFA16 06-09
Rifle, Sport .....	SSEC 02-14
Rifle, Strange Rifle/Cryo- .....	CYBR 03-08
Rifle, Tranquilizer .....	GFA19 04-23
Rinceonoceros, The .....	GFA20 05-43
Ring of Gibdit the Great .....	GFA17 06-31
Rocket Launcher, Multi- .....	GFA20 13-36
Rocket, Magically-Charged (ship) .....	CJMR 01-08



Rose .....	SSEC	23-11
Roto Weeder .....	GFA19	04-15
Satellitbat Drone.....	STRATO	01-28
Saw Blade Slingers .....	CUBM	11-21
Scopes .....	CYBRO	02-29
Sheep.....	DLRD	03-06
Shoes, Water .....	SSEC	13-06
Shotgun .....	BPBM	04-29
Shoulder Enhancements of the Prophet.....	GFA16	06-09
Siege Preparation (armor) .....	STRATO	01-22
Silver Spume, The .....	GFA20	05-42
Skull of the Outer Reaches.....	GFA16	06-09
Skullcraft (ship) .....	CJMR	01-08
Sky-Lasher Prototype.....	STRATO	01-29
Slingshot .....	CUBM	11-21
Smock, Leather, Fireproof (armor) .....	GFA20	06-24
Snake Bite Kit .....	BPBM	04-31
Solar Saber, The.....	CUBM	04-21
Sonic Reducer .....	GLC	01-24
Soul Sucker .....	GLC	01-30
Sow .....	DLRD	03-06
Space Hulk (ship).....	CJMR	01-08
Spaceship Combat.....	PHANT	02-02
Spare Parts .....	GFA19	01-45
Spear, Boar.....	SSEC	22-09
Sphere of Unmaking .....	GFA16	06-09
Staff of Despair .....	GFA16	06-09
Static Discharge Device .....	GLC	01-29
Stealth Organism.....	STRATO	01-24
Steamgun .....	SSEC	40-10
Sword, Laser .....	GFA16	06-09
Sword, Power .....	CUBM	05-12
Sword, Queen's.....	GFA17	04-08
Telescreen .....	PHANT	01-22
Terror Fountain .....	STRATO	01-24
Thieves' Tools, Basic .....	MEAND	03-03
Thieves' Tools, Expanded .....	MEAND	03-03
Thieves' Tools, Master .....	MEAND	03-04
Thrower (Carbide).....	SSEC	22-09
Thunderous Book of Agrizaneus.....	GFA17	06-30
Tomahawk.....	BPBM	04-29
Torpedo.....	GFA17	04-47
Torpedo Gun .....	GFA17	04-47
Torpedo Nets.....	GFA17	04-47
Trains, Planes and Mobile Suits.....	CUBM	07-05
Translator .....	PHANT	01-22
True Vigilante: Armor .....	TV	01-23
True Vigilante: Items .....	TV	01-29
True Vigilante: Melee Weapons .....	TV	01-25
True Vigilante: Ranged Weapons .....	TV	01-27
True Vigilante: Utility Belts.....	TV	01-30

Twitching Carapace (armor).....	STRATO 01-22
U is for UFOs .....	CUBM 09-16
Vanquisher, The (ship) .....	GFA16 06-32
Vest, Carbon Fiber (armor).....	PHANT 01-21
Void Creature Vial .....	GFA19 02-51
Void Ziggurat (ship).....	CJMR 01-08
Voidling Soul-burners .....	GFA17 01-39
Weapon Augmentations .....	GFA20 13-35
Weapons of the Wastelands.....	CUBM 01-14, 11-18
Weapons of the Wastelands - Grenades.....	CUBM 02-12
Whip.....	GFA20 09-08
X is for Xenotech.....	CUBM 09-22
X-Ray Spex .....	GLC 01-28
Zeitgeist, The (Sample Titan).....	AKAT 01-31
Zeppelin, L4 .....	GFA19 07-27
ZR1 Dissuader.....	DAMN 02-08
ZR2 Lightening Thrower.....	DAMN 02-08

## MAGIC ITEMS

2393rd Demonblade, The .....	KMOOT 01-10
50 Cursed Magical Trinkets.....	GFA16 08-05
7-Fold Booklet (relic).....	POTF 01-15
Amulet of Six Segments .....	NSOIL 01-16
Arashir.....	DLRD 03-09
Armlet of Azi Dahaka.....	NSOIL 01-13
Armour of the Lion, The.....	RCPGC17 01-03
Arrows of Anra.....	GFA16 03-06
Artists' Tools.....	SSEC 04-07
Astral Cloth .....	DLRD 01-20
Bag of Holding .....	RCPGC17 01-05
Bag of Winds.....	DAMN 01-42, 03-53
Banepicks, The .....	RCPGC17 01-03
Bee Trees and Honey.....	SSEC 39-05
Bethyl, The Maltlord .....	GFA17 06-37
Black Onyx Ring .....	CJMR 08-02
Black Onyx Teeth.....	GFA16 04-35
Black Root of Abysmal Domination.....	CRWL 04-23
Black Stick of Ziroonderel.....	SSEC 27-10
Blade, Barbed .....	DLRD 01-08
Blood Diamond Arrow .....	GFA20 01-08
Blood Diamond Bracelet .....	GFA20 01-10
Blood Diamond Dagger.....	GFA20 01-08
Blood Diamond Flask .....	GFA20 01-09
Blood Diamond Gauntlet.....	GFA20 01-10
Blood Diamond Handle.....	GFA20 01-09
Blood Diamond Knife .....	GFA20 01-10
Blood Diamond Monocle .....	GFA20 01-09
Blood Diamond Piccolo.....	GFA20 01-08
Blood Diamond Ring.....	GFA20 01-09
Blood Diamond Scissors .....	GFA20 01-09

Blood Diamond Wand.....	GFA20 01-09
Blood Key, The.....	MEAND 03-04
Blood Stone, The.....	GFA19 10-27
Bone Blade of the Honored Dead.....	KMOOT 01-02
Bone Ring of Os, The.....	RCPGC17 01-04
Book of Bees (spell book).....	GFA17 06-51
Book of Birds (spell book).....	GFA17 06-50
Book of Dung Beetles (spell book).....	GFA17 06-50
Book of Eibon, The.....	SSEC 08-04
Book of Ghosts (spell book).....	GFA17 06-51
Book of Poisons (spell book).....	GFA17 06-50
Book of Slime.....	GFA17 06-50
Boots of Cheeta Speed.....	GFA20 10-06
Boots, Living.....	SSEC 21-23
Bracelet of the Last Hope.....	GFA20 05-19
Broadhead, +1 Long Spear.....	DAMN 01-22, 03-31
Broom of Flying.....	SSEC 27-10
Brorvenst's Leg Spike (dagger).....	KMOOT 01-02
Candle of Finding.....	GFA16 03-36
Cauldron of Contact.....	NSOIL 01-08
Chaos Blade.....	DAMN 04-43
Char-Gnarl, The (dagger).....	KMOOT 01-03
Chime of Silence.....	DAMN 04-29
Cloak of the Shadow Bear.....	GFA20 10-06
Club, Elven.....	SSEC 01-15
Copper Bracelets of Besbesbes, The.....	RCPGC17 01-04
Cortana.....	SSEC 24-07
Crown of the Ape King.....	GFA15 02-14
Crown of the Dragon.....	SSEC 09-17
Crystal Egg.....	SSEC 40-06
Crystal of Clarity.....	SSEC 11-07, SSECFRPGD17 01-08
Cubic Codex, The.....	GFA19 02-28
Dagger of Burning, The.....	SSEC 24-08
Dagger of Fire Steering.....	NSOIL 01-08
Dagger, Highly Magical Elder Giant Slug Thigh Bone.....	KMOOT 01-05
Dagger, Ith'n Ya'roo Hungry.....	KMOOT 01-06
Dagger, Phase.....	GFA20 05-19
Damaging Poison.....	DJBBM18 01-03
Deer Antlers, Silver.....	GFA20 02-55
Demon Stones.....	SSEC 07-06
Diamond Sphere.....	GFA20 05-19
Diamond Vial.....	GFA20 05-19
Divine Mask of the Idols.....	RCPGC17 01-03
Dragmere, The Demonglass Blade.....	SSEC 37-08
Dragon Crown of Melnibone.....	SSEC 04-08
Dragon Staff.....	NSOIL 01-07
Dragon's Breath Mask.....	GFA20 02-41
Draught of Sleep.....	DJBBM18 01-03
Dreg'ris (dagger).....	KMOOT 01-03
Ebonite Throne of Harhassan.....	DAMN 01-43
Ebony Clock, The.....	SSEC 03-10

Elfshot .....	SSEC 01-07
Enchanted Cane .....	SSEC 07-06
Enchanted Skull Bookrest.....	NSOIL 01-17
Energy Cannon .....	SSEC 02-14
Everbrite .....	GFA19 02-34
Experiment Man, The .....	SSEC 17-13
Eye of Argalest .....	DLRD 01-18
Eye of Avarice .....	GFA20 10-06
Eye of Obitu-Que, The .....	GFA15 02-54
Eye of Occultation .....	GFA15 02-14
Eye of the Veil .....	GFA20 05-20
Faithless .....	SSEC 37-08
Fey-Skean (dagger) .....	KMOOT 01-04
Finding Light .....	SSEC 07-06
Finnrikur's Silver Torc .....	DAMN 01-22, 03-31
Fire Grenade .....	SSEC 02-14
Flamebrand .....	MEAND 03-16
Flesh Engine .....	CUBM 17-17
Fog of War, The .....	GFA15 02-12
Four-Leafed Clover .....	RCPGC17 01-05
Frostfire .....	SSEC 12-11
Gestalt Rings .....	DAMN 04-45
Glain, The .....	SSEC 01-07
Glassword, Elven.....	CREP 01-07
Gobalus Shank (dagger) .....	KMOOT 01-04
Goblet of Seeing .....	GFA16 03-34
God's Flesh .....	DLRD 01-10
Gold Mead .....	GFA19 03-16
Gorgosaurus Sword .....	GFA15 03-25
Grand Teapot Mushroom.....	KMOOT 02-10
Grimoire of Eibon, The .....	SSEC 08-04
Grumchop the Hungry Blade.....	CREP 01-17
Gullig Bodkin, The (dagger).....	KMOOT 01-05
Harrah, The Flowering Vine.....	GFA17 06-39
Harrow .....	GFA15 02-12
Headstone of the Zoogs .....	RCPGC17 01-05
Healing Mushroom .....	MKC 01-07
Healing Potions .....	RCPGC17 01-04
Heirloom Weapons in DCC.....	MGUH 02-22
Hellaxes of Scarlet Doom, The.....	RCPGC17 01-04
Holding Pouch of Nigh-infinite Voluminousness.....	GFA20 10-06
Horned Cap .....	NSOIL 01-07
Horseshoes of Returning .....	NSOIL 01-01
Howlin' Wooden Spoon.....	GFA20 02-22
Icon of Palymras, The.....	RCPGC17 01-04
Indigo Steel Badge .....	BPBM 02-05
Iron Carrot of the King .....	RCPGC17 01-05
Iron Flask of the Aether, The.....	RCPGC17 01-05
Iron Rings .....	SSEC 03-08
Iron-Banded Chest.....	GFA17 03-51
Items to Die For .....	GFA15 02-12

Jellyfish, Portable.....	GFA15 02-18
Kringle's Rod of Holiday Wonderment .....	SSCB 15-05
Lasso .....	SSEC 21-24
Leg of the Leech (dagger).....	KMOOT 01-07
Legacy of Shurath-Gor, The (dagger) .....	KMOOT 01-07
Legendary Items.....	CRWL 02-13
Leofic's Toothpick (dagger).....	KMOOT 01-08
Life Gong.....	SSEC 21-20
Longreaver, +1 Longaxe of Skal Silverhand.....	DAMN 01-22, 03-31
Mace, Barbed.....	SSEC 09-18
Magic Orbs, Broshgar's .....	SSEC 34-10
Magic Wand.....	CRWL 03-16
Magor's Manacles.....	MGUH 02-07
Mandala Coloring Book for Relaxation .....	GFA20 06-28
Mask of Power .....	GFA15 01-24
Mask of the Faceless .....	MEAND 03-04
Mask of the Mad Moon Gods .....	SSEC 16-18, SSECFRPGD17 01-08
Meat Kiosks .....	HOBO 01-25
Melnibonean Vitality Drugs.....	SSEC 04-07
Mirror of Memory, The.....	SSEC 04-08
Mirrors of Quick Getaway .....	CRWL 04-23
Mök (fungus) .....	KMOOT 02-07
Monolith, The .....	SSEC 09-17
Moonstone Spectacles.....	BPBM 02-05
Nawa-ta, Soul Phylactery Medallion.....	GFA15 04-13
Nellia, The Lonesome Surface Dweller .....	GFA17 06-36
Net, Hooked.....	SSEC 09-18
Noose.....	SSEC 01-15
Not-Two Brooch of Time, The .....	NSOIL 01-09
Oasts .....	SSEC 21-23
Obezaeth .....	GFA15 03-52
Objects of Wonder .....	GFA15 02-14
Orb of Temptation.....	SSEC 37-08
Orbs of the Crag Demon .....	DAMN 01-22, 03-31
Paralyzing Potion.....	DJBBM18 01-03
Pelagia's Holy Vestments .....	GFA15 02-17
Pelagian Equipment .....	GFA15 02-16
Pellet Ejector.....	SSEC 02-14
Penitence Shroud, The .....	QUAR20 01-15
Phandaal's Arrow of Dreadful Gyration .....	SSEC 37-09
Pinky Boo's Shades .....	MKC 01-07
Pipe of Contentment.....	NSOIL 01-04
Poisoner's Blade, The.....	RCPGC17 01-03
Potion of Wondrous Things .....	GFA16 06-33
Powder of Hyperborea .....	SSEC 33-10
Power-Wagon .....	SSEC 02-13
Prince Prospero's Candles.....	SSEC 03-10, SSECFRPGD17 01-09
Probability Mechanics of the Material Plane .....	DAMN 04-43
Quarterstaff, Aethereal.....	NSOIL 01-11
Quigley's Ever-Seeing Charm of True Sight .....	SSEC 11-07
Quigley's Never-Dulling Sword of Truth .....	SSEC 11-07

Rah-Neld's Ray Gun.....	RCPGC17 01-03
Ravenshroud.....	DLRD 01-19
Red Zinnium Door.....	CJMR 08-28
Remnant.....	MEAND 03-17
Rickenbastard.....	MGUH 02-20
Ring of Eibon, The.....	SSEC 08-04
Ring of Falsehood Detection.....	GFA20 10-06
Ring of Gelatinous Form.....	GFA16 03-22
Ring of the Lama.....	GFA20 05-30
Ring of the Sand Djinn, The.....	RCPGC17 01-03
Ring of Zin.....	CJMR 08-04
Ripper's Blade, The.....	SSEC 17-12
Rod of Robhal.....	MGUH 02-06
Rod of the Ape.....	DJBBM16 01-09
Rod of the Unclean.....	SSEC 22-05
Ruby Eyes of Saint Osthenes, The (relic).....	POTF 01-10
Ruby Throne of Melnibone.....	SSEC 04-09
Sacrificial Chalice, The.....	CJMR 08-28
Sanguine Resonator.....	MGUH 02-07
Sarron Darkstar.....	GFA15 03-51
Scrolls of the Octahedron Oder.....	NSOIL 01-15
Servant of Madam Daemona, The.....	RCPGC17 01-04
Shadow Lozenge.....	MEAND 03-04
Shadowsword of Ith-Narmant.....	CRWL 07-21
Shambles of the Living God.....	GFA16 04-35
Shape Up or Ship Out.....	GFA20 06-28
Shell-headed Club.....	SSEC 09-18
Slippers of Glibber-Meep, The.....	RCPGC17 01-05
Solar Saber, The.....	CUBM 04-21
Soul Siphon.....	GFA20 04-36
Spirit Drum, The.....	SSEC 01-08
Staff of Hormagor, The.....	SSEC 08-04
Staff of Ice.....	DAMN 01-48
Staff, Zin's Wizard.....	CJMR 08-28
Stave of the Bethine.....	GFA16 04-50
Steel Sling-Whip.....	SSEC 02-15
Sword of Alveric.....	SSEC 27-10
Sword of Diotrychus, The (relic).....	POTF 01-20
Sword of Earl Aubec, The.....	SSEC 04-09
Sword of Merlin.....	SSEC 01-08
Sword, Vorpall.....	NSOIL 01-11
Swords, Winged.....	GFA19 01-36
Talisman of Blame, The.....	CREP 01-12
Talisman of Contrition.....	CREP 01-13
Talismans of Anti-Magic, The.....	CRWL 03-20
Tenophar, The Compelling.....	GFA17 06-34
Thieving Hand of Glamox.....	GFA16 03-28
Treacher in the Dust (spell book).....	CJMR 08-26
Vespur's Tongue.....	GFA19 02-34
Vial of Liquid.....	GFA17 06-45
Vine Snare Pendant.....	GFA20 11-43

Volare Crossbones, The (dagger).....	KMOOT 01-09
Wall of Kovacs .....	GFA15 02-19
Wand of a Thousand Punishments .....	GFA15 04-14
Wand of Teleportation .....	GFA15 03-25
Wand, Steering.....	GFA15 02-15
Wandering Eye, The .....	GFA16 03-32
Whittlebones (dagger).....	KMOOT 01-09
Wolf Flower .....	SSEC 17-12
Wolfshead Axe.....	MEAND 03-18
Wolf-Sprint Blade.....	KMOOT 01-09
Yi'ao, the Flame.....	GFA15 02-13

## MONSTERS

Abductors.....	SCRAWL 01-77
Absolution.....	STRATO 02-59
Acidic Plaque.....	GFA20 05-56
Acolyte.....	CATI 01-16, GFA19 12-36
Acolyte of Fate.....	GFA19 03-41
Adder, Poisonous .....	SSEC 31-11
Aetherial Hunter.....	DAMN 02-47
Aetherian War Cat .....	CUBM 10-03
Aeystul the Wanderer.....	RD 01-27
Agents of Egris .....	GFA17 05-04
Akashic Husk.....	AKAT 01-45
Alchemist.....	SSEC 33-12
Alicanto.....	GLC 01-47
Allosaur.....	DAMN 01-27, 03-38
Ambulatory Soulfield.....	AGE 01-18
Ambush Death Face, Fhyrian Ambush .....	DAMN 04-99
Ameoba.....	GFA17 02-25
Amnag Kurathor, Morale Improvement Liaison.....	DCUBC 01-09
Amoeba, Crawling .....	GFA19 01-24
Amplexor .....	GFA17 05-07
Amun-Kehthapth, Sub-Director of Infrastructure and Creative Torment.....	DCUBC 01-09
Anamolocaris .....	GFA19 10-19
Ancient Horror.....	DAMN 04-23
Androcops.....	GFA19 02-11
Angel, Mad .....	CATI 01-14
Anger (type II demon).....	STRATO 01.5-48, 02-47
Anglerfish Demon (type III) "Shabrexibex" .....	GFA20 06-45
Ant .....	HEX 01-13
Ant Cultists .....	DAMN 01-11, 03-19
Ant Swarm.....	SSEC 14-09, 39b-01
Ant, Giant.....	DAMN 01-29, 03-39, GFA19 01-17, SSEC 39b-01
Ant, Giant Soldier .....	CRWL 04-09
Antelope.....	DAMN 01-27, 03-38
Antimater Man .....	GFA15 02-04
Ape.....	HEX 01-13
Ape, Clockwork.....	DJBBM16 01-04

Ape, White.....	DJBBM15 01-10, GFA16 06-14
Ape-Man.....	CATI 01-16
Ape-Man Farmers.....	CJMR 07-09
Ape-Man War-Party.....	CJMR 07-10
Ape-Man Warriors.....	CJMR 07-27
Ape-Men of Duggabask.....	CJMR 08-06
Ape-Men, Four-armed.....	GFA19 12-29
Apt.....	DJBBM15 01-02
Apt, White.....	GFA16 06-15
Arachnid-Ursidae.....	SSEC 39b-01
Arachnizoids.....	OBH 01-42
Armor, Animated.....	SSEC 34-09, 39b-01
Ascended Tiger-Priest.....	GFA20 05-35
Ash Spirits.....	DLRD 01-18
Assassin.....	CATI 01-16, GFA19 22-24
Astral Heliozoan.....	GFA16 07-15
Attack Chair.....	GFA20 02-18
Atter-corn #1.....	SSEC 01-04
Atter-corn #2.....	SSEC 01-05
Atter-corn #3.....	SSEC 01-06
Autogiest, The.....	CUBM 07-20
Automaton, Champion.....	DAMN 02-74
Azith Cadaver.....	DAMN 04-21
Baal Zymymar (type VI demon).....	SSEC 35-15
Baboon Assassin, Mummified.....	GFA19 01-44
Bacteria, Spirochetes.....	GFA17 02-26
Bacterial Swarm.....	GFA17 02-26
Badger.....	RCPGCX 01-11
Badger, Dire.....	RCPGCX 01-11
Badger, Giant.....	RCPGCX 01-12
Ball of Tentacles.....	GFA20 13-54
Balmorphos Serpent, The.....	DAMN 04-16
Bammat.....	SSEC 07-07, 39b-03
Bandits.....	AKAT 01-13, CATI 01-16, GFA19 05-36, 12-28
Bandits, Mexican, with Pistol.....	GFA19 05-40
Bandits, Mexican, with Rifle.....	GFA19 05-40
Banger (Bang Gang).....	GFA20 06-10
Banshees, Damned.....	GFA15 03-48
Banth.....	DJBBM15 01-02, GFA16 06-15
Bargaining.....	STRATO 02-44
Barracuda.....	SCC 01-21
Barsoomian, Green.....	DJBBM15 01-03
Barsoomian, Red.....	DJBBM15 01-08
Basilisk, Prime, Enormous.....	GFA19 12-36
Bass Masters, The.....	CUBM 18-12
Bat Swarm.....	DJBBM16 01-06, GFA17 04-14, GFA19 12-28
Bat Swarm, Albino.....	SSEC 41-15
Bat, Giant.....	DAMN 01-40, 03-51, HEX 01-13, SSEC 39b-03
Batfaces.....	SSEC 37-10, 39b-03
Bat-Manticore.....	CJDD 01-11
Bats, Angry, Swarm of.....	GFA20 01-29



Bats, Piranha .....	GFA19 04-11
Battlecats.....	DAMN 04-99
Battlecats (armored).....	DAMN 04-73
Battlesnails.....	GFA19 01-16
Bayaka .....	DAMN 01-08, 03-17
Bean-Nighe.....	GLC 01-49
Bear.....	HEX 01-13
Bear Bat .....	SSEC 35-19, 39b-04
Bear Crab .....	SSEC 35-19, 39b-04
Bear Rug Monsters.....	GFA20 02-20
Bear, Grizzly.....	SSEC 41-09
Bear, Rabid.....	GFA20 11-39
Bear, Skeletal.....	GFA19 05-32
Bear, Tracking.....	SSEC 06-07, 39b-05
Bearantula.....	SSEC 20-11, 39b-04
Bearboon.....	SSEC 21-12, 39b-05
Beareagle.....	SSEC 25-13, 39b-05
Beast of Monster Lake.....	SSEC 15-14, 39b-05
Beast Which Shall Not Be Named, The.....	DLRD 03-19
Beast, Lesser.....	DJBBM14 01-10
Beastman Shaman.....	DKSB16 01-01
Beastmen.....	GFA19 12-22, GFA20 02-09
Beastmen of the Hunt.....	GFA17 01-50
Beasts of Nalfeshnee.....	DAMN 02-43
Becky Til Hoppard.....	SSEC 07-07, 39b-05
Bee Swarm.....	DAMN 04-104
Bee, Giant.....	DAMN 01-29, 03-39
Bees, Penumbral.....	GFA15 03-35
Beestill.....	WCA 01-13
Beetles.....	HEX 01-13
Beetles, Giant.....	DJBBM16 01-03
Behinder.....	SSEC 07-09, 39b-106
Behir.....	DJBBM14 01-12
Benediction.....	STRATO 02-58
Beserkers.....	GFA19 12-27
Bestiary.....	STRATO 02-40
Bestiary: Cropfolk!.....	DAMN 04-55
Beyonder.....	DLRD 03-20
Bioroid.....	SUBE 01-144
Bird, Vancian #1.....	SSEC 02-07
Bird, Vancian #2.....	SSEC 02-07
Birds, Carnivorous.....	OBS 01-51
Birds, Large.....	HEX 01-13
Bitter King of the Ancients, The.....	QUAR20 01-47
Bit-Yakin.....	SSEC 14-10, 39b-07
Black Cloud, The.....	CUBM 16-03
Black Swan, Giant.....	SSEC 05-12, 39b-07
Black Waste Raiders.....	PMPHCC 01-00
Blackbell.....	GFA15 03-33
Blessed, The.....	SSEC 37-07
Blight Serpent.....	GFA15 02-05

Blimgool.....	GFA20 04-33
Blindheim .....	DJBBM14 01-12
Blood Nuns.....	HOBO 00-10
Bloodman .....	GFA20 02-36
Bloodsucker Creeper .....	DJBBM14 01-10
Bloodworms, Giant.....	CJMR 07-12
Boar .....	GFA19 12-16
Boar, Giant .....	GFA20 11-41
Boar, Silver.....	GFA19 12-32
Bobbies.....	GFA19 03-08
Bobbies, Town, The.....	GFA18 05-25
Bodyguard .....	CYBR 03-06, HOBO 00-14
Boggy .....	GLC 01-37
Bone Beast.....	GFA20 01-23
Bone Chewer .....	MGUH 03-24
Bone Goombas .....	MKC 01-06
Book of Doom.....	GFA18 03-32
Bore Optic Slime Serpent.....	GFA16 07-25
Boskone, Space Vampire Pirate.....	DAMN 04-94
Bot, Scavenger.....	GFA19 02-13
Bound Dust Riders .....	PMPHCC 01-00
Bounder, The.....	CUBM 07-22
Bounty Hunters of Ur-Hadad.....	MGUH 02-18
Bowel Tyrant.....	CUBM 10-05
Bragamos (hill giant).....	DJBBM16 01-03
Brainengineer .....	CUBMMG 01-56
Brides of Blood.....	GFA17 07-56
Brittle Dry Bones.....	MKC 01-06
Bronze Legionnaire of Manateecuhtli .....	GFA17 03-24
Brood-Born of Lamia .....	DAMN 03-69
Broom Brawler.....	GFA20 02-18
Broom Brawler, Small.....	GFA20 02-18
Brooms, Animated.....	SSEC 34-07, 39b-01
Brown Jenkin (familiar).....	GFA16 01-19
Brugnath (type IV demon).....	SSEC 39-08
Brute Tentacle .....	STRATO 01-41
Bubo (packrat) (familiar).....	SSEC 17-05
Buffalo, White .....	GFA19 06-33
Bugbear, Pumpkin.....	SSEC 40-08
Bumpkinoids .....	CUBM 15-21
Bunyip.....	GLC 01-47
Burning Heap (napalm golem) .....	GFA16 07-17
Bushwhacker, The.....	GFA19 03-14
Bushwhackers, The (cavalry regiment).....	GFA19 05-45
Business Revenant.....	CUBM 16-04
Buzzard Wraith.....	GFA17 02-48
Cactus Men of Alpha Centauri .....	CJMR 02-03
Caffeinate Corpse.....	CUBM 17-22
Cakgor (type V demon).....	SSEC 39-09
Calobras.....	DAMN 01-38, 03-49
Calot .....	DJBBM15 01-03, GFA16 06-15

Cambion, The.....	GFA19 11-10
Canadian.....	TH2K 01-32
Candy Man.....	SSCB 15-07, 39b-09
Carlson FJokthokborberg, HR Director of Vista Financial.....	DCUBC 01-10
Carpet Trapper.....	GFA20 12-20
Carproach.....	GFA16 03-10
Carproach Swarm.....	GFA16 03-10
Carproach, Giant.....	GFA16 03-10
Carrion Knight.....	THEMS 00.5-02
Carrot Monsters.....	GFA20 03-21
Cat.....	HEX 01-13, SSEC 06-04, 39b-09
Cat, Dire.....	GFA17 02-50
Cat, Splinter.....	GFA19 06-29, GFA20 12-15
Catbat.....	NSOIL 01-08
Catfish, Flying, Giant.....	GFA20 03-17
Cats, Cavern.....	GFA20 01-14
Cauldron-Born.....	SSEC 36-07, 39b-10
Cave Creatures.....	GFA19 12-31
Cavemen, Small.....	DAMN 03-49
Centaur.....	SSEC 37-10, 39b-10
Centipede.....	HEX 01-14
Centipede, Giant.....	DJBBM14 01-03, SSEC 31-09, 39b-11
Centipede, Giant Blue.....	GFA17 03-25
Centipede, Red, Foot-Long.....	DJBBM16 01-05
Ceratosaurus.....	DAMN 01-27, 03-38
Cerberus.....	DAMN 03-65
Cerebear.....	CUBMMG 01-58
Chaos Creatures.....	GFA17 02-61
Chaos Leviathan Host.....	DAMN 02-60
Chaos Man-Slugs.....	CREP 01-21
Chaos Man-Slugs, Enlarged.....	CREP 01-25
Chaos Priests.....	GFA20 05-31
Chaos Tentacles.....	GFA20 01-12
Charonite.....	DAMN 03-66
Cheetar (grey squirrel) (familiar).....	SSEC 17-05
Cherub Head-Bat.....	DAMN 03-07
Chick, Demon.....	BPBM 04-38
Children of Hecate.....	GFA15 02-45
Children of Space.....	STRATO 01-51
Children of the Gods.....	DAMN 02-67
Children of the Wild.....	GFA19 11-14
Chimera.....	GFA18 05-20
Chimera, Chaos.....	GFA20 01-23
Chitterers (Chimpazonians of Reltar).....	SCRAWL 01-77
Chthonic Dogs of Hecate.....	GFA15 02-53
CHUMs.....	GLC 01-35
Chupacabra.....	GLC 01-48
Cihuateteo.....	CUBM 16-07
Clara the Demon Chicken.....	BPBM 04-38
Cleaning Crew of Slimes.....	GFA17 01-58
Cleric Lick Monster.....	THEMS 00.5-04

Clock Tower Caretaker.....	GFA18 05-25
Clockwork Samurai, The.....	DAMN 02-18
Clone, Draconic.....	GFA20 02-31
Cloud-Thirst Null.....	STRATO 01-55
Clownauts.....	CUBM 12-24
Clownug.....	CUBM 12-23
Coagula (familiar).....	GFA16 01-20
Cobra.....	DAMN 01-37, 03-48
Cobra, Giant.....	SSEC 14-09
Cockatrice.....	GFA18 05-21
Colossus of Souls.....	AGE 01-18
Coma Cultist.....	GFA16 04-24
Compsagnathus.....	DAMN 01-28, 03-38
Compys.....	GFA19 04-25
Congregata Magicae Guard.....	AKAT 01-23
Constables, National, The.....	GFA18 05-25
Contract Police.....	CYBR 03-08
Cop Bots.....	GLC 01-36
Cops, F.....	TH2K 01-28
Coral Husk.....	GFA18 05-42
Core Dwellers.....	SSECFRPGD 18-13
Corporate Overlord.....	DCUBC 01-02
Corpse Crawlers.....	RD 01-27
Corpse Sludge.....	CREP 01-17
Corpse with Sapphire Eyes.....	SSEC 34-07
Corpse, Animated.....	SSEC 34-07, 39b-01
Corpse, Enraged.....	GFA17 03-48
Corpse, Gem-Fueled.....	SSEC 39b-01
Corpsenado.....	CUBM 17-25
Corrupted Algae Slime Monster.....	GFA16 04-42
Cosmic Crustacean.....	GFA19 02-52
Cow Swarm, Gore.....	GFA17 03-48
Cowwich, The.....	GFA16 03-19
Coyote, Summoned.....	GFA20 02-21
Crab.....	HEX 01-13
Crab Injection Vial.....	GFA19 02-50
Crab Man.....	OBS 01-52
Crab, Cave.....	HBBS 03-06
Crab, Giant.....	GFA17 04-13
Crab, Gigantic.....	DAMN 01-29, 03-39
Crag Demon (Oruz).....	DAMN 01-14, 03-22
Crag Demon (Rai-Kren).....	DAMN 01-05, 03-12
Crater Cultist.....	GFA17 03-45
Crater Ritualist.....	GFA17 03-50
Crawdad, Giant Demonic.....	CREP 01-23
Crawling Watchers (Chimpazonians of Reltar).....	SCRAWL 01-77
Crazed Killer Artichoke Plantient (Arti-Choker).....	GFA20 13-30
Crazed Killer Tangerine Plantient (Tanger-Beast).....	GFA20 13-30
Crazed Killer Tomato Plantient (Salsa Fiend).....	GFA20 13-29
Creator's Dragon, The.....	DAMN 01-42, 03-54
Creature of Stone.....	GFA19 03-44

Creeping Willow.....	SSEC 05-13, 39b-11
Crewmen, Zeppelin.....	GFA19 07-22
Croaking Doom.....	GFA19 12-37
Crockobolds.....	GFA20 03-14
Crocobear.....	SSEC 22-06, 39b-12
Crocodile.....	DAMN 01-28, 03-39, SSEC 41-06
Crocodile, Giant.....	CJDD 01-03, GFA16 05-18
Croqfolq.....	WCA 01-14
Crud Burro.....	GFA16 07-22
Cruisers.....	TH2K 01-31
Cryo-Fungus.....	SSEC 30-18, 39b-12
Crystal Skulls, Flaming.....	GFA16 05-18
Cthoul Mindlord.....	DAMN 04-68
Cultist.....	GFA20 03-34
Cultist, Average.....	HOB0 00-12
Cyber-Hounds.....	CJMR 01-31
Cyberzombie.....	CJMR 01-28, GFA16 06-11
Cyberzombie, Enhanced.....	GFA16 06-11
Cyborg Sailor.....	CYBR 03-11
Cyclops.....	DAMN 01-28, 03-39, GFA19 12-30
Cyclops Corpse.....	GFA18 05-22
Cymothoa (familiar, parasitic).....	SSEC 17-09
Damned Things.....	CRWL 09-19
Darseen.....	GFA16 06-16
Death Dealer, The.....	SSEC 35-20, 39b-13
Death Guards.....	NSOIL 01-14
Death Spuds (Cropfolk).....	DAMN 04-56
Death Watch Beetle, Giant.....	CRWL 04-12
Deathbot.....	CUBM 10-09, 13-20
DeathJay.....	CJMR 07-10
Deceptiguards (robots).....	GFA17 01-18
Deep Cover Mind Crime Agent.....	SUB0 01-08
Deep Elders, The.....	CRWL 11-20
Deer.....	GFA20 05-12
Deinosuchus.....	GFA19 10-20
Demolishroom.....	CUBM 16-10
Demon (type III).....	DAMN 04-16, GFA19 12-39
Demon Bunny.....	GFA20 03-31
Demon Drummer.....	CJDD 01-08
Demon Hag.....	GFA20 01-50
Demon Mount (type II demon).....	SSEC 26-10
Demon Mouthtrap.....	GFA17 07-34
Demon of Tsathoggua (type II demon).....	CJMR 08-05
Demon Spider.....	MGUH 03-05
Demon, Bound.....	GFA19 01-33
Demon, Digit.....	GFA19 10-15
Demon, Insect.....	GFA17 07-34
Demon, Minor.....	BPBM 01-35
Demon, Stalking.....	NSOIL 01-12
Demon, Sun Scorcher.....	GFA19 12-19
Demon, Sword-Armed.....	GFA18 03-33

Demon-Ape Technician (type II demon)	DAMN 02-69
Denial	STRATO 02-43
Denizens	GFA17 02-20
Derns (Chimpazonians of Reltar)	SCRAWL 01-78
Deserters	GFA20 01-52
Destroying Angel Puffball	GFA16 07-31
Devoted, The	GFA16 04-45
Devourer of Beauty	SSEC 21-12, 39b-19
Diamond Juggernaut	GFA20 05-26
Diamond Ooze	GFA20 01-13
Diaper Crawl Classics Bestiary	GFA20 10-66
Dilophosaurus	GFA19 04-25
Dino, Tiny	DLRD 01-17
Dinosaur Aberrations	CUBM 14-26
Dinosaur, Tiny	MGUH 02-16
Diplocaulus	GFA19 10-20
Discombobu-noids	DAMN 04-44
Disenchanter	DLRD 03-14
Doctor Eastwich	HOBO 00-14
Dogmen	NSOIL 01-15
Dogs	HEX 01-14
Dogs of War	GFA18 03-11
Dogs, Mundane	SSEC 39b-19
Donkey, Lady	GFA17 02-51
Doppelganger, Protoplasmic	GFA20 13-32
Doraki (type VI demon)	SSEC 39-10
Dorschuk	SSEC 39b-20
Downy Mildew	GFA16 07-14
Dragon of Deva, Immature	SSEC 11-09
Dragon of the River (Hargn)	CRWL 04-21
Dragon, Devan (immature)	SSEC 39b-20
Dragon, Green, Host (average-sized)	DAMN 02-63
Dragon, Ice	DAMN 01-48
Dragon, Ice (adult, large)	DAMN 03-64
Dragon, Large (salamander-like)	GFA20 02-40
Dragon, Mirror	DLRD 01-21
Dragon, Sea	SSEC 39b-44
Dreadnought	SSEC 37-12, 39b-20
Dreamstate Opensores	GLC 01-41
Droids, Security	HOBO 00-14
Drone, Flying Attack	CJMR 05-19
Drone, Legal	HOBO 00-11
Drone, Organic	GFA18 05-20
Drones, Office	DCUBC 01-02
Drowned Maid, The	SSEC 37-07
Drowning Man	SSEC 37-12, 39b-22
Drumpfungi	GFA16 07-28
Drunkard, The	GFA19 03-13
Dryad, True	GFA16 05-41
Dungeon Degenerates	GFA20 01-15
Dunhavenhooter	GFA19 06-22, GFA20 12-19

Dunkleosteus.....	GFA19 10-21
Dwarf, Giant.....	GFA20 01-21
Dwarf, Sludge.....	THEMS 00.5-18
Dweller in the Mist.....	SSEC 22-07, 39b-22, SSECFRPGD17 01-11
E.D.I.C.T. Agent.....	AKAT 01-64
Eadicous Encephalon.....	CUBMMG 01-60
Eagle, Giant.....	GFA16 05-20
Earth Howler.....	STRATO 01-57
Ebersache.....	GFA20 05-07
Eckson's Sludge Mire.....	GFA16 07-37
Eddies.....	GFA17 07-20
Edestus.....	GFA19 10-22
Eel, Elemental.....	GFA19 01-34
Eel, Phlogiston.....	CJMR 06-15
Elai Noble.....	DAMN 02-60
Elai Noble, Bored.....	DAMN 02-63
Elai Pilgrims.....	DAMN 02-67
Elemental.....	SSEC 39b-23
Elemental, Ash Mote.....	GFA17 02-34
Elemental, Data.....	CUBM 16-09
Elemental, Debris (Trash Titan).....	CUBM 01-19
Elemental, Desert.....	SSEC 26-10
Elemental, Earth.....	GFA19 12-17
Elemental, Fire.....	GFA19 12-20
Elemental, Forest.....	SSEC 26-11
Elemental, Gruel.....	GFA20 01-18
Elemental, Gun.....	CUBM 16-14
Elemental, Heavy Metal (Rocker).....	CUBM 04-24
Elemental, Muck.....	GFA19 01-17
Elemental, Phlogiston.....	NSOIL 01-04
Elemental, Probability.....	DAMN 04-46
Elemental, Snow.....	SSCB 15-07
Elemental, Steam, Chaotic.....	GFA20 05-30
Elf, Underearth I.....	SSEC 01-09, 39b-23
Elf, Underearth II (The Silent People).....	SSEC 01-10, 39b-24
Elf-drones.....	GFA16 06-35
Elk-women.....	CJDD 01-03
Elves.....	HEX 01-14
Emerald Eidolons.....	GFA19 12-26
Emerald Skulls, Flying.....	GFA19 12-26
Empousa.....	DAMN 03-67
Empty-One.....	CUBM 15-28
Endoskeletons.....	GFA17 01-21
Enforcers, Heavy.....	HOBO 00-14
Engossiphar.....	GFA18 03-31
Enthralled.....	GFA17 02-62
Eohippus.....	DAMN 01-28, 03-39
Erddämon Thane.....	GFA20 05-07
Erddämon Thrall.....	GFA20 05-07
Erinyes.....	DAMN 03-67
Escaped Servitors.....	DAMN 04-73

Ethereal.....	SCRAWL 01-81
Euryale.....	DAMN 03-68
Eurypterid.....	GFA19 10-22
Evil Android.....	CJMR 02-25
Evil Eye.....	GFA18 05-21
Experiment Man.....	SSEC 39b-25
Eye Batz.....	GFA19 01-16
Face Swallows.....	SSECFRPGD 18-13
Faerie Slug.....	DKSB16 01-00
Fairy.....	DLRD 03-13
Falcon Wolf.....	CUBM 02-10
Fatal Feast Un-dead.....	RCPGCX 01-09
Fater.....	GFA19 11-22
Felf Crafter.....	GFA19 08-41
Felf Warrior.....	GFA19 08-41
Felix Atrox (American Lion).....	SSEC 37-12, 39b-25, 41-13
Fembots.....	GFA17 01-23
Fen Henchman (Black Bog Baron).....	GFA16 07-24
Feral Tigerwoman.....	CJMR 02-26
Fey Bestiary.....	GFA18 03-18
Fhyrian Ambush.....	DAMN 04-98
Fhyrian Tiger-Women.....	DAMN 04-73
Fiend in the Pit, The.....	GFA17 02-38
Filaria.....	GFA17 02-26
Fir Bolg.....	GFA19 12-12
Fire Beasts, Toiling.....	DAMN 02-71
Fire Flower.....	MKC 01-06
Fire Spore Puffball.....	GFA16 07-18
First Born.....	DJBBM15 01-03
Fish Wizard.....	CATI 01-13
Fish, Electric.....	OBS 01-51
Flamesquat, Miserable.....	DKSB16 01-01
Flatworms, Giant.....	CJMR 07-12
Flesh Denominator.....	HOBO 01-30
Flower Zombie.....	GFA15 03-34
Flowers, Giant.....	HEX 01-14
Fluke, Dark.....	GFA17 04-13
Flying Head.....	GFA20 11-30
Flying Saurian (mount).....	LWVPK 01-17
Focal Servitor.....	GFA17 03-33
Following Thing, The.....	SSEC 35-20, 39b-25
Food Machine Tentacle.....	GFA20 13-51
Forest Floor.....	GFA16 05-39
Forest Guardians.....	DAMN 02-67
Formless Spawn.....	SSEC 39b-25
Forsaken.....	DAMN 01-20, 03-28
Forsaken Reavers.....	DAMN 01-21, 03-30
Forsaken Reavers of Praeder Peak.....	DAMN 03-09
Fortune Teller.....	GFA19 12-36
Fossil Anomalies.....	GFA19 10-19
Four-Armed Badger-Person.....	GFA20 01-20



Fox, Guardian .....	SSEC 19-06, 39b-29
Foxglove, Dire .....	GFA15 03-34
Frab .....	CUBM 16-12
Friar .....	GFA19 12-36
Friar of Fate .....	GFA19 03-41
Fricsid .....	QUAR20 01-46
Fridoline (type IV demon) .....	CRWL 04-17
Fright of Ghosts .....	GFA15 02-44
Frog, Giant .....	DJBBM14 01-03, SSEC 31-09, 39b-25
Frogmoth .....	NSOIL 01-19
Frozzax .....	GFA16 03-16
Fryder .....	CUBM 12-25
Fungaloid .....	CRWL 04-14
Fung-Eye .....	CRWL 05-20
Fungoid Fiends of Falvor III (Chimpazonians of Reltar) .....	SCRAWL 01-78
Fungoid, Guardian .....	CJMR 05-11
Fungus Creature .....	DJBBM15 01-12
Fungus, Blood Jelly .....	GFA16 07-13
Fungus, Carnivorous .....	AKAT 01-55
Fura's Body .....	DLRD 01-20
Fura's Eyes .....	DLRD 01-20
Furious Warrior .....	POTF 01-22
Gabriel's Stinkhorn .....	GFA16 07-14
Gadgols .....	GFA19 10-18
Gallimimus .....	GFA19 04-25
Ganger, Average .....	HOBO 00-12
Gargoyle, Graven .....	SSEC 39b-26
Garuda .....	DAMN 02-68
Gas Pockets .....	GFA19 03-11
Gelatinous Cube, Translucent .....	GFA19 01-26
Gelt Killblade .....	CJDD 01-10
Gelt Scholar .....	CJDD 01-08
Gerty I: The Patchwork .....	GLC 01-45
Gerty II: Back Again .....	GLC 01-45
Gerty III: Vengeance .....	GLC 01-45
Ghastly Ratmen .....	CRWL 04-08
Ghost .....	DAMN 03-43, GFA15 02-06, GFA19 12-17, GLC 01-37, HEX 01-14
Ghost Algae .....	GFA16 07-21
Ghost Light .....	SSEC 14-09, 39b-27
Ghost, Bone .....	GFA18 03-23, SSEC 32-15, 39b-08
Ghost, Novice .....	GFA19 01-44
Ghoul .....	DAMN 01-29, 03-39, DJBBM14 01-02
Ghoul Hags .....	DLRD 03-14
Ghoul Unicorn .....	DLRD 03-15
Ghoul'ound .....	SSEC 18-04, 39b-27
Giant, Concrete .....	CUBM 10-07
Giant, Fire .....	GFA19 12-21
Giantlings .....	GFA20 06-07
Gibbelins .....	GFA19 12-13
Gingivitis, Aggressive .....	GFA20 05-57
Glarion .....	CJDD 01-08

Glistener, The (cult leader).....	STRATO 02-51
Glistening of the Guillotine, The (cultist).....	STRATO 02-51
Glurper.....	SCRAWL 01-81
Gnarl-Beast, The.....	KMOOT 01-03
Gnome.....	HEX 01-14
Gnome Miners.....	GFA20 05-52
Gnome Mouldsinger, Marsh.....	KMOOT 02-06
Gnome Scout, Marsh.....	KMOOT 02-06
Gnome Warrior, Marsh.....	KMOOT 02-06
Gnome, Marsh.....	KMOOT 02-05
Goat, Pack.....	BPBM 04-37
Goat, Twilight.....	GFA16 07-13
Goblin.....	DJBBM14 01-02, GFA18 05-20, HEX 01-14
Goblin Animal Trainer.....	DJBBM14 01-04, SSEC 31-11
Goblin Archer.....	DJBBM14 01-04, SSEC 31-11
Goblin Forager.....	CJDD 01-03
Goblin Mutant.....	SSEC 32-17
Goblin Spearman.....	DJBBM14 01-04, SSEC 31-11
Goblinshark Demon (type II) “Forf”.....	GFA20 06-31
Gbloid.....	SSEC 39b-27
Godling.....	GFA19 11-18
Golan Explorers.....	DAMN 01-33, 03-43
Golan Hunters.....	DAMN 01-29, 03-39
Golan Villagers.....	DAMN 01-29, 03-39
Golan Warriors.....	DAMN 01-30, 03-39
Golden Humanoid.....	DAMN 04-101
Golem.....	SSEC 39b-28
Golem, Avatar.....	CUBM 12-26
Golem, Iron.....	GFA17 02-49
Golem, Metal.....	GFA18 05-21
Golem, Mud.....	DLRD 03-17
Golem, Pummel.....	SSEC 32-20
Golem, Stitch.....	WCA 01-06
Golem, Synth-Flesh.....	GFA16 06-11
Golem, Undead Horror.....	DAMN 01-16, 03-24
Golem, Water.....	GFA18 05-40
Goliath Birth-Engine.....	STRATO 01-53
Goliath of the Horror.....	STRATO 01-53
Gongkwasit.....	WCA 01-14
Goo-Men.....	CUBM 02-23
Goon.....	SUBE 01-134
Gorgolac.....	SSEC 39-11, 39b-28
Gorillas, Thorum’s White.....	CRWL 04-09
Gowl, Red.....	DKSB16 01-00
Grandfather.....	CUBM 18-06
Grantors (Chimpazonians of Reltar).....	SCRAWL 01-78
Gravulite.....	AKAT 01-21
Gray Demon.....	SSEC 14-14, 39b-28
Graymalk (black cat) (familiar).....	SSEC 17-06
Green Party, The.....	TH2K 01-33
Gremlings (type I demon).....	GFA17 01-58

Gremlins.....	GFA20 13-33
Grey .....	GFA15 04-10
Gringolek .....	SSEC 42-17
Gristle the Mutant Dire Wolf .....	GFA20 13-20
Grizzly Boar.....	SSEC 19-05, 39b-29
Grub .....	GFA20 04-12
Grub Knight .....	GFA15 02-07
Guard, Market.....	AKAT 01-07
Guardians of the Smith.....	GFA19 03-47
Guardsmen .....	GFA19 12-16
Guardsmen, Crazy.....	SSECFRPGD 18-13
Gulper .....	DAMN 04-75, HOB0 01-28
Gumberoo .....	GFA19 06-23
Gunslinger Host .....	DAMN 02-61
Gwythaint.....	SSEC 36-07, 39b-29
Hag of Hecate .....	GFA15 02-46
Hag, Displacer.....	GFA19 09-30
Hagbear .....	GFA16 07-36
Haint from the Holler .....	CCC 01-18
Half-Devils.....	GFA20 05-22
Half-Formed Hosts.....	DAMN 02-73
Half-Golem Guards.....	DAMN 02-48
Halfmen .....	HBBS 03-06
Half-Stratosfiend Roof Jumper .....	STRATO 02-21
Handyman Elephant .....	GFA17 02-51
Harald (Druagr).....	GFA20 12-25
Hare Technician .....	DAMN 02-63
Harpy .....	GFA18 05-19
Harpy, Jungle .....	SSEC 14-09, 39b-33
Harpy, Space.....	CJMR 02-31
Harpy, Storm, of Taranis.....	GFA19 07-30
Harringo .....	GFA18 03-17, SSEC 32-17, 39b-30
Hawk, Lightning (familiar) .....	GFA16 01-21
Head-Bat, Adult .....	DJBBM14 01-05, SSEC 31-11
Hedgehogs, Giant.....	CRWL 04-11
Hell Prince Generator.....	IR 01-13
Hellish Razorback .....	CRWL 04-12
Hellskull .....	GFA19 01-35
Helminth, Monstrous .....	GFA19 12-14
Helot Wormwalker.....	DAMN 04-75
Henchmen, Hirelings, Allies & Adversaries .....	GFA19 11-35
Heron .....	GFA20 01-53
Heron Swarm .....	GFA20 01-53
Hexopus .....	DAMN 01-30, 03-40
Hingkootie.....	WCA 01-15
Hippo .....	GFA19 03-50
Hippo, Mad .....	CATI 01-12
Hippocampus .....	DJBBM14 01-13
Hippopotamus .....	DJBBM16 01-03
Hippotaur .....	CUBM 18-24
Hive Mind .....	CUBMMG 01-61

Hive Swarm.....	DAMN 04-91
Hobgoblin.....	GFA18 05-20, GFA20 01-33
Hog.....	GFA20 01-53
Holbog.....	GFA16 03-13
Hollow Knight.....	SSEC 24-09, 39b-30
Homunculi, Lesser.....	GFA19 01-25
Homunculus, Greater.....	GFA19 01-24
Hookworms.....	GFA17 02-29
Hoppard Kin.....	SSEC 07-09
Hormad.....	DJBBM15 01-04
Horned Monster (Wendigo).....	SSEC 06-05, 39b-30
Hornet Swarm.....	GFA19 12-32
Hornet, Giant.....	DAMN 01-29, 03-39
Horrid Thing, The.....	QUAR20 01-44
Horse.....	GFA20 01-53
Horse of the Hills.....	SSEC 19-06, 39b-31
Horse, Hell.....	SSEC 24-09, 39b-30
Horses, Wild.....	GFA19 12-34
Host of Zaxxyn.....	GFA18 05-22
Hound, Bone.....	SCRAWL 01-80
Hound, Gloom.....	CRWL 05-24
Hound, Hell.....	GFA18 05-21
Hound, Storm.....	SSEC 38-10, 39b-47
Hound, Two-Headed Zombie.....	CJMR 04-35
Hounds from Hell.....	CRWL 05-23
Hounds of Erl.....	SSEC 27-12
Howling Serpent.....	DAMN 01-33
Humans (Chimpazonians of Reltar).....	SCRAWL 01-78
Humbaba.....	THEMS 00.5-10
Hungary Child.....	RD 01-24
Hungry Dead.....	GFA15 02-45
Hungry Honey Hippos.....	GFA17 02-08
Hungry Maw.....	GFA17 01-51
Hunter.....	SSEC 13-08, 39b-31
Hunter-Beasts.....	DAMN 04-81
Hybomination.....	CUBM 18-27
Hydra.....	GFA18 05-22
Hydrandeatya (carnivorous plant).....	SSEC 32-18, 39b-31
Hydrzoan Beast.....	DAMN 04-85
Hyperalgae.....	SUBE 01-145
Hypsilophodon.....	CUBM 15-22
Ice Ghouls.....	DAMN 01-46, 03-62
Ichor Fiend.....	GFA17 03-48
Ichthyosaur.....	CUBM 15-22
Ichthyosaur, Mutant.....	SSEC 32-18, 39b-33
Icon of Tsathoggua.....	CJMR 08-16
Iguana-man.....	GFA19 12-20
Iguanodon.....	GFA19 04-25
Imp.....	GFA19 01-35
Imp, Undead.....	CJMR 08-10
Imps, Galaxy.....	GFA20 13-45

Infant, Terrible .....	THEMS 00.5-20
Infantryman, German .....	GFA17 07-33
Insane Mass .....	GFA19 05-48
Insect Swarm .....	GFA19 12-37
Insectoids .....	GFA17 02-23
Intergalactic Hunters .....	OBH 01-52
Interlopers .....	GFA17 02-20
Invisible Guardians .....	CJMR 04-32
Jormungar, Sea Dragon .....	SSEC 12-13
Ipotane .....	DAMN 03-68
Irish Wolfhound .....	SSEC 38-09
Iron Medusa .....	THEMS 00.5-12
Iron Screamer .....	GFA19 04-40
Ironroach Swarm .....	DJBBM15 01-13, GFA16 03-09
Islanders .....	GFA19 03-13
Jack Frost .....	SSCB 15-08, SSEC 39b-33
Jack-O-Rang-Utan .....	CUBM 10-15
Jagged .....	GFA17 04-21
Jaguar, Three-headed .....	GFA16 05-16
Jailor's Assistant .....	DJBBM14 01-06, SSEC 31-12
Jawbolter .....	CUBM 17-18
Jelly Fish Man .....	CATI 01-12
Jelly, Sun .....	GFA18 03-53, SSEC 32-20, 39b-47
Jellyfish, Atmospheric .....	GLC 01-47
Jellyfish, Colossal .....	GFA19 12-19
Jellyfish, Giant .....	GFA17 04-14
Jersey Devil .....	GLC 01-48
Jiggerypoal .....	WCA 01-15
Kangaroo .....	SSEC 25-13, 39b-34
Kangaroo Man Warrior .....	DJBBM15 01-05
Karkara .....	GFA19 02-14
Karkara Zombie .....	GFA19 02-14
Keras .....	GFA18 05-35
Ketlunder Sortie .....	DAMN 04-90
Ketlunders .....	DAMN 04-78
Khom .....	SSEC 16-12, 39b-34
Killer Dolly .....	SSCB 15-08, SSEC 39b-34
Kismet Kraken .....	DAMN 04-42
Klarashon, The (type VI demon) .....	CJMR 08-15
Kleptorm .....	GFA19 10-06
Knight of Elfland .....	SSEC 27-12
Knight, Pumpkin .....	THEMS 00.5-14
Knight, Spectral .....	GFA19 12-37
Knights of Yoz (type III demon) .....	GFA17 01-37
Kobold Elemental .....	CATI 01-13
Kogalia .....	DAMN 04-44
Koh Hunters .....	SSEC 41-07
Koh, Warriors of .....	SSEC 41-10
Krait .....	GFA20 02-48
Kraken, Dwarf .....	GFA18 05-38
Kryllopedes .....	SUBE 01-144

Lamia.....	DAMN 03-69
Lamia (type III demon).....	SSEC 35-26
Larvae, Greater (type I demon).....	SSEC 35-18
Lava Man.....	CATI 01-15
Leach, Eldritch.....	CJMR 06-17
Leech.....	GFA19 12-12
Leech, Blessed (familiar).....	GFA16 01-18
Leech, Vampiric.....	GFA19 01-45
Leglecon.....	WCA 01-14
Leopard.....	DAMN 01-30, 03-40
Leviathan.....	GFA17 02-41
Lich.....	SSEC 12-13, 39b-34
Lich Lichen (Devil Goat).....	GFA16 07-11
Lighthouse Keeper.....	GFA19 03-12
Lilitu, Demonette.....	GFA17 02-39
Lillim (type II demon).....	SSEC 35-26
Lillit (type IV demon).....	SSEC 35-17
Lilly, Dark.....	GFA15 03-33
Lion Cub.....	SSEC 41-12
Living Constellation.....	AKAT 01-45
Living Flesh Mound.....	CRWL 04-15
Lizard.....	DAMN 03-45, HEX 01-15
Lizard, 3-foot.....	DJBBM16 01-05
Lizard, Canary.....	BPBM 04-37
Lizard, Giant.....	DAMN 01-33, 03-43, GFA19 12-32
Lizard, Monitor.....	GFA19 07-17
Lizard, Raker.....	DAMN 01-04, 03-11
Lizardmen, Green.....	CJMR 04-29
Lizardmen, Red.....	CJMR 02-21
Lobsterclops, Horned.....	NSOIL 01-11
Lobstrosityant.....	CUBMMG 01-63
Lobstrosity (alien crustacean).....	CUBM 01-22
Lock Defenders.....	NSOIL 01-16
Lone Pine Mountain Devil.....	GLC 01-48
Loper.....	SSEC 13-08, 39b-35
Lotharian.....	DJBBM15 01-05
Lumbering Sludge.....	GFA16 07-19
Lunar Centaur.....	DJBBM15 01-12
Lunar Creature, Invisible.....	DJBBM15 01-11
Lunar Person, Average.....	DJBBM15 01-12
Lurk.....	DJBBM14 01-02, SSEC 31-08, 39b-35
Lxitos (type II demon).....	GFA17 03-52
Lymphocytes.....	GFA17 02-27
Mabtophis, Demon of the Chained Stars.....	DAMN 04-20
Macrobius' Golem.....	CRWL 04-16
Macrophage.....	GFA17 02-27
Magician.....	GFA19 12-39
Makog.....	DAMN 04-90
Malagor.....	DJBBM15 01-06, GFA16 06-16
Malcupine, The.....	BPBM 03-29
Malllock.....	CUBM 03-21

Mammoth.....	SSEC 25-13, 39b-36
Man-Eating Cowslip .....	GFA15 03-34
Manky Ditch Weed .....	GFA16 07-32
Mannekills (undead) .....	CUBM 01-24
Manticora .....	SSEC 38-09, 39b-36
Marak Shock Troops.....	DAMN 04-70
Marsupial Face Hugger.....	GFA17 02-54
Martian Cultists.....	SSEC 16-13
Martian Genetically-Altered Rage Zombies.....	CJMR 02-30
Martian Raiders.....	SSEC 16-12
Martian Skeleton Men.....	CJMR 08-06
Martian Skeleton Men, Advanced.....	CJMR 08-08
Martian Skeleton Men, Commander .....	CJMR 08-09
Martian Skeleton Men, Undead .....	CJMR 08-10
Martian Toughs.....	SSEC 16-09, 39b-36
Martian, Black.....	GFA16 06-16
Martian, Green (Thark).....	GFA16 06-17
Martian, Red .....	CJMR 02-25, GFA16 06-17
Martian, Red - Boxer .....	CJMR 02-25
Martian, White (Thern).....	GFA16 06-17
Martian, Yellow.....	GFA16 06-17
Master Phormonex .....	OBH 01-51
May-Skein.....	SSEC 24-08
Maziket, “Red Knight of Hearts” (type III demon).....	GFA17 01-48
Maziket’s Hunting Lion .....	GFA17 01-48
Meat Clone Infiltrator .....	HOBO 01-29
Meat Prophet.....	HOBO 01-31
Meatmungous.....	HOBO 01-31
Meatopede.....	HOBO 01-30
Mech, Heavy .....	CUBM 07-12
Mech, Light.....	CUBM 07-11
Mecha Megasaurus, The .....	CUBM 15-23
Mechanical Brain .....	CJMR 07-05
Mechanuloks (Chimpazonians of Reltar).....	SCRAWL 01-78
Mechengineers .....	GFA20 01-21
Medusa.....	DAMN 01-42, 03-52
Mek (I).....	SSEC 01-08, 39b-37
Mek (II).....	SSEC 01-09, 39b-37
Melded Creature.....	GFA19 02-09
Member of the Brotherhood of Ixtar .....	AKAT 01-16
Men .....	HEX 01-15
Men-Beast-with-Elephant-Head.....	CRWL 04-12
Menfish .....	CUBM 18-26
Merathorast, Vice-President of Gluttony Synergism & Subliminal Marketing.....	DCUBC 01-09
Mercenary .....	GFA19 12-21
Mercenary, 20th Century .....	SSEC 41-16
Merchant .....	GFA19 12-19
Merlew.....	DAMN 04-17
Merlew Guards.....	DAMN 04-29
Mermaid, Argonian.....	SSEC 05-11, 39b-01, SSECFRPGD17 01-11

Messengers of the Gods.....	GFA18 03-24
Metis Redcap.....	GFA20 12-22
MF from Moth Man!!.....	CCC 01-18
Microcellular Invaders.....	SUBE 01-08
Migjyon.....	DAMN 01-30, 03-40
Mi-Go.....	GFA19 05-26
Mimic.....	DLRD 03-15, SSEC 34-09
Mimic, Beaker.....	DLRD 03-16
Mimic, Chest.....	DLRD 01-17, 03-16, MKC 01-07
Mimic, Door Frame.....	CRWL 04-14
Mimic, Pipe.....	DLRD 03-16
Mimicker.....	SSEC 39b-38
Mind Ant.....	DAMN 04-76
Mind Ant Patrol.....	DAMN 04-89
Mind Ant-Controlled Swarm.....	DAMN 04-76
Mine Wight.....	BPBM 02-33
Miners, Former.....	GFA19 03-23
Minion.....	SUBE 01-34
Minokar.....	SSEC 12-14, 39b-38
Minotaur.....	GFA16 05-22
Minotaur, Elder, The.....	GFA17 01-59
Mis-treated Mistress Spirits.....	SSECFRPGD 18-13
Mite, Giant.....	GFA17 02-27
Mk 1313 Urban Pacification Bot.....	SUBE 01-145
Mob, Angry.....	GFA20 11-34
Mollusk, Humanoid.....	GFA17 03-59
Monkey.....	DAMN 01-37, 03-48, HEX 01-15
Monkey, Evil Plague.....	GFA19 09-31
Monkey, Flying Howler.....	DAMN 01-37, 03-47
Monkey, Peanut Brittle, Winged.....	GFA17 02-12
Monkey, Rampaging.....	DAMN 01-06
Monoculoid.....	DAMN 04-70
Monsters under the Crib.....	GFA20 10-66
Monstersous Encounters.....	GFA20 09-23
Moon Calf, Tiny.....	DJBBM15 01-11
Moonrock Crawler.....	CJMR 06-27
Morelock.....	GFA20 13-10
Moremen (mutated humans).....	GFA20 13-05
Moremen Guards with Wolfhead.....	GFA20 13-20
Mosasaurus.....	GFA19 04-22
Mosquito, giant.....	GFA20 03-10
Mossbear.....	CJDD 01-03
Moths, Villous, Giant.....	HBBS 03-10
Mound Trolls.....	GFA19 12-12
Mountain Lion Varieties.....	GFA18 03-34
Mr. Johnson.....	CYBR 03-06
Much-Moremen.....	GFA20 13-08
Muckraker (telepathic slime).....	SSECFRPGD 18-17
Muckworms, Giant.....	CJMR 07-13
Mummies, Blood-Soaked.....	GFA19 02-37
Mummy.....	GFA18 05-22



Mummy Toad.....	MKC 01-06
Murrallsee or Murray (type II demon) .....	GFA17 07-09
Mushroom Spider (giant spider) .....	SSEC 19-07
Mushrooms .....	HEX 01-16
Mutamoles.....	GFA19 01-17
Mutant, The.....	CUBM 02-03
Mutitan.....	CUBM 02-16
Muttaborrasaur.....	CUBM 15-22
Myrmidons.....	DAMN 04-70
Nadders .....	GFA20 04-23
Nanoceph .....	DAMN 04-70
Nanoceph Trackers .....	DAMN 04-99
Nauseapuff.....	WCA 01-13
Necrocornicon.....	CUBM 10-17
Needle (vampire bat) (familiar).....	SSEC 17-06
Neptunian, Pale.....	CJMR 02-31
Neutrophils.....	GFA17 02-28
Nightmare, Pale.....	GFA19 01-36
Nightwind (barn owl) (familiar).....	SSEC 17-07
Ninja .....	GFA19 07-13
Ninja Initiate .....	TV 01-41
Nude Acid Witches, The (biker gang).....	HOBO 00-10
Obeaz Tee-ul Battalion .....	GFA17 03-10
Oblossum .....	GFA17 03-25
Octobear.....	GFA18 03-52, SSEC 32-18, 39b-39
Octopus, Cave.....	GFA19 12-35
Octopus, Moon.....	CJMR 02-03, 06-13
Octo-Wolf.....	CUBM 18-25
Odin's Raven.....	GFA20 12-34
Ogre .....	GFA18 05-21
Ogress of the Earthen Chimes.....	STRATO 01-55
Okar Warrior.....	DJBBM15 01-06
Older Sibling.....	GFA20 10-66
Once-Men .....	CUBM 14-23
Ondavina (cat-sized crystal dragon).....	DJBBM16 01-09
Oni (ogriish sorcerer).....	GFA19 01-35
Ooze, Consuming.....	SSEC 34-08, 39b-11
Ooze, Corruption, Greater.....	GFA16 04-20
Ooze, Fruiti-Slush.....	CUBM 10-13
Ooze, Macrophagous .....	HOBO 01-29
Ooze, Primordial.....	DAMN 01-40, 03-51
Opabinia.....	GFA19 10-24
Opalescent Gel.....	QUAR20 01-51
Opensore Thug.....	GLC 01-40
Ophiotaurus.....	DAMN 03-66
Orbus.....	CUBM 10-19
Orderly.....	GFA19 07-17
Ore Hound.....	BPBM 04-37
Orluk.....	GFA16 06-17
Ornithomimus .....	DAMN 01-30, 03-40
Orovar Warrior.....	DJBBM15 01-07

Orthocone, Giant .....	GFA19 10-23
Overseer (type I demon) .....	GFA17 02-62
Owl .....	SSEC 39b-39
Owl, Dire .....	GFA17 02-50
Owl, Horned, Great .....	DJBBM14 01-02, SSEC 31-10
Paint Creature .....	AKAT 01-56
Palace Guard .....	AKAT 01-52
Pale Hands .....	GFA20 04-24
Parasite Swarm .....	HOBO 01-29
Parrot .....	GFA19 03-18
Parrot, Draconic .....	GFA20 02-39
Parts Pile .....	CUBM 17-27
Peasant, Infected .....	GFA19 10-08
Peasant, Vancian .....	SSEC 02-10, 39b-40
Permeagons .....	AKAT 01-45
Phalanx of Pandemonium .....	GFA17 03-07
Phane (I) .....	SSEC 02-11, 39b-40
Phane (II) .....	SSEC 02-11, 39b-40
Phormonex .....	OBH 01-48
Phororhacos .....	DAMN 01-30, 03-40
Phylogost Scouts .....	DAMN 04-90
Phyogost .....	DAMN 04-71
Pierceblossom .....	GFA15 03-35
Pigs .....	HEX 01-15
Pigs, Wild .....	GFA20 05-12
Pigtipede .....	CUBM 03-21
Pill Beast .....	GFA18 03-30
Pinky Boo .....	MKC 01-07
Pinky Boo, Little .....	MKC 01-07
Piranha Swarm, Blood .....	DAMN 04-23
Piranha, School of .....	PEXT 01-09
Pirate .....	GFA17 04-20, GFA19 03-18
Pirates of the Crimson Wheel .....	GFA19 12-19
Pit Roses .....	GFA15 03-35
Plague of Locusts (Ghrelin) .....	GFA15 02-22
Plague Reaper .....	SSEC 03-12, 39b-13
Plague Specter .....	SSEC 03-12, 39b-42
Plague Zombie .....	SSEC 03-13, 39b-42
Plant Man .....	DJBBM15 01-07
Plant Men .....	GFA16 06-18
Plant Monsters .....	GFA18 03-46
Plants .....	HEX 01-15
Platypus Cultists .....	GFA17 02-54
Playground Bully .....	GFA20 10-66
Plesiosaur .....	CUBM 15-22
Pony, Laser .....	AKAT 01-62
Potato-Man .....	GFA17 02-11
Priest of the Ocean .....	OBS 01-52
Priest, Undead .....	GFA18 05-20
Prismatic Seneschal .....	GFA17 03-33
Protozoa .....	GFA17 02-28

Pseudodragon, Bronze.....	CJMR 02-30
Pseudo-Mud.....	GFA17 02-45
Psionic Fungus.....	POTF 01-18
Pterodactyl.....	DAMN 01-30, 03-40, GFA19 12-34
Pterodactyl, Metal.....	GFA18 05-20
Pterosaurs, Small.....	DAMN 01-33, 03-45
Pub Owner.....	GFA19 03-08
Pumpken (Cropfolk).....	DAMN 04-55
Purple Beast of the Stinging Death.....	DJBBM14 01-10
Pyrameye.....	DCUBC 01-02
Pyramid Builders.....	SSEC 40-10
Qualist.....	DAMN 04-45
Quasit, Sarcastic Fringehead, "Newbers".....	GFA20 06-49
Quasits (type I demon).....	GFA17 01-37
Queequeetodon, Shaman of the Deep.....	RCPGCX 01-04
Quicklime (black snake) (familiar).....	SSEC 17-07
Quicksand.....	GFA19 03-14
R.A.T.S.....	CUBM 17-28
Rabbit Priest.....	GFA20 03-42
Rabbit-Men.....	GFA20 03-21
Railipede.....	CUBM 13-25
Ramas.....	SSEC 16-12, 39b-43
Rangdayak (type II demon).....	SSEC 35-18
Rat King, The.....	GFA17 02-09
Rat, Blood.....	GFA18 03-16, SSEC 32-15, 39b-07
Rat, Dire.....	SSEC 39b-43
Rat, Giant.....	DJBBM14 01-02, GFA20 02-18
Rat, Large Sewer.....	GFA19 03-11
Rat, Shrew-like.....	DJBBM16 01-05
Rat, Smoke.....	DAMN 04-17
Rat, Telepathic.....	TFSW 01-37, TFSWCC20 01-37
Rat, Tiger-sized.....	DJBBM14 01-04, SSEC 31-11
Rat, Un-dead.....	DJBBM16 01-07
Rat, Unusual Size.....	HEX 01-15
Rats.....	DJBBM14 01-02
Rattlesnake, Giant.....	GFA19 05-31
Rattle-Wolf.....	GFA19 05-32, GFA20 12-16
Raven.....	SSEC 23-06
Ravenous Spirit (Ghrelin).....	GFA15 02-33
Reanimator Slime.....	GFA16 07-34
Red Claw Raiders.....	CUBM 15-03
Red Throne, The (Mimic-Giant-Crab).....	GFA18 05-45
Refuge.....	DAMN 04-89
Reindire.....	CUBM 16-23
Rekyr the Nahtanoj, Corrupted Lion Familiar.....	GFA15 04-16
Reptile Ghouls.....	DAMN 01-09, 03-17
Reptilian, Chieftain.....	DLRD 01-08
Reptilian, Elite.....	DLRD 01-08
Reptilian, Female.....	DLRD 01-07
Reptilian, Female, Muscular.....	DLRD 01-07
Reptilian, Warrior.....	DLRD 01-07

Reptoid .....	SUBE 01-07
Revenant .....	GFA17 07-55
Revenant of Zin .....	CJMR 08-26
Rhamporphynchus .....	DAMN 01-35, 03-46
Rheddosus .....	DAMN 01-35, 03-46
Rhizomorph .....	KMOOT 02-11, SSEC 41-25
Riker's Radioleria .....	GFA16 07-29
Ring Bats .....	CJMR 07-14
Roaches, Biting .....	GFA19 12-29
Roaming Spirits .....	GFA17 03-61
Robodemons .....	GFA17 01-26
Robo-Faithful .....	CUBM 15-25
Robo-Lich .....	CUBM 02-15
Robonanny .....	MGUH 02-16
Robot .....	CJMR 06-26
Robot Gunner .....	CJMR 04-33
Robotic Phase-Hounds .....	CJMR 03-26
Roc, Two-Headed .....	DAMN 01-31, 03-41
Roc, Two-Headed, Adult .....	DAMN 01-42, 03-53
Roc, Two-Headed, Nestling .....	DAMN 01-42, 03-53
Rock Monster Eagle .....	SSEC 06-06, 39b-43
Rock Terror .....	CJMR 06-17
Rock, Traveling .....	SSEC 06-08, 39b-48
Rodents, Swarm of Confused .....	GFA20 01-29
Rooster-Men .....	RCPGCX 01-13
Root Scholars .....	QUAR20 01-50
Rootarelle (trap) .....	KMOOT 02-13
Rot Grub .....	DLRD 03-18
Roundworms (Hunters) .....	GFA17 02-29
Rucker's Ectoplasm .....	GFA16 07-26
Rust Monster .....	DLRD 03-18
Rutabaga Jack-O-Lantern (Cropfolk) .....	DAMN 04-56
Sabre-Tooth .....	DAMN 01-30, 03-40
Sadodaemon .....	DLRD 01-19
Sahaugin Mutant .....	DJBBM18 01-53
Sahaugin Warriors .....	DJBBM18 01-52
Sailors .....	GFA19 03-09
Sailors, Blue-Skinned .....	GFA19 12-20
Salamander (Matriarch), Draconic .....	GFA20 02-36
Salamander Youngling, Draconic .....	GFA20 02-30
Sample Member of the Death Cult of Klom .....	AKAT 01-17
Sandcat .....	SSEC 13-09, 39b-44
Sandflies .....	GFA19 04-09
Sanity Assassin .....	THEMS 00.5-16
Santer .....	GFA19 06-25
Santer, Young .....	GFA19 05-33
Sararidemon .....	DCUBC 01-02
Sasquatch .....	GFA20 01-21
Savage Host .....	AGE 01-19
Scab Bats .....	HOB0 01-22
Schallgeber, The .....	GFA20 05-10

Scorline (familiar).....	GFA16 01-12
Scorpion Monkey.....	CJDD 01-03
Scorpion, Giant Skeleton.....	CJMR 04-36
Scorpion, Pale Yellow, Hand-Sized.....	DJBBM16 01-05
Scorpionoid.....	CUBM 11-26
Scourer.....	SCRAWL 01-81
Scut.....	CUBM 07-17
Scutigera Goons.....	DAMN 02-46
Scutigerae.....	DAMN 02-46
Scuttlemutt (Diamond Dog).....	GFA20 01-13, 05-26
Sea Beggar's Bestiary.....	SCC 01-21
Sea Devil.....	SCC 01-21
Sea Devilman.....	CATI 01-15
Sea Serpent.....	.....
.....	GFA18 05-38, OBS 01-51, SCC 01-22, SSEC 39b-44, SSECFRPGD 18-10
Sea Shrike.....	GFA19 12-17
Sea-Slug.....	SSEC 13-09
Sea-Slug, Giant.....	SSEC 13-10, 39b-45
Second Empire Biots.....	SUBE 01-144
Security Guards.....	CYBR 03-12
Seeker of the Scourge.....	STRATO 01-51
Selenite.....	DJBBM15 01-11
Sending of Sliggeth.....	CRWL 09-21
Sentient Lightning.....	GFA17 03-58
Sentinel, The (Ivy Plantient).....	GFA19 04-15
Sentrybot.....	CUBM 01-20
Seragum Warlock.....	PMPHCC 01-00
Sergeant Luggbodduggo (Hobgoblin).....	GFA15 03-21
Sergeant, German.....	GFA17 07-33
Serpent Shrubs.....	SSECFRPGD 18-18
Serpent Swarm, Venomous.....	DAMN 03-69
Serpent, Constrictor.....	HEX 01-15
Serpent, Howling.....	DAMN 03-43
Serpent, Poisonous.....	HEX 01-15
Serpent, Winged.....	CATI 01-12
Serpent-Manbominations.....	MGUH 02-16
Serpent-Men, Degenerate.....	SSEC 41-14
Serpentoid.....	CUBM 05-21
Serpines (Chimpazonians of Reltar).....	SCRAWL 01-79
Servitor War Party.....	DAMN 04-71
Servitorbot.....	CUBM 02-21
Servo-Bots.....	GFA20 13-27
Severed Bot Limbs.....	GFA17 01-19
Shadow Audience Member.....	GFA20 13-49
Shadow Eater, The.....	SSECFRPGD 18-04
Shadow Servants.....	GFA19 08-28
Shadows.....	SUBE 01-146
Shaftmaster, The (cult leader).....	STRATO 02-51
Shak'aravaz (giant or titan).....	GFA20 05-39
Shalla Burra, Merlew Warrior.....	DAMN 04-29
Shamans of Ukko.....	DAMN 04-36

Shamblers .....	GFA20 01-52
Shamblers, Decaying .....	GFA20 01-52
Shambling Undead .....	GFA18 05-20
Shapeshifter .....	CJMR 03-29
Shark .....	GFA17 04-20
Shark, Large .....	DJBBM18 01-53
Shark, Medium .....	DJBBM18 01-53
Shark, Prehistoric .....	DLRD 01-17
Shark, Small .....	DJBBM18 01-53
Shark, Tiger .....	SCC 01-23
Shark, Very Large .....	DJBBM18 01-53
Sharkboys .....	CREP 01-04
Sharkhana .....	CUBM 01-17
Sharkworm .....	CJMR 03-24
Sharkworm Leeches, Baby .....	CJMR 03-24
Shellfishmen .....	OBS 01-51
Shift of the Shafted, The (cultist) .....	STRATO 02-51
Shimmer Lizards .....	CJMR 07-15
Shroom Apes .....	GFA16 07-16
Shromanoids .....	CUBM 16-10
Silane Serpent .....	GFA19 04-08
Silletheene .....	GFA16 03-12
Silver Ball, The .....	TFSW 01-30, TFSWCC20 01-30
Silver Menace .....	SUBE 01-144
Silver Sun Cultists .....	GFA18 05-55
Silver Sun Cultists, Undead .....	GFA18 05-51
Silver Sun Servitor .....	GFA18 05-50
Silver Sun, Cleric of the .....	GFA18 05-58
Silver Sun, The .....	GFA18 05-59
Silvermanders .....	CJMR 01-24
Siren .....	SSEC 05-14, SSEC 39b-45
Siren Bush .....	DJBBM15 01-13
Sith .....	DJBBM15 01-08, GFA16 06-18
Skelematon .....	GFA16 06-11
Skelematon, Enhanced .....	GFA16 06-11
Skeletal Army, Damned .....	GFA15 03-45
Skeleton .....	DAMN 03-45, GFA17 07-55, GFA19 02-54, 03-16, GFA20 01-29
Skeleton Prisoners .....	DJBBM14 01-06, SSEC 31-12
Skeleton, Fungal .....	KMOOT 02-05
Skeleton, Necrotic .....	GFA20 01-33
Skeleton, Splinter .....	GFA18 05-21
Skeleton, Winged Demon .....	CJMR 04-35
Skin Husk .....	GFA19 10-14
Skin Stealer .....	GFA19 06-26, GFA20 12-24
Skin Thieves, The .....	GFA19 10-05
Skint (Crockobold War-Chief) .....	GFA20 03-15
Skinthieves .....	SUBE 01-07
Skirmish Squad .....	GFA17 03-17
Skulker of the Harbinger .....	STRATO 01-51
Skull Dust .....	GFA16 07-31
Skull, Laughing .....	CREP 01-15

Skull, Submerged, The.....	NSOIL 01-13
Sky Crawler, The .....	QUAR20 01-48
Skylynx .....	CJMR 01-30
Sky-Scavenger .....	CJMR 06-30
Slahngis.....	DAMN 03-59
Slahngis (Sea Serpent) .....	DAMN 01-45
Sleestaks! .....	MGUH 02-16
Slert.....	SCRAWL 01-81
Slime Beast, Glowing.....	GFA19 09-17
Slime Pods .....	DAMN 04-93
Slime, Floating.....	GFA18 05-19
Slime, Primeval .....	GFA19 12-38
Slithering Horror.....	DAMN 04-71
Sloth, Slough.....	GFA16 07-20
Slug, Saber-Toothed Frost-Breathing Demon .....	CREP 01-26
Slugs .....	HEX 01-15
Slugs, Club.....	CREP 01-08
Smiles (Crocodile).....	GFA20 03-15
Snail Swarm, Carnivorous .....	CREP 01-07
Snake, Coachwhip.....	GFA19 06-21
Snake, Constrictor.....	DJBBM16 01-06
Snake, Giant.....	SSEC 39b-45
Snake, Hoop.....	GFA19 05-31, 06-24
Snake, Lion .....	CUBM 16-15
Snake, Mundane.....	SSEC 39b-45
Snake, Salamander .....	GFA19 03-14
Snake, Static.....	GLC 01-41
Snake, Static, Giant.....	GLC 01-42
Snakion .....	GFA15 02-08
Snapper .....	SSEC 22-08, 39b-45
Snapping Turtle, Giant Mutated.....	DAMN 04-28
Snoligoster .....	GFA19 06-27
Snuff (hound) (familiar).....	SSEC 17-08
Sofa Siren .....	GFA17 05-08
Soldier, Mechanoid .....	CJMR 05-19
Soldiers .....	GFA19 12-29
Soldiers of the Crimson Wheel .....	GFA19 12-15
Soldiers, Englishing .....	GFA20 01-40
Sons of the Dragon's Teeth.....	DAMN 01-30, 03-40
Sorceress, Sleeping .....	GFA19 01-36
Soul Vulture (Ghrelin) .....	GFA15 02-25
Sour Kraut (Cropfolk).....	DAMN 04-56
Spawn of Yagzarrid .....	CJMR 08-23
Spawn of Zaxxyn .....	GFA18 05-22
Spectre .....	GFA20 04-36
Spider Priest, Hideous.....	LWVPK 01-23
Spider Queen, Webra the .....	LWVPK 01-23
Spider, Azdorian .....	SSEC 12-12, 39b-03
Spider, Edgar the Giant .....	GFA15 03-20
Spider, Giant .....	AKAT 01-59, DAMN 01-40, 03-51, LWVPK 01-22
Spider, Hunting, Plate-Sized.....	DJBBM16 01-05

Spider, Large .....	DJBBM14 01-04, HEX 01-15, SSEC 31-10, 39b-46
Spider, Leng .....	SSEC 18-04, 39b-04
Spider, Relatively Colossal.....	GFA16 05-15
Spider-Bear.....	SSEC 11-10, 39b-46
Spider-Cap (Giant Spider).....	SSEC 19-08
Spindle-Man.....	GFA20 05-27
Spiny Crab Demon (type I).....	GFA20 06-50
Spiraling Pick Cocker.....	GFA16 07-11
Spirit of the Blast Furnace.....	GFA19 03-45
Spirit Phantom.....	DAMN 01-33, 03-45
Sporant, Forager.....	GFA20 12-18
Sporant, Warrior.....	GFA20 12-18
Sporcs (Chimpazonians of Reltar).....	SCRAWL 01-79
Spore Mind - Yellow Mycospores.....	SUBE 01-146
Spore Slaver.....	CJMR 02-04
Sporehound.....	KMOOT 02-14
Sprite, Fluttering.....	GFA20 01-20
Squidletons.....	GFA19 01-45
Ssethmariss.....	DAMN 01-31, 03-40
S-s-s-space Pirate Ghosts.....	MGUH 02-16
St. Christie's Bile.....	GFA16 07-30
Stains, The (Gang Members).....	SSEC 23-16
Stalkling.....	GFA20 11-23
Starmonger.....	CJMR 03-29
Starmonger, Phase-Shifting.....	CJMR 03-29
Starvation Spirit Swarm (Ghrelin).....	GFA15 02-24
State Marines.....	TH2K 01-21
Statue, Animated.....	GFA19 01-33
Statue, Living.....	GFA18 05-22
Statues, Crystalline.....	GFA19 12-33
Steelshark.....	GFA17 04-14
Stegosaurus.....	GFA19 04-26
Stein's Monster.....	GFA17 07-36
Stellar Squad.....	AKAT 01-43
Sting Flail Charger.....	HOBO 01-29
Stinga (crockobold shaman).....	GFA20 03-16
Stitcherman.....	AGE 01-20
Stitcherman Deadboy.....	AGE 01-20
Stomoan Hunters.....	DAMN 01-31, 03-41
Stomoan Shaman.....	DAMN 01-31, 03-41
Stomoan Villagers.....	DAMN 01-31, 03-41
Stomoan Warriors.....	DAMN 01-31, 03-41
Stone Ape-Men Guardian.....	CJMR 08-22
Stone Beast.....	DAMN 04-102
Stone Men.....	GFA16 05-14
Stonecrawler.....	CRWL 05-21
Stowaway.....	AKAT 01-40
Strangler Demon (type I).....	GFA20 06-51
Strohtis Bittler.....	SSEC 16-10
Styгимoloch.....	CUBM 15-22
Suanggi (type II demon).....	SSEC 35-17



Sub-Administrative Shulor, Janitorial Coordination Specialist.....	DCUBC 01-09
Subhuman .....	CATI 01-16
Succubus .....	SSEC 35-27
Sucking Mud.....	GFA16 07-21
Sugar Thralls.....	GFA17 02-05
Sugar Zombies .....	GFA17 02-05
Summer's Siren.....	GFA16 07-22
Swamp Bitch.....	CCC 01-18
Swampgas Floater.....	GFA17 03-25
Swarmers .....	OBH 01-45
Tadpoles, Plasmic .....	GFA19 01-26
Takahata Ninja Clan.....	GFA19 07-12
Tamlyngs (type I demon, humanoid) .....	GFA17 01-50
Tapeworms.....	GFA17 02-29
Tapeworms, Giant.....	CREP 01-11
Tarasqu-Ape.....	CUBM 02-11
Tardigrades .....	GFA17 02-28
Tekela (albino raven) (familiar).....	SSEC 17-08
Temple Wrack.....	SSEC 14-12, 39b-48
Tentacled Beast.....	DJBBM14 01-07, SSEC 31-13, 39b-48
Tentacles from the Void Portal .....	GFA17 07-35
Terrordactyl.....	NSOIL 01-01
Thark.....	GFA16 06-18
Thelmiraz, "Red Knight of Swords" (type III demon).....	GFA17 01-49
Thelmiraz's hunting mantid (type I demon).....	GFA17 01-49
Thern.....	DJBBM15 01-09
Thing in the Wardrobe .....	SSEC 17-13, 39b-48
Thoat.....	GFA16 06-19
Thoat.....	DJBBM15 01-09
Thog'tholloth, Goblinoid Watch-Demon (type 1).....	GFA20 01-35
Thorn Man .....	GFA15 06-32
Thorny Devil Workers (ant-like).....	DJBBM16 01-05
Thrak.....	AKAT 01-13
Threst, the Valru Outcast .....	DAMN 04-99
Thunder Log.....	GFA15 03-35
Tickle Monsters .....	GFA20 10-66
Tigasgi Ashigaru (soldiers).....	DAMN 02-18
Tiger, Dire, Deranged .....	GFA17 02-55
Tigerfly .....	GFA16 03-15
Toad Swarm, Blood .....	SSEC 14-11, 39b-08
Toad, Spirit .....	GFA16 05-08
Toadfish .....	CJMR 07-15
Toads, Living, Swarm of.....	GFA16 05-07
Tomato Hydra (Cropfolk) .....	DAMN 04-56
Tortoise Guardian .....	CUBM 15-26
Tortoise, Giant .....	OBS 01-52
Tortoise, Stone.....	DJBBM14 01-11
Tower Sentry Devil.....	GFA17 03-58
Town Guard .....	GFA19 12-16
Toy Chest Guardian (stuffed dragon).....	GFA20 10-66
Trapdoor Toadspider.....	CUBM 03-23

Trapper .....	GFA20 12-29
Traveler, Friendly .....	GFA19 12-15
Tree-man .....	GFA19 08-06
Trees .....	HEX 01-15
Trembler, The .....	SSECFRPGD 18-13
Tribearatops .....	SSEC 36-08, 39b-48
Tribesmen .....	DAMN 03-11
Tribesmen, Jungle .....	SSEC 20-10
Triceratops .....	GFA19 04-25
Trilobite swarm .....	GFA19 10-25
Triskeleton .....	GFA19 01-45
Trodon .....	KMOOT 02-14
Troglodyte .....	DAMN 01-31, 03-41
Troglogog .....	AKAT 01-12
Troll Mother .....	GFA17 02-40
Troll, Dunsanian .....	SSEC 27-13
Trolls, Borean .....	GFA17 02-41
Trunklor .....	SCRAWL 01-81
Tru-Pet .....	CUBM 16-25
Trusk Queen .....	DJBBM15 01-13
Trusk Warrior .....	DJBBM15 01-13
Trusk Worker .....	DJBBM15 01-13
Tunnel Things .....	DAMN 01-41, 03-51
Tunnelers .....	OBH 01-47
Turkey, Dire .....	SSEC 40-07
Twisted Horrors .....	CUBM 10-21
Twk-Man .....	SSEC 21-12, 39b-49
Tyrannocyber Rex .....	MGUH 02-16
Tyrannosaur .....	DAMN 01-32, 03-42
Tyrannosaurus .....	GFA19 04-26
Ulsio .....	DJBBM15 01-09
Undead Reptile Ghouls .....	DAMN 01-13, 03-21
Un-dead Runners .....	DAMN 01-41, 03-52
Undead Servants of Taranis .....	GFA19 07-33
Undead, Burst .....	GFA18 05-20
Un-dead, Draconic .....	GFA20 02-32
Underdragon, The .....	GFA19 01-17
Unicorn .....	NSOIL 01-06, SSEC 27-13, SSECFRPGD 18-15
Universal Veil .....	GFA16 07-25
Un-Men (Robotic Tyrant) .....	CUBM 05-23
Un-Men, Drone (Robotic Servitor) .....	CUBM 05-24
Unstoppable Killing Machine, The .....	GLC 01-44
Ursine, Flying Laser .....	CUBM 10-11
Vacbots .....	GFA17 01-22
Vaechral .....	GFA15 02-10
Valru Arachnoids .....	DAMN 04-76
Vampire, Phlogiston .....	GFA16 06-12
Vampires, Space .....	CCC 01-16
Vanth (type III demon) .....	SSEC 35-17
Varakesh .....	GFA20 04-14
Vargouilles .....	GFA20 06-13

Varmints!	BPBM 02-32
Varna Acolyte	DAMN 02-72
Varna Aesthete	DAMN 02-74
Varna Archabbot	DAMN 02-74
Varna Novitiate	DAMN 02-61
Velociraptor	GFA19 04-25
Vendibeast	CUBM 03-24
Vennec the Wizard	GFA16 03-14
Venom Whip, Ambulatory	HOBO 01-28
Venomous Deathwolves	CRWL 04-09
Viking Draugr	GFA20 12-25
Villager, Corrupted	GFA20 01-51
Villager, Delirious	GFA20 04-13
Vine horrors	GFA19 12-27
Vines	HEX 01-16
Vines, Jungle	GFA19 03-14
Violent Voidspace	CJMR 02-05, 06-12
Viper, Two-Headed, Giant	SSEC 14-10
Viperfish Demon (type I)	GFA20 06-53
Void Mite	CJMR 06-16
Void Ziggurat	CJMR 06-12
Voidfarer Crab	GFA19 02-49
Voidfarer Crab, Mother	GFA19 02-53
Voidfarer Ghoul	GFA19 02-46
Voidlings	GFA17 01-33
Vulkagon, Savages	CJMR 01-26
Vulkagon, Younglings	CJMR 01-25
Walkabout Thing	RCPGCX 01-11
Wasp, Emerald (familiar, parasitic)	SSEC 17-09
Wasp, Giant	CJDD 01-03
Wasp-Men	GFA20 04-12
Wasset, Snow	GFA19 06-28
Waste Beast	DAMN 02-66
Wasteland Zombie (Ghrelin)	GFA15 02-22
Weasel, Water	SSEC 22-08, 39b-50
Wendigo	GFA19 05-28, 06-31
Weremoose	THEMS 00.5-22
Wereplatypus	GFA17 02-55
Werewolf, Atlanton Earth	SSEC 39-11, 39b-50
Whale, Wind, Baleen	DJBBM14 01-08
Whale, Wind, Toothed	DJBBM14 01-09
Whalephant	CUBM 18-23
Whipcord Queen	KMOOT 02-15
Whisperer	DAMN 01-41, 03-52
Whistling Widowmaker	GFA16 07-35
White Martian Tribunal	CJMR 02-05
Whitetail, Fungal infected	GFA20 12-19
Wibbles	GFA17 03-26
Wight, Power	CUBM 17-23
Wild Man	DLRD 01-19
Will-'o-the-Wisp	SSEC 27-14

Wind-hawks (Chimpazonians of Reltar) .....	SCRAWL 01-79
Winged Beast (angel) .....	DCLTC 01-14
Wirc Worm .....	SCRAWL 01-82
Wise-Eyes (powerful once-men psychics) .....	CUBM 15-27
Wisher, The .....	SSEC 37-13
Wishler .....	SSEC 39b-50
Witch .....	CATI 01-16, GFA19 12-39
Witch's Butter .....	GFA16 07-14
Witchfire Rotters .....	GFA20 11-41
Wiwaxia .....	GFA19 10-26
Wizard .....	GFA19 12-34
Wolf.....	CRWL 09-06, DJBBM14 01-02, GFA20 12-16, HEX 01-16, SSEC 41-08
Wolf, Alpha .....	SSEC 41-08
Wolf, Dire.....	DAMN 03-60
Wolf, Mutant .....	GFA20 13-20
Wolfhead the Many (Morelock) .....	GFA20 13-20
Wolverine, Teacup, Fury .....	GFA19 06-30, GFA20 12-14
Woman, Old .....	GFA20 01-51
Woman, Young.....	GFA20 01-51
Women .....	HEX 01-16
Wood Sprites .....	GFA20 12-36
Woodsman .....	SCRAWL 01-82
Woodworm .....	CJDD 01-05
Work Gang .....	SUBE 01-134
Worm Men of the Colossus .....	DAMN 01-10, 03-18
Worm of the Phlogiston.....	GFA19 12-14
Worm Queen, Therisue the .....	DAMN 04-79
Worm, Bone-Eating Lip .....	GFA19 02-27
Worm, Control.....	SUBE 01-146
Worm, Corpse .....	CJMR 07-23
Worm, Hydra .....	CJMR 07-20
Worm, Tooth .....	GFA20 05-57
Worm, Tube.....	HOBO 01-29
Wormfolk, Graceful.....	DJBBM15 01-12
Wormking.....	GFA20 04-27
Worms .....	HEX 01-16
Worms of Dust .....	CJMR 08-17
Worms of Dust, Monstrous.....	CJMR 08-20
Worms, Filarial (familiar, parasitic) .....	SSEC 17-09
Worms, Marrow .....	DAMN 04-81
Worms, Pollution.....	GLC 01-35
Worms, Wooly .....	HBBS 03-09
Wraith Rider .....	CUBM 16-27
Wraith Squid.....	DCUBC 01-02
Wraith, Ink.....	SSEC 12-12, 39b-33
Wyvern, Crimson .....	DJBBM14 01-13
Wyvern, Grey .....	DJBBM14 01-13
Wyvern, Taranis' pet .....	GFA19 07-34
Xenotaur .....	CUBM 10-23
Xolzin, Undead Assembling Bug...Dragon...Thing .....	DAMN 04-104
Xorn.....	DLRD 03-19

Y is for Yestermen .....	CUBM 09-24
Z is for Zoological Horrors .....	CUBM 09-26
Zanatar .....	DAMN 01-32, 03-42
Zanist, Cellmaster .....	CJMR 01-31
Zanist, Disclaimer .....	CJMR 01-26
Zanist, Treerangers.....	CJMR 01-30
Zealot .....	AKAT 01-61
Zebrilla.....	SSEC 37-13, 39b-51
Zeron Servitor.....	GFA16 04-34
Zeron, Possessing Demon (type 1).....	GFA16 04-49
Zilla.....	CUBM 10-25
Zitidar.....	GFA16 06-19
Zitidar.....	DJBBM15 01-10
Zmooph.....	CUBM 10-27
Zombie Conquistadors .....	GFA19 05-32
Zombie Monks of the Cyberhive.....	CUBM 02-14
Zombie Retainers .....	NSOIL 01-06
Zombie Soldier.....	GFA17 07-36
Zombie, Created.....	SUBE 01-33
Zombie, Flayed .....	GFA20 12-17
Zombie, Frost-Covered .....	DAMN 01-48, 03-62
Zombie, Fungal .....	KMOOT 02-05
Zombie, Petrol.....	CUBM 06-27
Zombie, Rabid.....	GFA20 11-40
Zombie, Rave .....	CUBM 17-21
Zombots .....	GFA17 01-24
Zone Devil .....	SSEC 15-14, 39b-51

## NPCS

247Eyz .....	SUBE 01-129
Adalux Grey.....	GFA20 10-27
Adolph Hitler, the Frozen Fuhrer.....	DAMN 02-48
Adwick (Dwarf).....	DAMN 01-45, D03-59
Aeder-Kadai.....	GFA19 01-47, GFA20 10-15
Aggor, Ape-Man Priestess .....	CJMR 07-27
Alabbac of Mnardis.....	SSEC 08-07
Alberic .....	CRWL 04-18
Anthos, Renegade Lord of Chaos.....	DAMN 02-71
Apothecary (hireling).....	GFA19 11-28
Arwin Lost .....	SSEC 23-17
B`Groll B`Nukk, Beetle Wizard.....	CJMR 02-29
Baime Modoplex.....	SUBE 01-129
Banker .....	GFA18 05-26
Baron Warhoon.....	AKAT 01-31
Beeracuda, the Never-Breathing Street Shark.....	GFA16 05-29
Beerspitter, the Giant Cheeked.....	GFA16 05-30
Beltar, the Warlock Out of Space.....	GFA20 05-22
Bessie Curwen .....	CRWL 09-22
Biliac.....	GFA19 01-07
Bjarni, Cursed Norse Bearwalker Shaman of Odin.....	GFA20 12-42

Blacksun .....	CUBM 05-14
Bob N' Thorg .....	CJMR 02-17
Bonny Charlotte, Ketlunder Officer .....	DAMN 04-78
Boslovik .....	GFA19 01-43
Boundless Philosopher .....	DAMN 01-39, 03-50
Bret and Bart .....	GFA19 05-44
Bridget Perfect .....	AKAT 01-51
Brigadier Bellows .....	BPBM 01-38
Broshgar the Ruthless .....	SSEC 34-05
Builder, The .....	AKAT 01-10
Buyantu .....	SSEC 23-17
Calumni Omni Obstreperous, the Celebrant .....	GFA20 05-36
Cap'n Kidd (horse) .....	RCPGCX 01-03
Cargo Hamper, Ambulatory .....	HOBO 01-28
Cass Alphawave .....	CJMR 02-21
Cedrick .....	CRWL 04-17
CelGen Biolabs .....	GFA19 07-14
Chicken Jeff .....	DLRD 02-31
Christobel Perfect .....	AKAT 01-50
Chu-Bu .....	DJBBM14 01-07
Condemned Criminal (hireling) .....	GFA19 11-32
Council of Sevin and One, The .....	GFA20 10-14
Crockobolds .....	GFA20 03-12
Cultists .....	CTHU 01-28
Cultists of Astaroth .....	DCLTC 01-16
Cultists of Paimon .....	DCLTC 01-18
Cyron of Varaad .....	SSEC 08-07
Delilah .....	GFA20 02-13
Demi-Lich Rj'Nimajneb~Yor, The .....	GFA15 04-11
Dieter the Occultist .....	GFA17 07-35
Dime .....	GFA20 03-13
Dio-Skurr, the Binary Man .....	CJMRC16 01-03
Doktor Stein, Reanimator .....	GFA17 07-35
Don Quixote .....	AKAT 01-58
Dr. Adolphus Bedio .....	SSEC 28-29
Dr. Erasmus Craven .....	SSEC 28-29
Dr. Scarabus .....	SSEC 28-30
Dudley .....	SSEC 23-18
Dunwich Horror (Brute Force) .....	CTHU 01-28
Dunwich Horror (Pinning Limbs) .....	CTHU 01-28
Egrysst .....	CJMR 01-22
Eibon, Son of Milaab .....	SSEC 08-08
Elahai the War Witch (mummy) .....	GFA15 03-50
Ellie O'Clock .....	AKAT 01-34
Emperor's Artist, The .....	SSEC 04-10
Erasmus Cordwainer Blood (vampire) .....	GFA17 07-63
Esmeralda .....	CRWL 04-18
Farmer Roundtree .....	GFA15 03-40
Feldgeister (Ol' Cornstalk) .....	GFA20 11-31
Fillis .....	CRWL 04-20
Fishmonger .....	GFA18 05-26

Five, The .....	SSEC 23-17
Flaming Moe, the Fireproof .....	GFA16 05-29
Fortinbras Perfect .....	AKAT 01-65
Garrlok, Master of the Over-Flux .....	CJMRGC16 01-05
Gary, skeletal warrior .....	CUBM 17-05
Gelt Scholar .....	CJMR 03-25
Gideon Perfect .....	AKAT 01-62
Gingerbread Children .....	GFA17 02-10
Gingerbread Sorceress, The .....	GFA17 02-10
Glistener, The (cult leader) .....	STRATO 01.5-47
Glory McGraw .....	RCPGCX 01-04
Gormiak .....	SSEC 23-08
Gorp .....	DLRD 01-10
Grand Oracle Kehenna .....	GFA20 10-21
Grandpa Ike Curwen .....	CRWL 09-22
Great Santini, The .....	BPBM 01-35
Greel Karaxxus, Zanist Eugenicist .....	CJMR 01-28
Grumguzz, Troglodyte Chief .....	GFA15 03-24
Grydris, Alpha Female Ape-Woman .....	CJMR 07-22
H'Grunth H'Grugthorr .....	GFA16 06-31
Halfrog Prince .....	GFA19 01-25
HARI (robot) .....	GFA17 01-27
Harood of Kalnoora .....	SSEC 08-08
He of the Many Iron Necks .....	GFA16 05-28
Headmistress of the Constellations .....	GFA17 01-36
Hel-Zarren, Fiend of the Rage Pit .....	CJMRGC 16-06
Hezzemuth the Painmistress (Demon of Brimstone) .....	BPBM 04-23
Himeda Kanako .....	GFA19 07-14
Honest Orkoff .....	CRWL 02-16
Hormagor, the Wizard of Abormis .....	SSEC 08-09
Iasmin .....	CRWL 04-19
Illico .....	CRWL 04-10
In'Sada (undead lord) .....	DAMN 01-21, 03-29
Itzli, Aztec Necromancer-lich .....	GFA20 12-43
Jaaf Starshard .....	CJMR 04-34
Janis Yolen .....	SUBE 01-129
Jan-kixx .....	GFA20 01-23
Jarig .....	SSEC 23-14
Jarkavian .....	DAMN 04-47
Jeweler .....	GFA18 05-26
Jiro Tanaka Master .....	TV 01-42
Joe Fang .....	CUBM 15-03
Jrab'Oast .....	CJMR 03-16
Junior Curwen .....	CRWL 09-16
Kain the Battle Homunculus .....	GFA20 05-22
Kala Makta the Broodmother (Demon of Brimstone) .....	BPBM 04-23
Kaldane .....	DJBBM15 01-04
Kaspar .....	DLRD 02-31
Knight Commander Armand Tergen, Paragon of the Knights Bethine .....	GFA16 04-46
Komei Hirotooshi .....	DAMN 02-16
Komei Samurai .....	DAMN 02-16

Krolas .....	CRWL 04-20
Lady Fairchilde.....	GFA17 02-54
Lars Manning .....	DAMN 02-49
Leaky (robot).....	GFA17 01-27
Lella, Priestess of Denderon (Wizard of Mars) .....	SSEC 16-13
Leneh.....	SUBE 01-129
Leroy .....	GFA20 11-26
Lester.....	GFA20 02-14
Lifhthasir the Gray .....	SSEC 23-18
Listening of the Guillotine, The (cultist) .....	STRATO 01.5-45
Little Johnny Cotton .....	GFA19 05-51
Locksmith (hireling).....	GFA19 11-29
Loke Starshard.....	CJMR 04-30
Longstrider, Baddy Long-Legs, the Long-Limbed .....	GFA16 05-28
Lord Kulemides .....	DAMN 01-39, 03-50
Lord Urtokki, Azith Sorcerer.....	DAMN 04-30
Lurking Lord, The .....	GFA19 01-43
Lurlene Curwen .....	CRWL 09-15
Macrobius.....	CRWL 04-17
Mae Tucker, "Mrs. Colonel" .....	GFA19 05-52
Mae's Crew (cowboys).....	GFA19 05-37
Maethas the Smith .....	SUBE 01-131
Mai, Priestess of the Hidden Lord .....	DAMN 01-39, 03-50
Makog, the Last Thal Ape-Scientist .....	DAMN 04-90
Malbolgjia the Crone .....	GFA19 02-25
Mapmaker (hireling).....	GFA19 11-31
Marquanos.....	SSEC 33-13
Masgister Yaozhu.....	GFA20 10-23
Master Calabar.....	GFA20 10-25
Master Zulchan.....	GFA20 10-17
Mattock.....	DAMN 01-48, 03-64
Maximilian Perfect .....	AKAT 01-51
Maxxazon, Villainous Blue Lizardman .....	CJMR 02-29
Mayor Leroy Hodges (Cult Leader) .....	CTHU 01-28
Mektar Starshard .....	CJMR 04-35
Merchant (hireling).....	GFA19 11-30
Merelda, Empress of the Machine .....	CJMRCG16 01-04
Mistress, The (mad immortal geas-bound half-Atlantean princess) ....	GFA18 05-37
Monks.....	DAMN 02-17
Monks, Torai, The .....	DAMN 02-16
Morghi the Inquisitor.....	SSEC 08-09
Mors Mercator.....	GFA17 06-41
Mosh Sedation, the Wizard of Krone Lamp .....	GFA16 04-21
Mother Malbolgja.....	GFA19 02-37
Mr. DNA (an A.I.).....	GFA19 04-22
Mrs. Pennyroyal .....	GFA20 03-17
Myrta (witch).....	SSEC 23-07
Namalee (Acolyte of Zoomashmarta and the lesser gods).....	DJBBM14 01-09
Nam-Ra-Tep, former Pharaoh (mummy) .....	DAMN 02-48
Naranbaatar .....	DAMN 02-18
Necrosaur, The .....	GFA16 06-36



Nickel.....	GFA20 03-11
Noble Boys, The (Roscoe, Bo, Cletus, Luke) .....	GFA19 05-52
Northern Enchantress .....	GFA17 02-46
Nulij Kernib .....	HBBS 03-11
Nurse Hilda .....	GFA17 07-36
Nurse Pang.....	GFA19 07-16
Old Mac .....	BPBM 04-38
Oliver .....	SSEC 23-18
Oll Zen .....	GFA16 05-30
Orthomancer, the.....	GFA20 05-39
Otomis Crowe .....	GFA19 05-36
Pere Warri .....	BPBM 01-38
Pinzo LaFleur.....	AKAT 01-32
Police Sergeant.....	GFA19 03-08
Poonchucker Dan .....	GFA20 10-06
Pridestar .....	DLRD 02-29
Priestess of Brigex .....	GFA20 02-49
Prince Antuok .....	DAMN 02-17
Prince Nesbitt.....	DLRD 02-29
Princess Death Face, Fhyrian Tiger-Princess .....	DAMN 04-99
Princess Thalidia.....	DAMN 01-39, 03-50
Priscilla Perfect .....	AKAT 01-63
Prometheus P. Perfect, Dr. ....	AKAT 01-61
Psi-Klopian, The .....	CJMRG 16 01-02
Queldo, White Martian Technomancer .....	CJMR 03-30
Quigly .....	SSEC 23-14
Rebecca .....	GFA20 12-31
Rev0Net (robot).....	CUBM 15-11
Revealed Leroy Hodges (Mi-Go).....	CTHU 01-28
Rhe'magrah, Regent of the Forest (type III demon).....	GFA17 02-63
Richter.....	CRWL 04-19
Rikebo.....	DAMN 02-16
Rocco The Mad Barber Hawser .....	SSEC 42-18
Rudra, renegade champion of law .....	DAMN 02-68
Ruhnkar.....	SSEC 23-13
Rykor .....	DJBBM15 01-04
Salynkari, the Snail Sorceress .....	CREP 01-25
Santer, Young .....	GFA19 05-33
Sarah .....	GFA20 12-31
Satrampa .....	CJMR 07-04, 08-02
Sau, The (Magda).....	GFA20 05-09
Savaxis the Mighty.....	GFA19 12-18
Scholar (hireling).....	GFA19 11-29
Scout (hireling) .....	GFA19 11-33
Sea Captain .....	GFA19 03-09
Shaftmaster, The (cult leader) .....	STRATO 01.5-46
Shala al Farul .....	SSEC 42-19
Sheemish.....	DJBBM14 01-08
Sheenara Rex .....	DLRD 02-30
Sheriff Delbert Shaw (Cult Lieutenant) .....	CTHU 01-28
Sheriff Owen.....	DLRD 02-30

Sheriff's Deputies .....	CTHU 01-28
Shift of the Shafted, The (cultist).....	STRATO 01-5-45
Shrike, The Star Hunter .....	CJMRGC16 01-07
Shugh Mah the Putrid (Demon of Brimstone).....	BPBM 04-23
Snug'goo, the Sentient SnuggieTM .....	GFA16 04-19
Sohei (Warrior Monks).....	DAMN 02-17
Soldier (hireling) .....	GFA19 11-33
Sophia Morden .....	AKAT 01-32
Space Pirate Captain Hrusk Valbon.....	CJMR 04-26
Space Pirates of Pluto .....	CJMR 02-04
Sun Smith, The.....	GFA19 03-48
Syon Starshard.....	CJMR 04-26
Taggart Reide .....	GFA19 05-42
Taggart's Goons .....	GFA19 05-42
Tamika.....	SSEC 23-14
Tarzan the Ape-Man.....	SSEC 20-12
Tenkar.....	SSEC 23-08
Theobard the Unfathomable .....	AKAT 01-34
Tilly Reide.....	GFA19 05-40
Tilutan .....	GFA20 02-58
Togashi Kiromori .....	DAMN 20-18
Togashi Samurai, The.....	DAMN 02-18
Tora Korv .....	CJMR 01-23
Totem Spirits of the Lakashi.....	DJBBM18 01-25
Treasurer, The.....	GFA20 10-29
Tree Spirits of the Vosges.....	DJBBM14 01-08
Trinity (avatar).....	GFA19 01-32
Uncle Silas.....	GFA20 11-45
Undead High-Priest of Saint OstheneS .....	POTF 01-14
Usetooth the Ravenous (Demon of Brimstone).....	BPBM 04-23
Uzz the Puff-Ball Wizard of Mycetes-Thrax .....	GFA15 03-22
Vaygesa, Renegade Champion of Neutrality.....	DAMN 02-75
Veezi Phenquor .....	SSEC 33-13
Veiled Woman, The.....	GFA17 02-61
Vespur the Starved .....	GFA19 02-33
Vex-Zrad .....	GFA20 10-19
Wampl'rji the Pyromancer .....	SSEC 08-10
Warrior Lich Skull-Or, The .....	CUBM 05-15
Winston .....	GFA20 02-22
Wise Man Malcolm .....	GFA19 04-21
Witch of the Mountains .....	SSEC 19-09
Wives of NPCs .....	GFA18 05-26
Y is for Yestermen.....	CUBM 09-24
Yrgrif.....	CTHU 01-28
Yuko Tanaka .....	TV 01-41
Zarrdeontrum Ravenskull .....	GFA20 01-33
Zebulan.....	SSEC 23-12
Zin the Meticulous.....	CJMR 08-02
Zser-Zerad .....	GFA19 01-07
Zumaka Yechir.....	GFA20 02-39
Zylac the Enchanter.....	SSEC 08-10

# PATRONS

Acceptance, The Root Organ-Fractal .....	STRATO 01.5-17
Anti-Sam, The.....	SANTQ 01-25
Arioch .....	SSDCCD20 01-46, SSEC 04-11
Ar-Mammon, Lord-Warden of Hidden Treasure .....	DAMN 04-57
Armillamycetes .....	GFA20 12-48
Ars-Eleeta .....	CJMR 05-25
Aslan .....	GFA19 08-12
Astrol .....	SSEC 12-09, SSECFRPGD17 01-05
Atraz A'Zul .....	MGUH 03-04
Avatar of Acceptance (type V demon).....	STRATO 01.5-20
Avatar of Ars-Electra .....	CJMR 05-26
Avatar of Pazuzu .....	GFA17 02-36
Avatar of Quetzalcoautwalrus.....	GFA17 03-25
Baba Jedza .....	GFA19 08-29
Bakemono (demon).....	GFA15 06-19
Benefactors .....	GFA15 06-19
Benighted Pleomorphic Prion from Beyond, The .....	GFA18 02-04
Billy Jack .....	SSDCCD20 01-50, SSEC 06-09
Black Tommy (demon) .....	BPBM 03-31
Blessed Saint Osthenes the Pure .....	POTF 01-09
Blorgamorg, the Chthonic Snail.....	CREP 01-09
Buddy O'Burger.....	CUBM 12-03
Bushwhackers, The (cavalry regiment).....	GFA19 05-49
Chromatic Court.....	SSDCCD20 01-52, SSEC 03-14
Chromatic Court: The Red Death.....	SSDCCD20 01-54, SSEC 03-14
Circus of Friends, The.....	CUBM 12-19
Cire - Interdimensional Patron .....	GFA16 02-04
Coyote (avatar).....	GFA19 06-13
Crom! .....	GFA16 02-44
Cthulhu.....	TFSW 01-10
Culmenthdor the Sundered.....	GFA17 05-11
Curator, The .....	SSDCCD20 01-57, SSEC 21-14
Dahudmorgan.....	DAMN 02-12
Dead Rock Star, The .....	SANTQ 01-71
Dryad King, The .....	QUAR20 01-19
Dwallka of the War Hammer .....	SSEC 12-09
Earth-Brain of the Cyberhive .....	CUBM 04-03
Eldrak of the Seven Hells.....	SSEC 12-10, SSECFRPGD17 01-05
Elvis A.I. ....	CCC 01-0219
Elwys the Golden .....	SSEC 12-10
Emperor Norton I.....	SANTQ 01-85
Erhyta.....	GFA19 08-16
Fiddler, The.....	SSDCCD20 01-59, SSEC 07-10
Flash and Twilight .....	GFA17 05-46
Garun .....	CJMR 05-18
Ghost Smoker.....	SSDCCD20 01-61, SSEC 42-20
Ghrelin .....	GFA15 02-21
God of Thunder, Doctor Love, The (demon) .....	GFA18 02-21
Gray Directorate, The.....	CUBM 13-19

Great Ak, The .....	GFA19 08-05
Great Ebon Hand (GEH), The .....	GFA15 02-36
Hecate .....	GFA15 02-43
Ibyk .....	GFA16 02-31
Inanna .....	SSDCCD20 01-63
Invisible Hand, The .....	QUAR20 01-03
Johnny Appleseed .....	GFA15 06-31
KONRAD .....	GFA20 13-37
Korpus, Messenger of Ahriman .....	SSEC 32-19
Lady of Shadows .....	GFA19 08-23
Lao T'zai .....	SSDCCD20 01-64, SSEC 18-05
Lea'La'lunne .....	GFA19 08-49
Leniqua .....	SSEC 33-09
Lesser Avatar of Blorgamorg .....	CREP 01-09
Lilith .....	SSDCCD20 01-69, SSEC 35-21
Lion-Dragon (demon) .....	GFA15 06-20
Man in the Green Velvet Coat, The .....	PEXT 01-01
Manateecuhtli .....	GFA17 05-26
Meniscus, The .....	GFA17 03-37
Merlin .....	SSDCCD20 01-73, SSEC 01-13, SSECFRPGD17 01-12
Michuval, Angel of War .....	DJBBM18 01-21
Midwinter Maker .....	GFA19 08-35
Mighty Kizz, The .....	CUBM 04-08
Mike Fink .....	GFA19 06-16
Mother of Hearts .....	SCRAWL 01-66
Mrs. O'Leary's Cow .....	SANTQ 01-89
Myassari .....	MYAS 01-01
Nalfeshnee .....	DAMN 02-40
Nick' Clause .....	SSDCCD20 01-75
Nick'claus .....	SSCB 15-09
Noctys .....	GFA20 04-37
Ol' Hag (avatar, type IV demon) .....	GFA19 03-28
Old Man of the Mountain, The (The Great Stone Face) .....	SANTQ 01-40
Omophon .....	SSEC 12-10, SSECFRPGD17 01-05
On the Alter of Neutrality .....	GFA19 08-46
Oni (demon) .....	GFA15 06-19
Order of the Knights of the Singularity, The .....	GFA18 02-47
Pandelume .....	SSEC 21-16
Patsy, Patron God of Henchfolk .....	GFA16 02-14
Pazuzu, Demon Prince .....	GFA17 02-36
Quetzalcoautwalrus .....	GFA17 05-31
Radu, King of Rabbits .....	RCPGC17 01-06
Ram of Light, The .....	CZOR 01-19
Razor-Worn, Henceforth the Shaft .....	STRATO 01.5-31
Reaper .....	CYBR 03-35
Red Duke, The .....	BPBM 03-17
Rope, God Assassins, The .....	GFA18 02-51
Scarpering Mother, The .....	SUBE 01-135
Seer Network, The .....	CYBR 03-42
Sissnagagarassh .....	GFA16 02-23
Sister Ultiva .....	CJMR 05-03

Sky-Lasher of the Everlasting, Trident of the Sun .....	STRATO 01-28
Sliggeth .....	CRWL 09-18
Solomon Ghi (John Henry) .....	BPBM 02-22
Spawn of Skach, The .....	GFA17 05-35
Sperato .....	CJMR 05-10
Stagger Lee (Stackalee, Stack-o-Lee, or Stagolee) .....	SANTQ 01-54
Star Child, The .....	SSDCCD20 01-77, SSEC 15-15
Stitch King, The .....	CYBR 03-38
Stormlord, The .....	POTF 01-20
Sud-Tabu .....	GFA19 08-47
Tanvir Bonecaller .....	GFA19 08-48
Terror-Eater, The Earth-Mother .....	STRATO 01-41
Theszolokomodra .....	CUBM 03-22, 04-15
Torvak, the Enslaved Ape God .....	GFA16 02-39
Trickster, The .....	GFA19 06-11
Tsathoggua .....	SSEC 33-09
Two Faced Horned God, The .....	GFA18 02-30
Ultimospark, The .....	CUBM 15-20
Uncle Sam .....	SANTQ 01-08
Van den Danderlanden .....	CRWL 01-09
Patron Spells of the Supernal Archmage .....	CRWL 03-09
Way of the Raven .....	SSDCCD20 01-79, SSEC 28-11
Weal .....	DAMN 03-32, DAMN 01-22
Will of Obitu-Que, The (The Eye of Obitu-Que) .....	GFA15 02-54
Witness, The .....	SCRAWL 01-61
Worm of the Phlogiston .....	GFA19 12-14
Zatima Xel Barca .....	DAMN 04-50
Zoomashmarta .....	DJBBM14 01-10

## PC CLASSES & RACES

0-Level (less than one year old) .....	GFA20 10-63
Abortionist .....	TH2K 01-05
Adventurers .....	CTHU 02-10
Aetherian Hero, The .....	CUBM 05-04
Aging Gladiator .....	SUBE 01-47
Akashic Pilot .....	AKAT 01-73
Amazon .....	SSEC 35-06
Ancient Hyperborean .....	SSEC 32-07
Anon .....	TH2K 01-07
Anti-cleric, The .....	GFA19 11-05
Ape-Man .....	CJMR 07-29
Arcane Warrior .....	GFA20 08-30
Assassin .....	GFA15 01-04
Automaton .....	PHANT 01-02
Barbarian .....	DAMN 01-50, GFA16 01-09, SSEC 12-05, 28-05
Barbarian Cimmerian .....	SSEC 14-05
Barbarian, The .....	DAMN 03-73
Barbearian .....	GFA20 07-44
Bard .....	CRWL 06-04, SSEC 35-08
Bardic Rocker .....	GFA18 01-04

Basic Pleasure Model .....	SUBE 01-47
Battle Chanter .....	CUBM 14-20
Beast .....	BB 01-02
Blood Hound .....	GFA17 07-21
Breckinridge Elkins .....	RCPGCX 01-02
Canine Scientist .....	SSEC 15-05
Captain .....	PHANT 01-07
Champion, The .....	QUAR20 01-11
Chimerae, Chima .....	SUBE 01-41
Chimerae, Lupoid .....	SUBE 01-41
Chimerae, Martian Swamp Nymph .....	SUBE 01-42
Chimerae, Mutant .....	SUBE 01-42
Citizens of the Imperium - Urban Confiscators .....	SUBE 01-10
Classes of Bastion - The Graft .....	MEAND 03-22
Cleric .....	GFA20 10-63
Clownight .....	CUBM 12-07
Combat Medic .....	OBH 01-08
Con Troll .....	DLRD 02-17
Console Cowboy .....	CYBR 01-13
Created, Bot .....	SUBE 01-42
Created, Simulant .....	SUBE 01-43
Created, Synthetic .....	SUBE 01-43
Crime Fighter .....	TV 01-09
Cro-Mentalist .....	CUBM 15-14
Crooked SecFor officer .....	SUBE 01-47
Cyborg, The .....	CUBM 07-03
Dark Avenger .....	TV 01-11
Deep One Hybrid .....	SSEC 09-06
Deep-One Half-Breed .....	SSEC 10-04
Dervish, The .....	GFA15 01-09
Doc .....	CTHU 02-13
Dungeon Balladeer, The .....	CRWL 12-22
Dungle .....	THEMS 00.5-06
Dwarf Sapper .....	GFA17 06-04
Dwarf, Space .....	SSEC 42-05
Dwarf, Wood .....	SSEC 24-04
Dwarven Priest .....	CRWL 10-04
Ecclesiast, The .....	CJMR 05-33
Elf, Tarantion .....	GFA20 07-29
Elven Rogue .....	CRWL 10-07
Embezzler .....	TH2K 01-09
Engineer .....	OBH 01-10
Entombed, The .....	MEAND 02-17
Equal People: Abolishing Race as Class .....	RD 01-06
Euro .....	TH2K 01-12
Face, The .....	CYBR 01-23
Faerie Class .....	GFA18 01-13
Feral Urchin .....	CUBM 11-15
Fictional Construct .....	SUBE 01-47
Fowl Summoner, The .....	GFA20 07-12
Gadgeteer .....	TV 01-13

Gambler, The .....	BPBM	02-16	
Gargoyle, Graven .....	SSEC	10-10	
Gargoyle, The .....	SSEC	10-07	
Geologist .....	GFA20	14-18	
Ghosts .....	GFA15	01-13	
Gnome .....	CRWL	06-10	
Goat'o'war .....	GFA18	01-28	
Gold & Glory From Beyond The Grave .....	GFA15	01-13	
Gongfarmer .....	GFA18	01-31	
Grays (elf alternate) .....	CUBM	13-16	
Gremlin .....	PHANT	01-10	
Grunt .....	OBH	01-12, TH2K	01-14
Gumshoe .....	CTHU	02-14	
Half Giant .....	SSEC	07-04, SSECFRPGD17	01-04
Half-Stratosfiend Street Whisperer .....	STRATO	01-09	
Halfling Burglar .....	CRWL	10-11	
Halfling Champion .....	CRWL	10-13	
Halfling Hucker .....	GFA16	01-14	
Haxors, The .....	GFA19	04-29	
Hearth Witch .....	SSEC	05-06	
Heavenly Hitman .....	GFA20	08-28	
Hellfont .....	WCA	01-03	
Helmshmen, The .....	CJMR	06-06	
Hive Master, The .....	GFA20	07-34	
Hologram, The .....	CUBM	11-23	
Hot-Dog Suit .....	GFA16	01-04	
Human .....	GFA20	07-05	
Human Comm-Artist .....	STRATO	01.5-05	
Human Sat-Caster .....	STRATO	01-05	
Human, Earth A.D. .....	SSEC	15-07	
Huntsman .....	SSEC	33-07	
Hybrid Character Class .....	CUBM	18-15	
Hybrid, The .....	SSEC	15-09	
I Wanna Be Your Dog: Canine Characters .....	RD	01-16	
Imperial Scum .....	SUBE	01-47	
Imperial Serf .....	SUBE	01-48	
Infiltrators .....	CYBR	01-17	
Insectaur .....	GFA20	14-12	
Investigator .....	SUBE	01-48	
Invincible Chicken, The .....	GFA17	06-11	
Jonah, The .....	SSECFRPGD	18-10	
Jovian .....	PHANT	01-13	
Jungle Born .....	SSEC	20-08	
Ketlunder Space Pirate .....	DAMN	04-75	
Kith of Kingspire .....	GFA18	01-34	
Kraken Slayer .....	GFA20	10-06	
Kung Fu Monk .....	BPBM	03-07	
Ledgerdmainist .....	SSEC	11-04	
Leopard Woman .....	LWVPK	01-13	
Lizardman Mercenary .....	CJMR	01-14	
Lord of Light and Knowledge - Morningstar .....	DAMN	03-71	

Luchador.....	GFA15 01-23
Lycanthrope.....	GFA18 01-38
Martial Artist.....	TV 01-15
Martial Grandmaster.....	GFA15 01-30, GFA20 07-23
Martian Skeleton Men.....	CJMR 08-33
Masque, The.....	SSEC 03-05
Mastermind.....	GFA20 14-09
Mechanic.....	SCRAWL 01-09
Medic.....	SCRAWL 01-09
Medic, The.....	CYBR 01-11
Mek, The.....	SSEC 02-05
Melnibonean.....	SSEC 04-05
Monster Trainer.....	WCA 01-08
Moremen, the Mutants With More.....	GFA20 13-05
Mutant, Variant.....	SUBE 01-44
My Thief, My Way!.....	CRWL 06-23
Mystic Arcanist.....	GFA20 08-32
Mystic Monk.....	SSECFRPGD 18-09
Navigator, The.....	CJMR 06-05
Nu-Men.....	SSEC 15-12
Observational Agitator.....	SUBE 01-48
Orc.....	CRWL 05-08
Orc and Half-Orc Classes.....	GFA17 06-14
Orc Berserker.....	GFA17 06-14
Organic Humanoid, Aesian.....	SUBE 01-45
Organic Humanoid, Mongrel Stock.....	SUBE 01-45
Organic Humanoid, Mutant.....	SUBE 01-44
Outlier: I Am an Outsider.....	RD 01-10
Paladin.....	CRWL 06-14, TFSW 01-01
Paladin of Gambrinus.....	GFA17 06-19
Panes.....	DAMN 03-70
Paratechnologist, The.....	GLC 01-21
Peasant.....	GFA20 07-09
Petrol Head, The.....	CUBM 06-03
Pilot.....	OBH 01-14
Pirate.....	GFA18 01-44
Pitman, The.....	CJMR 06-06
Priest of the Old Father.....	GFA20 08-26
Prole.....	SUBE 01-48
Prospector, The.....	BPBM 02-19
Protégé.....	TV 01-17
Psion.....	CUBMMG 01-04
Psycher.....	SCRAWL 01-05
Psychic Knight, The.....	CJMR 03-07
Punk.....	TH2K 01-16
Quantum Traveler.....	GFA18 01-47
Radioactive Waster (0-level PCs).....	CUBM 03-03
Random Race Table.....	RD 01-05
Ranger.....	CRWL 06-19
Ranger, Underworld.....	DAMN 02-06
Ratfolk.....	DLRD 02-06



Redcap Gnome.....	SSEC 05-04
Reinstantiation Tech .....	SUBE 01-49
Rifrunner, The.....	CJMR 04-08
Rigger.....	CYBR 01-21
Robo-Priest.....	CUBM 15-16
Robot.....	OBH 01-16
Roughneck .....	CTHU 02-17
Rune Sage .....	GFA20 08-34
Runelords.....	GFA20 08-38
Sage.....	GFA18 01-51
Saurid, Orange Sun Caste .....	SUBE 01-45
Saurid, Red Sun Caste.....	SUBE 01-45
Scholar, The.....	CTHU 02-18, GFA20 14-05
Scoundrel .....	SCRAWL 01-05
Scout (a thief variant).....	GFA18 01-55
Scraper, The.....	GLC 01-15
Shaman.....	SSEC 25-06
Skeleton Warrior.....	GFA15 01-16
Sky-Sneak .....	CUBM 14-18
Socialite.....	CTHU 02-21
Soldier.....	GFA18 06-16, SCRAWL 01-05
Sorceraptor.....	CUBM 14-16
Spell Thief.....	GFA20 08-36
Star Prince.....	PHANT 01-15
Stratosfiend Delver .....	STRATO 01-13
Stratosfiend Magistrate Gladiatrix .....	STRATO 01-17
Street Samurai.....	CYBR 01-09
Subhuman .....	SSEC 25-05
Swashbuckler.....	SCRAWL 01-05
Sword Monger .....	GFA15 01-31
Techno-Necromancer, The.....	GFA16 06-05
Technologist, The.....	CUBM 01-06
Technomancer, The.....	CJMR 02-06
Thief.....	BPBM 02-08, GFA20 10-63, SCRAWL 01-05
Three Weird Races.....	CRWL 10-24
Thug.....	TH2K 01-18
Thumpa Mixah.....	SUBE 01-49
True Vigilante.....	TV 01-19
Tweel .....	SSEC 40-05
Vampire.....	GFA15 01-18
Vent Rat.....	SUBE 01-49
Warlord.....	SSEC 25-07
Warrior.....	GFA20 10-64, SCRAWL 01-05
Wasteland Scavenger.....	SUBE 01-49
Wizard.....	GFA20 10-64
Wizards & Warriors Part 1.....	CRWL 01-05
Yolovar, The.....	CJMR 06-02

# RITUALS & SPELLS

Access Akashic Library.....	AKAT 01-71
Accidental Death.....	SANTQ 01-38
Amberite Curse.....	SSEC 38-05
Animate Trap Familiar.....	STRATO 01.5-13
Band Bubble.....	AKAT 01-67
Bedlo's Promethean Sphere.....	SSDCCD20 01-34, SSEC 28-18
Benefactor Pact.....	CYBR 03-33
Bind the Heart.....	SSDCCD20 01-09
Biological Warfare.....	SANTQ 01-35
Bird Strike/Bird Storm.....	GFA20 07-18
Blackout (basic program).....	CYBRO 02-18
Blood Blade Weaving.....	CUBM 17-11
Blood Splash.....	GFA15 01-37
Breakware (combat program).....	CYBR 03-23
Chill Winds of Leng.....	SSDCCD20 01-68, SSEC 18-09
Chromacast.....	QUAR20 01-35
Classified Information.....	SANTQ 01-32
Comet Fire.....	LWVPK 01-16
Commune with Yog-Sothoth.....	CTHU 01-29
Conjure the Fan Eternal.....	SANTQ 01-81
Corruption Blast (combat program).....	CYBR 03-23
Crawl-thulhu Campaigns.....	CTHU 02-28
Curse of Impotent Fuel.....	SSEC 27-05
Curse of the Captive Reflection.....	SSEC 29-14
Curse of the Faerie Ring.....	SSEC 27-05
Curse of the Mislaid Broom.....	SSEC 27-05
Cyberdeck Generator.....	CYBRO 02-05
Dark Phylactery.....	TFSW 01-44
Death Curse.....	SSEC 38-05
Deceptive Dissolution.....	SSDCCD20 01-20, SSEC 28-19
Decrypt/Decompile.....	ENCH 01-13, GFA20 14-33
Dedicate Reliquary.....	GFA15 06-04
Demon Standard, The.....	GFA15 06-20
Demonic Tongue.....	SSDCCD20 01-71, SSEC 35-23
Detect Bodies (basic program).....	CYBRO 02-17
Devour.....	QUAR20 01-38
Devouring Void.....	SSDCCD20 01-39, SSEC 28-20
Diabolic Dominion.....	SSDCCD20 01-10, SSEC 28-21
Dimensional Shift.....	SSECFRPGD 18-05
Dirty Shooting.....	SANTQ 01-60
Door of Orcus.....	SSDCCD20 01-40, SSEC 26-12
Drain Vitality.....	SSDCCD20 01-11, SSEC 34-11
Drone Generator.....	CYBRO 02-06
Dynamo.....	ENCH 01-15, GFA20 14-37
Electrical Surge (basic program).....	CYBRO 02-22
Electromagnetic Pulse (basic program).....	CYBRO 02-24
Endurance of the Mountain.....	SANTQ 01-51
Exploit (MCC program).....	ENCH 01-18, GFA19 04-44
Eye of Chaos, The.....	NSOIL 01-02

Faerie Fury	PEXT	01-12
Faerie Mist	SSDCCD20 01-02, SSEC 24-10, SSECFRPGD17	01-14
Fear Dust of Lao T'zai	SSDCCD20 01-67, SSEC 18-09	
Fleshcraft	CUBM	17-13
Flying Saurian	LWVPK	01-17
Fly's Lament	SSDCCD20 01-49, SSEC 04-13	
Fowl Summoning	GFA20	07-15
Frigid Mist	DAMN	03-59
Fungoid Fistacuffs	GFA15	03-27
Generate Assassin (combat program)	CYBR	03-28
Glitch	ENCH 01-16, GFA20	14-41
Harp Magic	SSDCCD20 01-21, SSEC 36-10	
Hell is Home	SANTQ	01-63
Hunger of the Wastes	SSDCCD20 01-66, SSEC 18-08	
Hunt the Thimble	PEXT	01-10
Hyper-Repair (Crawljammer)	CJMR	02-10
Illumination	SSDCCD20 01-03, SSEC 34-13	
Imbue the Stone	SSDCCD20 01-27, SSEC 10-13	
Infernal Voice	SSDCCD20 01-71, SSEC 35-24	
Inter-dimensional Portal Weirdness Die-Drop Table	GFA16	06-41
Jet of Water	DAMN	03-59
Leopard Blood	LWVPK	01-19
Let's Get Familiar!	CRWL	03-23
Life Gong	SSDCCD20	01-29
Lucky Stone	SANTQ	01-52
Magic Carpet Ride	GFA20	14-48
Magic Milk	GFA20	09-49
Make Potion	SSDCCD20 01-31, SSEC 33-14	
Make the Mojo Hat	SANTQ	01-65
Marshall Power	SANTQ	01-83
Mental Trauma	CTHU	02-22
Mimic	SSDCCD20 01-81, SSEC 28-14	
Mists of Yyrkoon	SSDCCD20 01-13, SSEC 04-16	
Molecular Excitement	ENCH	01-20
Mystic Paint	SSDCCD20 01-05, SSEC 25-14, SSEC 41-26	
Near Death Experience	CTHU	02-26
Necrotic Mass	SSECFRPGD	18-15
Nightmare Nimbus	SSDCCD20	01-14
Parchment Poiesis	QUAR20	01-16
Phlogiston Storm	SSEC	12-15
Phlogistic Spray	SSDCCD20 01-35, SSEC 28-22	
Plant Growth	QUAR20	01-40
Pledge of Allegiance	SANTQ	01-15
Plogiston Storm	SSDCCD20	01-42
Polyphemean Rage	STRATO	01-25
Quarantine (MCC program)	ENCH 01-22, GFA19	04-48
Raven Wings	SSDCCD20 01-84, SSEC 28-17	
Render Decoy (basic program)	CYBRO	02-20
Rites of Schlag-Ruthe	TFSW	01-41
Ritual of Consecration, The	GFA16	04-38
Ritual of Purification, The	GFA16	04-37

Ritual of the Teeth, The.....	GFA16 04-37
Rockets' Red Glare.....	SANTQ 01-18
Runic Alphabet, Dwarven.....	SSDCCD20 01-06, SSEC 34-15
Runic Alphabet, Infernal.....	SSDCCD20 01-37, SSEC 34-16
Sacrifice.....	GFA15 01-45
Scripted Illusion.....	CRWL 06-13
Seal of Consequences, The.....	GFA16 04-38
Seeking Shrieking Shrike.....	NSOIL 01-18
Shadowblend.....	NSOIL 01-03
Silent Lucidity.....	GFA20 14-53
Skeletal Heap.....	GFA16 01-30
Speed (Crawljammer).....	CJMR 02-12
Stage Presence.....	SANTQ 01-77
Stairway to Heaven.....	GFA20 14-46
Stone Form.....	SSDCCD20 01-07, SSEC 06-12, 26-14, SSECFRPGD17 01-14
Stone Ward.....	SANTQ 01-48
Summon Child of Lilith.....	SSDCCD20 01-72, SSEC 35-25
Summon Elemental.....	SSDCCD20 01-32
Sunbolt.....	SSDCCD20 01-63, SSEC 034-18
Swings and Roundabouts.....	PEXT 01-11
Tearing Beak.....	SSDCCD20 01-83, SSEC 28-16
Technical Affinity.....	SSDCCD20 01-16, SSEC 28-24
Temporary Creation.....	GFA15 01-49, STRATO 01.5-16
Titan Bond.....	AKAT 01-69
Trap Engineering (Crawljammer).....	CJMR 02-14
Trap Familiar.....	STRATO 01.5-14, STRATO 01.5-15, STRATO 01.5-16
True Name (ritual).....	BPBM 02-11
Turn Unholy.....	DAMN 02-18
Uncle Sam's Magical Champions.....	SANTQ 01-21
Vacuity.....	GFA15 01-53
Wand Magic.....	SSDCCD20 01-18, SSEC 28-26
Welcome to the Jungle.....	GFA20 14-50
Wetware of the Rock Gods.....	GFA20 14-44
Witch-web.....	SSDCCD20 01-33, SSEC 19-10
Wizard Cage.....	SSDCCD20 01-44, SSEC 12-17
Yeast Plagues.....	SSEC 30-07

## **RULES, RUMORS & CAMPAIGN SEEDS**

Adding Character to your Class.....	GFA20 08-09
Adventuring in Outer Space and on Alien Planets.....	CJMR 01-02
Akashic Titans, The.....	AKAT 01-25
Alien Fumble and Crit Table.....	CUBM HJ-17
Alien Poisons.....	PHANT 02-11
Alternate Character Creation and Technology Rules for MCC.....	.....
.....	GFA18 04-11
Alternative Luck Checks.....	CRWL 12-06
Animal-Men Generator.....	GFA20 09-30
Appendix B - The Lust of the Bat God.....	STRATO 02-69
Appendix L - An Aside on Language.....	STRATO 02-64

Appendix O - Post-Drop'torate Occupations.....	STRATO	02-60
Appendix S (Scul & Crossbones Classics).....	SCC	01-24
Appendix S - Lucky Signs .....	STRATO	02-62
Are You Entertained! .....	GFA19	13-05
Art of Infighting, The.....	GFA16	01-48
Assassins of Ur-Hadad.....	MGUH	01-04
B is Also for Bonus Table!.....	CUBM	09-28
Bands, The .....	AKAT	01-37
Bastion: Campaign Setting Part 1 .....	MEAND	01-19
Battle Fatigue and Respite .....	DJBBM18	01-06
Bazaar on Deva, The.....	SSEC	11-05
Bearhug (Mighty Deeds of Valor).....	GFA20	09-24
Beastomatic.....	GFA19	09-05, HEX
Beyond the Portal Under the Stars .....	GFA16	05-39
Big Ol' List O' Gonzotronic Professions .....	GFA19	12-46
Birth Augurs, Getting Ideas from.....	GFA18	04-41
Black Blood Pass .....	GFA15	04-04
Blood Magic & Prayer Burn .....	GFA19	13-08
Blood Shed of the Necro Butcher.....	DLRD	02-32
Blood-Dimmed Tides (water-based weapons rules).....	CUBM	18-17
Boons.....	LKCL	01-13
Brimstone.....	BPBM	01-07, BPBM
Brimstone: Rules for Firearms .....	BPBM	01-16
Brimstone: Starting at the Bottom.....	BPBM	01-07
Breathing Life into Your Game .....	MEAND	03-20
Broadsword.....	GFA17	06-55
Brutal Injuries .....	CRWL	11-15
Burndown.....	ENCH	01-08
But He Sure Had Guts! .....	CRWL	09-23
By the Way .....	CUBM	11-27
Cannon Crits .....	CRWL	11-14
Cannon Fumbles .....	CRWL	11-14
Cartomancy.....	HEX	01-02
Celestial Alignment.....	CTHU	01-11
Celestial Legion, The.....	LKCL	01-05
Character Occupations for Skill Checks: A Primer at Level 1 .....	GFA20	10-56
Character Age .....	SSEC	36-06
Character Basics.....	SCC	01-04
Character Crit Table.....	CUBM	HJ-04
Chirumancy (NPC class).....	GFA15	04-19
Cities Zorathi, The .....	CZOR	01-02
Classes of Bastion, The.....	MEAND	02-18
Classless DCC.....	GFA19	13-49
Cleric's Mission, A .....	LKCL	01-25
Combat Modes.....	DJBBM18	01-04
Common Names in the 1920s .....	CTHU	01-07
Computer Programs in the DCC RPG and its Simulacra (MCC).....	GFA19	04-31
Consider the Greenskins .....	CRWL	05-14
Consider the Kobold .....	CRWL	03-07
Consider the Ogre .....	CRWL	07-11
ConUrb AcroUrb 'Sky City' .....	SUBE	01-61

Conventions.....	ENCH 01-04
Converting Material to DCC .....	DAMN 03-77
Cover Me!.....	DJBBM18 01-06
Crawl-thulhu Magic.....	CTHU 02-06
Crawl-thulhu Occupational Training.....	CTHU 02-05
Crawl-thulhu Skills.....	CTHU 02-02
Crawling Through a Hell of One's Own Making .....	GFA16 05-33
Crit Table AL: Aliens .....	CUBM HJ-23
Crit Table RO: Robots.....	CUBM HJ-24
Critical Table T: Traps .....	CRWL 07-15
D20 Potentialis Tables.....	QUAR20 01-23
D24 Misery Table .....	CCC 01-04
D30 Occupations.....	CCC 01-03
Damage/HP/AC Option.....	PMPHCC 01-00
Dark Seas: A DCC RPG Rip of Sunless Sea .....	GFA17 04-04
Dark Territories class options.....	BPBM 02-06
Dark Trails Carousing .....	GFA19 06-05
Dark Trails Creatures.....	GFA19 06-21
Dashing Deeds Abound - Swashbuckler.....	DAMN 02-36
Death Throes .....	SSEC 37-05
Developed Programs.....	ENCH 01-10
Devil's Own Luck, The.....	SCC 01-12
Diaper Crawl Classics .....	GFA20 10-61
Dinotastic Parck!, Welcome to.....	CUBM 14-04
Distressing Terrain of the Bio-Zone, The.....	LWVPK 01-24
Districts & Rumors.....	OBS 01-40
Dolm Band, The .....	AKAT 01-38
Doomsday Events.....	CAT 01-18
Doors Were All the Rage.....	STRATO 02-28
Drug Generator.....	CYBR 03-47
Drunk's Luck.....	GFA16 01-35
Dungeon Crawl Classics Weapon Styles.....	MEAND 02-19
Dungeon Crawl Classics Weapons Project, The.....	MEAND 01-01
Effects of Extreme Spellburn, The .....	DAMN 03-56
Elaborate Crystal Palace.....	AKAT 01-49
Elemental Turning.....	SSEC 26-05
Elf Hill.....	SSEC 24-06, SSECFRPGD17 01-06
Emergent Class Abilities (Dark Trails).....	GFA19 05-14
Bedlamite.....	GFA19 05-15
Calavera.....	GFA19 05-15
Gambler .....	GFA19 05-16
Gunslinger .....	GFA19 05-16
Luchador.....	GFA19 05-17
Montebank.....	GFA19 05-17
Mystic Monk .....	GFA19 05-18
Occultist.....	GFA19 05-18
Revelator .....	GFA19 05-19
Encounters & Events.....	OBS 01-05
Encounters During Faerie Path Travel.....	PEXT 01-08
Enhanced Spellburn.....	GFA16 01-23
Example Network.....	CYBR 03-19

F is for Factions .....	CUBM	08-12
Fantastic Post-apocalyptic Adventure Idea Generator.....	CUBM	13-03
Farmyard Familiars: A New Option for Finding Familiars .....	GFA20	09-43
Fatal Feast, The .....	RCPGCX	01-08
Fire-Thrower Crits .....	CRWL	11-14
Fire-Thrower Fumbles .....	CRWL	11-15
Firearms Appendices.....	CRWL	08-18
Firearms Fumble Table .....	CRWL	08-23
I: Invaders .....	CRWL	08-18
R: References .....	CRWL	08-19
S: Submissions .....	CRWL	08-20
T: Firearms Critical Table .....	CRWL	08-22
Firearms Fumble and Crit Table .....	CUBM	HJ-05
Firepower!.....	CRWL	08-04
Forgotten Hall, The.....	GFA16	05-31
From Gold to Guns .....	CRWL	08-08
Fumbles in Black Powder, Black Magic .....	BPBM	03-03
Geas and Taboos .....	DAMN	04-61
Generating Non-Level 0 Characters.....	GFA20	08-05
Getting the Drop.....	DJBBM18	01-06
Ghostlike Crime - Team Concepts .....	GLC	01-30
Ghostlike Crime Lucky Trinkets .....	GLC	01-11
Ghostlike Crime Occupations .....	GLC	01-08
Going to the Crossroads .....	GFA20	11-06
Goliath Fractal-Engine .....	STRATO	02-55
Gong-Farmer's Almanac .....	GFA15	05-04
Grab & Stuff (Mighty Deeds of Valor) .....	GFA20	09-26
Grenade/Thrown Bomb Fumble and Crit Table.....	CUBM	HJ-11
Gypsies (NPC class).....	SSEC	05-09
Gypsy Dancer.....	SSEC	05-09
Gypsy Groom.....	SSEC	05-09
Gypsy King/Queen.....	SSEC	05-09
Gypsy Musician .....	SSEC	05-09
Gypsy Urchin .....	SSEC	05-09
H is for Hazards .....	CUBM	08-16
Half-Level PCs .....	MGUH	03-20
Hamlet Happenstances .....	GFA20	10-47
Hanging Tree .....	NSOIL	01-12
Healing Spellburn .....	GFA15	01-40
Hellblade.....	GFA17	06-57
Helmet Law! .....	CRWL	02-19
Heralds, Creating .....	LKCL	01-06
Hex Generation .....	BPBM	04-11
Hexploration Rules .....	BPBM	04-09
House Rule: Adventuring Companion .....	GFA16	01-46
Hypothermia .....	SSEC	16-05
I Hate Work: Occupations for the Miserable Masses .....	RD	01-03
I is for Inhospitable Places .....	CUBM	08-18
Ill-Fortune .....	SCC	01-17
In Defense of Luck: Using Luck Defensively.....	MEAND	03-13
Inter-dimensional Portal Weirdness Die-Drop Table.....	GFA16	06-41

Interesting Places to Die - Blooms Fashions .....	CUBM 01-23
Interesting Places to Die - Floating Tower of the Cyberhive.....	CUBM 02-18
Interesting Places to Die - The Citadel of Scrap.....	CUBM 07-13
Invasion .....	CRWL 08-13
It's All Greek to Me! .....	DAML 03-65
It's Explosive! .....	BPBM 03-27
Jale Band, The .....	AKAT 01-46
Jonah, The - Living Bad Luck Charm .....	SCC 01-09
Journey to Starnheim.....	AKAT 01-05
Kala Vale and the Thousand Lakes .....	SSEC 37-06
Katana.....	GFA17 06-56
Kingdom of Aetheria, The.....	CUBM 05-03
L is for Laboratories .....	CUBM 08-24
Law (and Order) on Noir.....	SUBE 01-142
Legacy Points - XP for Players.....	GFA19 12-41
Lesser Deeds of Daring .....	MEAND 01-16
Let the Dice do the Talking .....	MEAND 02-08
Life After Undying - The End of an Era .....	AGE 01-22
Little Bit of Magic For Everyone Else, A.....	GFA20 08-26
Living Spells.....	DJBBM18 01-06
Lost in Endless Corridors.....	CRWL 07-04
Luck as a Guiding Force.....	CRWL 12-10
Luck Tables .....	CRWL 12-16
Lucky Strikes of Derring Do .....	CRWL 12-12, MEAND 01-17
Maintaining the Ministry.....	LKCL 01-28
Maker's Mark, The .....	GFA18 04-04
Making an Effort .....	GFA19 12-40
Maleth Noir Pregens.....	SUBE 01-140
Malicious Code (MCC).....	GFA19 04-38
Maneuvers .....	PHANT 02-04
Manners & Traditions.....	OBS 01-12
Meanwhile: A Narrative Downtime System.....	GFA19 13-23
Menfish Pyramid of the Bass Masters, The .....	CUBM 18-03
Mental Haberdashery, The.....	CZOR 01-11
Mercurial Potions .....	GFA18 04-56
Message in a Bottle .....	SCC 01-03
Metal Gods, The .....	MGUH 01-02
Metaverse Combat.....	CYBR 03-22
Metaverse FAQ .....	CYBR 03-17
Mighty Deed of Arms: Fanning.....	BPBM 01-20
Mighty Deeds of Arms: Spear .....	GFA15 04-47
Mighty Deeds of Valor: Impale.....	GFA20 09-25
Mighty Deeds of Valor: Rip & Tear.....	GFA20 09-25
Mighty Deeds: Bladed Weapon Styles .....	MEAND 03-05
Mighty Deeds: Bleeding Wound (rapier) .....	SSEC 38-07
Mighty Deeds: Disfiguring Slash (epee).....	SSEC 38-07
Mighty Deeds: Feint.....	SSEC 38-08
Mighty Deeds: Flickering Strike (small swords).....	SSEC 38-08
Militant Order: The Sons of Don.....	SSEC 36-06
Misery Die, The.....	CCC 01-02
Misshippy River Valley.....	CUBM 18-04



Mission Generator.....	CYBR 03-51
Monks of the Octahedron.....	NSOIL 01-15
Monsters Generator.....	PHANT 02-23
Monsters with Class.....	CRWL 05-04
Montresor Crypt.....	SSEC 03-08, SSECFRPGD17 01-06
More Options for Burning Luck.....	CRWL 12-15
Mount Starnheim.....	AKAT 01-19
Mutations.....	CUBM 02-04
Mysterious Glowing Dome, The.....	CUBM 14-03
Mysterious Valley, The.....	DAMN 03-36
Mythos Spell Name Generator.....	CTHU 02-08
Nautical Mighty Deeds.....	CRWL 11-16
Naval Warfare for Ocean Crawlers.....	CRWL 11-04
Navigation.....	AKAT 01-37
Necromancers of the Space Needle, The.....	CUBM 17-03
Neighborhood, The (DCC Lankhmar).....	SSEC 23-05
New Monsters Generator.....	PHANT 02-24
No Man's Land.....	MEAND 02-12
Noir specific chargen options.....	SUBE 01-39
NPC Magic and Spellcasting.....	CRWL 03-04
Observance of Religions.....	LKCL 01-14
Occupations.....	CTHU 01-09
Occupations of Bastion.....	MEAND 02-13
Off the Charts! (rules for Mighty Deeds).....	MEAND 02-04
Old Mutant and the Sea, The (watercraft rules).....	CUBM 18-19
Operation Bug Hunt: DCC Compatibility.....	OBH 01-07
Operation Bug Hunt: Introduction.....	OBH 01-07
Operation Bug Hunt: Pressure & Shell Shock.....	OBH 01-34
Operation Bug Hunt: Random Bug Generation Tables.....	OBH 01-37
Operation Bug Hunt: Rank and Advancement.....	OBH 01-20
Operation Bug Hunt: Rank Based Pay Scale.....	OBH 01-21
OSR Conversions: Spells.....	CRWL 01-25
OSR Conversions: Treasure.....	CRWL 02-14
Park Locations of Note.....	CUBM 15-12
Patron Bond Vision Quest.....	GFA20 08-43
Permanent Curses, by suit.....	GFA20 11-14
Permanent Favors, by suit.....	GFA20 11-10
Phantasmagoria #1 Errata.....	PHANT 02-27
Players Guide to Maleth Noir.....	SUBE 01-36
Pregen Characters.....	SSEC 41-17
Program List.....	ENCH 01-12
Provisions.....	DJBBM18 01-04
Psychogeography.....	HEX 01-20
Pull Strength (Optional Rule).....	DJBBM18 01-04
Punjar 50K d100 Random Encounters.....	P50K 01-00
Races & Racial Subtypes.....	DJBBM18 01-02
Rail Wastes, The.....	CUBM 07-18
Razor-Worn's Oasis of Wires.....	STRATO 02-42
Red Claw Raiders Mercenary Company.....	CUBM 15-03
Reeling in Clerics.....	MEAND 03-09
Relics, Reliquaries and Saints.....	LKCL 01-20

Rites & Rituals, Part 1 .....	TFSW 01-39
Roadside Encounters .....	RD 01-23
Rules and Skills for Detective Work in Nowhere City Nights.....	GFA17 07-26
Rules for Boons & Relics .....	POTF 01-07
Rules for Piloting Futuristic Vehicles.....	P50K 01-00
Rules, Rumors & Campaign Seeds for Vehiclular Combat .....	VM 01-02
Sailing Superstitions .....	SCC 01-14
Saints in Repose .....	LKCL 01-23
Samurai Mighty Deeds .....	GFA15 06-25
Sanity Rules.....	CTHU 01-02
Save or Die!.....	CRWL 01-21
Scimitar .....	GFA17 06-56
Sea Ship Propulsion, Fantastic Forms of .....	CRWL 11-18
Secret History of the Perilous League, The .....	CJMR 03-02
Seek the Hag in the Woods.....	GFA19 13-39
Shattered Shields!.....	CRWL 02-18
Ship, Examples & Types .....	CRWL 11-06
Significant People.....	OBS 01-26
Sleep & Lack Thereof.....	DJBBM18 01-05
Sleeping in Armor .....	DJBBM18 01-04
Space Alphabet: T is for Them.....	SUBE 01-05
Space Piracty .....	STRATO 02-52
Spell Sources .....	DJBBM18 01-03
Spellburning with Demon Ore.....	BPBM 03-11
Star Signs.....	SCC 01-06
Stellar System Generator .....	PHANT 02-17
Summary of Common Damage Effects .....	CUBM HJ-03
Superstitions & Beliefs .....	OBS 01-38
Surprise, Dogs, and Luring.....	DJBBM18 01-05
Sustaining Permanent Injuries .....	DAMN 03-75
Tale of 2 Cults, A .....	STRATO 02-48
Technological Mishaps (MCC) .....	ENCH 01-05, GFA19 04-32
Terminology, Dialect, and Lingo.....	SUBE 01-60
Terrestrials on Barsoom.....	DJBBM15 01-01
The 10 Principles of the Age of Undying .....	AGE 01-03
The Age of Undying.....	AGE 01-02
The Conduits: Living, Sentient, and Incubating .....	STRATO 02-05
The Six-Chambered Hells Apothecary for Wandering Clerics.....	STRATO 02-09
The Training Montage.....	GFA20 08-13
The Umbral Market - Bioarcana Grafts .....	MEAND 03-26
Tides of Battle - Momentum in RPGs .....	MEAND 02-10
To Halls of Valhalla... and Back Again .....	GFA16 06-24
Torgo Speaks: The Elder Races .....	MGUH 02-04
Toronto Crawl Classics: A Primer.....	DJBBM18 01-28
Tourist's Guide (to Slang), A.....	CYBRO 02-31
Town of Starnheim.....	AKAT 01-14
Trench Crawl Classics .....	GFA17 07-39
Triple Burnt Chocolate Infusion .....	CUBM 17-05
Tropical Diseases.....	SSEC 20-07
True Vigilante: DCC Compatibility .....	TV 01-07
True Vigilante: Introduction.....	TV 01-08

Twist of Fate .....	GFA19 12-44
Tzolk'in Crawl .....	GFA16 05-09
Ulfire Band, The .....	AKAT 01-40
Uncommon Alignments .....	GFA18 04-09
Undercrawl: Maleth Noir .....	SUBE 01-18
Ur-Hadad, the First City.....	MGUH 01-03
Using the Programs .....	ENCH 01-11
Vampire, Returned, The .....	GFA17 07-46
Vancian Word List .....	SSEC 21-05
Variable DCs.....	CRWL 01-22
Vine Hazards (Addendum to The Tribe of Ogg and the Gift of Suss) .....	DJBBM18 01-27
Vinery - Mighty Deeds.....	SSEC 21-11
Warrior Fixes .....	DJBBM18 01-03
Ways to Cross Lake Hammond.....	CUBM 15-05
Weapon Variants.....	GFA17 06-54
Weapons With Which to Drive Thine Enemies .....	GFA20 09-05
Weather Score.....	WARC 01-15
Welcome to Pandemonium .....	GFA17 01-04
Welcome to Umerica.....	CUBM 01-03
Western Half of Dynotastic Park.....	CUBM 15-06
What is Webra's Latest Plan?.....	LWVPK 01-24
Wisdom from the Noosphere - Welcome to the Future.....	SUBE 01-04
Worlds of the Imperium: Maleth Noir.....	SUBE 01-19
Worship, Umerica Style .....	CUBM 11-03
Your Animal and You.....	DLRD 03-05

## **OTHER MISCELLANY**

!!WARLANDS!!.....	DKSB17 01-18
0-level Occupations (Cyber Crawl Classics).....	CYBR 01-05, HOBO 00-06
50 Tavern Names .....	GFA16 08-23
50 Things Found in that Bag, Box or Hole .....	DKSB16 01-11
A is for Aliens.....	CUBM 08-02
Aconite or Yellow Wolf's Bane .....	TFSW 01-27
Adder's False Tongue.....	TFSW 01-26
Advanced Crawljamming.....	CJMR 06-05
Advanced DCC Psionics.....	CJMR 03-11
Aerial Brit .....	DJBBM14 01-09
Alternate Familiars for North American Wizards .....	GF18 03-04
An Interview with Bruno Galan .....	DLRD 03-21
Another Man's Trash .....	GFA20 09-09
Barr .....	CCC 01-18
Barsoom Encounter Tables .....	GFA16 06-20
Bazaar of the Gods (Punjar).....	DKSB17 01-14
Be Prepared!.....	CRWL 02-23
Blood-Drinking Box, The (fiction) .....	SSEC 25-09, 26-06, 27-06, 28-07, 29-15, 30-15,31-16,32-12
Born of the Old Ones .....	SSEC 09-05
Brazilian Folklore: Saci-Perere .....	OBS 01-22
Brief History of Organ-Fractals, A.....	STRATO 02-56

Character Sheet.....	GFA16 06-47
Character Sheet (poetry).....	DLRD 02-05
Character Sheet, 0-Level .....	
..... GFA15 01-58, 02-57, GFA16 01-59, 03-39, 04-51, 05-45, 07-59, GFA17 08-66	
Character Sheet, Crawl-thulhu.....	CTHU 01-31
Character Sheet, Dark Seas.....	GFA17 04-54
Character Sheet, Dark Trails.....	GFA19 05-55, 06-35, GFA20 11-51
Character Sheet, DCC Subhuman Shaman .....	SSEC 41-23
Character Sheet, DCC Subhuman Warlord.....	SSEC 41-24
Character Sheet, Space Dwarf.....	SSEC 42-15
Character Sheet, Star Crawl.....	SCRAWL 01-112
Character Sheet, Trench Crawl Classics .....	GFA18 06-26
Cheap, AKA Damaged, Goods.....	CUBM 11-22
Collecton of Inspiration and Educational Lore .....	NSOIL 01-16
Con Crud .....	SSEC 11-08, 39b-11
Converting Material to DCC .....	DAMN 01-53
Cosmology of Crawljammer, The .....	CJMR 01-10
Cough Drops.....	GFA20 12-05
Crawling Castle of Grumblethorn.....	GFA15 04-25
Crawljammer Metaphysics .....	CJMR 04-02
Critical Table T: Traps .....	CRWL 07-15
Cullpepper's Herbal .....	TFSW 01-25
Currency from Ur-Hadad.....	MGUH 03-02
D is for Decay and Ruin .....	CUBM 08-08
d100 Random Stuff Chart.....	P50K 01-00
d100 Stuff Found on Apocalyptic Roadways .....	CUBM 06-23
D14 Rumors and Reports .....	DAMN 02-05
d200 Past Lives.....	IR 01-10
D30 Artifacts .....	PHANT 02-07
d50 Fantasy Foods.....	GFA16 08-17
d50 Memorable Personality Quirks .....	GFA16 08-19
d50 Smells .....	GFA16 08-21
d50 Treacherous Temple Name Generator .....	GFA16 08-25
d60 Primitive Names .....	GFA17 06-65
Demon Ore and Hellstones.....	BPBM 01-22
Descriptors.....	DLRD 02-10
Dire Turkey (poetry).....	SSEC 40-07
Dragon, The (poetry).....	DJBBM18 01-08
Dryad's Tree, The (fiction).....	GFA15 04-52
E is for Edibles .....	CUBM 08-10
Early to Bed, Early to Demise .....	DLRD 03-27
Emergent Play and Long Delays .....	DAMN 02-03
Encounter in a Punjar Tavern (fiction) .....	SSEC 42-16
Etiquette .....	CYBR 01-07
Fantasy Food Generator.....	GFA16 01-41
Five Random Tables.....	CJMR 06-18
Flail of the Snail .....	CREP 01-41
Ghosts (poetry).....	DJBBM18 01-20
Great Pyramid of Bass, The.....	CUBM 18-09
Grove, The.....	GFA15 04-33
Half-Levels.....	CRWL 10-15

Half-Stratosfiend Reality Binder.....	STRATO	02-11
How to Win Friends and Influence People DCC Style .....	GFA17	07-13
Hundra-Struck (lyrics) .....	SSEC	35-28
I Fought the Law (and the Law Won) (editorial) .....	GFA16	02-53
It's Only a Flesh Wound .....	GFA15	06-27
Jollymeal Die/Drop Table .....	CUBM	12-14
Killtackleball.....	GFA15	04-39
Learned Slug-in-a-Jar of Cornelius Plunk, The.....	CREP	01-41
Life Aboard.....	CRWL	11-24
Little Black Book, A (fiction) .....	BPBM	01-40
LOOT! .....	CRWL	02-04
Luck Augur .....	CYBR	01-06
Lucky Items! .....	CRWL	02-10
M is for Mutants.....	CUBM	08-26
Magical Workings.....	SSEC	30-05
Mana Java .....	CUBM	17-19
Many Divisions of the d120, The.....	GFA16	07-04
Master 'zine Index .....	GFA15 05-20, GFA16 08-32, GFA17 08-01, GFA18 07-01, GFA19 14-01, GFA20 15-01, 16-01	
Mayhem Behind the Wheel.....	CUBM	06-05
Missing Player Tables .....	GFA16	01-53
Mushroom Kingdom Occupations .....	MKC	01-03
My Gongfarmer Can't Do Sh*! .....	CRWL	07-24
Mycellebra (infection).....	KMOOT	02-07
N is for New Vistas.....	CUBM	09-02
Not Just A Pretty Face.....	CRWL	10-18
O is for Old Ruins .....	CUBM	09-04
Occupations.....	TH2K	01-43
Occupations for Toronto Crawl Classics.....	DJBBM18	01-31
P is for Peddlers .....	CUBM	09-06
Peasant Draft.....	GFA16	01-56
People and Folks Chart Roll d40.....	DKSB16	01-00
Phantasmagoria Occupations Table .....	PHANT	01-23
Pumpkin Bugbear Mincemeat Pie (recipe).....	SSEC	40-09
Pumpkin Bugbear Pie (recipe) .....	SSEC	40-08
Punjar 50K d100 Random Room Generator.....	P50K	01-00
Pyramid Port City.....	CUBM	18-06
Q is for Quantum Portals.....	CUBM	09-08
Quick Monster Stats Matrix .....	CRWL	05-12
Quickie Wandering Monster Tables.....	CRWL	05-17
Random Dungeon Elevation .....	DLRD	01-04
Random Road Gang Generator .....	CUBM	06-16
Random Space Encounters.....	CJMR	06-12
Random Tavern Generator.....	GFA16	01-37
Random Vehicle Generator.....	IR	01-34
Random Weather Effects Table .....	CCC	01-20
Roguelike Fountains .....	CRWL	07-07
S is for Scavenging .....	CUBM	09-12
Self-Generating Crud Toolkit.....	GFA16	07-07
Seven-Forked Path to Serenity, The.....	POTF	01-14
Shadows, Followers, and Whispers.....	SSEC	29-05

Some Ziggurat (poem).....	DLRD 01-05
Songfleece (infection).....	KMOOT 02-13
Spare Change.....	CUBM 07-19
Speaking Headstone.....	NSOIL 01-17
Star Crawl Psyker Abilities Table.....	SCRAWL 01-51
Star Crawl Race Templates.....	SCRAWL 01-23
Star Crawl Ship Record.....	SCRAWL 01-110
Star Crawl Weapons Table.....	SCRAWL 01-27
Strange Loot.....	BPBM 03-15
Strange Space Encounters.....	CJMR 02-02
Stratosfiend Magistrate IX-777 Fear Engine.....	STRATO 02-17
Stratosfiend Weapons Upgrade Table.....	STRATO 01-20
Street Foods of Ur-Hadad.....	MGUH 03-23
T is for Trading Post.....	CUBM 09-14
Table of Books, SGT Dave's.....	GFA17 06-59
Tales of Travels, Trials & Chance Meetings.....	GFA15 04-50
Talisman Generator.....	SSEC 08-05
Tavern at the End of Time, The (poem).....	DLRD 03-04
Undead Grafts.....	CUBM 17-17
Uses of a Dead Giant.....	NSOIL 01-05
V is for Vapors.....	CUBM 09-18
Venusian Occupations.....	LWVPK 01-09
Vignette: Greed is Good.....	QUAR20 01-02
Vocations & Occupations.....	OBS 01-14
W is for Weather of the Wastelands.....	CUBM 09-20
Wayne Con 2015 Program Guide.....	DLRD 02-23
Weapons Training.....	CYBR 01-04
Welcome to the New Space Gods.....	CJMR 05-02
What Is the Smoking Wyrms?.....	TFSW 01-48, TFSWCC20 01-39
What's Under the Hood.....	CUBM 06-12
What's This Crap!?! A Self-Generating Crud Toolkit.....	GFA16 07-07
Wilderness Encounter Tables.....	GFA18 03-54
Wyrms Words Crossword.....	TFSW 01-53

## WHERE TO GET THE GOODS

Black Powder Black Magic.....	stormlordpublishing.com
Bronx Beasts.....	dansteeby.com/bronx-beasts
Cities of Zorathi!, The.....	thedorathanstatepress.com
Country Crawl Classics	
CRAWL!.....	crawlfanzine.blogspot.com
Crawling Under a Broken Moon.....	crawlingunderabrokenmoon.blogspot.com
Crawljammer.....	crawljammer.blogspot.com
Crawl-thulhu.....	drivethrurpg.com
Crepuscular.....	drivethrurpg.com
Cyber Sprawl Classics.....	drivethrurpg.com
D.A.M.N.!.....	drivethrurpg.com
Demon Cult Classics	
Dismal Cubicle Crawl	
Doug Kovacs' Sketchbook.....	dougovacs.com
Dungeon Lord.....	drivethrurpg.com
Escape from Catastrophe Island	
Flammable Hospital	
Gongfarmer's Almanac, The.....	gongfarmersalmanac.com
Hobbs & Friends Zine.....	drivethrurpg.com
Hobonomicon.....	gumroad.com/alephnullpublishing
Inferno Road	
Knightmoot.....	knightsinthenorth.com
Leopard Women of Venus: Pre-Kickstarter Teaser Zine.....	drivethrurpg.com
Lesser Key to the Celestial Legion.....	drivethrurpg.com
Meanderings.....	drivethrurpg.com
Metal Gods of Ur-Hadad, The.....	drivethrurpg.com
Mushroom Kingdom Classics.....	img.4plebs.org/boards/tg/image/1495/93/1495936013362.pdf
Myassari.....	orderofthequill.com
Night Soil.....	drivethrurpg.com
Pamphlet Crawl Classics	
Patrons Extraordinary.....	drivethrurpg.com
Phantasmagoria.....	drivethrurpg.com
Prayers of the Forgotten.....	stormlordpublishing.com
Punjar 50,000	
Raven Crowking Presents.....	ravencrowking.blogspot.com
Sanctum Securum.....	sanctum.media
Secret Antiquities.....	lulu.com
Star Crawl.....	drivethrurpg.com
Terror of the Stratosfiend.....	drivethrurpg.com
Them's Monsters	
Trumphammer 2K.....	gumroad.com/l/PIMpQ
We Are the Road Crew	
Working Class Alphabet.....	drivethrurpg.com

# A Free and Unofficial Zine for DCC RPG

