

The 2016 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



MEN, MAGIC & DRINK

VOLUME I OF EIGHT BOOKLETS

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HOT-DOG SUIT

A Low-Class Class for DCC RPG

You're no reaver, no cut-purse, no heathen-slayer... You're a screw-up. Have been your whole life. The clearest example: you fell through some kind of dimensional portal or whatever, *while wearing nothing but a hot-dog suit*. The guy next to you had a chainsaw and a hand grenade. Some other dude had nun-chucks *and* Chuck Taylors. The woman in the business skirt? Even she had mace and a hold-out pistol. You? YOU HAVE YOUR HOT-DOG SUIT AND THAT'S IT!

Get ready to kill monsters with flyers for Mr. Peppy's Sandwich Shack!

HIT POINTS - A Hot-Dog Suit rolls a d6 for their hit points each Level.

ARMOR AND WEAPONS - A Hot-Dog Suit is considered trained in one randomly determined weapon, as well as their Zero-Level weapon. Why did you even take up fooling around with that thing in Junior College? Ah well, I guess it wasn't a complete waste of time.

They aren't trained to wear any armor, beyond the hot-dog suit they are wearing.

ACTION DICE - You are lucky to even have a d20 Action Die. Count your blessings.

BAFFLE - When combat starts, and when wearing the hot-dog suit (assuming that's not all the time), a Hot-Dog Suit gains +2d6 to their AC. No one and no thing can quite figure out what to make of the hot-dog suit. Sometimes (on a 1-in-12) creatures with a low Intelligence are completely freaked out by the hot-dog suit and will not attack the Hot-Dog Suit for any reason, staying no less than 20' away from them if possible.

PINK PAPER FLYERS - Something happened to these flyers for Mr. Peppy's Sandwich Shack when you came though that hole in reality or whatever it was... It's like now they obey your brain! Roll 1d30 +1d20 +1d10 +1d5 +1. That's how many flyers you had in your hand when time and space took a dump on you. You have masterful telekinetic



bygrinstow 16

control over these slips of 5 by 8 inch paper... You can fold them into intricate origami with pure thought! You can use them like paper-thin hands at a distance! You can shoot them out at lightning speed to paper-cut your opponents to death! Your control extends to these pieces of paper, and these pieces of paper only, out to a range of 30'. When used as weapons, they deal 1d3 damage, using their thinness to maximum advantage, even wheedling into small gaps in heavy armor. They may be used to strike an un-armored opponent 1d3 times before becoming useless. Most uses of these flyers will render them useless immediately thereafter, but the Judge may allow them to be recovered and used again, if the task is not too punishing to the paper.

IGNORED AND OVERLOOKED - You pick up information that no one else does. Everyone assumes you amount to nothing, and then they forget you and sometimes have conversations in front of you that they otherwise wouldn't have. The Judge should totally be giving you information that other characters would have to pay for, or hunt around for, but you simply overheard it somewhere along the way. This doesn't mean you know *everything*, but you have plenty of oddball facts in your head that no one else does. Many of these brain nuggets make no sense, until the relevant context is apparent.

If you want to request something from the Judge, you have to roll under your Luck score by 4 points. You can use that roll once per session at most, unless the Judge gives you extra tries.

ELEMENTAL INTERACTIONS - The hot-dog suit is flame retardant and non-conductive, so you take fire and electrical damage at two steps down the Dice Chain lower than usual. It's also really hot to wear, which is good in cold environments (less hindrance/damage), but a problem in hot environments (extra hindrance/damage).

ONE LUCKY BASTICH - If it weren't for the Universe just taking a shine to your stupid waffle-headed ways, you would've burnt out long ago. You gain spent Luck points back at a rate of your current Level every 25 hours. That's right, 25 hours. That's just the way it is, loser.

LUCKIER BASTICH - When you spend Luck, you gain benefits at twice the value, e.g., if you burn 2 points of Luck, you get 4 points with which to adjust your results. You can distribute these as you prefer, e.g., burn 2 Luck, add 1 to your to-hit and 3 to your damage.



MORE LUCKIER BASTICH - You can spend Luck to reduce the rolls of opponents when their actions threaten you. For each point of Luck you burn, you can reduce a single opponent's Attack Roll, Damage Roll, Spellcheck or opposed Ability-check by 1d3 points. If others are aided along with yourself by this adjustment, that's fine, but you can't 'target' others to gain this aid.

ENOUGH WITH THE LUCK ALREADY - When you gain a new Level (including 1st), you gain 1dLevel Luck, to a maximum of 18. So, 1 point at 1st Level, 1d2 at 2nd, 1d3 at 3rd, and 1d4 at 4th Level.

ADVANCEMENT - At some point, you've got to leave the suit behind... After four Levels of Hot-Dog Suit, the loser has proved that maybe he's not such a waste-of-space after all, and can take a level of any other Class into which the Judge allows him to advance. He assumes the Action Dice and Crit Table of the new Class, but adds his Hot-Dog Suit Attack Bonus and Saves to those of the new Class. The Ignored and Overlooked ability carries over, but new information is not garnered.

The Luckier Bastich ability also carries over. If any Pink Paper Flyers remain, they may be used as described under that ability, until they are used up.

Lvl	Atk	Action Die	Fort	Ref	Will	Crit	Title
1	+0	1d20	+1	+0	+0	1d6 / 1	Waste-of-Space
2	+0	1d20	+1	+1	+0	1d7 / 1	Loser
3	+0	1d20	+2	+1	+1	1d8 / 1	Dumb-Ass
4	+1	1d20	+2	+1	+1	1d8 / 1	Tolerated

– J. Kitchen posted the photo,
Kevin Heuer said it,
bygrinstow wrote it up.



Barbarian Class



By Diogo Nogueira

You are a savage from the cold north, capable of fighting bears with your bare hands. You are a fierce hunter from the southern jungles, stalking your enemies with the stealth of a panther. The wilderness was your home, the place where you grew up and learned the skills you needed to survive. Nature, and the beasts themselves, were your teacher - and you learned your lessons well.

Now, something attracts you to the civilized lands. It may be curiosity, or you may be searching for glory, gold or just the thrill of facing new challenges.

Barbarians differ from typical warriors by being more instinctive and less formally trained. Barbarians are more primitive; but what they lack in focus, they gain in natural instincts and endurance.

Hit points: A barbarian gains 1d14 hit points at each level.



Weapon training: A barbarian is trained in the use of the battleaxe, club, dagger, dart, flail, handaxe, javelin, longbow, long-sword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Barbarians can wear whatever armor they can find. However, any armor heavier than hide prohibits the use of the following class abilities: Loincloth, Animal Instincts, Savage Skills, Armed With Anything, Smell Sorcery.

Alignment: Barbarians are a product of savage nature and are more comfortable in the presence of fierce beasts than in the presence of “civilized” culture. Therefore, barbarians are almost exclusively of neutral or chaotic alignment. This represents the natural rejection of rules, laws, and patterns present in the civilized world, as well as the bond with the primal forces of nature.

Attack modifier: Like warriors, barbarians receive a randomized attack modifier, or deed die. At first level this is a d3 and advances as shown in the class table.

Luck: Barbarians do not choose a weapon type to which their Luck modifier is added, as warriors do at first level. Also, barbarians cannot spend Luck points to avoid fumbles on attack rolls.

Mighty Deed of Arms: Barbarians can perform Mighty Deed of Arms the same way warriors do.

Critical hits: Similar to warriors, barbarians have an improved critical hit threat range, as indicated in the class table.

Improved initiative: A barbarian adds their class level to their initiative rolls.

Loincloth: A barbarian not wearing any armor adds their Stamina modifier to their AC.

Animal instincts: Having lived in the wilderness, side by side with animals and savage beasts, barbarians have developed keen instincts similar to those of the creatures around them. A barbarian's initial Luck modifier is added to all perception and surprise checks made by them. If their Luck modifier is zero or lower, they still add +1 to those checks. In addition, barbarians are still granted a check, even if distracted or not actively searching for something. Finally, the barbarian can spend a single Luck point to turn a failed surprise check into a success.

Savage skills: Surviving in the wild without the comforts of civilization teaches barbarians an impressive set of skills. This allows them to shine in situations where savage beasts would be comfortable, to overcome obstacles and hazards with animal grace. In game terms, any time a barbarian attempts a task similar to an action in which a wild animal would be skilled, they can roll 1d20, adding the appropriate ability modifier (per judge's discretion) and the Savage Skill modifier from the class table. These checks includes tasks such as jumping over chasms, climbing surfaces, stalking prey, tracking, finding shelter, hunting, etc.

Armed with anything: When it comes to weapons, barbarians are master of improvisation and are therefore highly capable of using anything within reach as a weapon. In game terms, barbarians can use any hard object as a weapon and are considered trained. When using an improvised weapon, small objects do 1d4 points of damage, objects of medium size do 1d6 damage, large objects do 1d8 damage, and extra large and/or heavy objects that are handled with both hands do 1d10 damage. However, any critical hit or fumble will cause the improvised weapon to break.

Smell sorcery: Barbarians can smell the foul odor of sorcery from afar. Being a product of the wild, they instinctively reject magic and can sense its presence as animals can smell prey. In game terms, this ability works like the casting of the Detect Magic spell. The barbarian rolls a die according to the class table, adds his level and his Luck modifier. When using this ability, barbarians do not suffer corruption, gain disapproval and are unable to spellburn. This ability can only be used once per hour.

Superstitions: Due to their natural rejection of magic, barbarians suffer restrictions regarding the use of magic items and spells. Barbarians will not carry or use magic items for which they do not see an immediate and practical use in combat or for survival. In general, this means barbarians are restricted to owning one or two weapons, a piece of armor, a shield, a helm, a girdle, a pair of bracelets and a pair of boots. However, if the magical nature of any of these items is not of immediate use in combat or for survival (for example, a helm that allows the wearer to view and interact with the spiritual world) the item must be discarded. Any item carried beyond these restrictions imposes a -1 Luck penalty to the barbarian. This Luck penalty is cumulative; each item that violates this restriction adds another -1 to the Luck penalty.

In addition, a barbarian will try to resist the effects of any spells cast on them, including beneficial ones. This means the barbarian makes saving throws against any spell cast upon them, even those intended

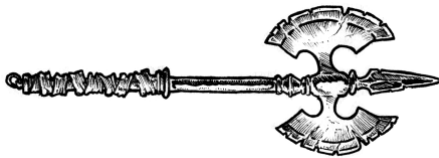
to be beneficial - including healing spells. If the saving throw succeeds, the spell has no effect.

Primitive: Since they come from lands beyond the civilized kingdoms, barbarians are considered primitive. They are illiterate (that means that some occupations will not work with this class) and they have trouble working with more civilized concepts and devices. Each time a barbarian attempts to interact with civilization in a meaningful way, an Intelligence check is advised (per judge's discretion).

Titles: Barbarians use the same titles as warriors.

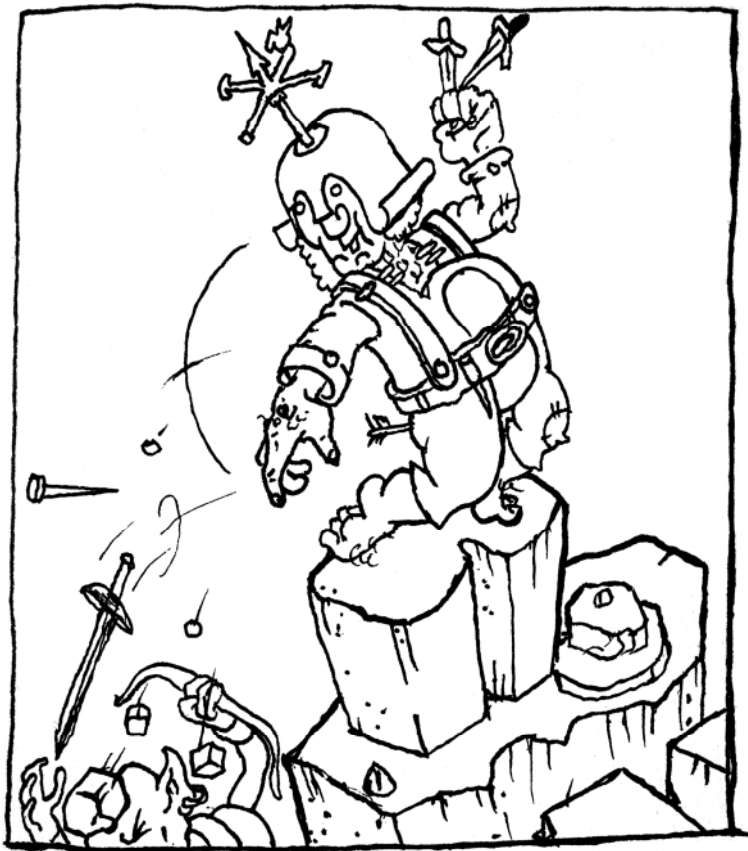
Lvl	Attack (Deed Die)	Crit Die/ Table	Threat Range	Action Die	Ref	Fort	Will	Savage Skills	Smell Sorcery
1	+d3*	1d12/III	19-20	1d20	+1	+1	+0	+2	1d14
2	+d4*	1d14/III	19-20	1d20	+1	+1	+0	+3	1d14
3	+d5*	1d16/IV	19-20	1d20	+1	+2	+1	+4	1d14
4	+d6*	1d20/IV	19-20	1d20	+2	+2	+1	+5	1d16
5	+d7*	1d24/V	18-20	1d20+1d14	+2	+3	+1	6	1d16
6	+d8*	1d30/V	18-20	1d20+1d16	+2	+4	+2	+7	1d16
7	+d10+1*	1d30/V	18-20	1d20+1d20	+3	+4	+2	+8	1d20
8	+d10+2*	2d20/V	18-20	1d20+1d20	+3	+5	+2	+9	1d20
9	+d10+3*	2d20/V	17-20	1d20+1d20	+3	+5	+3	+10	1d20
10	+d10+4*	2d20/V	17-20	1d20+1d20+1d14	+4	+6	+3	+11	1d20

* A barbarian's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the barbarian adds both a die and a fixed value.



Halfling Hucker

An alternate class by R.S. Tilton



Weapon Training: Huckers prefer to battle with a small throwing weapon in each hand. A Hucker is trained in the use of the boomerang, dagger, handaxe, javelin, short sword, and of course rocks. Huckers usually wear armor – it's much safer, you know.

Alignment: as Halfling.

Two-Fisted Thrower: Huckers use the the same two-weapon fighting rules as standard halflings (see DCC core rulebook) for two-weapon fighting, except that the rules apply only to small thrown weapons.

Huckers have the same Infravision, Language Bonuses, Small Size, and Slow speed (20') as the standard Halfling (see DCC core rulebook).

Lucky Tosser: The Hucker isn't the typical halfling Lucky Charm, however they can make incredibly lucky throws with thrown weapons, including larger weapons such as spears. The Hucker may spend a point of Luck to add a Luck Die to the attack and damage roll of all thrown weapons for the round. Huckers they regenerate Luck daily as a Halfling (see DCC core rulebook) .

Prizewinner: Every Halfling Hucker has a prizewinning hucker, which is both their lucky stone and Achilles Heel. The Hucker loses the Lucky Tosser ability for a day if he loses his Prizewinner. He has to take time to either acquire a new Prizewinner or familiarize himself with with a lesser stone. A Hucker adds his Luck bonus (minimum +1) to attack and damage rolls.

Level	Luck Die
1	d3
2	d4
3	d5
4	d6
5	d7
6	d8
7	d10
8	d12
9	d14
10	d16

The Halfling Hucker uses Table 1-18 (see DCC core rulebook) for other attributes.

Level	Title
1	Tosser
2	Hucker
3	Bellringer
4	Skullcracker
5	Grand Hucker

Weapon	Range	Damage	Cost
Hucker	10/15/20	1d4	-
Hucker, Prizewinner	15/20/30	1d4+Luck mod	-
Rock, random	5/10/15	1d3	-
Boomerang	20/40/80	1d6	10 gp

Hucker: A smooth flat stone, which flies far and true.

Boomerang: A flat obtuse angled club with an convex top surface. When thrown by a proficient character, a missed boomerang will return to within 1d6 (-Luck modifier) x 5 feet of the thrower. Catching a boomerang requires a DC 15 Agility check. On a DC 5 it returns exactly, but failure inflicts normal damage to the thrower. A boomerang thrown in tight quarters such as a dungeon has no chance of returning, and risks the normal ammunition breakage. A boomerang thrown in open spaces ignores the ammunition rules.

Fantastic Familiars



By Bob Brinkman

With the wide variety of spellcasters there are also an equally diverse number of potential familiars. Presented here is a sampling of some of the more fantastic creatures that have been known to bond with spellcasters. While there are a bevy of interesting selections in the DCC RPG rulebook, sometimes a wizard needs something a little more...special.

Blessed Leech



This tiny, worm-like creature is highly prized as a familiar by spellcasters of all alignments. Easily concealed and difficult to discover, many wizards with “no familiar” carry with them this tiny, flat worm. The familiar survives by draining a point of temporary Stamina, once per month.

Blessed Leech: Init +0; Atk none; AC 5; HD 1d2; hp 1; MV 1' or swim 10'; Act 1d20; SP Healing (heals host 1 hit point per turn); SV Fort +0, Ref +0, Will +0; AL N.

Brown Jenkin



“Witnesses said it had long hair and the shape of a rat, but that its sharp-toothed, bearded face was evilly human while its paws were like tiny human hands. It took messages betwixt old Keziah and the devil, and was nursed on the witch’s blood—which it sucked like a vampire. Its voice was a kind of loathsome titter, and it could speak all languages.”

– H. P. Lovecraft, *Dreams in the Witch House*

Found as the familiar to a witch with the ability to warp both time and spatial dimensions, Brown Jenkin is a singular creature and, as such, can only be in service to a single witch or wizard at a time. The only way to fully bond Brown Jenkin as a familiar is to murder his current master/mistress.

Brown Jenkin: Init +0; Atk claw +0 melee (1d2) or bite +1 melee (1d3 plus disease); AC 10; HD 1d10; hp 6; MV 40' or climb 30'; Act 1d20; SP disease (DC 15 Fort save or be struck unconscious by fever for 1d4 hours), linguist; SV Fort +1, Ref +2, Will +1; AL C.

Linguist: Brown Jenkin can understand all spoken languages and confers that ability to its master (range 50').

Coagula



Covered in darkening scabs and growing to stand 3', these scabrous homonculi have no features other than their bloody crust.

These creatures are made from blood spilled by 10th level wizards during a phlogiston disruption. When magical energies run rampant, these creatures can be formed, ripping spell knowledge from their former host and keeping it with them. One wizard's loss is another wizard's gain as it allows for the familiar's master to cast the coagula's spell once per day.

Coagula: Init +0; Atk slam +2 melee (1d6+1) or spell; AC 12; HD 2d8; hp 9; MV 30'; Act 1d20; SP Spell (a coagula knows one, randomly determined, wizard spell of any level); SV Fort +3, Ref +1, Will +3; AL N

Lightning Hawk



The lightning hawk is a whirlwind of energy with a vaguely birdlike shape.

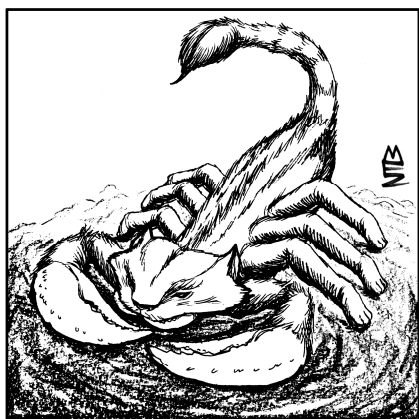
The size and general shape of a large bird of prey, the lightning hawk is a creature of pure electrical energy capable of moving with astonishing speed. Rather than the cry of a raptor its shriek is that of a fully powered, and discharging, Tesla coil. The air around it crackles with ambient electricity and, as a result, the hair of its wizard always stands on end.

Lightning Hawk: +0; Atk talons +3 melee (1d4); AC 13; HD 4d8; hp 18; MV 20', fly 120'; Act 1d20; SP ambient electricity, lightning (as per Lightning Bolt spell DCC RPG rulebook page 222); SV Fort +2, Ref +3, Will +2; AL L.

Ambient Electricity: Metal armor clad foes struck by the talons of the lightning hawk suffer an additional 1d5 points of electrical damage.

Lightning: The lightning hawk can transform its entire body into a solid bolt of electrical energy as a form of attack with a 1d6+4 action die.

Scorline



Horrifying creatures, looking at first glance to be furry scorpions, these eight-legged pedipalps were originally spawns by a phlogiston disruption that warped a simple housecat into an eight-legged monstrosity with a poisonous stinger. The forepaws of the Scorline are not used for locomotion, instead being held aloft for striking with its wicked claws.

Scorline: Init +0; Atk claw +1 melee (1d3) or sting +3 melee (1d4 plus poison); AC 12; HD 2d7; hp 7; MV 30' or climb 20'; Act 1d20; SP poison (DC 10 Fort save or death), tremor-sense; SV Fort +0, Ref +2, Will +0; AL C.

Tremor-Sense: Able to track prey via vibrations in the ground, scorline are immune to the effects of being blinded and likewise see through all forms of invisibility and concealment when dealing with moving targets.

Enhanced Spellburn

By Doug Keester



The following rules extend the Spellburn rules in the DCC RPG core book.

Communal Spellburn: If an adventuring party contains multiple magic-users of the same class, and all participating magic-users are willing, the caster of a spell may draw upon the life force of those other willing magic-users. The non-casting magic-users choose the amount of points sacrificed and the ability score to be sacrificed. Each magic-user may sacrifice a different number of ability points from different abilities than each other, as long as the spell and the entreated entity allow for it. The enhancements listed below may all be applied to a Communal Spellburn, except for an Ultimate Sacrifice.

Sacrifice of Non-Physical Ability Scores: Spellburn is the sacrifice of part of the magic-user's body and/or soul to an otherworldly entity (a demon, a demi-god, a god, or something else). Sometimes those entities may not want a physical sacrifice and require something less tangible. Enhanced spellburn extends the possible sacrifice to all six ability scores. All sacrifices should be roleplayed appropriately. For example, a Wizard who sacrifices Intelligence might feel a sensation of the world changing as part of his brain burns out, ceasing to function. This damage heals at the same rate as normal spellburn damage. A new spellburn table for non-physical abilities (Personality, Intelligence, Luck) is provided below.

Sacrifice of Named Abilities: At the discretion of the judge, some entities may want to specify which of the six abilities it desires from the magic-user. Some demons might crave Strength; some might crave Personality. Giving the entity that which it desires doubles the effect of spellburn. For example, if the entity craves Luck, then each point of Luck sacrificed gives a +2 to the casting, rather than the normal +1. If the magic-user sacrifices other abilities, the normal +1 is given.

Avaricious Entities: Some entities might only accept sacrifices of specific abilities and may be angered by sacrifices other than desired. The reasons for this predilection are left up to the judge. If the magic-user gives the entity only what it desires, as specified above, the +2 is given for each point sacrificed. However, if the magic-user gives a mixture of ability points, including some of the ability which the entity desires, the magic-user is only given +1 for each point spent since the sacrifice is of lower quality. If the magic-user gives the entity only ability points other than the specific ability desired, each point of sacrificed ability is only worth ½ point of spellburn, rounded down, if the entity is still willing to accept the sacrifice at all. If the entity is angered by the caster's sacrifice, the judge should consider other nasty consequences on top of the listed spellburn results for offending the entity.

Permanent Sacrifices: The magic-user may choose to make any spellburn sacrifice permanent. If the magic-user chooses to do this, all points sacrificed for the casting must be permanently sacrificed. The magic-user cannot choose to make only part of the sacrifice for the spell permanent. Each point sacrificed on a permanent basis gives a +4 to the spell check. Permanent ability score sacrifice represents an act that is so against nature, and which puts the caster in such close contact with the otherworldly, that it automatically gives the caster corruption. The sacrifice forces a roll on the core rulebook Table 5-3: Minor Corruption (pll6) before the spell check is rolled. The act should be permanently scarring in some significant way, such as cutting off of whole appendages (i.e. fingertips are not enough, whole fingers or the entire hand is required), permanent scars which are horribly disfiguring, permanent mental changes, etc. This should be immensely painful to the magic-user, with long-term negative consequences, and roleplayed as appropriate. Any damage suffered this way cannot be removed; the scars, and corruption, are permanent.

Permanent Magical Effects: Even if the judge does not allow Permanent Sacrifices as part of spellburn, one place where it could be appropriate would be the creation of permanent magical effects. Magic-users wishing to cast a spell so that the effect becomes permanent in the world can permanently spellburn one or more ability score points in order to make the effect perpetual.

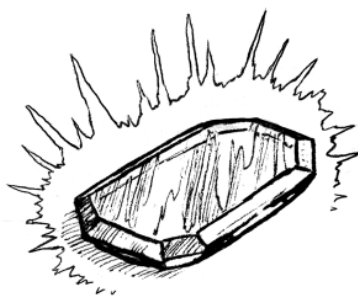
Failed Spellburn: When using these rules for Enhanced Spellburn the rewards are greater, so the risks should be greater as well. If the magic-user is not making a Permanent Sacrifice and rolls a natural 1 on the spell check, the normal spellburn failure occurs, with the exception that the corruption is more powerful and Luck may not be spent to avoid it. If the spell failure result calls for minor corruption, the spell instead causes major corruption. If the spell failure result calls for major corruption, the spell instead causes greater corruption. If the spell failure result calls for greater corruption, the spell not only still causes greater corruption, but also causes a minor corruption in addition to the greater corruption.

When Permanent Sacrifices are allowed the risks are huge as well. If the magic-user has made a Permanent Sacrifice and rolls a natural 1 on the spell check, all of the effects listed in the Permanent Sacrifices section above still occur, and all spells cause one or more greater corruption results that cannot be avoided by using Luck. If the spell failure result calls for minor corruption, then the magic-user suffers greater corruption. If the spell failure result calls for major corruption, then the magic-user suffers two greater corruptions. If the spell failure result calls for greater corruption, then the magic-user suffers three greater corruptions.

Lastly, there is a 20% chance of the caster being devoured, body and soul, by the entity to which the Permanent Sacrifice was made.

Ultimate Sacrifice: In instances of great need, or great want, the magic-user, acting alone, may sacrifice the whole of his body and soul to an otherworldly entity to power a single spell. As a dying act, the magic-user casts a final spell that automatically achieves the maximum effect listed in the spell description, with the addition that the effects of the spell are tripled (as appropriate) and any dice are bumped one up the dice chain. For example, a magic-user casting magic missile as an Ultimate Sacrifice would cast $9d5+6$ missiles for $3d12+3*CL$ damage per missile, rather than the normal $3d4+2$ missiles at $1d10+CL$.

Any spell cast in this manner should alter the reality of the place where it is cast commensurate with the nature of the spell. For example, the judge might rule that the after effects of the above magic missile leave permanently smoking, magically active, craters wherever the missiles explode, and if multiple missiles explode in the same area, the crater is wider and deeper based on the number of missiles that impacted the area (perhaps even leveling buildings or entire towns). The judge should make it an effect that changes the world, altering the course of civilization, and leaving a permanent magical reverberation in that place. A caster performing an Ultimate Sacrifice should be remembered for the act performed, either for good or for ill.



Spellburn Actions for Non-Physical Attributes

This table is to be used like Table 5-1: Spellburn Actions in the core rulebook (p109). See the section on “Sacrifice of Non-Physical Ability Scores” above for more information. This damage is permanent if it is the result of a “Permanent Sacrifice” otherwise it lasts until the ability damage is recovered.

d24	Result
1	The wizard suffers a severe stroke leaving him with slurred speech (-2 to all social interactions).
2	The wizard can only speak when casting a spell. Any other attempt to communicate verbally causes the wizard to cast one spell randomly from his spell list at the intended recipient of his communication.
3	The wizard swears an oath to a minor demi-god, who aids him but curses him with mutism until the oath is fulfilled.
4	The wizard suffers a severe stroke leaving him with a limp (MV -5').
5	The wizard begins suffering night terrors every night causing him to always be exhausted.
6	The wizard becomes belligerent and abusive to everyone he encounters.
7	The wizard swears an oath to a minor demi-god, who aids him but curses him with hearing loss until the oath is fulfilled.
8	The wizard suffers varied hallucinations.
9	The wizard loses one of his prepared spells for the day.
10	The amount of time required for the wizard to prepare and cast spells is doubled.
11	The wizard enters a catatonic state for an entire day. He may only act to flee from danger, unless given a specific request by a trusted person (e.g. a friendly party member). He may then choose to perform that action, flee, or remain inactive.
12	The wizard begins to suffer kleptomania.

13	The wizard begins to suffer agoraphobia.
14	The wizard begins to suffer claustrophobia.
15	The wizard becomes vulnerable to the cleric turn unholy power.
16	The wizard swears an oath to a minor demi-god, who aids him but curses him with blindness until the oath is fulfilled.
17	The wizard agrees to teach his most powerful spell to an outsider.
18	The wizard's ability to read his spellbook is hampered. In order to read it as normal he must hold it up to a mirror and read the mirror image.
19	The wizard agrees to give up knowledge of one of his highest level spells. He must relearn that specific spell as if learning it for the first time in order to regain it.
20	The wizard agrees to be possessed by a powerful outsider for 1d6 hours. During that time the wizard must win an opposed Personality check against the creature to take any action not desired by the outsider.
21	The wizard agrees to be possessed by a powerful outsider for 1d6 days. During that time the wizard must succeed on a Personality check to take any action not desired by the outsider.
22	The wizard agrees to be possessed by a powerful outsider for 1d6 weeks. During that time the wizard must win an opposed Personality check against the creature to take any action not desired by the outsider.
23	The wizard agrees to be possessed by a powerful outsider for 1d6 months. During that time the wizard must win an opposed Personality check against the creature to take any action not desired by the outsider.
24	Roll again twice.

Skeletal Heap (Thief Spell)

by Jarrett Crader



Level: 2

Casting Time: 1 round

Range: 20'

Save: N/A

Duration: Varies

General

Thieves from North Kovacistan have a tendency to steal spell books from their wizard traveling companions. This spell is as much a defense mechanism for the wizard's spell book as it is an actual spell that the wizard can cast. If casting as a wizard, for all results below 12 the spell fails and is

lost for the day, but otherwise they suffer none of the listed effects. Thieves may cast this spell using a d16 but must burn 1 point of Luck PERMANENTLY - yes, you may never recover it, ever!

The caster attempts to summon forth a hideous necromantic warrior from the piles of bones of long-dead creatures. Alas, even failure has its price!

Manifestation The bones of long-dead friends, foes or others come together with the screeching sound of unreleased voices silenced in violent combat, knitting themselves together in stop-motion and exhibiting the general shape of the bones' previous form, albeit crudely pasted together (for example, a skeletal heap conjured from ape-man bones might have long arms where its legs should be and short, squat legs growing from its back or head, while a heap formed from triceratops bones may have one arm with three spikes protruding from it). Judges are encouraged to embellish the attacks listed below as they see fit in regards to the component bones available.

Corruption None. The results of the spell are corruption enough (see below).

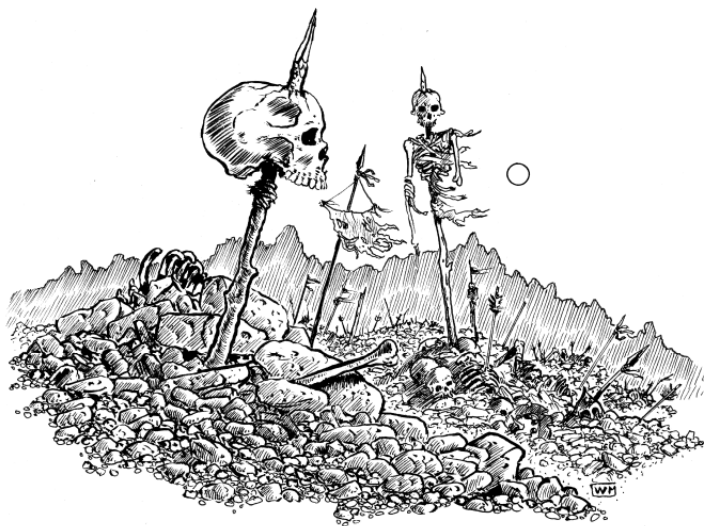
Misfire None. Though when cast by a thief, all results produce some form of skeletal heap, most beyond the caster's control.

- 1 The bones of the fallen fail to achieve the desired state due to a lack of sufficient necromantic energy. The caster's own bones begin to pop from his body to supplement the creature. Suffer 2d4 Luck loss (permanent, cannot be restored, ever - but you won't live long enough to regret it, anyway!) Each round, the caster must pass an incrementally more difficult Fort save, beginning at DC 14, or suffer the ill effects of their own bones being sucked out through their skin as they attempt to join the heap (lose 1d5 points of Strength, Agility, or Stamina). Three successive saves will halt the process and return the dead to their slumber, leaving the caster in awfully bad shape otherwise.
- 2 - 8 The heap begins to take shape but needs more, more, more! Suffer 1d7 Luck loss (permanent, cannot be restored, ever - stop messing around with the wizard's spell book, thief!) to supplement the creature's growth. The resulting heap has the following stats: Init -4; Atk limb +0 (1d3); AC 10; HD 2d6; MV 20'; Act 1d6; SP un-dead traits; SV Fort +1, Ref +0, Will +0, AL C. Creature only has one usable limb for attacking and will randomly lash out at the nearest target, usually the caster. This heap will continue to attack random targets for 1d3 rounds before falling into a pile of its component bones.
- 9 - 11 The heap begins to take shape but you can't control it! Suffer 1d3 Luck loss (permanent, cannot be restored, ever - what, you think magic is easy?!) to supplement the creature's growth. Also, make an opposed Personality check (heap gets +4 to this check - leave the dead where they rest, fool!) or the heap will randomly attack the nearest target, usually the caster. If you gain control of the heap this way, it will function for 1d3 rounds at your command before falling apart into its component bones. Init -4; Atk limb +0 (1d3); AC 10; HD 2d6; MV 20'; Act 1d6; SP un-dead traits; SV Fort +1, Ref +0, Will +0, AL C.

12 - 13	It's alive! The heap has formed and will remain under the caster's control for 1d4 rounds or until destroyed. Init -2; Atk limb +0 (1d3); AC 10; HD 2d6; MV 20'; Act 1d16; SP un-dead traits; SV Fort +1, Ref +0, Will +0, AL C.
14 - 17	Getting stronger, now! The heap lasts for 1d4 rounds or until destroyed. Init -2; Atk limb +0 (1d4); AC 12; HD 2d6; MV 20'; Act 1d20; SP un-dead traits; SV Fort +2, Ref +0, Will +0, AL C.
18 - 19	That's better! The Heap lasts for 1d4 rounds or until destroyed. Init -2; Atk limb +0 (1d5); AC 13 + special; HD 2d7; MV 20'; Act 1d20; SP un-dead traits, can block one attack with an extra limb as though carrying a shield (+2 AC), which then splinters; SV Fort +2, Ref +0, Will +0, AL C.
20 - 23	Now we're cooking! The heap lasts for 1d5 rounds or until destroyed. Creature only has one usable limb for attacking but now has a melee weapon in its grip. Init +0; Atk limb +0 (1d5) or melee weapon +0 (1d6); AC 13 + special; HD 2d10; MV 20'; Act 1d20; SP un-dead traits, can block one attack with an extra limb as though carrying a shield (+2 AC), which then splinters; SV Fort +2, Ref +1, Will +0, AL C.
24 - 27	It's getting bigger! The heap lasts for 1d5 rounds and now has two usable limbs for attacking, both of which grip melee weapons. Init +0; Atk limb +0 (1d5) or melee weapon +0 (1d6); AC 14 + special; HD 3d10; MV 20'; Act 2d16; SP un-dead traits, can block one attack with an extra limb as though carrying a shield (+2 AC), which then splinters; SV Fort +2, Ref +1, Will +0, AL C.
28 - 29	Look at the size of that thing! The heap lasts for 1d5 rounds and has two usable limbs for attacking, both of which grip melee weapons. Init +0; Atk limb +0 (1d6) or melee weapon +0 (1d8); AC 16 + special; HD 3d12; MV 20'; Act 2d20; SP un-dead traits, can block one attack with an extra limb as though carrying a shield (+2 AC), which then splinters; SV Fort +2, Ref +2, Will +0, AL C.

30 - 31 We're gonna need a bigger boat! The heap lasts for 1d6 rounds and now has three usable limbs for attacking, all of which grip melee weapons. Init +1; Atk limb +0 (1d6) or melee weapon +0 (1d10); AC 18 + special; HD 3d16; MV 20'; Act 3d20; SP un-dead traits, can block one attack with an extra limb as though carrying a shield (+2 AC), which then splinters; SV Fort +2, Ref +2, Will +0, AL C.

32+ Over 9000! The heap lasts for 1d6 rounds and has three usable limbs for attacking, all of which grip melee weapons. Init +1; Atk limb +0 (1d8) or melee weapon +0 (1d12); AC 20 + special; HD 3d20; MV 20'; Act 3d20; SP un-dead traits, can block up to two attacks with an extra limbs as though carrying a shield (+2 AC), which then splinters; SV Fort +3, Ref +2, Will +0, AL C.



Drunk's Luck



By Diogo Nogueira

It's an iconic scene in many Sword & Sorcery stories: the adventurers are all gathered in a seedy tavern, sharing tales of their daring adventures and drinking beer and wine, as if they had no worries. In a setting where magic healing isn't as common as other genre-fantasy worlds, a sip of wine can give a breather for a beaten warrior, but it can cost them their reflexes too.

The following rules were created for a game with no magic healing and with a desire to make the consumption of alcohol by the characters somewhat important in the game. A drink can help you recover hit points, but you can get drunk doing that. If that happens, as it's said, then Lady Luck may favor you.

Alcohol Limit: Each character has a maximum number of drinks they may consume per day without the risk of getting drunk. This number is 4 modified by the character's Stamina modifier, varying from 1 to 7 doses. A dose can be either a mug of beer or a tiny glass of a really strong spirit.

A Drink to Soothe the Pain: After a combat or action encounter where the character lost HP, the character can rest for a full turn and drink a dose of alcohol to recover some of the lost HP. He can roll his Hit Dice downgraded by 1d on the dice chain for the amount of HP regained. The character can't recover more HP than he lost on his last combat though. For example, a PC with a d10 HD could take a drink and roll a d8 for healing.

Drunk's Foolhardiness: After drinking a dose of alcohol, the character enjoys a +1 bonus on Will saves for 1d4 turns. Drunken people are always more courageous than they should be.

Luck Favors the Drunk: Once per game session, when the character has drunk more than his Alcohol Limit, they receive a point of Luck. The character, however, cannot be drinking alone and need at least another companion drinking with him.

Getting Drunk: When a character drinks more than his Alcohol Limit, he needs to pass a DC 15 (+2 for each additional drink) Fort save or suffer a -1d penalty for all actions until he is sober again (making another Fort save with the same DC – the DC get reduced by 2 by each hour thereafter).

"Drunk's Luck": While a character is drunk (see above), and only while he is drunk, he may spend a point of Luck to increase a roll (any roll) one step on the dice chain. He can do that as much as he wants, until the die reaches d30.

With these simple rules, the role of drinking in the fiction of the game can be really enhanced and made more iconic to the story, as it should be considering the literature that inspired it.

Random Tavern Generator



By Keith A. Garrett

Ah, the humble tavern. The beginning of so many adventures. The next time your game involves a tavern, go ahead and spice it up a bit with our handy tavern generator.

To generate a random tavern, roll a fistful of dice (d4, d6, d8, d10, d12, and d20) and consult the corresponding tables below. Or, if you prefer, pick and choose whatever details appeal to you. It's your tavern!

(If you also need a name for your tavern, please consult the 50 Tavern Names and Their Crusty, Crotchety Proprietors, in the Gongfarmer's Almanac 2016, volume 8.)

Size & Amenities (d4)

d4 Result

1	Small and basic, only offering drink and possibly food
2	Small with rudimentary lodging (2-4 rooms)
3	Medium (several rooms, possibly a 2nd floor)
4	Large (2 or more floors, plenty of rooms for lodging, large dining room)

Barkeep Personality (d6)

d6	Result
----	--------

- | | |
|---|--|
| 1 | Friendly and helpful |
| 2 | Gruff |
| 3 | Busy or inattentive |
| 4 | Holds a grudge against a PC for some reason (e.g. for race or class reasons) |
| 5 | Greedy (overcharges, waters down drinks, etc.) |
| 6 | Eccentric (e.g. sings, uses magic, has an unusual background) |

Decor & Upkeep (d8)

d8	Result
----	--------

- | | |
|---|---|
| 1 | Dusty, as if the place is rarely used |
| 2 | Run down and in urgent need of repair |
| 3 | Grimy but functional |
| 4 | Moderately clean |
| 5 | Clean and in good condition |
| 6 | Well-furnished but not too fancy (items cost 2x normal price) |
| 7 | Expensively furnished and decorated (items cost 3x normal price) |
| 8 | Exhibits an opulence that rivals that of a king's banquet hall (items cost 5x normal price or more) |



Location (dl0)

dl0	Result
1	The slums
2	Near the center of town
3	A bustling merchant district
4	A peaceful residential district
5	Amid the rubble of a disaster (either recent or long ago)
6	Down by the river
7	In a wealthy neighborhood
8	At a crossroads far from any town
9	Underground
10	Exotic (another plane, under water, hovering, etc.)

Special Features (dl2)

dl2	Result
1	Especially good food
2	Food so bad it's famous...or dangerous
3	Regionally-renowned beverages
4	Brothel
5	In-residence cleric who may offer healing
6	An acting troupe putting on a show
7	Establishment contains (or is adjacent to) a religious shrine
8	Patrons are having a contest (arm wrestling, drinking, etc.)
9	A stockpile of something tempting to thieves (jewelry, artwork, potions, etc.)
10	Tension due to the presence of two factions unfriendly toward each other
11	Bounty board showing wanted criminals (hope none of the PCs have legal troubles...)
12	One feature of the tavern that's not what it seems

Notable Customers (d20)

d20 Result

1	None; the place is empty
2	Easily angered half-orcs
3	A bard entertaining the crowd
4	A thief picking pockets
5	Two citizens arguing about local politics
6	An annoying drunk
7	A group of city guards
8	A tough guy who wants to arm wrestle everyone
9	A cleric trying to convert people to his faith
10	A wizard attempting to look inconspicuous
11	Hirelings eager to accompany the party
12	A kid looking for his/her parent
13	A noble who will tolerate no disrespect from anyone
14	A local celebrity surrounded by fans
15	A table of gamblers eager to lure in a new sucker
16	A woman being shunned by the other patrons due to rumors she's a witch
17	A merchant eager to make a sale
18	A relative, friend, or acquaintance of one of the PCs
19	A nutjob spouting a lot of nonsense (or is it?)
20	Enemies of the PCs from a past encounter

Fantasy Food Generator



By Keith A. Garrett

The party reaches a tavern after a hard day of adventuring and demands dinner. Or they're invited to the duke's palace and meet him for a grand banquet. Or, most commonly, they start out in a tavern and need to pick out some drinks. Quick, what's on the menu?

If you ever need an answer to that question, use these tables! Roll on one or more of the tables below, or choose something you find interesting. You can use some of the tables individually (such as the Meal Time table), while others are intended to pair up with other tables. Some sample table combinations include:

- Cooking Method + Meat Source (e.g. braised shrooman)
- Cooking Method + Meat Source + Food Type (e.g. flambéd satyr fondue)
- Meat Source + Meat Product (e.g. giant bacon)
- Meat Source + Food Type (e.g. banshee rings)
- Meat Source + Beverage Type (e.g. sparkling mummy wine, or possibly mummified sparkling wine)

If a combination doesn't make sense (such as Meat Source "Minotaur" with Food Type "eggs,") just re-roll one or more results or choose an item that's a better fit. Or declare that, contrary to expectations, Minotaur young come from eggs.

Meal Time (d5)

d5	Result
1	Breakfast
2	Brunch
3	Lunch
4	Dinner (optional dinner course d3)
	(1) Appetizer
	(2) Main Course
	(3) Dessert
5	Snack

Food Type (d10)

d10	Result
1	Bread (optional subtype d7: (1) breadsticks, (2) buns, (3) cornbread, (4) dumplings, (5) muffins, (6) rolls, (7) toast)
2	Casserole
3	Eggs (optional subtype d4: (1) custard, (2) omelet, (3) roe, (4) soufflé)
4	Fondue
5	Meat (optional subtype: see Meat Products table)
6	Rings
7	Salad
8	Sauce (optional subtype d3: (1) cream, (2) gravy, (3) syrup)
9	Sandwiches
10	Soup (optional subtype d5: (1) bisque, (2) broth, (3) chili, (4) chowder, (5) stew)

Cooking Method (d20)

d20	Result		
1	Baked	11	Flambéed
2	Barbecued	12	Fried
3	Blackened	13	Grilled
4	Boiled	14	Pickled
5	Braised	15	Poached
6	Breaded	16	Puréed
7	Broiled	17	Roasted
8	Creamed	18	Sautéed
9	Deviled	19	Steamed
10	Dried	20	Stuffed

Beverage Type (d10)

d10	Result
1	Ale
2	Beer
3	Distilled liquor (optional subtype d4: (1) brandy; (2) gin; (3) rum; (4) whisky)
4	Hot (subtype d4: (1) cider; (2) chocolate; (3) coffee; (4) tea)
5	Juice (optional subtype d3: (1) fruit juice; (2) punch; (3) vegetable juice)
6	Liqueur (flavored sugary liquor)
7	Mead (based on fermented honey)
8	Milk
9	Water
10	Wine (optional subtype d4: (1) port; (2) sherry; (3) sparkling; (4) vermouth)

Meat Product (dl0)

dl0 Result

1	Bacon
2	Brisket
3	Chops
4	Legs
5	Loin
6	Ribs
7	Roast
8	Steak
9	Wings
10	Offal (subtype dl0: (1) brains, (2) ears, (3) eyes, (4) feet, (5) giblets, (6) intestines, (7) liver, (8) testicles, (9) tongue, (10) tail)

Meat Source (dl00)

dl00 Result

1	Ape man	51	Levithan
2	Banshee	52	Lizardman
3	Basilisk	53	Man-bat
4	Behemoth	54	Mandrake
5-6	Bugbear	55	Manticore
7-8	Cave cricket	56	Mermaid/merman
9	Cave octopus	57	Mimic
10	Centaur	58	Minotaur
11	Changeling	59	Mummy
12	Chimera	60	Nymph
13	Cockatrice	61	Ogre
14	Cyclops	62	Oliphaunt
15-16	Deep one	63-64	Orc
17-18	Demon	65	Owlbear
19	Dragon	66	Pegasus
20	Dryad	67	Peryton

21	Dwarf	68	Phoenix
22	Elemental	69-70	Pixie
23	Elder brain	71-72	Primeval slime (a/k/a jelly, ooze, pudding, slime)
24	Elf	73	Pterodactyl
25-26	Faerie	74	Redcap
27	Gargoyle	75-76	Roc
28	Ghost (aka spectre, wraith)	77	Salamander
29	Ghoul	78	Satyr
30	Giant	79-80	Sea serpent
31-32	Giant animal	81	Selkie
33	Gnome	82	Serpent-man
34	Gnoll	83	Shrooman
35	Goblin	84	Sphinx
36	Gremlin	85-86	Sprite
37	Griffon	87	Toadfiend
38	Halfling	88	Troglodyte
39	Harpy	89-90	Troll
40	Hell hound	91	Underdark slug
41	Hippogriff	92	Unicorn
42	Hobgoblin	93-94	Warg
43	Hollow spawn	95-96	Wyrn
44	Human	97	Wyvern
45	Hydra	98	Yeti
46	Imp	99	Zombie
47	Jackalope	100	Roll (or choose) two
48-49	Kobold		
50	Kraken		

House Rule: Adventuring Companion

By Diogo Nogueira

Sword & Sorcery tales (like the those of *Fafhrd and Grey Mouser*) are a big influence in my games and are a reason why I end up wanting to run a game with a strong Sword & Sorcery bent (meaning no demi-humans, no clerics, or genre-fantasy stuff). That means the nice and cool feature of sharing the halfling's Luck points is off the table.

That's until I thought about it and created the *Adventuring Companion* house rule. Inspired by the companionship between *Fafhrd and Grey Mouser* and the mechanics of another fantasy game, the players can choose another player character with whom to have a special bond—and to share some benefits and hindrances too. This has an impact on the way they spend, regenerate, and lose Luck in the game, as their fates will be interconnected.

Adventuring Companion

The life of an adventurer is not an easy one, especially far away from the connections they had before leaving to risk all in search for gold and glory. That's why so many of them end up creating strong bonds with their fellow adventurers.

Each player character can (though is not obligated to) choose another player character (preferably from a different player) as his *Adventuring Companion*. It's best that this decision be made after they reach at least 1st level in a class, when they will already have experienced dangerous situations together, forming a friendship and trusting each other with their lives. Doing so provides advantages and disadvantages, as follows:

Advantages

- The player character can spend Luck to affect the dice rolls of the Adventuring Companion as if they were his or her own.
- At the end of an adventure, the character can recover one point of Luck if he or she spent Luck points to help the Adventuring Companion in dramatic situations (at the judge's discretion).
- At the end of an adventure, the character recovers a point of Luck if they finished the adventure together, safe and (mostly) sound, and they share a drink in front of a fire.
- At the judge's discretion, the character can earn Luck points for other significant actions that affect the Adventuring Companion—e.g., risking life and limb to save the Adventuring Companion, etc.

Disadvantages

- The character loses a point of Luck each time the Adventuring Companion drops to zero hit points while adventuring with the PC (even if healed afterward). This is a stressful situation for both of them.
- The character loses a point of Luck each time he or she willingly takes actions to damage, undermine, or betray the Adventuring Companion (at the judge's discretion).
- If the Adventuring Companion dies, the character loses 1d4 points of Luck and has to wait at least 1d4 months before being able to choose another Adventuring Companion and forge another strong bond.

With any luck, this rule will bring a little more dynamism to the table and encourage the group to forge connections between their characters and create interesting moments when the companions share their fate and work hard to help one another.

The Art of Infighting

By R.S. Tilton

When fighting in close proximity to your foe, you want to get in and mix it up without getting gutted by a longsword. For more on Mighty Fumbles and Criticals, see *Steel and Fury* by Purple Duck Games. If you do not have access to *Steel and Fury*, ignore the Fumble and Critical results.



Fisticuffs

The art of bare-fisted fighting.

Deed Die Result:

Fumble	Your foe reads your attack and may immediately make a counter attack.
3	Close the Gap. Gain a +2 bonus to AC if your foe is armed with a weapon larger than a dagger. Inflict +1d3 damage.
4	Right on the Button. A solid strike to the nose. Attack causes 1d6 damage, and foe suffers a -2 to AC and rolls he makes next round.
5	Bellringer. You pummel your foe's head, staggering them. Make an immediate free attack.
6	Knock em out. A solid blow to the jaw. Foe must make a Fort save (DC 10 + PC Level) or be knocked out for 1d4 rounds.
7+	Skullcracker. You break the skull of your foe, driving bits of bone into the brain. Inflict +2d6 damage and if foe is not wearing a helmet 1d4 permanent Int loss.
Critical	Neck Breaker. You lay a perfect strike across the jaw, wrenching the neck around. foe must make a Fort save (DC 13 + PC Level) or be paralyzed and die in 1d4 rounds. Inflict +2d6 damage.



Grappling

The ancient art of grappling.

Deed Die Result:

Fumble	Your foe reads your attack and may immediately make a counter attack.
3	Tie Up. Your foe loses his next attack as he fights off your grappling attempt.
4	Arm Lock. You grapple your foe's arm in a wrist lock, the pressure on the joints forces them to drop their weapon or suffer 1d6 damage.

5	Bear Hug. A mighty bear hug, foe must make a Fort save (DC 10 + PC Level) or begin to suffocate.
6	Headlock. You wrap your mighty thews about your foe's head and squeeze. Inflict +2d4 damage. You may also move your foe 5 feet in any direction.
7+	Mighty Heave. With a mighty heave your grab your foe and drive them into the ground causing an additional 2d6 damage and knocking them prone.
Critical	Snap the Neck. You are able to get a your thews about the foe's neck and heave mightily attempting to snap it's neck. Foe must make a Fort save (DC 13 + PC Level) or be paralyzed and die in 1d4 rounds. Inflict +2d6 damage.

Grappling attacks can be held with an opposed Strength check to escape.



Dagger

The dagger relies on lightning fast attacks and precise strikes.

Deed Die Result:

Fumble Your foe reads your attack and may immediately make a counter attack.

3 Twist the Blade. You wrench the blade from your foe's body. Inflict +1d4 damage and foe is stunned for 1 round.

4 Tendon Slice. You slice a major tendon, causing 1d3 Agility damage and disarming the foe.

5 Double Strike. You strike with lightning speed, inflict double damage.

6 Impaled Organ. You impale a vital organ. Inflict +1d10 damage and foe must make a Fort save (DC 13 + PC Level) or fall unconscious from shock and blood loss.

7+ Flurry of Blades. Your attack puts you in position to inflict multiple stab wounds. Inflict +4d4 damage.

Critical Go for the Jugular. You are able to get a clean strike at the jugular, Foe must make a Fort save (DC 20 + PC Level) or die in 1d4 rounds. Inflict +3d4 damage.

Missing Player Tables

by Mike Markey

I can't make it to the game this Saturday, but I don't want Mike running my character for me...

Throw caution to the wind and let the dice run your character for you! When the judge wants to know what you're doing, he rolls a d24 on the appropriate table to find out. Be sure someone has your character sheet for reference!

Directions

Relative directions

d24	Result
1-5	Left
6-10	Right
11-15	Up (otherwise left)
16-20	Down (otherwise right)
21-24	Forward/Straight

Cardinal directions

d24	Result
1-6	North
7-12	South
13-18	East
19-24	West

Combat (Dwarves and Warriors add mighty deed)

d24	Result
1-10	Cast if available, otherwise close to attack
11-15	Cast if wizard, otherwise shoot from here/move to range
16-24	Shoot from range if wizard, otherwise close to melee and attack

Spells (Wizards, Elves, Clerics)

I cast ____!

d24	Result
-----	--------

- | | |
|-------|--|
| 1-12 | Signature spell (player's usual go-to spell) |
| 13-24 | Number spells on the character sheet and roll for it |

Mighty Deeds (Warriors and Dwarves)

d24	Result
-----	--------

- | | |
|---------|--------------------|
| 1 - 10 | Signature Deed |
| 11 - 12 | Blinding |
| 13 - 14 | Disarming |
| 15 - 16 | Pushback |
| 17 - 18 | Trip/Throw |
| 19 - 20 | Precision Shot |
| 21 - 22 | Rallying Maneuver |
| 23 - 24 | Defensive Maneuver |

Will you throw me some luck? (Halflings)

Make opposed Personality checks. The Halfling gets +2 per point of Luck after the first.

Will you lay on hands? (Clerics add disapproval range to the die roll)

d24	Result
-----	--------

- | | |
|--------|-----|
| 1-20 | Yes |
| 21-24+ | No |

Will you check for traps/disarm a trap/pick a lock? (Thieves)

d24	Result
-----	--------

- | | |
|--------|-----|
| 1 - 24 | Yes |
|--------|-----|

Interpersonal Communication (add personality modifier to the die roll)

d24	Result
≤1	Sucker punch!
2 – 6	Yawn...I defer to you
7 – 15	I disagree/no
16 – 24	I agree/yes

Other

d24	Result
1-3	I search for treasure
4-6	I search for traps
7-8	We should camp here for the night
9-10	Listen! ...do you smell that?
11-12	Open mailbox
13-14	I go poke it
15-16	I attack the darkness
17-18	Whelp, looks like pudding time
19-20	Kill it with fire!
21-22	Adumbrate elephant
23	_____ (judge's choice)
24	_____ (judge's choice)

Peasant Draft



A Fun Mechanic for the Start of O-Level Funnels

By James A. Pozenel, Jr.

The O-Level funnel is a fun and engaging way to start a campaign. Funnels give the surviving characters a great backstory, plausible reasons as to how they accumulated their wealth and possessions, and, as oft mentioned, foster a real sense of attachment to the character.

Inspired by such drafting games as *Sushi Go*, *Dominion*, *Quarriors*, etc., I've added an additional mechanic that has put even more fun into funnels at my table. It is called the Peasant Draft. It's a pretty simple drafting system for building out each player's regular allotment of four peasants.

The steps are simple:

First: Generate a pile of peasants, and if you are using a generator like Purple Sorcerer's, cut the sheets into four separate characters. Shuffle that pile together and that is the "deck".

Second: Deal each player three characters from the deck in any manner you chose. Players pick up their “**hands**”, select one of the three peasants, and pass the rest to the next player. The hands continue to be passed (right, left, across -- you decide) from player to player until everyone has selected three characters.

Third: Deal a number of peasants from the deck face down in the center of the table; this is the “**kitty**”. The number of peasants dealt to the kitty should be equal to the number of players. Choose who will go first -- highest d20 roll, numbers in a hat, whatever the group agrees on. Here are a couple variant suggestions on drafting the final peasant:

Blind Kitty

Once the selection order is determined, the player who goes first picks up the kitty of peasants in the center and selects the one they want. The kitty is placed back on the table face-down for the next person to select from. This continues until everyone has their last peasant.

White Elephant

Place each of the peasants face down on the table and do a White Elephant - yeah, just like those awful Christmas parties.

The first person selects a face down peasant. Everyone gets to examine the peasant. The next person can select a peasant from someone else or pick one from the face-down pile. This continues until the last player has selected from the pile. Game ends when everyone stands pat and doesn't steal. The first person usually gets an opportunity to steal at the end if no one stole from him the entire game.

It will probably behoove you to institute some sort of swapping limits so that the exchanging doesn't get out of hand. Under no circumstances is the player's original hand part of the swap, just their final peasant!

The Peasant Draft has been a lot of fun in our group. Some players pick the funniest characters or the ones they want to roleplay the most. Others develop a group of similar types (either along racial or professional lines) and establish shared interests, backstories and/or goals for their group of peasants. It can be a terrific ice-breaker for pick-up games at a store or, if there's enough time, during a con.



Credits

Contributing Authors – VOLUME 1

Bob Brinkman, bygrinstow, Jarrett Crader, Keith Garrett,
Doug Keester, Mike Markey, Diogo Nogueira, James Pozenel,
Ron Tilton, James V. West

Cover Illustrator – VOLUME 1

Doug Kovacs

Title Page Illustrator – VOLUME 1

Marc Radle

Contributing Illustrators – VOLUME 1

David Coppoletti, Stefan Poag, Wayne Snyder,
Mez Toons, Shield of Faith Studios/Matt Jordan
Some artwork copyright William McAusland, used with permission

Editors

Forrest Aguirre, Steven Bean, Daniel Bishop, Jon Carnes,
Keith Garrett, Jason Hobbs, Tony Hogard, Michael Jones,
Duncan McLastName, Jonathan Nichol, James Pozenel,
Jim Skach, Tim Snider, Noah Stevens, Doyle Tavener,
David VC, Laura Rose Williams, Paul Wolfe

Proofreaders

Reece Carter, Samuel Dester, Jason Hobbs, Tony Hogard,
Aaron Koelman, Ryan Moore, Jonathan Nichol, Jim Skach

Printing Offset Contributors

Forrest Aguirre, Steven Bean, Julian Bernick,
Eric Fields, Laura Rose Williams, and the
patrons of the G+ GFA community

Creative Vision & Direction, Layout and Graphic Design

Doug Kovacs, Harley Stroh, Jon Hershberger
Marc Bruner, Matt Hildebrand, Michael Jones

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PATRONS & GODS

VOLUME 2 OF EIGHT BOOKLETS

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Ćire - Interdimensional Patron

By Eric Hoffman

Centuries ago, Ćire was a client wizard of the Djinn patron Urhatta. He served her for many years, accumulating vast knowledge of dimensional magics. During his study he discovered the existence of several pocket dimensions that were created or maintained by the will of Dead Gods. Sensing an opportunity for immortality, Ćire broke with Urhatta and launched an assault on several of these pocket dimensions, destroying the masters that ruled them. Ćire is now the master of those realms - he, and he alone controls who enters and leaves them. While in his demesne, he is effectively immortal. He is known to patronize mortal wizards and use them as captains and pawns to push his agenda.

Invoke Patron check results:

- 12-13 Ćire does not think the caster's problems worthy of his efforts. The shame of disappointing Ćire spurs the caster to try harder! +1 on all rolls for 1d7 rounds.
- 14-17 Ćire winds back a thread of time, allowing the caster to recall a previously lost spell. If the caster has not lost a spell the next result of lost spell is simply a failure and the spell is not lost. Any corruption, misfire or patron taint still applies.
- 18-19 Ćire realizes the caster's plight and grants one improvement on the die chain for the caster's next 3 spell checks.
- 20-23 Ćire wants to see what the caster is really made of. He grants him a temporary +5 bonus to his Luck score as well as a minor magic item specific to the caster's current, or a near future, obstacle. The Luck and the magic item will disappear after 24 hours.
- 24-27 Ćire opens a dimensional portal just behind the caster. It stays open for 2 rounds. Anyone or anything that steps through the portal is teleported to a safe(r) location 5d20 miles away.

- 28-29 Ćire sees great potential in the caster and boosts all of his spell checks for the remainder of the day by two improvements on the die chain.
- 30-31 Who dares threaten the servant of Ćire?! Time stops in a 2 mile radius centered on the caster for 3d4 rounds. The caster may 'unfreeze' a creature by touching them. Frozen creatures take damage from weapons, spells and other effects as normal.
- 32+ Ćire whisks the caster, and any followers, immediately to his pocket dimension. There they are healed of all damage and any condition, fed, bathed and cared for. Any missing equipment is replaced and time is permitted for all to regain spells. Once all ills are remedied Ćire sends the entire group right back to the moment in time from when he plucked them, with the addition of 8 Bronze Legionnaires to serve the caster for 1 full day.

Patron Taint: Ćire

- 1 The caster is punished for wasting Ćire's time by losing time of his own. The first result ages the caster 1d3 years. If the result is rolled a second time the caster ages 3d3 years. A third, and any subsequent result ages the caster 5d3 years. The caster may quest for Ćire to regain some, but never all, of the stolen years.
- 2 The terrible shame of failure saps the casters confidence and manifests itself by subtle transformation into one of Ćire's lesser servitors. On the first result, the caster's eyes and ears grow to 2 times the size of those normal for his race. On a second result the caster shrinks to approximately half his normal height, his legs double in length but can never fully elongate and he develops a soft fur over his entire body. On a third result the caster turns completely into a Tarsierii.
- 3 The caster is convinced the spell that caused this result is tainted and refuses to cast it ever again. If the spell is a patron spell of Ćire, the caster instead must attempt to purify his version of the spell, spending 2d100 x spell level in

gold over a 2 week period as soon as he is able to research another way to cast it. Manifestation and Mercurial Magic are rerolled.

- 4 Failure to control the forces of dimensional magic are causing the caster to slowly lose touch with space and time. The caster's body is constantly on pins and needles and the distraction causes a -1 to all spell checks and skill rolls. The second result causes the caster's body to fade further from the mortal coil, visibly showing a translucency that ebbs and flows. He suffers a -2 to all physical tasks such as attack rolls, reflex and fortitude saves; strength, constitution and agility checks, etc. On the plus side he ignores the first 5 points of damage from any physical attack. On the third result the caster is no longer able to interact with the physical world at all. He gains a movement of 20' flying but cannot attack, manipulate physical objects, speak or cast any spell with a physical effect nor use any magic item. He gains the Hide skill of a thief of equal level and alignment. He ignores the first 10 points of damage from any physical attack.



5 The caster feels compelled to spend time absolving himself of impurities in the pocket dimension of The Master. He must petition to be called home through a special ritual (costing 1d5 x 100 gp) within 1 week. Ćire will answer the request sometime within 3 days of the petition. The caster must spend 2 weeks in the pocket dimension refocusing his scattered mind.

6 Ćire demands the caster quest for an artifact important to one of his inter-dimensional schemes.

The quest typically will not take more than 1d5 days and be only moderately dangerous to the caster. The second, and any subsequent results, demand a quest that may take up to 1d30 days and be moderately dangerous, or 1d5 days and be very dangerous (casters choice!).

Spellburn: Ćire

- 1 You can't make an omelet without breaking a few eggs! Ćire demands blood to prove the casters seriousness. The blood loss manifests as stat loss.
- 2 Minor vibrations of every known (and some unknown) dimensions assault the caster's body at the same time. The severe shock and drain manifest as stat loss.
- 3 March or die! The fatigue of a thousand leagues enters the casters limbs.
- 4 Chicks dig scars, and so does Ćire! The caster must cut enough flesh from his skin to leave a 2" scar per point of spellburn. The pain and loss of blood manifests as stat loss.

Dogs of War

Level: 1 (Ćire)
Range: 30'
Duration: Varies
Casting Time: 1 round
Save: None

The caster summons mercenary troops from the inter-dimensional armies of Ćire. Unless otherwise noted the troops will arrive ready to fight, and if necessary die, for the caster. The troops come fully equipped with weapons and armor although they hunger, thirst and need rest as normal for the duration of the spell. When the spell ends and if any troops die, the body as well as all equipment the troops arrived with return to their dimension of origin. Troop stats and description for Dogs of War are:

Tarsierii: Init +1; Atk tiny sword -2 melee (1d4-1); AC 11; HD 1d4; MV 20' or climb 30'; Act 1d20; SP infravision 100'; SV Fort -2, Ref +1, Will -2; AL N.

Tarsierii are pitiful primate-like creatures from a misbegotten dimension that Ćire discovered in his research. They have huge eyes and ears for their body size, which is a little smaller than a Halfling. They are covered with an extremely soft fur, which is highly prized by furriers in certain places that know of Tarsierii. In their homeland they travel in huge packs that are prey for dozens of terrible predators. They are abject cowards unless bullied into action by a more powerful creature.

Sirius Grunt: Init +1; Atk spear +1 melee (1d6); AC 15; HD 1d8; MV 30'; Act 1d20; SP infravision 60'; SV Fort +1, Ref +1, Will +0; AL N.

Sirius Grunts are anthropomorphic dogs that serve as corporals and sergeants in the inter-dimensional armies of Ćire. They are mean bullies but capable fighters and seem to keep the Tarsierii in line.

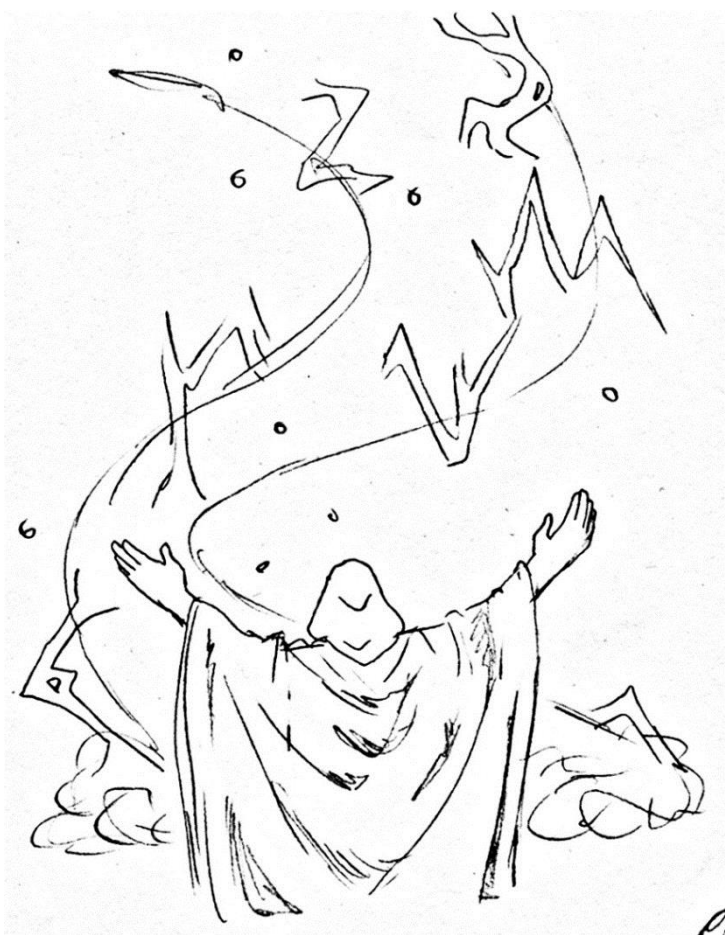
Galactic Ranger: Init +4; Atk laser pistol +6 (3d5); AC 17; HD 3d8; MV 40'; Act 1d24; SP dimensional tracking; SV Fort +3, Ref +4, Will +5; AL N.

Galactic Rangers are tall humanoids with elongated, skinny arms and legs. They only have two fingers and an opposable thumb on each hand. They typically wear tight fitting leather suits and helmets made of a strange reflective material. They have the ability to 'smell' the dimensional residue of creatures, making them superior trackers. If appearing within 1 hour of the presence of a creature, or given an item the creature has touched in the past 24 hours, the Galactic Ranger has a 75% chance to successfully track that creature, even if they shift planes, dimensions or time-streams. The Ranger cannot travel or send other creatures through time or space but can relate where the tracked creature has gone sufficiently for spellcasters to count as 'familiar' with the location.

Bronze Legionnaire: Init +0; Atk sword +5 melee (1d8+3); AC 22; HD 4d8; MV 20'; Act 1d20; SP immune to critical hits; SV Fort +6, Ref +1, Will +3; AL N.

The Bronze Legionnaire is the shock troop of Cire's armies. They are some kind of intelligent statue or sentient metal race. They stand 7' on average and weigh nearly 600 lbs. without equipment. They are exceptionally well disciplined soldiers who revel in combat. When not fighting they engage in gambling, drinking and cursing like inter-dimensional soldiers. They grumble often, even as they are executing their orders flawlessly.

Manifestation: (1) A shimmering portal of normal door proportions opens and the summoned troops walk through; (2) holes open up in the floor or ceiling and the summoned troops pop up or fall down and softly land on the floor in random locations within the range of



the spell; (3) swirling bits of particles coalesce and spin in tiny funnels, slowly building the troops from the ground up; (4) a giant hole opens in a wall, the floor or the ceiling and two parallel wooden rails, connected by wooden planks issue out. At the end of the casting a segmented vehicle that rides on the rails clatters to a stop within the range of the spell and the troops disengage lap bars to exit the vehicle.

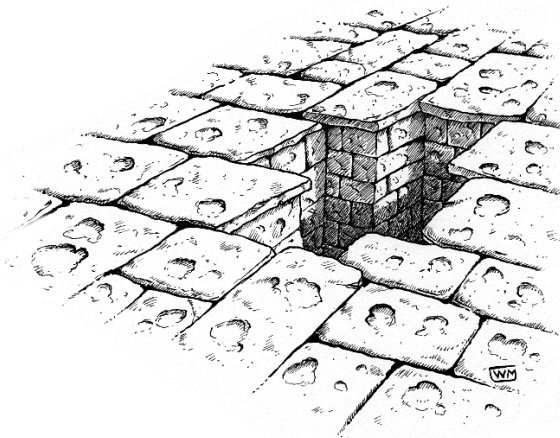
- | | |
|-------|---|
| 1 | Lost, failure and patron taint. |
| 2-11 | Lost. Failure. |
| 12-13 | A single Tarserii is summoned to do the caster's bidding for 2d4 turns. Being alone, he is cowardly and afraid and there is a 35% chance he ignores any order given and goes into cataleptic shock. |
| 14-17 | 2d2 Tarserii are summoned for 2d4 turns. Any clearly suicidal orders or commands contrary to their nature have a 50% chance of releasing the Tarserii from service. |
| 18-19 | 3d4 Tarserii and a Sirius Grunt sergeant are summoned for 3d5 turns. |
| 20-23 | 1 Galactic Ranger, or 2d3 Sirius Grunts are summoned for 2d3 hours. |
| 24-27 | 3 Galactic Rangers, or 2 Bronze Legionnaires, or 3d5 Sirius Grunts are summoned for 2d6 hours. |
| 28-29 | 3 Galactic Rangers, or 2 Bronze Legionnaires, or 3d5 Sirius Grunts are summoned and remain for up to one full day. |
| 30-31 | 4 Bronze Legionnaires arrive, grumbling and complaining, to serve the caster for a full day. |
| 32+ | A small army arrives to crush the caster's enemies! 1d5 Bronze Legionnaires, 1d3 Galactic Rangers, 2d4 Sirius Grunts and 2d24 Tarserii. They remain for up to one week provided the caster can meet their needs for sustenance. An army marches on its stomach after all. |

Dimensional Shortcut

Level:	2 (Cire)
Range:	Varies
Duration:	Varies
Casting Time:	1 round
Save:	None

The caster calls upon the knowledge he has gained of dimensional spaces to create a shortcut through space to another location on his current plane. The caster need not be familiar with the place he wishes to open the other end of the portal. If he chooses a location that a creature cannot enter (such as solid rock), the spell will fail when the first creature tries to enter. In addition the caster will take 2d6 damage. The creature who attempts to use the portal takes 4d6. Fortitude save equal to spell check for half damage.

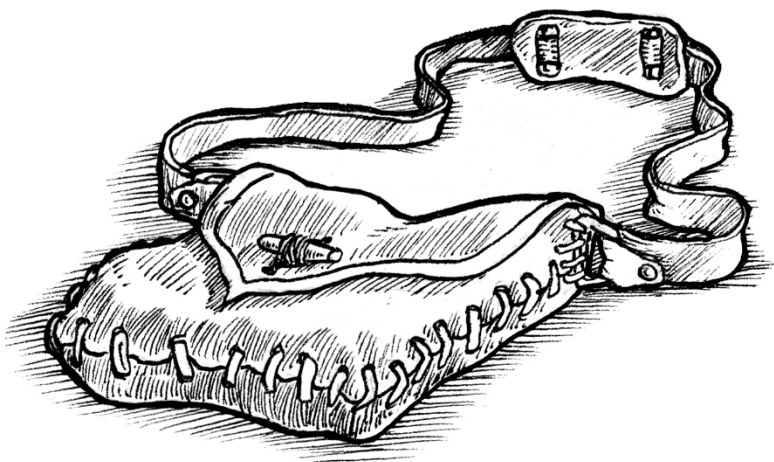
Manifestation: (1) An iron bound wooden door appears near the caster. Creatures using the dimensional shortcut appear out of thin air at the destination; (2) a shimmering blue portal rises from the ground while tinny but inspiring music can be heard lightly in the background. An identical portal opens at the destination; (3) a hole opens up in the ground and any who use the portal land heavily at the destination (DC 10 Ref save or end up prone); (4) a metal and glass booth rises up from the ground with 5 arcane, blocky symbols written at the top. Creatures using the portal exit from a similar booth. Many more creatures than seems possible can fit in the booth.



- 1 Lost, failure and patron taint.
- 2-11 Lost. Failure.
- 12-13 Failure, but spell is not lost.
- 14-17 The caster summons a portal that lasts for 1d4 rounds and can terminate anywhere within 20'.
- 18-19 The caster summons a portal that lasts for 1d4 rounds and can terminate anywhere within 100'.
- 20-23 The caster summons a portal that lasts for 3d8 rounds and can terminate anywhere within 50'.
- 24-27 The caster summons a portal that lasts for 3d8 rounds and can terminate anywhere within 250'.
- 28-29 The caster summons a portal that lasts for 1d4 hours and can terminate anywhere within 200'.
- 30-31 The caster summons a portal that lasts for 1d4 hours and can terminate anywhere within 1000'.
- 32-33 The caster summons a portal that lasts for 1 day and can terminate anywhere within 1 mile. In addition, any creature that passes through the dimensional shortcut is healed for 4d6 damage.
- 34+ The caster summons a portal that is permanent until dispelled. It can terminate anywhere within 5 miles. Alternately, the caster may choose to forcibly teleport one creature within his sight to a pocket dimension prison. The creature may make a DC 20 Will save to avoid the effects. While in the pocket dimension prison, the creature is in stasis, with no requirement to eat, sleep, breathe or rest. The next time the caster casts Dimensional Shortcut, the creature will exit the destination portal.

Patsy, Patron God of HENCHFOLK

By Duncan McPhedran



Patsy protects those who hire on with adventurers and those who hire henchmen, and punishes those who abuse their contracts. Henchmen pray to him for safe passage through the labyrinth, and adventurers pray for henchmen who are both useful and foolish enough to sign sweeping contracts. When he appears, he is preceded by the soft clonk-clonk of coconut shells being struck together.

Invoke Patron check results:

- 12-13 Patsy is busy aiding some poor villager trapped by a vile adventurer in a deep part of a dungeon and cannot come to your aid. The caster's hands glow like torches for 1d6 hours.
- 14-17 Patsy sends a torchbearer to light the way. She will remain until Patsy has need of her elsewhere (DC 20 spell check every hour, or he leaves).
- 18-19 The protector of henchmen sends a loot carrier to ease the loads of the party. He is an absurdly strong man and can carry as much as five warriors. He will remain until Patsy has need of her elsewhere (DC 20 spell check every hour, or he leaves).

- 20-23 Patsy sends a shield bearer to protect the caster. The shield bearer will take any physical damage meant for the caster. Her ability to be in many places at once is incredible to behold. She leaves after 2d6 rounds.
- 24-27 Patsy sends a bowman, who fights as a 2nd-level warrior. She will first attack any enemies threatening the party's henchmen, then the most powerful opponent. She remains for 2d6 rounds.
- 28-29 The protector of henchmen sends a swordsman capable of fighting as a 3rd-level warrior. The warrior wears no armor, and fights like a man possessed. Whenever possible he protects the party's henchmen first then the caster, then anyone else. He remains for 2d6 rounds.
- 30-31 Patsy sends an avatar capable of carrying a great quantity of loot, bearing a torch and fighting as a 5th-level warrior. He also sends a shield bearer who protects the caster from all physical attacks. They remain for 2 turns.
- 32+ A half coconut, 20' in diameter, falls from the sky, crushing the enemies of the caster. Henchmen miraculously survive. Anyone inside the ring must make a DC 15+CL Ref save or take 2d6 damage from the sonic boom.

Patron Taint: Patsy

- 1 Whenever the caster casts a spell, the sound of a hundred coconut shells aping horse hooves rings out. This is a boon for his allies. They receive a +1 bonus to hit on their next attack due to high morale.
- 2 The first time this result is rolled, the caster's skin becomes grimy with the dirt of months on the road. The second time, a pervasive smell of months-old body odor wafts from the caster's body. These are permanent; both results return as soon as the caster has finished bathing.
- 3 On the first roll of this result the caster gains sudden insight into the desires of henchmen. He finds it easier to find good

help at a lower price and is better at negotiating broader and more ridiculous terms. On the second roll, each time the caster hires a henchman, their sibling is also available for hire at a discounted rate.

- 4 When the caster casts any spell he may choose to have the result also affect a henchman for one point of spellburn per level of the spell.
- 5 As soon as the spell is cast, a henchman in the party turns and whistles loudly into the distance. 1d3 of their pet dogs come running forth to do the caster's bidding forevermore. The pets cannot be dismissed. Roll 1d6 for each type of dog: 1) teacup pomeranian, 2) dachshund, 3) basset hound, 4) great dane, 5) german shepherd, 6) border collie
- 6 Each time this result is rolled the caster will find a magic hidden pocket inside their clothing/cloak. The pocket will remain forevermore and is capable of holding objects up to 10' in height and width. When it first appears it contains the following (1d10): 1) a pair of dice, 2) ten frogs legs, 3) an angry kobold (roll for initiative!), 4) two half coconut shells, 5) a dagger, 6) thieves' tools, 7) a ten foot pole, 8) holy water, 9) flint and steel, 10) a pony - DC 10 Ref save to avoid being crushed by the sudden appearance of a pony in their pocket or take 1d5 damage.



Spellburn: Patsy

Patsy's concerns are not for adventurers, but for those they contract. The sacrifices he requires reflect this, and so may not help him or the adventurers, but rather the henchmen. Roll 1d4 on the table below to determine the cost of the request.

- 1 Patsy requires blood from the caster to aid in saving a henchman. A sparrow carrying a coconut arrives. The blood is to be poured into it.
- 2 A henchman in another realm has died, and Patsy requires the caster's aid in informing the family. For an instant, the caster speaks a foreign tongue, tears well from his eyes as he hears the family's screams of anguish. He returns to himself, drained and weaker.
- 3 In this instance Patsy allows the caster to defer his spellburn to another whom he compensates, or whose family he compensates. The caster may burn up to 10 points. He must contract with a henchman or commoner to remove 1 finger for each point of spellburn. If he cannot find a suitable person within 24 hours, he takes the damage himself.
- 4 Two henchmen approach the caster. One holds him down while the other cuts open the caster's abdomen and removes organs, selecting particularly useful parts, and then sews the caster up again. Roll 1d7 to determine which organ: 1) spleen, 2) kidney, 3) gallbladder, 4) appendix, 5) tonsils, 6) wisdom teeth, 7) all body hair.

Patron Spells: Patsy

The protector of henchmen grants the following three spells:

Level 1: A Packbearer is Always Prepared

Level 2: Henchboon

Level 3: Full Staff

A Packbearer is Always Prepared

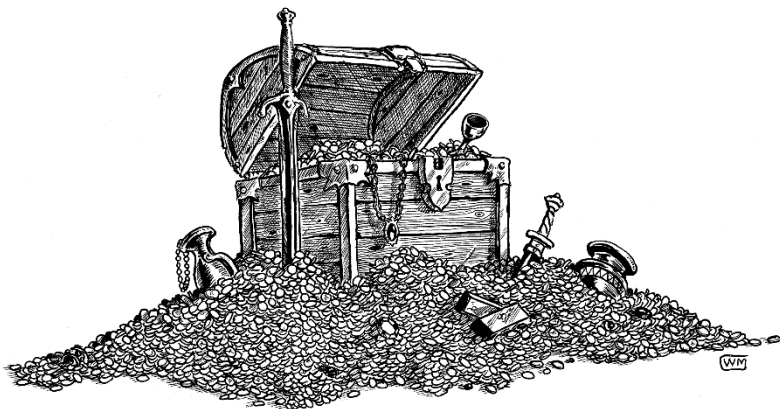
Level: 1 (Patsy)
Range: Touch
Duration: Varies
Casting Time: 1 round
Save: None

A good pack bearer always has what the party needs. The caster can use this spell to ensure that the band is never caught without a needed item. The Caster may choose any lower result.

Manifestation (1d4): The caster reaches into his bag and (1) A blinding light spews forth from the mouth of the bag stunning any within 20' (DC10+CL Fort save or be blinded for 1d3 rounds); (2) A multitude of bats, birds, and bugs fly forth; (3) The caster is sucked into the bag where he sees fields of gear strewn about, but before he can get picky he is sucked back out to his waiting band; (4) A bright flash and puff of smoke reveals a squat, ugly, frizzle-haired, vaguely feminine figure in a skirt who rushes forward to dump the equipment unceremoniously at the caster's feet before disappearing with another flash of smoke.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.



- 12-13 Roll 1d24 on Table 3-4: Equipment (core rulebook pg. 73). The item can be used 1d6 times before it evaporates.
- 14-17 Roll 1d24 three times on Table 3-4: Equipment (core rulebook pg. 73). The items can be used 1d6 +CL times before they explode in flames.
- 18-19 Roll 1d24 on Table 3-1: Weapons (core rulebook pg. 71). The weapon lasts for the duration of combat.
- 20-23 Roll 1d24 three times on Table 3-1: Weapons (core rulebook pg. 71). The weapons last for the duration of combat.
- 24-27 Roll 1d10 on Table 3-3: Armor (core rulebook pg. 72). The armor dons itself on to the caster, and does not interfere with spells. The armor lasts for the duration of combat.
- 28-29 Roll 1d10 two times on Table 3-3: Armor (core rulebook pg. 72). The armor dons itself on to the caster and designated ally, and does not interfere with spells. The armor lasts for the duration of combat.
- 30-31 Roll 1d24 three times on Table 3-1: Weapons (core rulebook pg. 71) and 4d24 on Table 3-4: Equipment (core rulebook pg. 73). Duration of each item is 1d6 hours.
- 32+ Roll 1d10 four times on Table 3-3: Armor (core rulebook pg. 72), Roll 1d24 three times on Table 3-1: Weapons (core rulebook pg. 71) and 1d24 four times on Table 3-4: Equipment (core rulebook pg. 73). Duration of each item is 2d6 hours.

Henchboon

Level: 2 (Patsy)
 Range: Party
 Duration: Varies
 Casting Time: 1 round
 Save: DC10+CL

All the benefits of a stable of henchfolk with none of the risks, contractual obligations, or responsibilities.

Manifestation (1d4): (1) There is a loud pop as the material realm adjusts to the changes caused by the spell. (2) The material universe melts away into sand and from the ethereal sky comes a contraption built of ideals crewed by thoughts and they climb out and rebuild reality in its new order. (3) A door appears next to the caster and out comes a grubby street urchin, who before anyone can stop him arranges reality according to the result. (4) Reality pops out of focus and the band can see the primeval weavers knitting time and space, when one of them curses and takes out a pair of scissors and cuts out a square and stitches in a new one in place.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but spell is not lost. |
| 14-15 | The adventurers find that all their clothes are starched, pressed, and any tears and tatters are mended. |
| 16-19 | The smell of fresh bread wafts up under the noses of the adventurers. In their pockets and backpacks they find fresh bread and cheese enough to last 1d3 days. |
| 20-21 | The murder-hobos give off a faint glow. They cast enough light to see 60' for 2d6 turns. |
| 22-25 | Within the breast pocket of the caster is found a chronicle of the deeds of the band. Their exploits are written about in glowing terms. |
| 26-29 | Weight is lifted from the party's shoulders. All of the baggage not related to the task at hand is weightless for 3d6 turns. |
| 30-31 | The caster is able to feel drafts from any secret door he passes within 30' of unobstructed (not through other doors or walls) for 1d3 turns. |

- 32-33 In the caster's bag is found a compass. This compass points in the direction of the nearest treasure of large value (500 gp or more). It functions for 2d3 turns faithfully, before becoming a regular compass.
- 34+ The band's map is suddenly expanded by 40' in every direction around their current location.



Full Staff

Level: 3 (Patsy)
Range: 30'
Duration: Varies
Casting Time: 1 round
Save: None

A household of good standing must always have a staff with sufficient personnel to fulfill each role set before it. The caster can call forth a henchman for any occasion, and often this can be his very own travelling court.

Manifestation (1d4): (1) you hear scuffling, cursing and heavy labored breathing heading in your direction quickly, and your new henchman arrives, panting and sweaty, at the caster's side. (2) A rumbling in

the ground precedes the appearance of a small mole-hill at the caster's feet, out of which pops the dusty and dirty henchman. (3) A pulsing blue light and whooshing of air heralds the arrival of a tall, strangely constructed blue box at the back of your party. A door opens and out steps your new henchman, before the box disappears in the same way it appeared. (4) The hair on the back of each party member's neck rises as they feel electricity fill the air. To loud peals of thunder, your party watches your new henchman ride towards you on a dragon made of lightning, jumping nimbly from its back to land at the caster's side. Allies and enemies alike must make a DC 10+CL Fort save or be blinded by the lightning dragon for 1d2 rounds. The henchman is exempt.

- 1 Lost, failure, and patron taint.

- 2-11 Lost. Failure.

- 12-15 Failure, but spell is not lost.

- 16-17 For 1d6 turns the mother of a henchmen in the party, a squat, ugly, frizzle-haired, vaguely feminine figure in a skirt, arrives to harangue the caster about their life choices and disappointment to the family. -1 to all rolls for the duration due to distraction. Can still act as a torchbearer or take part in battles (Strength 4, Agility 16, Stamina 3, Intelligence 15, Personality 5, Luck 9; hp 2; armor: none; weapon: broom (as club).

- 18-21 Gundrada Drunfoot, 1st-level halfling. She will remain for 1d6 turns and aid the party. Strength 12, Agility 10, Stamina 3, Intelligence 17, Personality 15, Luck 12; hp 4; armor: leather; weapon: dagger.

- 22-23 Alfred the Hungry, 1st-level warrior. He will remain for 1d6 turns and aid the party. Strength 13, Agility 13, Stamina 7, Intelligence 16, Personality 7, Luck 12; hp 3; armor: chainmail; weapon: long sword.

- 24-26 Charles the Mostly Alright, 2nd-level dwarf. He remains to aid the party for 1d8 turns. Strength 11, Agility 12, Stamina

10, Intelligence 4, Personality 11, Luck 10; hp 10; armor: leather and shield; weapon: axe.

27-31 Bethelda Elven Face, 2nd-level elf. She will remain for 1d8 turns. Strength 14, Agility 10, Stamina 14, Intelligence 17, Personality 8, Luck 12; hp 9; armor: leather; weapon: long bow; spells: Charm Person, Enlarge, Invoke Patron, Mending, Patron Bond, Ropework.

32-33 Zermish Angst, 3rd-level wizard. He will remain for 2d4 turns and aid the party. Strength 13, Agility 10, Stamina 8, Intelligence 16, Personality 7, Luck 6; hp 4; spells: Ekim's Mystical Mask, Feather fall, Knock, Magic Missile, Sleep, Ward Portal.

34-35 A clutch of henchfolk appear. The caster may choose 3 of the above 6 to appear to aid the party. They stay to aid the party for 1d6 turns.

36+ A bevy of henchfolk appear. All 6 of the henchmen detailed in the above results appear and stay for 2d6 turns.



Sissnagagarrassh

A DCC Petty Patron (as per It's a Patron Generation and Patron Worksheet by Paul Wolfe on Mystic Bull Games blog)

By James A. Pozenel, Jr.



Sisssnagagarrasssh is a minor demon and master at crafting poisons and using them who, of course, covets more power. In days of yore, he was able to create and place powerful minions with his sycophants across the multiverse. These minions were snake-like and bore a horn that maintained a connection to himself even after the minion's death.

Sisssnagagarrasssh has a barbed-scale snake body and head with the eyes and arms of a praying mantis. A huge horn sprouts forth from between his multi-faceted eyes. A sickly green liquid is continuously dripping from his mandibles and snake-like fangs.

Sisssnagagarrasssh lives in an abyssal pit where he is constantly breeding snake minions and selecting them for their various venomous qualities. He is always attempting to gain more followers or artifacts to increase his powers, plotting for the day when he will be powerful enough to once again place his minions everywhere and take revenge on those who have reduced him to this state.

At this point in time his powers are at a low ebb; Sisssnagagarrasssh is only able to aid a supplicant while a Demonic Snake Horn (see Foci section below) is held in the caster's hands. Should his followers be able to aid Sisssnagagarrasssh in his quest for power, he could outgrow this limitation and even provide spells and more powerful invoke patron spell check results.

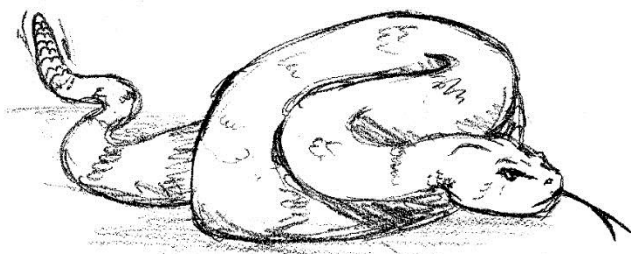
Invoke Patron Check Results:

- 12-13 Sisssnagagarrasssh answers the petitioner's plea and the caster receives +2 to his next attack and damage while using a demonic snake horn focus.
- 14-17 A horned shadow snake leaps into being from the snake horn. It attacks the nearest creature in sight that is not the wielder for 1d4 rounds. If that target is slain, the snake moves on to the next nearest until its time expires.

Shadow snake: Atk bite +2 melee (1d4); SP ignores armor AC, dissipates if damaged for 10 hp, can only be struck by magic weapons.

18+ As above but the snake lasts 1d4+1 rounds. The user can direct the snake to attack a specific target. If none given, it attacks the nearest creature as above.

Shadow snake: Atk bite +3 melee (1d4+1 plus poison); SP ignores armor AC, dissipates if damaged for 10 hp, can only be struck by magic weapons, poison (DC 16 Fort save or lose 1d6 Strength, healed by magic only).



Patron Taint: Sissnagarrassh

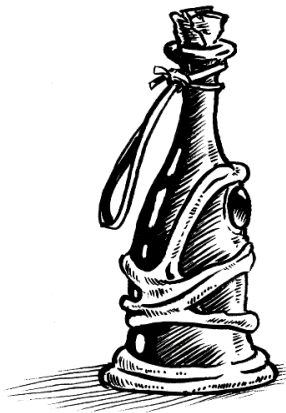
Sissnagarrassh is a master poisoner and his skills have surpassed the mundane weakening of the body and mind to include mutagenic effects. Sometimes he teaches his followers the ways of a poisoner. Sometimes the exchange is experimental and the follower is his creation's latest lab rat. Sometimes he needs something to further his research or expand his powers.

When patron taint is indicated for Sissnagarrassh roll 1d4 on the table below. When a caster has acquired all four taints at all three levels of effect, there is no need to continue rolling any more.

- 1 **Poisoner:** the first time the caster rolls this, Sissnagarrassh shares secrets of poisoning; the caster develops the skill of Handle Poison as per a Thief of the same alignment as the caster. The caster's Thief level is equal to half his own character level, if the caster is already a Thief they gain a +1 bonus to their Handle Poison skill checks. The second time this taint is rolled the caster's Thief level for determining his Handle Poison skill is equal to his own level, if the caster is already a Thief they gain an additional +1

bonus to their Handle Poison skill checks. The third time this taint is rolled, the caster is “skilled” at brewing and creating poisons and gets a +2 bonus to skill checks.

- 2 Barbed Scales: when this taint is first rolled, the caster’s skin takes on a vaguely scaly appearance. If this taint is rolled a second time the scales become more pronounced and begin to rise up into barbs; the caster permanently loses 1 point of Personality and tighter fitting clothes become impossible to wear as they catch and rip on the caster’s scaled body. If rolled a third time, the scales harden and provide a +1 bonus to armor class and anyone grappling the caster takes 1 point of damage each round while maintaining a hold on the caster.
- 3 Sissnagagarrasssh requires the character to fulfill a particular mission. The first time this result is rolled, the mission is relatively simple, requiring no more than 1d4 days of travel, and mandating the defeat of a foe who is 1-2 levels (or Hit Dice) below the caster. The second time this is rolled, the mission is more difficult. It may require 1d4 weeks of travel, and the greatest foe is equal in level (or Hit Dice) to the caster. If this result is rolled a third time, the mission requires 1d4 months of travel, and the foe has 1d4 more levels (or Hit Dice) than the caster. Failure at a mission affects the character’s relationship with Sissnagagarrasssh at the Judge’s discretion.



- 4 Horned: when this taint is first rolled, the caster develops a prominent bump on his forehead. The second time this taint is rolled, the bump turns into the beginning of an actual horn, his hair begins to fall out in a patchy manner and his skull noticeably thickens; the caster permanently loses 1 point of Personality and his skull is treated as if he's wearing a steel helmet. The third time this taint is rolled, the caster's horn grows into an actual weapon capable of inflicting 1d5 points of damage with an unarmed attack roll.

Spellburn: Sissnagagarrassh

When a caster utilizes spellburn, roll 1d4 on the table below when a request is made.

- 1 The Demonic Snake Horn inexplicably turns on the wielder and deals him a small puncture wound that oozes venom. As the venom courses through the wielder, his body weakens (expressed as Strength, Agility, and Stamina loss).
- 2 The caster grows a demonic horn from his forehead. It sprouts forth over 1d4 rounds then falls off and turns to dust. The physical distress of this experience is expressed as Strength, Agility, and Stamina loss.
- 3 Sissnagagarrassh offers the caster twice the spellburn he has requested at no cost, so long as the caster undertakes a task for him.
- 4 Irritated at the caster, Sissnagagarrassh requires twice the normal spellburn for the benefit gained. The caster's skin becomes scaly and immediately starts to molt and peel off. The process of shedding the skin takes 1d2 days. During that time the caster is -1 to Personality for social interactions.

Patron Spells: Sissnagagarrassh

Sissnagagarrassh does not grant any patron spells at this point in time...should he grow in power through his followers' actions, a reversed version of the 2nd level cleric spell Neutralize Poison or disease would be one of this author's first suggestions.

Foci: Sissnagagarrasssh

The character lucky enough to survive Portal Under the Stars and have the horn from Sissnuraaaaggg, the immortal demon-snake, is now in the possession of a Lesser Demonic Snake Horn.

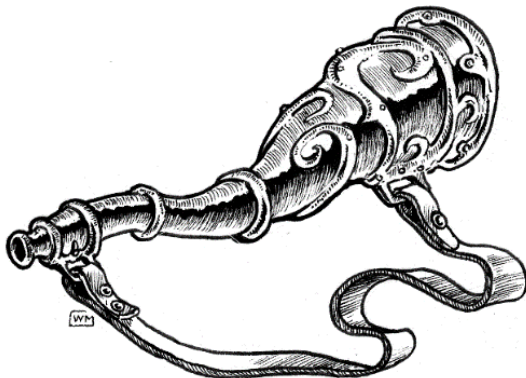
Once a character has participated in a successful patron bond with Sissnagagarrasssh, he may hint to his new follower that another more powerful horn exists elsewhere. It may or may not be attached to an even bigger creature...

Lesser Demonic Snake Horn: Once per day the user can meditate on the horn and – with a DC 12 Spell check – is able to cast invoke patron. Treat the horn as a +0 magical dagger if used as a weapon.

Greater Demonic Snake Horn: As Lesser Demonic Snake Horn with the following changes: Meditation Spellcheck to cast invoke patron is DC 10. Casting invoke patron comes with a +2 bonus on the spellcheck. Treat the horn as a +1 dagger if used as a weapon. A greater horn can also unlock another entry on invoke patron spell:

20+ As above. Snake lasts 1d4+2 rounds.

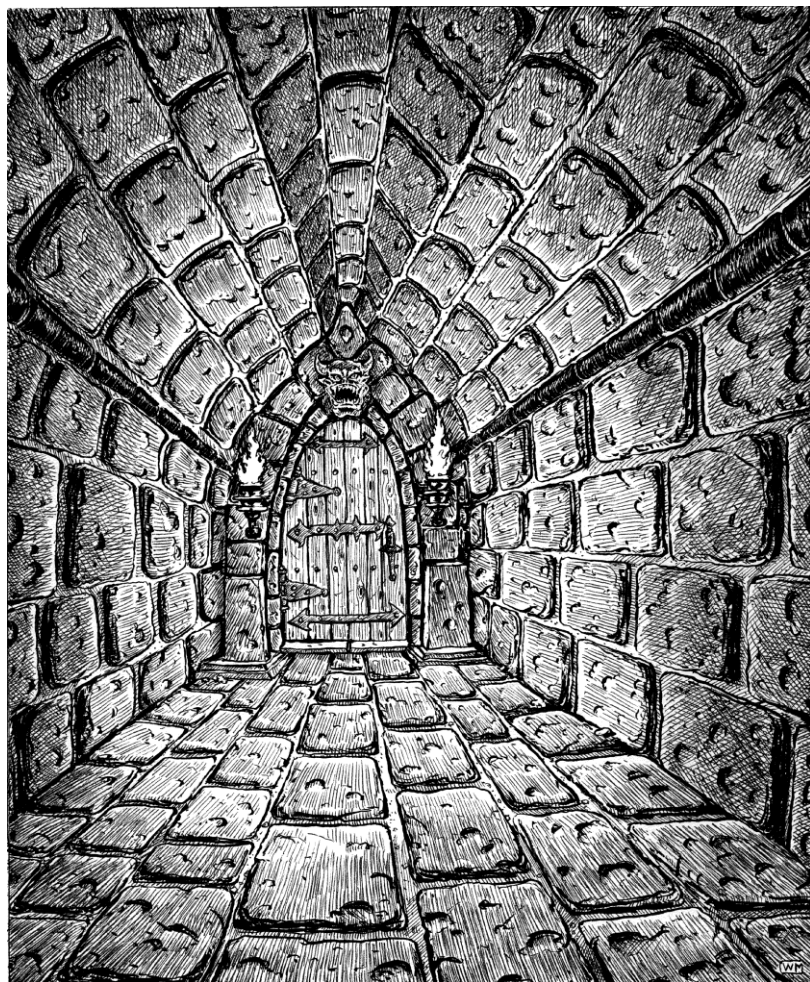
Shadow Snake: Atk +5 melee (dmg 1d4+2 plus poison); SP ignores Armor AC, dissipates if damaged for 10 hp, can only be struck by magic weapons, poison (DC 18 Fort save or lose 1d6 Strength, healed by magic only).



Designer's Notes:

At a number of points in this text I've alluded to increasing Sissnagarrassh's powers. What I've presented here is a patron that is ready to be developed up by you, the judge, and your players. Portal Under the Stars is a terrific adventure that has several strong plot hooks to expand upon. The goal of this work is to give you a head start on what happens after Portal Under the Stars. More invoke patron results need to be added and patron spells need to be created as Sissnagarrassh's power increases. I wanted to flesh out the snake horn and its creator, but at the same time I didn't want to provide you with a full-blown DCC Core Book patron.

Paul Wolfe's work on patrons has heavily informed me during the creation of this patron. He has given the DCC community an interesting look at how to develop patrons with differing power levels. How your players and you level up Sissnagarrassh or any other patron is ultimately up to you.



The Children of Ibyk

By David Powers



In ancient times the islanders of Kraath worshipped Ibyk, bull-headed Lord of the Black Sun, god of war, wealth, dancing, and lasciviousness. But as time passed, the old rites were forgotten. By the time of King Midas, all worshipped the Seven Archons, governors of the Celestial Spheres, who taught mankind to love law, order, and the fruits of civilization.

There were some who whispered in secret that the Archons were usurpers, unholy daemons who wished only to enslave the people of Kraath. One day Baak, the artist, began to dream of Ibyk and his vast labyrinth. He became obsessed by his visions, and began crafting strange sculptures and frescoes based on them.

Baak's bold work captured the imaginations of other artists, and almost overnight, Baak found that he was the leader of an artistic movement. Young artists flocked to him, leaving family and fortune behind in the hopes of learning the secrets of Baak's art. Baak, declaring himself the true high priest of Ibyk, soon founded a cult. He led his followers to desolate hilltops and remote caves, where it is said they sacrificed bulls and men, and engaged in archaic and unspeakable rites.

The cultists were persecuted by King Midas and the priests of Kraath; for the cultists refused to acknowledge the Seven Archons, and insisted that without the blessing of Ibyk, the king's rule was illegitimate. They managed to survive by allying with several prominent noble houses, who also resented the king's rule. After a period of chaos and conflict, King Midas was overthrown. Cultists desecrated the Temple of the Celestial Spheres, erected a golden idol to Ibyk, and drank the blood of the priests of the Seven Archons, while howling ecstatically, leaping over flames, and chanting the 999 barbarous names of Ibyk. A theocracy was established, and Baak, high priest of Ibyk, ruled with the support of the Seven Holy Patriarchs, who were chosen from the seven most prominent noble houses.

It has been three hundred years since King Midas fell. For many generations now, the followers of Ibyk have been building their

Labyrinth beneath the former Temple of the Celestial Spheres. This Labyrinth is no ordinary maze; it is a portal into a dark, intangible plane of existence beyond the comprehension of mortal minds. It is said that those who enter the Labyrinth without the mark of Ibyk soon go mad, and are doomed to wander the corridors for all eternity.

Some sages proclaim that when the Labyrinth is finally complete, Ibyk will arise again, leading an army of abominations. It is prophesied that Ibyk will annihilate empires, purge the world of infidels, and reestablish the rule of the cruel Elder Gods.

Baathas, grandson of Baak, is now high priest of Ibyk. With the help of his many spies and assassins, he maintains tight control over the island of Kraath. Occasionally some of the Seven Holy Patriarchs plot against him, but for the moment, none have dared to openly challenge his rule.

As the building of the Labyrinth has progressed, the nature of Kraath itself has begun to change. Its inhabitants stroll about aimlessly at night, lost in reverie as they chant the 999 names, their faces twisted into permanent grins. It is said that some are addicted to the taste of flesh, and seek out foreigners to feed upon. Others consort with incubi and succubi, losing themselves in shadowy embraces, and become twisted beings, warped by chaos.

The Children of Ibyk hold great power now in the world; their spies are found throughout the world's kingdoms; they have secret enclaves in many cities; and soon, their Labyrinth will be complete...

Ibyk - Patron Information

Ibyk, bull-headed Lord of the Black Sun, god of war, wealth, dancing, and lasciviousness, seeks to overthrow the Seven Archons and restore the old ways. His children dutifully work to complete his labyrinth, and, with each passing moment, Ibyk grows stronger. Soon, the ancient prophecies will be fulfilled...

Invoke Patron Check Results:

- 12-13 The caster experiences a surge of divine power, and gains a +4 bonus on their next roll.
- 14-17 The caster is surrounded by an impenetrable wall of fire, and protected from all danger for the next d6 rounds.
- 18-19 The caster is transfigured by Ibyk's divine energy, and appears in a godlike form, causing all nearby enemies to avert their eyes and cower in terror for the next 2d6 rounds.
- 20-23 A golden bull appears and carries the caster to a nearby, safe location; for the duration of the journey, caster and bull cannot be harmed.
- 24-27 The caster and their companions are immediately transported to the safety of Ibyk's temple on the island of Kraath.
- 28-29 A 100' avatar of Ibyk appears, causing all of the caster's foes to flee in terror. If the caster faces some other form of danger, the avatar will also perform a single action to negate or remove the source of danger.
- 30-31 The caster is completely possessed by Ibyk, and gains a +15 bonus to the next 3 rolls.
- 32+ In recognition of the caster's deep devotion, Ibyk appears and directly intervenes on behalf of the caster, aiding them in their current mission.

Patron Taint: Ibyk

- 1 The caster is lost in reverie, dreaming of Ibyk's labyrinth.

First time: Caster is lost in reverie for one full turn.

Second time: Caster is lost in reverie for an entire day.

Third time: Caster is permanently lost in reverie and is unable to function. Caster will waste away within 3d6 days due to lack of food and sleep.

- 2 The caster is obsessed with helping to complete Ibyk's labyrinth, and donates their wealth to the Children of Ibyk to assist their cause.

First time: Caster donates $\frac{1}{3}$ of all wealth earned to the Children of Ibyk.

Second time: Caster donates $\frac{2}{3}$ of all wealth earned to the Children of Ibyk.

Third time: Caster lives on bread and water, and donates all material possessions to the Children of Ibyk.

- 3 The caster experiences uncontrollable lust.

First time: When in the presence of a beautiful person, caster must make a DC 15 Will save or immediately begin to flirt with the object of desire.

Second time: When in the presence of a beautiful person, caster must make a DC 25 Will save or immediately make blatant sexual overtures towards the object of desire.

Third time: Caster must engage in sexual acts once a day, or they will be driven mad by thoughts of lust, and lose all interest in adventuring.

- 4 The caster is entranced by the sight of flames.

First time: In the presence of an open flame, the caster must make a DC 15 Will save or they will be paralyzed for one turn while staring at the flames.

Second time: In the presence of an open flame, the caster must make a DC 25 Will save or they will be paralyzed for one turn while staring at the flames.

Third time: In the presence of an open flame, the caster is always entranced. If possible, they will begin leaping over the flames. If the fire is not in a form that makes this practical, the caster will attempt to start such a fire.

- 5 The caster begins to take on Ibyk's form.

First time: The caster grows a tail. -1d to all reaction rolls.

Second time: The caster grows horns, and can no longer

wear a helmet, but gains +1 to AC, and can make a head-butt attack for 1d6 damage.

Third time: The caster grows hooves, reducing speed to half the normal rate.

6 The caster goes berserk during combat.

First time: The caster receives +1 to attack rolls and +1 to damage dealt for the next day. Any time the opportunity for combat presents itself, caster must make a DC 15 Will save to avoid immediately and recklessly initiating hostilities.

Second time: The caster receives +1 to attack rolls and does double damage for the next day. However, at the end of each combat, the caster must make a DC 20 Will save or begin attacking allies; after each slain ally, the caster may make another Will save using a lower roll on the dice chain, until their bloodlust is sated.

Third time: Once the caster enters combat, they are unable to distinguish between friend and foe, and won't stop fighting until they are dead.

Patron Spell: Barbarous Invocation of Ibyk

Level:	1
Range:	Varies
Duration:	Varies
Casting Time:	1 round
Save:	Varies

General: Ibyk delights in confounding his opponents and crushing his foes, and those who invoke his barbarous names and are found worthy, are able to channel a portion of Ibyk's vast power to defeat their enemies.

Manifestation: (1) The sound of rushing wind and a stampeding herd of bulls fills the air. (2) A circle of flames appears around the caster. (3) Blood appears to flow from the caster's ears and eyes. (4) The caster appears to glow, and seems to briefly flicker in and out of existence.

- 1 Lost, failure, and patron taint.
- 2-11 Lost. Failure.
- 12-13 The target has a vision of dancing maidens, and is paralyzed by overwhelming desire for d4 rounds.
- 14-17 The target sees a vision of a glowing, golden bull, and falls to their knees while babbling incoherently for 2d4 rounds.
- 18-19 The target believes they are lost in Ibyk's labyrinth, and wanders about in confusion for 3d6 rounds.
- 20-23 One bull-daemon* appears and fights on behalf of the caster.
- 24-27 Three bull-daemons appear and fight on behalf of the caster.
- 28-29 The caster's enemies are all transformed into angry but stupid bulls, and lose all memories of their former selves.
- 30-31 The caster's enemies all burst into flame. There is 50% chance that they are completely incinerated by the flames; otherwise, use the "catching fire" rules from the DCC RPG rulebook.
- 32+ The earth shakes and a hole opens up in the ground, swallowing the caster's enemies. In addition, all individuals within 200' of the caster who are not Children of Ibyk must make a DC15 reflex check or fall into the bowels of the earth.

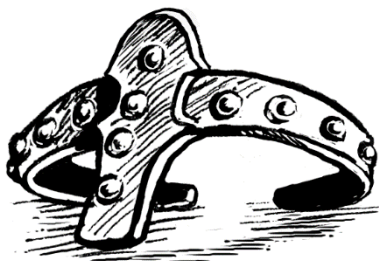
***Bull-daemon:** Init +1; Atk kick +2 melee (1d8), gore +2 melee (1d10); AC 14; HD 6d10; MV 50'; Act 1d20; SV Fort +2, Ref +3, Will +2; AL C.



Torvak, the Enslaved Ape God

By Jeff Call

Torvak, the colossal ape god rages. You do not hear his rage, because you are not deep in the earth. You are not near the subterranean Apeman city of Voodos. If you were, you would see him towering over you, roaring and swinging all four massive arms with power that could bring the great cavern down. You would see him held prisoner by a giant sophisticated gyroscope of Apemen design. You would see him spinning end over end, this way and that, tirelessly pursuing his freedom, overflowing with boundless anger and hatred for his captors. You would see his power harnessed and converted into electricity, lighting Voodos and bringing life to its machines. And perhaps most astonishing, you would see the Apemen warlocks use the rage of Torvak, their once-god-now-slave, to power their magic.



A caster who wishes to take advantage of the enslaved ape god, Torvak, as a patron must first obtain the special headset and bracers of the

Apemen warlocks, then cast invoke patron within the Voodos city limits. The results of that spell are a manifestation of signal strength between the equipment, the caster and the gyroscope's transmitter. Once the connection is established, the signal is strong enough to reach the caster anywhere on the planet (and possibly further).

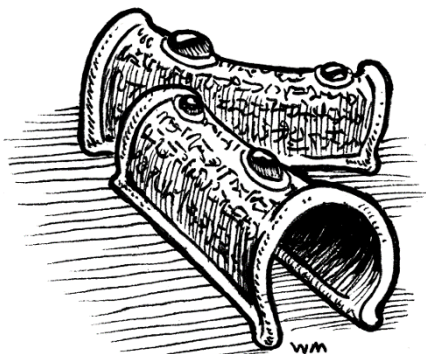
Invoke Patron Check Results:

- 12-13 Torvak's spinning rage has ebbed for the moment. The lights of Voodos flicker. The caster receives a +1d5 to the next spell check.

14-17 The spinning of the great ape god suffuses the caster with energy. The caster receives +2d5 to a spell-check, attack or saving throw of his choice within the next minute.

18-19 Torvak's rage echoes out from the caster. The caster and his companions are overcome with Torvak's rage and make attacks for 1+CL rounds at +4 to hit.

20-23 The heat of Torvak's rage causes the caster's body to burst into flames. All enemies of the caster or of Torvak within 30' of the caster take 2d6 points of damage from the heat, and must make a DC 15 Ref save or take another 1d6 points of fire damage the next round.



24-27 Torvak screams for revenge through the caster's mouth. All enemies who can hear him must make a DC 16 Will save or begin frothing at the mouth and attacking each other for 1+CL rounds.

28-29 Torvak "shares" his prison with the caster's enemies. All enemies within 50' of the caster are suspended in the air and spin rapidly for 2d5 rounds. At the end, each enemy makes a DC 20 Fort save or takes 3d6 damage.

30-31 Torvak lashes out through the caster. Four colossal molten arms under the caster's command rush out from his sides and can be used to reach out independently up to 60' from the caster, for 2 rounds. If used to attack, each arm attacks at +10 to hit and inflicts 3d6+6 damage.

32+ As previous entry, but for 1 hour.

Patron Taint: Torvak

When patron taint is indicated, roll 1d6 on the table below:

- 1 The rage of Torvak overwhelms the caster's mind. The 1st time this result is rolled, the caster begins to see enemies everywhere. On a 2nd roll, the caster becomes angry over small things: unnecessary delay, bad jokes, small insults, the biting of insects, spilled milk, etc. On a 3rd roll, these small events or greater cause the caster to become violent, and he must make a DC 15 Will save or attack the source of the problem. Additional instances of this result have no extra effects.
- 2 The caster forms a sympathetic link to Torvak. On the 1st roll, the caster begins to feel a measure of guilt over the ape god's imprisonment. On a 2nd roll, the caster yearns to set him free. He can hear Torvak's screams at all times, distantly. On a 3rd roll, the caster must make a DC 11 Will save or feel compelled to go to whatever lengths to set Torvak free. Each additional time this result is rolled, the Will save must be made again and the DC goes up by 1. Regardless of the result, the caster can hear Torvak's cries of anger at all times, drowning out about half the caster's normal hearing range.
- 3 The caster transforms into an apeman. Each time this result is rolled the caster transforms further. His forehead lowers, he grows more hair, his feet turn into hands, and more. The 4th time this result is rolled, the transformation is completed, and additional instances of this result have no effect.
- 4 The caster is unable to hold still. On the 1st roll, the caster becomes jittery and is constantly moving a leg or tapping fingers. On a 2nd roll, the caster quivers constantly. -1 to hit. On a third roll, the caster must constantly stay in a state of motion but no longer needs to sleep and never grows tired.

He takes an additional -1 to hit penalty but gains +2 to AC. Additional instances of this result have no extra effects.

- 5 The caster feels imprisoned. On the 1st roll, the caster feels uneasy in any space with a roof. On a 2nd roll, the caster must make a DC 5 Fort save anytime he enters an enclosed area or suffer a -1 to all rolls, as he is constantly searching for a way out. On a third roll, the caster passes out anytime his arms or legs are bound, from the stress of imprisonment. Additional instances of this result have no additional effect.
- 6 The signal strengthens. On the 1st roll, the caster becomes hotter than average. On a 2nd roll, the caster's heat increases. Snow and ice melt around his feet. On a 3rd roll, the caster's body becomes the signal conductor and he no longer requires the headset and bracers to channel power from Torvak. Additional instances of this result have no extra effects.

Spellburn: Torvak

Torvak is held against his will and he has no driving agenda. However, his patronage still is not without certain sacrifice and risk. When a caster utilizes spellburn, roll 1d4 on the table below or use them as inspiration for the judge.

- 1 Spikes set in the headgear and bracers drive themselves into the caster's brain to boost the signal. The resultant discomfort manifests as stat loss.
- 2 Torvak is in an especially fierce anger and his rotations especially powerful. The heat generated by the energy causes painful tissue burn (manifesting as stat loss). However each point spellburned counts for double.
- 3 Torvak utilizes the signal to lash out at his captors. In addition to the spellburned points, the caster loses 2d8 temporary points of Intelligence, regained after a night's rest.

A caster reduced to zero Intelligence points goes into a coma and awakens 1d4 days later with only ape intelligence.

- 4 Torvak pours his rage into the caster's body. The caster must lash out at a living creature each round, for a number of rounds equal to the number of points spellburned to avoid taking a stat loss, or suffer 2 points of temporary stat loss each round he does not.





Crom!!!

DCC Deity Write-up: Crom, the StarSmasher

By Ian Wyckoff

Crom. The Mountain King. Lord of Valhalla. StarSmasher.

"Crom is the god of men and steel. Long ago, the giants that live in the earth tricked Crom and took from him the riddle of steel. Crom killed the giants with fire and earth and threw their bodies into the ocean. But in the fury of battle, the gods forgot the secret of steel on the battlefield, and those that found it are simply men. Not gods, nor giants, but men.

Some claim that Crom was once a man, that he led the armies of the Wild Men the day they broke the strength of the Elder slavers. Perhaps, but no matter. For now Crom continues the eternal battle against Colaxis and the serpent-wizards of Praxis IV across the stars."

The Cleric's Life: Clerics of Crom are intergalactic warriors, pledged to the service of Crom in the eternal war against the serpents of Colaxis. Their lives are typically short and glorious. It is divine mandate to crush their enemies, seek out glory and great frivolity, and to suck the marrow out of life's bones.

Alignment (Neutral): Crom is a balanced force who thrills for battle. He fights for a future where men choose their own destiny and are free from the overreaching of Law and Chaos.

Healing: Clerics of Crom heal by distributing the wounds of their subjects across all the host of Crom's followers. Eventually the cleric will be called upon to bear his portion of these wounds...

Unholy: Serpents, serpentine humanoids, planar (law/chaos) creatures, dark sorcerers and magical constructs, giants, poisoners, deceivers, subhumanoids (not including elves, dwarves, and hobbits - though Crom is not overly fond of them).

Holy Symbol & Boons: Clerics of Crom carry a longsword or two-handed sword crafted by a master smith as their holy symbol. As one of their beginning spells, clerics of Crom cast Divine Symbol as a 1st-level cleric spell (+2 to spell checks), and may Spiritburn (i.e. spellburn) when casting this particular spell.

Clerics of Crom must utter a sacred catch-phrase when activating their holy sword through the spell Divine Symbol. Suitable examples include:

- “Thunder, Thunder, Thunder, Thundercats, Ho!!!”
- “By the Power of Greyskull!”
- “I Have the Powah!”
- “Form Blazing Sword!”
- “Care Bear Stare!”
- “By the Power of Crom, I am Captain Planet!”

In addition to the might of their holy sword, clerics of Crom emit a sonic boom when clasping one another in the sacred Dillon-Dutch Predator Handshake (treat as Gust of Wind spell of appropriate spellcheck). This boom is an echo of the handshake shared between Crom and his ally Gossar after the Battle of Nuzon Prime.

The Disapproval of Crom

All effects last until disapproval resets, unless specified otherwise:

- 1 **Meditation:** Crom senses fear in the heart of the cleric. The cleric loses all spellcasting ability until he spends one hour in meditation, after which he recommits his life to a violent end. +2 to the next spell check.
- 2 **The Visage of Crom:** The cleric doubles over with pain as Crom warps his physical form to be closer to Crom's ideal (all forehead and biceps). The cleric is at -2 to all physical checks for the next hour until he becomes accustomed to the modifications.

- 3 Enough!!! Crom grows tired of these constant requests for aid and bellows his divine rejection in the cleric's ears. The cleric is struck deaf for the next 1d6 hours, all surrounding individuals are struck deaf for 1d6 turns.
- 4 Suffer for the Cause (Minor): The cleric is called upon to bear minor wounds sustained by other followers of Crom. Gashes and bruises appear across his body. -1 to Strength, Agility, and Stamina, which heal normally.
- 5 The Fist of Crom: The cleric calls on Crom, interrupting the Mountain King's frivolities in Valhalla. Crom slams his divine fist (roughly the size of a man) into the body of the cleric, knocking him out cold. The cleric stays unconscious for 1d3 turns, and remains groggy (-4 penalty to all rolls) for one hour after waking.
- 6 The Battle Rages in a Distant Galaxy: Crom's forces are currently occupied in a pitched battle with the LizTars of Colaxis near the Gorblarn Nebula. With Crom unable to provide aid, the cleric may only redistribute hit points with his healing ability from among willing participants for a period of 1d2 days.
- 7 The Mead of Valhalla: Crom has seen uncountable numbers of men live and die in battle. To teach the cleric to relish life and the thrill of glorious battle, Crom fills the cleric's belly with the mead of Valhalla, making him stinking drunk for a period of 1d6 hours. The cleric becomes joyful and uninhibited, but his actions become sloppy, resulting in -1d to all actions requiring concentration or finesse (judge's discretion).

- 8 The Trial of Savagery: Crom grows tired of the 'civilized' manners of his servant, and yearns for the days when men were wild and free! The cleric's intelligence is dropped to 3, he loses the power of speech and can barely understand language, becoming highly aggressive and impulsive. During this time the cleric gains +1d to physical checks (including combat) and spell checks as he learns to call on Crom without words.
- 9 Suffer for the Cause (Major): The cleric is called upon to bear major wounds sustained by other followers of Crom. His muscles are torn and bones are bruised as open slashes appear across his body. -3 to Strength, Agility, and Stamina, which heal normally.
- 10 Join the Fight! The cleric is surrounded by the ghostly shapes of Crom's warriors and Serpent-Men caught in a pitched battle on an alien planet. Suddenly, several of the Serpent-Men (per the judge's discretion) materialize in the cleric's location as Crom sends them to be cut down by his holy warrior.
- 11 Tithe: Crom demands the cleric donate one third of his material possessions to the followers of Crom, preferably in the form of weapons and armor, training, and fortification. Until the cleric accedes to this demand, he suffers a -4 to his spell checks.

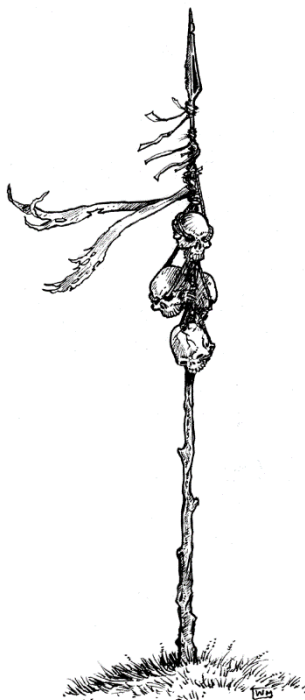


- 12 **The Trial of Poison:** Crom demonstrates the vile nature of poison by infecting the cleric with a slow-acting toxin. At the start of each day, the cleric's maximum HP is lowered by 1. At the end of each day, the cleric rolls a Fortitude save as his body attempts to develop an antigen, DC (21 - number of HP lost). When the cleric passes his Fortitude save, he recovers all lost HP after a full night's rest, and gains a +1 to all saves against poison.
- 13 **A Tour in The Mech Corps:** The cleric is pressed into service as a psychic pilot of a Mark X5 Hunter-Killer Unit carrying out operations on a forward base of Colaxis. For the next 1d5 nights, the cleric's consciousness is transferred into the unit, where he experiences savagery that cannot be believed (X5 Units provide faithful pain and sensory input to the user, to increase success rates). Each morning the cleric wakes exhausted and harrowed, losing 1d2 temporary Personality, and only recovering half of his disapproval, but gaining 1d4 XP. At the end of his tour, the cleric is discharged with a chit that can be redeemed with Crom for +2 to any spellcheck.
- 14 **Quest:** Crom orders the Cleric on a quest to deliver a savage blow to the foes of men. The cleric suffers -2 to all spell checks until he is actively pursuing the quest.
- 15 **Suffer for the Cause (Critical):** The cleric is called upon to bear critical wounds sustained by other followers of Crom. The cleric's body is left a crumpled mess as his bones crack and deep tissue bruises appear over his entire body. The pain is excruciating. Crom grants the cleric a minor blessing as a reward for this burden. -6 to Strength, Agility, and Stamina, which heal normally, and +1 to Luck.
- 16 **Trial of Gravity:** Crom tests the cleric's will. The effect of gravity is doubled on the cleric, resulting in half distances for jumps, and -1d to all physical checks. At the end of each day, the cleric has a 5% cumulative chance to physically

adapt to this new environment, after which Crom removes the effect and the cleric gains +1 to the physical attribute of his choice. The cleric may also beg Crom to take away this burden, resulting in a permanent -1 to Personality as the cleric is forever stained by his failure.

- 17 Drafted! The cleric (and his party members per the judge's discretion) are instantly taken as per the Eternal Champion spell to aid the followers of Crom at some place and time of the Judge's choosing. The Judge may play through the day's events, or randomly determine the effect on the cleric, including XP gained, damage suffered, and adventures had! Recommendations include a siege of The Infernal Factory, a defense of Hill 7Z on the 4th moon of Pluto, or a "bug hunt" to rescue captured warriors on Klendathu (a suicide mission of one type or another). Characters killed during the spell are returned alive with the rest, but as if they had succeeded on a roll-the-body check. All characters conducting themselves heroically receive +1 Luck.
- 18 Incoming Warp Signatures Detected! The cleric is made known to a significant enemy of Crom and unwittingly becomes a part of the galactic conflicts of the StarSmasher. Expect potential inbound starships and light orbital bombardment.
- 19 The Curse of Death: Crom warps fate, sparing one of his most favored followers from death by switching his destiny with that of the cleric. For the next 48 hours, as the spirit of death seeks to rectify the imbalance, the cleric and any who ally with him are treated as having a 3 Luck as anything that can go wrong does go wrong. The judge may change the outcome (succeed/fail) of any three rolls in an attempt to kill the unfortunate cleric. If the cleric survives this period, he may assume the title "He Who Laughs at Death," and gains +2 Luck. Forever after, the cleric is personally known to Death, who considers him an admirable rival.

Riddle of Steel: Time stops, and the cleric suddenly finds himself standing before Crom and his greatest warriors in Valhalla! Crom immediately demands the cleric answer him the Riddle of Steel. The player has 30 seconds to come up with a short, epic speech concerning valor, steel, and the human soul. The cleric rolls a DC 20 Will save, modified up to +/-5 points based on the quality of the speech. If failed, Crom bellows "NOT GOOD ENOUGH, MORTAL!" as he scoops the cleric up in his fist and hurls him to earth. The cleric smashes into the ground, creating a medium-sized crater and suffering 1d3 permanent physical ability score damage, assigned randomly, as his body is sundered from the impact. All creatures within 20' of the cleric are knocked prone and suffer 1d6 damage from the shockwave, and the cleric is dazed for 1d3 rounds. If the cleric passes the test, Crom bellows with laughter as he recognizes the cleric's growing understanding. Crom places his mark of favor upon the cleric, and the cleric gains a permanent +1 to Personality and +2 to attempts at Divine Aid.





I Fought the Law (& the Law Won): Making Law in DCC as Badass as Chaos

An Unabashed (if not Unapologetic) Editorial by Steve Bean

WHERE THE PANDEMONIUM OF CHAOS PROFFERS...	EMPYREAN LAW INSTILLS...
IMPULSIVENESS	DISCIPLINE
INSIDIOUSNESS	STEADFASTNESS
TREACHERY	LOYALTY
WANTON AGGRESSION	COURAGEOUS ACTION
BLIND VENGEANCE	JUST RETRIBUTION
CONCEIT	SELFLESS SACRIFICE
ANARCHY	AUTHORITY
CORRUPTION	RIGHTEOUSNESS

CHORANUS THE LORD-CREATOR'S EIGHT PILLARS OF AN ORDERED WORLD

DCCers have a love affair with Chaos.

There, it's out on the table. I said it.

Why do we harbor this love? Maybe it's because we see ourselves as the rebellious anti-heroes of modern RPGing. Or maybe it's because many of us grew up in gaming at a time when it made us social outcasts, and we act out our desire to tear down the Establishment, the institutions that mocked us – the football teams, cheerleading squads and homecoming courts – at the gaming table. It sure seems reflected in how many of us embrace a chaotic, gonzo-style of gaming.

Whatever the reason, I submit that this love affair didn't exist in our early gaming days. In the late 70s and early 80s, we wanted to play paladins. We were even willing to role-play within the strictures of the lawful good alignment in order to earn the privilege of riding a summoned warhorse and wielding Fedifensor (though I'll admit that we all probably played at least one AD&D assassin, and then the Dragon magazine anti-paladin came out...).

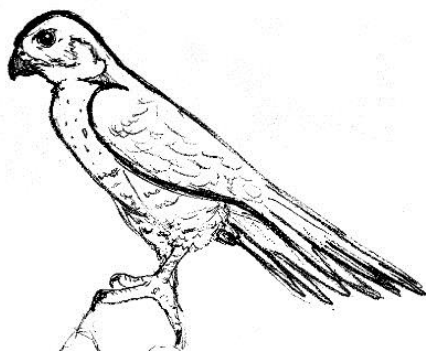
But nowadays among DCCers, Chaos seems all the rage. IMHO this love affair means that Law has gotten short shrift.

There, I said that too.

I am even going to go so far as to say that compared to Chaos, Law in DCC is emasculated (apologies to my gamer sistren). I think it's loooooong past time we give Law some bigger balls in DCC (again, apologies), and in this article I aim to start the re-invigoration.

Let me begin in the usual DCC fashion by contextualizing this call in Appendix N. Consider Law and Chaos as laid out in my favorite Appendix N work, the *Chronicles of Amber* by Roger Zelazny. In the *Chronicles*, the universe was originally just the raw, boiling, seething stuff of Chaos. A prime force of order, the unicorn, helped a lord of Chaos inscribe the Pattern and bring into being the first fixed world, Amber, thus ordering the universe.

The idea of Law and order as the forces of creation that bring the mortal worlds forth from the raw stuff of Chaos is the kind of view of Law that can bring it up to the same level of “badass-ness” that Chaos currently enjoys within the DCC community. What follows are Eight Pillars of Law – eight ways of operationalizing a badass version of Law in a DCC campaign world. These pillars are offered as a natural, in-game extension of the conceptualization of Law as the prime force behind the creation of the mortal worlds:



The power of Law is awe-inspiring

Law used its power to wrest the creation of the mortal worlds out of raw, boiling, seething Chaos - make the power and majesty of Law evident everywhere in the mortal worlds in great works of creation. If, in your campaign, the eternal balance has tipped far in favor of Chaos, there should still be great, latent lawful power imbued into artifacts, ruins and remaining institutions. Give Law great affinity and efficacy with the power of creation. Law should wield spells like Choking Cloud, Magic Missile, Magic Shield, Wizard Staff, Sword Magic, Food of the Gods, Bolt from the Blue and Spiritual Weapon with special potency.

The gods of Law continue to order, create and shape the world

The gods of Law are not deists – they did not create the world, set it in motion and then leave. Just as the lords of Chaos appear with their demon hordes to bring down civilizations or bring forth the apocalypse, so too should the gods of Law walk across the mortal worlds engaging in great acts of creation, defense and ordering. These gods and their high-ranking mortal agents should seek out PCs - rare and unique individuals - and enjoin those with an affinity for Law in these great works. These gods and their agents should use the majesty and grandeur of their miraculous works to try and convert PCs whose allegiance lies elsewhere to the side of Law. Joining a god of Law in enacting a great work should lend PCs new powers, though these should be temporary and have a cost associated with mortal channeling of divine power.

Law does not leave people to find their own way

Taking action, ordering and shaping things is intrinsic to Law – after all, that's how Law created the mortal worlds in the first place. Law does not embrace the notion of free will in the Christian theological sense – it does not leave people to decide for themselves what the right or expedient thing is to do and whether or not to do it. Mortal institutions of Law are not hands off – they act proactively, decisively and forcefully to bring order and lead people down the right path.

Law is always recruiting and it strongly prefers to engage converts in its crusades over mercenaries. The agents of Law will be less interested in working with adventurers as freelancers

versus trying to enlist PCs into their military and religious orders and wizard guilds. Such membership will deliver great resources and benefits to the PCs. Members of such orders and guilds will have access to masterwork armor and weapons, to libraries of lore and to special training that can reduce the amount of experience they need to attain levels or will grant them additional powers when they do. They might even be loaned magical artifacts to use on their quests, since lawful orders can reasonably expect lawful allies to take great care of such items and honor agreements to return them.

Through the ordering and organization of its resources, Law can be more powerful than Chaos

By its nature Law more easily orders and organizes its resources than Chaos does. Your campaign world should be populated with military orders of paladins, knight-templar clergies, councils of arch-mage evokers and secret, ancient orders of assassin-spies (that operate within a strict honor-code), all answering to the gods of Law. These groups should have great renown, but that renown should be well-deserved and your PCs should yearn to be invited to join such groups. Should your PCs have the privilege of adventuring with members of such groups, a shared quest should produce an unbreakable bond between the PCs and NPCs – one that both sides can call upon in the future for mutual support. Similar relationships can exist between PCs and the lawful primal servant races such as shedu, ki-rin, devas, metallic dragons, androids (it is the Three Laws of Robotics after all), etc.

Law enjoys certainty about its rightness

This certainty forms the foundation from which Law constructs three Ps: precedent, policy and procedure. Certainty and the three Ps enables Law to act swiftly. While the agents of Chaos are mired in mutual suspicion - maneuvering around each other and hoping to gain individual advantage over both Law and their rivals - the forces of Law will have already made advance plans and preparation, made a decision and set their plans in motion with rapid efficiency.

Unless Chaos has been able to disrupt the forces of Law to an unusual degree, those forces should be able to respond more rapidly to developments than the forces of Chaos can and have

contingency plans they can enact quickly to support PCs who serve the cause of Law. Stockpiled resources can be made available for PCs who are allied to Law-furthering causes and such PCs should be advantaged by the ability of lawful elites to command organizations and institutions.

Civilization prefers Law over Chaos

Elites, such as royalty, the nobility, merchants and trade guilds all benefit from an ordered society possessing the rule of Law. And while the first preference of commoners - farmers, tavern-keepers, tinkers, peddlers, etc. - is neutrality, if forced to choose between Law and Chaos, they see themselves much better off under Law than under Chaos.

In civilized lands, PCs who demonstrate an affinity for Law should be well treated. They should enjoy the hospitality of rulers and be offered the best fare, the best lodging and the best goods at a fair, if not discounted, price. They should be afforded honors and accolades, should be included in important functions and should be privy to special councils and counsel.

Law is not synonymous with good

The servants of Law can be as relentless and ruthless as any agent of Chaos, they can be inquisitors, witch-hunters, and crusaders. Law has no aversion to violence and no qualms about dealing death. Law views death as part of order: "all things must come to an end" is natural law (and, at the same time, paradoxically, is also an axiom of Chaos - ah the joys of philosophy). And thus, Law is perfectly comfortable with using lethal force to bring about order. Furthermore, in the pursuit of order, Law may also employ vicious methods, e.g. torture. Law has absolute certainty about the rightness of its ends and holds as a principle that the needs of the many outweigh any consideration of the individual.

Don't hold lawful PCs or NPCs to a standard of behavior that is about being good rather than lawful. Challenge them to explain their actions in terms of how they advance the causes of the rule of Law and an ordering of the world. Remember that many of the principles of Law are "badass:" retribution, conversion, certainty, righteousness, authority. As awful as it sounds, in our

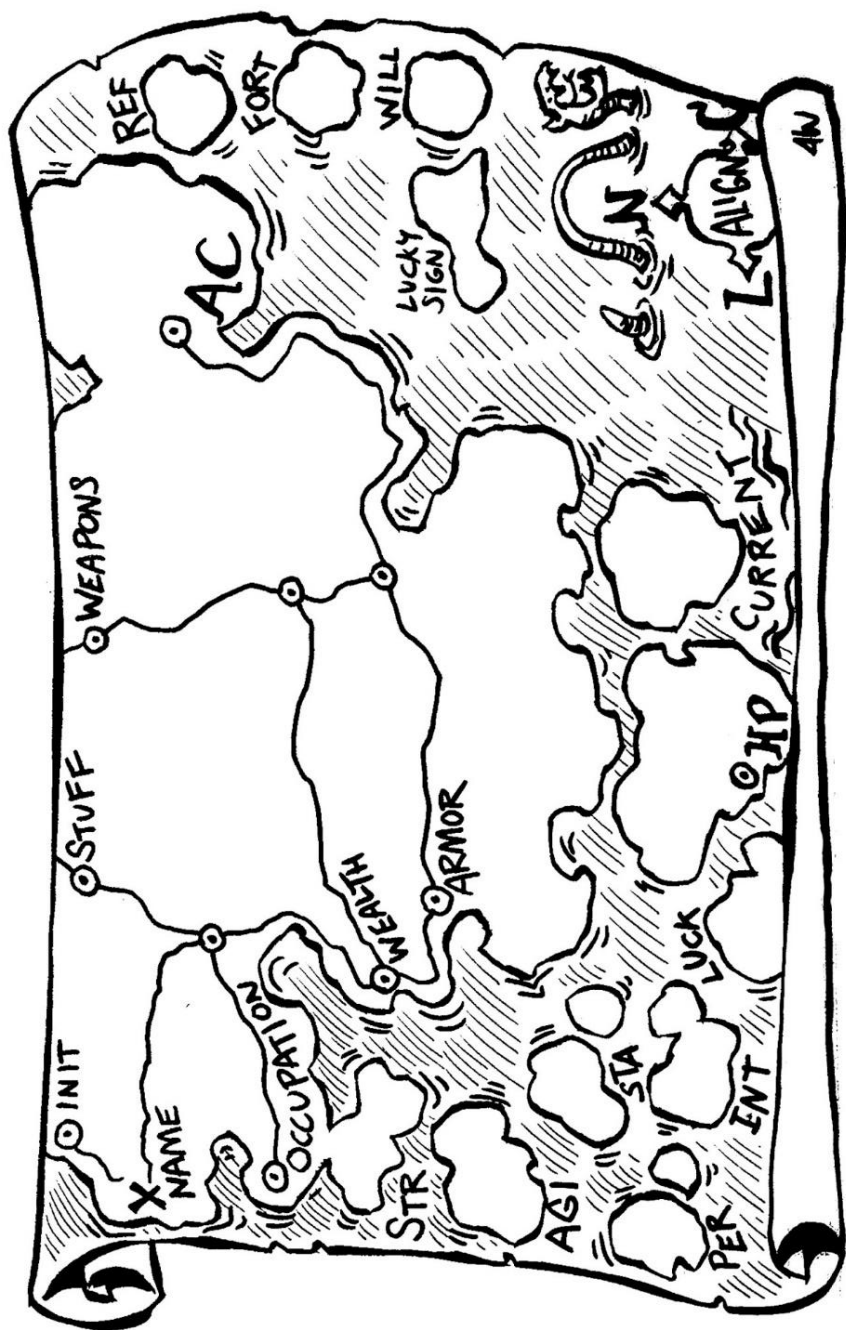
own world many genocides have been justified by law, so lawful PCs don't have to have any qualms about taking life or holding back their zealotry.

In an ordered world, lawful actions are rewarded

The gods of Law are not fickle like the gods of Chaos – service is rewarded predictably and expediently and additional power is granted to those who prove their worth. Zealotry, pursued in accordance with the aims of Law should be rewarded generously! Lawful patrons should not show the same capriciousness as chaotic patrons. If such patrons are allowing or facilitating the failure of individual servants because they are sacrificing these servants to further some higher purpose or stratagem of Law, they should as open about this as they can to PCs. Bonuses should be given to Invoke Patron spells that are cast in the earnest effort to further the goals of Law.

Gods of Law should not heap punishing disapproval upon PC clerics, especially if the cleric is doing their best to complete a quest that furthers the cause of Law. Except in cases where a cleric has transgressed against Law, the gods of Law will seek to instruct and correct their clerics, not punish and hamstring them. Judges should consider modifying the deity disapproval for lawful clerics or giving them a bonus on the disapproval roll if they are doing their best to complete a quest that serves the cause of Law.





Credits

Contributing Authors – VOLUME 2

Steven Bean, Jeff Call, Eric Hoffman, Duncan McPhedran,
David Powers, James Pozenel, Ian Wyckoff, James V. West

Cover Illustrator – VOLUME 2

Doug Kovacs

Title Page Illustrator – VOLUME 2

Marc Radle

Contributing Illustrators – VOLUME 2

Robert Cameron, Benjamin Mara,
Danny Prescott, Shield of Faith Studios/Matt Jordan
Some artwork copyright William McAusland, used with permission

Editors

Forrest Aguirre, Steven Bean, Daniel Bishop, Jon Carnes,
Keith Garrett, Jason Hobbs, Tony Hogard, Michael Jones,
Duncan McLastName, Jonathan Nichol, James Pozenel,
Jim Skach, Tim Snider, Noah Stevens, Doyle Tavener,
David VC, Laura Rose Williams, Paul Wolfe

Proofreaders

Reece Carter, Samuel Dester, Jason Hobbs, Tony Hogard,
Aaron Koelman, Ryan Moore, Jonathan Nichol, Jim Skach

Printing Offset Contributors

Forrest Aguirre, Steven Bean, Julian Bernick,
Eric Fields, Laura Rose Williams, and the
patrons of the G+ GFA community

Creative Vision & Direction, Layout and Graphic Design

Doug Kovacs, Harley Stroh, Jon Hershberger
Marc Bruner, Matt Hildebrand, Michael Jones

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A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



MONSTERS & TREASURE

VOLUME 3 OF EIGHT BOOKLETS

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Order of the Quill Presents
Roll Your Own Encounter
A DCC Solo-Encounter for 3rd-10th Level Readers

THE GIANT'S GULLET

WARNING!

Do not read this encounter straight through from beginning to end. During the encounter you will be asked to make choices and dice checks. Some of the decisions you may make will have fatal consequence! Weigh each choice carefully and make sure your lucky d20 is nearby!

Before reading, roll up stats for each of the six DCC RPG ability scores (Strength, Agility, Stamina, Personality, Intelligence, Luck) as per the character creation rules on page 18 of the DCC RPG Core Rulebook.

THE GIANT'S GULLET

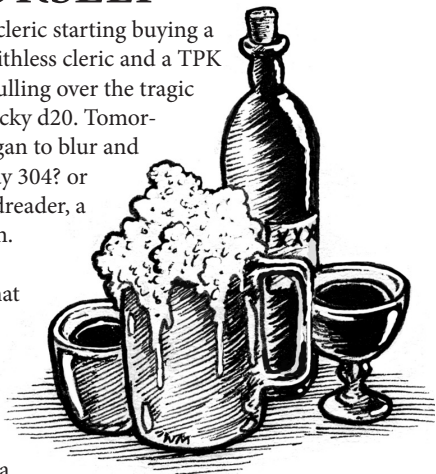
BY CLINT BOHATY

YOU PROMISED YOURSELF

ONLY ONE LAST DRINK. But when the cleric starting buying a round after each disfavor, you couldn't resist! One faithless cleric and a TPK later, you stumbled back toward your hotel room, mulling over the tragic death of your warrior Zinthia and cursing your unlucky d20. Tomorrow you'd finally throw it away! Soon your vision began to blur and the room numbers became harder to read. Does it say 304? or 809? As you tried to align your keycard with the cardreader, a wave of dizziness hit you and the world began to spin.

Is this how Zinthia felt when she was beheaded by that goat-crab Mongondu?

You wake up on a hard warm floor. Your back aches and your face is puddled in drool. You slowly sit up and wait for the world to stop spinning. But it never does! You realize that you are suspended 70' high in a cage like a canary.



A warbled, high pitched voice squeals from behind, "Finally awake I see. Quick! We haven't much time before he's finished his stew!"

Stew? Your stomach grumbles. You haven't eaten since that cheap breakfast burrito. The cage continues to turn slowly upon its chain, and soon you are face to face with a grizzled warty dog-man. Like you, the creature is locked in a cage suspended from the ceiling. Beyond him, you see the back of a gigantic lumpy humanoid, at least 60' tall, tending to a boiling cauldron.

"My man-name is Narafoo, but my pack call me Gruff-gerrr-snuff-bark-thack*!", snorts the dog-man. "The giant is almost ready to boil us alive. But I have a plan for escape!"

You get the feeling that this creature is hiding something, but the situation seems dire. Perhaps instead you could tattle on this dog-man and earn the giant's favor?

If you warn the giant that Narafoo plans to escape, turn to page 8.

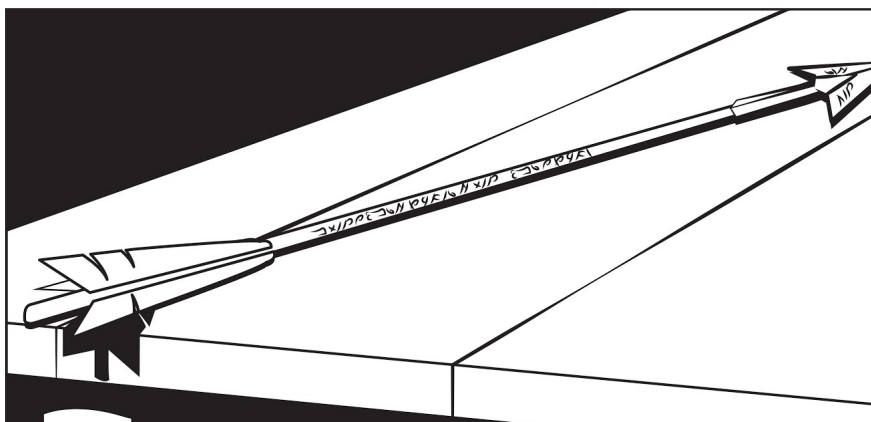
If you lean in close and listen to Narafoo's plan, turn to page 18.

THE ARROWS OF ANRA

BY JAMES A. POZENEL, JR.
ILLUSTRATION BY ROBERT CAMERON

*Arrows of Anra are an open-ended collection of unique, magical arrows.
The one detailed below is a conversion of the AD&D classic arrow of slaying.
The judge can alter this arrow by rolling on Appendix L: Languages of the
DCC RPG rulebook and substituting ogre with the new creature.
Other arrows can be created and attributed to Anra if you so choose,
or maybe this one is the only one left!*

Anra was an elven Bow-Mage and a hero of long ago times. She is still remembered in song and story and is sometimes just referred to as The Fletchermancer. Anra was renowned for crafting her own enchanted arrows which she used to deadly effect against evil creatures. They are acknowledged to be some of the finest ever made by mortal hands, able to fly straight and true and so well-constructed that they often survive numerous uses. Each arrow head is inscribed with mystical symbols and a piece of poetry or prose is written in delicate, minute, Elven script on the shaft. The fletching on the arrows is a rich golden red and no one has ever seen such plumage, leaving sages to ponder their origin. When she was slain in the Battle of Highbarrow by a horde of serpentmen, many of her arrows were lost and scattered. A cache of three of these arrows were said to make their way into the hands of the warrior Anslem the Archer. Another of her great masterwork arrows said to be able to slay a demon is purported to be in the possession of Gaedelwyne the Bold.



If a sage is found with sufficient knowledge in hero, elf or magical artifact lore, they can confirm that the markings on this projectile correspond to what are known as Anra's Arrow Versus Ogres. Such a sage would also know that the arrow is especially ensorcelled to kill ogres. A master sage would know that Anra called this arrow "Na Hongwir Namárië" or "Poem Against Ogres," and that speaking the poem before use unleashes certain death on an ogre.

Notes: Under normal circumstances, this arrow functions as a +1 magical weapon. In addition to its magical characteristics, it provides an additional 50% range to the weapon firing it and is unusually strong -- hardy enough to avoid breakage after normal use. It can break and forever be useless if the user rolls a natural '1' on attack followed by a '4' on the Fumble Table. No other effect should befall the character if this should transpire.

When used against ogres this projectile provides the attacker with an additional +1 attack and +3 damage. If the poem on the shaft is spoken aloud before firing at an ogre, the arrow's full magicks are released. After recitation of the incantation, the target ogre is automatically hit and must make a DC 25 Fort save or die instantly. If by some miracle the creature survives, it suffers double damage (2d6+8). Whether the creature saves or not, the arrow is consumed in the deadly strike.

THE GIANT'S GULLET

Make a DC 14 Personality check.

If you failed...

You rattle the iron bars of your cage and shout “Scuse’m s’serr. Dis’ *HICK* dog-man tryin’ ‘scape”, punctuated by a loud *BURP*! Still sloshed, you squint to better look at the giant as he marches toward your cage. For some reason, you never imagined a giant could have such a bountiful... figure.

The giantess presses her large nose against the bars of your cage and gives a powerful sniff. Your shirt is pulled up over your head, blinding you.

“Been add’da bottle ‘ave we?”, she screeches. “Well, a drop-a-ale’s just what dis’ recipe needs!”

Before you can fix your shirt, the giantess opens the cage and pulls you out. Like a wet rag she holds your body by arms and legs over the boiling cauldron. Reading off a poorly written recipe page, the giantess recites, “And one kettlespoon of ale!”

Suddenly you feel your body twist. Your skin tightens. Your bones crack. And the last thing you hear is the splash from every ounce of your own body-fluid raining into the stew below.

THE END

If you succeed...

You begin to rattle the iron bars of your cage and shout “Giant! This dog-man is trying to escape!”

“Scape!?! Nobody’s ‘scaping to nowhere!” thunders the giant as he stomps toward Narafoo. You watch as he pulls a large iron key off a nearby hook.

Taken by surprise, Narafoo stammers “No-no! It was the man who talked of reaching the scroll and escaping, not me!” You notice Narafoo’s eyes dart past you to a nearby cupboard, atop of which sits a tattered scroll.

“Recipe’says dog-man first. Man-man secon” the giant declares as he seizes Narafoo in his huge seven-fingered hand.

“Damn you hairless demon!” Narafoo whimpers before being plopped into the giant’s stew. If you swing your cage, you could easily reach the scroll on top of the cupboard. But if you really swing your cage, you could probably reach the key!

If you swing your cage toward the scroll, turn to page 31.

If you swing your cage toward the key, turn to page 26.

TWO ROACHES FOR YOUR ADVENTURES

BY DANIEL BISHOP
ILLUSTRATIONS BY BENJAMIN MARRA

IRONROACH SWARM

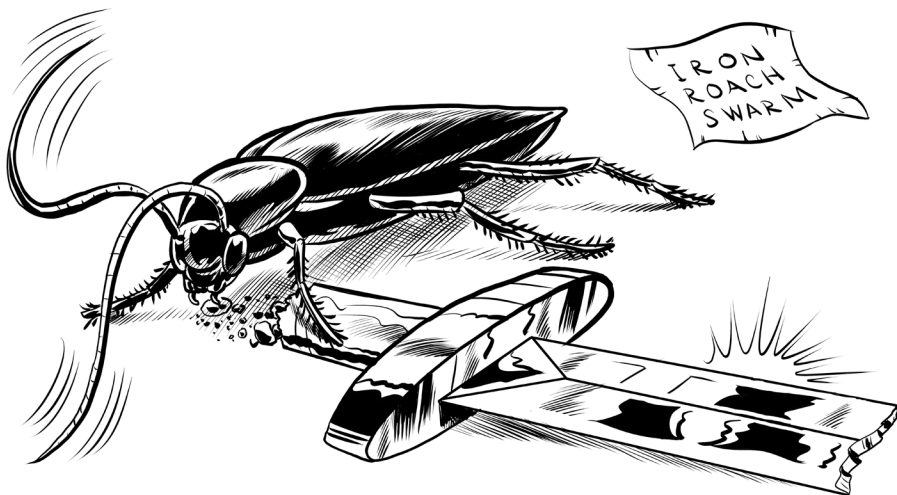
An individual ironroach is about an inch long, with a hard carapace made of rust-flaked iron. They feed on flesh and plant matter, as well as on iron and steel, which they use to build up their armoured carapaces. When they attack as a swarm, ironroaches are dangerous foes.

An ironroach swarm is a conglomerate of crawling ironroaches (they are too heavy to fly) that covers a roughly 5-foot diameter space. Multiple swarms may be encountered together to cover more space. Like all swarms, ironroaches are only vulnerable to area affecting attacks and magic. Ironroaches, however, are immune to magic missiles, which dissolve when they come into contact with the swarm, giving the swarm bonus hit

points equal to the damage which the magic missiles would otherwise have done.

An ironroach swarm always attacks the most heavily armoured creature, seeking to devour its armour as well as its flesh. The swarm reduces the AC bonus of metal armour by 1 for every 1d4 weeks spent devouring it, so there is a chance to recover lost armour if a party does not wait too long. A body is devoured much more quickly, and is reduced to bones in a matter of 1d6 days.

Ironroach swarm: Init +0; Atk bites +0 melee (1d6); AC 20; HD 3d8; MV 20'; Act 1d20; SP swarm traits, gains bonus hp from magic missiles; SV Fort +4, Ref +4, Will +0; AL N.



CARPROACHES

An unpleasant admixture of insect and fish, even the smallest carproach is a foot long, with sharp mandibles. The creatures have six legs, swimming fins, and fishlike tails. They can survive on land or in fresh water with equal ease, and can climb walls (although not sheer surfaces) and ceilings, so long as there is anything for their pincer-like claws to grip. Giant carproaches grow to a length of 5 feet, but cannot climb as well as their smaller kin.

Carproach: Init +5; Atk bite +0 melee (1d3); AC 12; HD 2d6; MV 20' or swim 30' or climb 10'; Act 1d16; SP infravision 30'; SV Fort +5, Ref +3, Will +0; AL C.

Carproach Swarm: Init +3; Atk swarming bite +4 melee (2d3); AC 8; HD 10d6; MV 20' or swim 30' or climb 10'; Act special; SP swarm traits, infravision 30'; SV Fort +10, Ref +0, Will +0; AL C.

Giant Carproach: Init +3; Atk bite +5 melee (3d3); AC 18; HD 5d6; MV 30' or swim 30' or climb 5'; Act 1d20; SP infravision 60'; SV Fort +9, Ref +1, Will +0; AL C.



THE GIANT'S GULLET

For a second your eyes lock with the cockeyed glare of the giant. You pray that somehow you'll be able to survive 7d6 falling damage!

CRASH!

Make a Luck check!

If you succeed...

Again the world begins to spin around you as the cage rolls across the floor and smashes to a halt against the baseboard of the wall.

The bars of the cage are twisted wide enough for escape, and there is a large crack in the baseboard nearby. You hear the giant roar in anger behind you as he scrambles on all fours toward the cage. Without a second to spare, you rush through the crack of the baseboard!

Go on to page 27.

If you failed...

You frantically search your pockets for seven six-sided dice. Just as you roll them for damage, the cage slams into the stone floor. Your skull rattles with searing pain and your vision bursts into a kaleidoscope of stars...

You momentarily regain consciousness at the bottom of the hotel stairs. You try to sit up, but your body aches in disagreement. Before falling back into a pained slumber, you pray to Sezrekan for a better Luck check when the hotel maid rolls your body over in the morning!

THE END

GAZETTE-FEAR!

MONSTER STATS based on the *Creature in the Corner* feature from the **Goodman Games Gazette**

SILLETHEENE (June 2015, 2nd Issue, circa The Monster Alphabet)
Init +1d14; Melee staff +6 (1d12); Ranged staff energy +8 (1d10, +slowing, 20/40/60); AC 18; HD 6d8+12; MV 40; Act 1d20; SP of-the-night; Fort +6; Ref +8; Will +6; AL N

Silletheene was an assassin in life. Failing in an important assassination for a sorcerer warlord, she was cursed to become the night, only existing in darkness and only effective against others afflicted similarly to herself. She can know no pleasure, not even warmth. She stalks the world, seeking the descendants of the target she missed all those decades ago. She bears a small urn of magical oil. Pouring this oil over a target, they become as much a part of the night as she herself. She can then attempt to kill them; in ending the bloodline, she returns herself to life.

Of-The-Night: Silletheene is normally intangible and silent. She is repelled and kept at bay by bright lights, though much less so by smaller lights, such as candles and small or dying torches. She can hide-in-shadows at night with almost 100% efficacy (only failing on a 1-in-30).

The energy from her staff causes targets effected to slow. Failing a DC 12 Fort Save causes a target's Speed to drop by 10, and Action Dice to drop one step each down the dice chain. These effects are cumulative and last for 1d24 minutes.



HOLBOG

(January 2015, 1st Issue, circa The Purple Planet)

Init +0; Melee claw +3 (1d8); Ranged *The Call* +5 (special, 100' 60° cone); AC 10; HD 2d6; MV 20; Act 1d20; SP Infravision 40', water-breathing (as well as air), magic immunity; Fort +1; Ref +4; Will +8; AL N



Awash in strange energies, the holbog are tenacious and irrational. Once they may have been Humankind or perhaps Dwarfkind, but they have long since moved beyond such a heritage. They exist in a particular set of crumbling sea caves, dotted with luminescent crystals. Their limbs are bleached chitin, while their torsos and heads are a bloated, puffy, jaundiced, milky, wobbling flesh. They dress in salvaged tatters.

A holbog collects. They collect whatever man-made items they can find, but only one of each thing, unless the second example is of a

radically different design. They make of their sea caves nightmare manor houses, with a mismatched array of random items carefully placed in a madman's semblance of order, restoring things after each high tide. This extends to 'guests', as well, living or not...

The Call: The holbog have the power to control the signals in sentient minds. They may command targets with their tremulous voices to Halt (Will DC 14 to resist) or to Die (Will DC 14 or suffer 1d6 damage per round). One Attack roll is compared to all targets. The effect lasts until the commanding holbog is killed or actively releases the subject. A holbog may command up to six targets within the cone of effect, though many holbog may combine their efforts within the same cone to command more targets.

Magic Immunity: Holbogs have great resistance to arcane forces. Treat all spell checks against them as if they are 10 points lower (this cannot push a result into corruption). Judges will have to make a ruling on just how this affects items of a magical nature. Clerical magic being derived from the gods is always at full-effect, however.

VENNEC The WIZARD

(July 2015, 3rd issue)

Init +0; Melee bite +0 (1d6), kick +1 (1d4); AC 13; HD 3d10; MV 40;
Act 4d14; SP great leap; Fort +5; Ref +4; Will +4; AL N

Vennec wants your memories.

As a human wizard, Vennec raged and stormed and took what he wanted. He was a terror to the lands around his mighty tower, until his Patron, Gol-Galta of the Iron Harp, grew tired of his distractions and molded him into a new form. Now Vennec wanders the deepest forests in search of the only prey that will sustain him: the newborn of the bandersnatch.

His former personality is slipping away from him, along with his vast knowledge of history and arcane lore. He can share what knowledge remains but at the cost of a memory from the seeker. Stealing the memory acts as a bulwark in Vennec's mind and let's him keep what is left to him a bit longer. The deeper and more important the memory is to the person giving it up, the more use it is to the pitiful former wizard.

He can leap great distances, such as chasms or great heights, up or down. Giving up an Action Die, he can leap 40' horizontally or downward, or 20' upwards. He can use this when falling to avoid damage. Multiple Action Dice can be used to extend the distance.



Additionally, each time he is struck, he can make a leap so awesome and acrobatic that he can charm the easily impressed; failing a Will Save (DC 11) leaves them in a stupor for 1d24 Turns.



TIGERFLY

(April 2016, 4th Issue)

Init +6; Melee bite +0-to-5 (1 to 1d10), AC 12 +special; HD 3d8+4; MV 10, fly 20; Act 1d20; SP size control; Fort +2; Ref +5; Will +1; AL N

From the realm of Faerie, Tigerflies are pests within that realm – and a terrible threat when in the mortal world. They're typically encountered in the Faerie Realm in swarms of all your funky dice rolled at once. In the mortal world, they tend to number merely 3d8 at a time.

They can change size at will (once per round), from mite-sized up to 9 feet in length (nose to tail), or any size in-between. The attack bonus and damage for their bite should be selected from within the range given, based on their current size when making the bite. When striking from mite-size into full size, they gain +1d8 on the attack roll, unless the target makes a DC 16 Reflex Save (or can easily see miniscule things).

They can also shrink to avoid being struck. They must make a Reflex Save vs. the attack roll, and afterward they cannot adjust size again on the next round.

FROZZAX

(March 2016, 5th Issue)

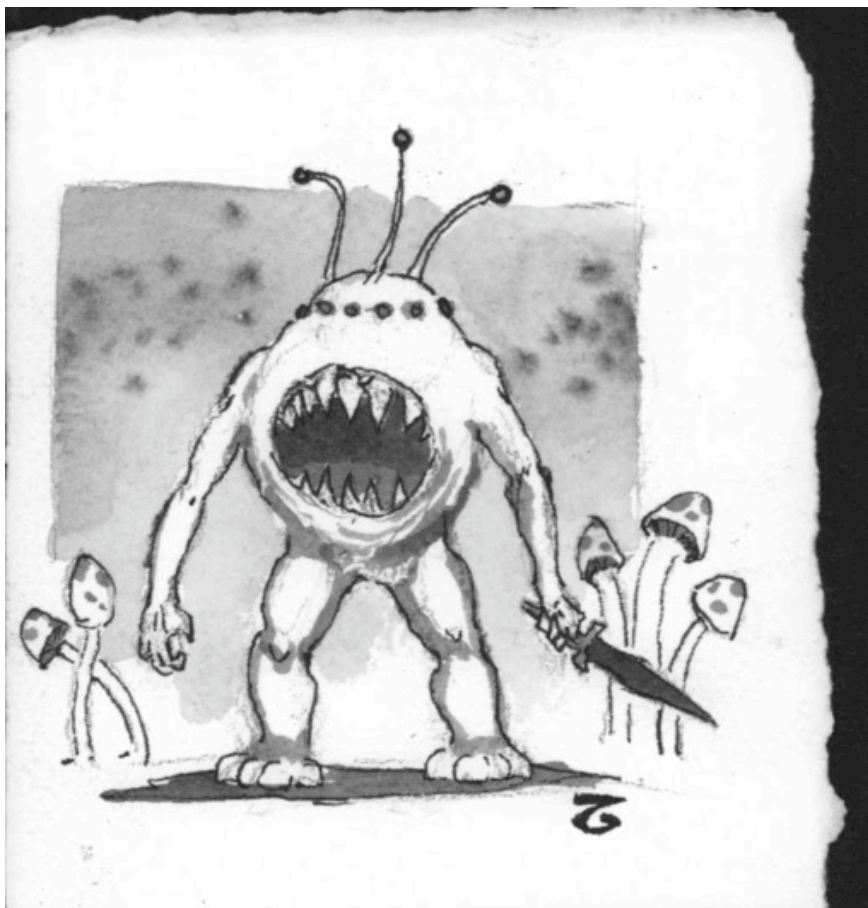
Init +4; Melee beryllium short sword +1d6 (1d5+2); bite +1d8 (1d7+2); Ranged by weapon +0 (as normal); AC 14; HD 6d6; MV 40; Act 1d20+1d16; SP circlevision, strange senses, mighty deed of jaws; Fort +4; Ref +3; Will +2; AL L

Upon the Purple Planet, Frozzax is the last of his kind. Traveling the star-ways, his vessel crashed and his compatriots were killed thereby, leaving him alone on a strange world. He strides the strange soil, fighting his way into and out of trouble, rescuing maidens and foiling men of evil intent as he goes.

When attacking in melee, he can attempt a Mighty Deed of Jaws. If there is any maneuver he could attempt to pull off by biting, nipping or otherwise using his enormous mouth, along with an attack, he may attempt it. When making the attack roll, if his attack bonus die (Dental Die) should come up a natural '4' or higher AND his attack lands, his Deed is successful. This Dental Die number cannot be modified by Luck, such as by a friendly Halfling (though the overall total of the attack may be altered to create a success).

Roxifalloppitorivoolhoovians, such as Frozzax, stand around 5 feet high, with a circumference of nearly 100 inches. Their circlevision allows them to see around themselves in all directions along a horizontal plane at once, so they are surprised only on a 1-in-6.

The 'fronds' on their heads are sensory organs that are difficult for other races to understand, and for the Roxifalloppitorivoolhoovians to explain, having no suitable frame of reference. The mysteriousness of these organs are best preserved by never having them work the same way twice. Sometimes, Frozzax may be able to describe the contents of a locked box, and other times not. He may be able to divine where water is 50 miles away on alternate Thursdays. He may see through disguises and illusions as if they weren't there, but only at mid-day. All of this is down the Judge's whim, and should be as unpredictable as possible. If quizzed about abilities that did work but now don't, or why he couldn't have detected something in the past that he can detect now, Frozzax stares blankly at the questioner, regarding them as if they asked why the stars shine or why water is wet.



- Monsters given stats by bygrinstow
- Monsters designed by Doug Kovacs.
Thank you, Doug!

THE GIANT'S GULLET

You lean in close and Narafoo whispers in haste, "Up there, atop the cupboard is a spell of shatter." You look up to the top of a nearby cupboard and see the corner of a tattered scroll.

"If you swing your cage you may be able to reach it, and with it I'll set us both free!"

As you eye-up the cupboard, you notice a large iron key hanging upon the wall. If you swing out far enough, you could probably reach the key instead. Do you swing toward the scroll as Narafoo suggested, or swing toward the key?

If you swing your cage toward the scroll, turn to page 31.

If you swing your cage toward the key, turn to page 26.



THE COWWITCH

BY ROBERT RUNYON

Years ago, a seductive and vain enchantress was defeated by a cleric of Ildavir, and for her crimes against nature, the cleric cursed her with the most degrading punishment possible: she would live the remainder of her life as a common dairy cow. Yes, some aspect of her would remain behind those glassy eyes, watching and impotent within her prison of beef and leather.

The cow would pass hands again and again until its provenance became muddled by a series of handshake deals and quid pro cows. Over the years, cow became quite impressive, producing milk, butter, and cheese with a delectable sweetness. It was with her final owner that her milk reached its apex. Upon her owner drinking a glass of her sweet and refreshing milk, the sorceress felt something new: she could not only sense the thoughts of her owner - she could control them through a lactopathic link. By the end of the day, she had not only the farmer under her control, but the rest of his family, and the whole of the dairy as well.

The Cowwitch preys upon weary travelers looking for aid, enlisting them into her horrific army. A single sip of her milk is enough for her to overwhelm their senses and control their bodies. She often sends her enslaved milklings along major pathways to provide cheese and butter to weary travelers in order to swell her ranks. However, the further away from the Cowwitch a drinker is, the longer it takes for the link to be established. Often, traveling groups whose members sample her wares wake up to find party members gone, with only a trail of steps through the long grass toward the dairy as evidence.

If an enchanted traveler's friends attempt to retrieve him, the Cowwitch is quick to defend herself by forcing her enchanted minions on their former allies. The enchantment is evident, as there are wet spots from lactation on the enchanted person's chest, and dried milk dribbling down the sides of his mouth. When in a combat situation, she will have followers place chainmail and leather blankets over her body in order to serve as armor. Often, to begin an encounter, she will buff her enchanted servants by having them drink of her milk directly from the udder, which reinforces the link and has a side effect of enlarging them as per the spell (d30 spell check, and ignore misfires or corruption results).

Her handler will often play her Charming Bell, which allows her followers to cast charm person on one enemy per encounter.

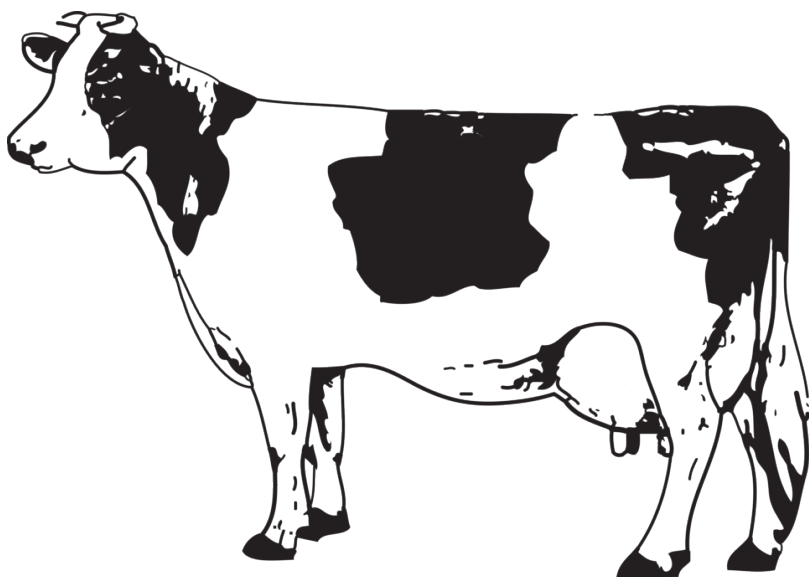
Despite her impressive magical power, the sorceress is doomed to her bovine prison. Though she can control anyone who drinks of her milk, Ildavir's taint remains strong and the sorceress is still unable to control the cow's body. If her retinue of afflicted followers is felled, she is no more dangerous than a common cow.

Cowwitch: Init -2, Atk SP; AC 16; HD 3d12; hp 25; MV 20'; Act 1d2; SP bell song (casts Charm Person once per encounter), mother's milk (followers may drink from udders for the effect of Enlarge), unable to control own body; SV +2 Fort, -5 Ref, +5 Will, AL C.

Loot: Charming Bell - casts Charm Person on one target once per day. Requires a milking to ring.

As stated earlier, the strength of the Cowwitch's lactopathic bond diminishes as the distance to the Cowwitch increases. Those who consume her milk within her sight immediately fall under her control. Others may be able to resist. When the Cowwitch is out of sight, lactopathic link can take anywhere from 15 minutes to 6 hours to be established. Roll 1d24 x 15 for the number of minutes to establish the lactopathic link.

DISTANCE FROM COWWITCH	WILL SAVE
In sight	None, automatic control
1-5 miles	DC 20
5-10 miles	DC 17
10-15 miles	DC 13
15-20 miles	DC 11
20+ miles	DC 5



THE GIANT'S GULLET

Make a DC 10 Stamina check.

If you succeed...

Acting fast, you leap from the cage and land atop a colossal sack of flour. Momentarily blinded by a white puff, you hear the giant angrily shout "Not man-bread. Man-stew!" Suddenly a monstrous seven-fingered hand passes through the flour-cloud, narrowly missing you. To the left is a large hole in the wall's baseboard. You know that if you run now you'll have the endurance to make it!

Go on to page 27.

If you failed...

As you jump from your cage, the giant catches you in midair, letting only your head pop-out from his clenched fist. You worm around desperate for escape, but that only causes the giant's fist to tighten.

"A wiggly-man are ya? Good stew needs wiggly-man noodles!", declares the giant.

He plunges you into the boiling water. But you manage to climb atop a heap of floating corpses. You hang on for dear life, keeping your legs high above the swirling water as the giant stirs his stew. Eventually, he reaches down and lifts you out. Too faint to fight, you let your arms and legs dangle loosely.

"If da' noodle sticks like glue, 'den we're ready for da' stew", the giant stammers, dropping his arm back like a baseball pitcher. Suddenly the world around you becomes a blur as you cartwheel through the air. Your body smashes with a crack against the wall and your scrambled organs and bones hold fast to the rough stone. The last thing you hear is the giant yell "Soup's up!"

THE END

RING OF GELATINOUS FORM

WRITTEN BY STEPHEN MURRISH & EDITED BY JAMES POZENEL
ILLUSTRATION BY DAVID COPPOLETTI

*“One ring to gloop them all
One ring to blind them
One ring to glop them all
And in a jelly, slime them!”*

*— Xeegon the Odd, heard singing madly
down a street before his disappearance*

Though the origin of the unique Ring of Gelatinous Form remains unknown, it is speculated that it was the creation of the Wizard Xeegon the Odd, who had a peculiar obsession with jellies, slimes, oozes, molds, spores, and fungi and whose Patron was a faceless Chaos lord of slimes, jellies, and oozes. If he was the ring's creator, his

bizarre fetish and devotion to his lord must have impelled the ring's manufacture.

Perhaps he wished to know what it was like to be the object of his fixation?

Xeegon had secreted himself away before his disappearance, claiming that he had been inspired by his lord to enact a deed which would lead to a transcendent form of transformation. The pernicious nature of the ring suggests that upon creating and donning it, he lived out his remaining days as a sentient gelatin.

The ring is always found in the gelatinous (often desiccated) remains of its previous owner. Each wearer eventually becomes estranged from allies and completely addicted to the experience of life



as a transparent jelly. Ultimately he seeks out some set of damp tunnels in which to ooze around and feed on organic matter... inevitably meeting his doom.

Wizards or leaders of chaotic, demon-worshiping cults sometimes seek out the ring, after having had a vision or dream of its whereabouts. They might come to believe that the ring will transform them into a form more congruous with the powers of Chaos. So, at times, owning the ring carries with it additional risks.

From a distance, the Ring of Gelatinous Form appears to be a ring made of glass or of polished crystal. When held, however, it reveals itself to be very flexible, elastic, soft, slightly damp, and warm to the touch. It has a scent like a mix of camphor, citrus, and sweat.

Anyone possessing the ring must make a DC 13 Will save (or higher, see below) or acquire a compulsion to play with it when not occupied by another activity. Judges, make the roll secretly and inform the player that he finds himself playing with the ring. The player's character will take off gloves or any hand protection to do so, as the feeling of the ring is compelling and addictive. During this period, roll 1d6. On a roll of 1, the player will slip a finger into the ring while playing with it, and the ring will take its magical effect. Repeat this process for every moment of downtime for the character.

Once worn on bare flesh, its magical effect takes hold. The wearer will feel a warm, tingling sensation start on the finger and then the sensation will spread all over his body. After a few moments of wearing the ring, he will then begin to feel a rush of relaxing euphoria. Muscles will become relaxed and limber. He will look as if drunk. Skin will flush, the body will become relaxed, and the character will begin to break a sweat. He will not want to take off the ring and must make a DC 13 Will save (or greater, see below) to do so. The wearer will also fight off attempts by others to remove the ring while under the ring's mental compulsion.

The ring creates addictive sensations of bliss. Every use of the ring and hour spent in gelatinous form adds a +1 to the DC of the Will save against compulsive use and staying in the form, starting at 13. The DC of the Will save maxes at 19.

After five minutes of wearing the ring, the wearer's skin will become translucent and his clothes will become permeated with "sweat." This sweat is very thick, slick, gelatinous, and acidic. Various clothes and items worn by the character begin to take acid damage per the chart below. He will realize his belongings are being damaged and can act accordingly, but cannot remove the ring if he has failed the Will save. All parties touching the character at this point must make a DC 15 Fort save or take 1d4 acid damage for each round of physical contact.

After 10 minutes, he will become gelatinous, except for his bones. The character will maintain a humanoid appearance and can choose to keep distinct features. New senses will replace his usual ones. These senses are chemical, electrical, and tactile in nature. At this point, all of the items worn on his body become saturated with corrosive gel and take damage per round per the chart below. He will be unable to hold heavy items, as gravity will make them slowly slide through the gelatinous form.

The humanoid gelatinous form conveys the following advantages and disadvantages:

- ½ damage from blunt weapons, not applied to magic weapon damage bonus (only the + amount from magic bonus, not entire damage amount)
- ¼ damage from slashing weapons, not applied to magic weapon damage bonus
- ⅓ damage from piercing weapons, not applied to magic weapon damage bonus
- Crit diminution: takes max of weapon die from crits (1d8 sword can only do max of 8 hp damage on a crit), immune to crit effects involving organs/body parts, except for bones when in humanoid form
- May re-attach limbs which are hacked off; may control movement of severed parts
- Decapitation does not mean death, brain and senses are decentralized
- Immune to electricity, poison, paralysis, polymorph, disease, and stunning
- Does not need to sleep
- Does not need to breathe
- Fire/desiccation does double damage
- Speech is impaired in humanoid-gel form, spells requiring vocalization are cast at a -5 penalty
- AC is 10
- Movement speed is reduced to 15'
- New senses create effective infravision of 60', but wearer is unable to discern fine visual details or read lettering smaller than 1 inch in height and width
- +5 to detect hidden, sneaking, or invisible organic beings
- Fine manual dexterity is practically gone, requiring a DC 18 Ref save to accomplish
- Acid damage: whatever the wearer strikes or touches in this form causes acid damage per the chart below.
- Healing magic affects the wearer normally
- Addictive quality counts as a major curse and can be reduced with a remove curse spell, additional saves allowed by successful intervention occur at DC 13 (the addiction DC gets reset)

The acid of the gelatinous form is extremely corrosive to metals in general and only slightly less corrosive to organic materials, except bone.

Material	Damage from contact/round
Gold	Immune
Bone	Immune
Rocks/Minerals	Immune
Glass/Crystal	Immune
Silver	1d4
Other Metals	1d10
Organics, except Bone	1d8
All Other	1d6

Once the wearer has made it through an initial transformation, subsequent transformations from normal to gelatinous humanoid form take only 1 minute.

The wearer has an option to assume a completely gelatinous form (amorphous) in which the his bones melt and merge with the gelatinous form. This transformation takes a one round.

The fully gelatinous form is even more addictive. Each hour (round up) spent in the form adds a +2 to the difficulty of the Will save against the ring's allure (max 19). In order to move back to humanoid form, the wearer must make a Will save against this value (the ring does not have to be taken off to shift back to humanoid gelatinous form).

In order to take off the ring, the wearer must make a Will save against this value. If in fully gelatinous form, once the ring is removed, the character will begin a painful transformation back to normal which takes 10 minutes. During this time, the character is helpless.

If the character is in humanoid form, the transformation once the ring is removed takes only a minute and is not painful. However, movement is the only kind of action which may be taken during this duration.

The volume of the fully gelatinous form is roughly equivalent to the volume of the body of the wearer. The gelatinous form may move through cracks as small as $\frac{1}{4}$ of an inch, however, doing so will take time. The form can move through a 1" bottom door-frame crack within 5 minutes. For every fraction of that size, multiply 5 minutes by the numeral in the denominator. That is, a $\frac{1}{2}$ inch crack takes 10 minutes (5 minutes times 2) and a $\frac{1}{4}$ inch crack takes 20 minutes (5 minutes times 4).

In addition to the abilities and vulnerabilities of the humanoid gelatinous form, the fully gelatinous form conveys the following:

- Immune to mind altering effects (sleep, fear, control, etc)
- Agility and Intelligence at -3
- If Intelligence goes below 1, wearer becomes a mindless slime and will attack allies or try to escape. Remove Curse or similar magic can reverse this condition, causing the ring to become expelled
- Agility cannot be reduced below 3
- Can climb walls and move along ceilings
- Speech is impossible (spells requiring voice now impossible to cast)
- Movement rate reduced to 10'
- Engulf attack: on natural 20, wearer can engulf a victim, causing automatic corrosive damage per round. Treat as a grapple
- Almost invisible in water
- Cut off parts instinctively move to rejoin
- May separate into multiple smaller selves (at cost to HP and abilities per "self", divide by number of separate parts)

Eventually the wearer will wish nothing more than to seek out a nice, dark, and dank place which is rife with decaying organic matter, so he can gloop, glop, and ooze around to his "heart's" content, living the simple life. It is usually around this time that some tragedy strikes and the ring starts attracting itself a new owner.

THE GIANT'S GULLET

Make a DC 15 Agility check!

If you failed...

You sway your hips back and forth, throwing your full weight behind each swing. The chain's links above pop and rattle as the cage nearly reaches the ceiling. Suddenly you hear a screeching metallic clang overhead, and your stomach drops as the cage plummets.

Go on to page 11.

If you succeed...

You sway your hips, swinging the cage so high that it nearly touches the ceiling. The chain above pops and rattles as you get closer and closer to the key. During one final swing, you reach out with both arms and clutch the shaft of the large iron key. The giant seems so occupied with his recipe that he gives no notice of your antics. Quickly, you unlock your cage.

If you tattled on Narafoo, turn to page 21. Otherwise continue reading...

"Pssst. Over here! Toss it over here!", Narafoo pleads. His eyes dart between you and the key with impatience and his muzzle foams with drool. You can't help but to think of Aunt Kathy's chihuahua Pinto when he begs for food. You know that dog-men can be treacherous, but perhaps a second escapee will give you better odds of survival?

*If you pass the key to Narafoo, turn to page 35.
If you leave Narafoo to his fate, turn to page 21.*

THE GIANT'S GULLET

You sprint into the crack, narrowly evading the giant's clamoring hands. As you wipe the sweat from your brow, a warm puff of rotten hair blows into your face. Your eyes adjust to the darkness within the wall, and you see a horse-sized rat hunched before you! Fresh blood drips from his whiskers as he finishes swallowing his last meaty morsel!

Make a DC 10 Strength check.

If you succeed...

The massive rat screeches and lunges toward you, barring its two broadsword-like incisors! You clutch at its fur and with all your might throw the beast past you. It squeals with pain as its body is driven deeply into an exposed nail.

Ahead you see the moonlight spilling in between two exterior stone bricks. You climb through to your freedom. As the moonlight washes over your eyes, you lose focus and your mind churns in confusion...

"Excuse me sir? Can I help you back to your room?", the hotel worker politely asks. With her assistance you stumble back to your bed and manage to get a few hours sleep before your morning game session.

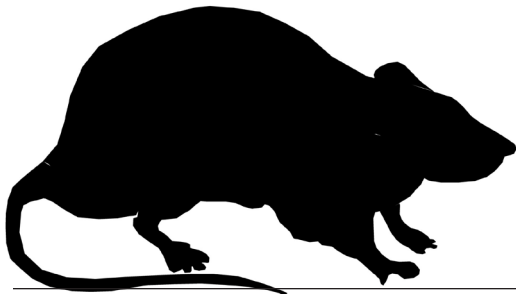
Little did she know that you'd just narrowly survived "The Giant's Gullet!"

THE END

If you failed...

The massive rat lunges at you, sinking its broadswords-like incisors into your side. You feel your gut knot, as a burning liquid bubbles up your throat. You wrench and heave, temporarily losing consciousness. When consciousness returns, you find yourself face to face with the inside of a toilet bowl! It seems you were unable to survive "The Giants Gullet", so how can you possibly make it to the rest of the Con?

THE END



THIEVING HAND OF GLAMOX

BY MICHAEL BOLAM

ILLUSTRATION BY BENJAMIN MARRA

Inspired by the Lifthrasir's ring in DCC 85: Making of the Ghost Ring, I created this artifact when the party's thief lost his hand to a exploding trap. The adventures related to the hand have been quite popular, particularly the interactions with the Zenshire, the Halfling Mafia of Cave-In-Rock, a village located not far from the the party's homebase. Preparing for the worst, the party soon discovered the Zenshire to be a shadow of their former power. It was just a bunch of graying halflings, some of them missing a hand, who were much more interested in a good sandwich and a smoke than any sort of organized crime. I renamed the village of Thorum (from Crawl! 4) to Cave-in-Rock and placed the Hand of Glamox in the nearby dungeon, but obviously, the artifact can be placed anywhere in your campaign world.

Provenance:

Most wizard apprentices learn of Glamox the Great at some point in their tenure. The story's origins are unknown, but many believe them to be nothing more than a morality tale with the goal of teaching aspiring wizards of the benefits of being a good and obedient servant. The tale is quite long, and details each of the many menial tasks that made

Glamox a better man, and eventually a better wizard. The parts relevant to the Thieving Hand are as follows.



As the story goes, Glamox was apprentice to Krill the Crafty, an adventuring wizard. After many years of service and training (re-dacted here, for space), Glamox was disturbed when Krill failed to return from what was thought to be a routine trip out to the wilds with his adventuring buddies to “acquire” a few components. Glamox kept his master's place up and continued his studies for weeks with no word, always hoping his master would return soon. Eventually, Trymtor, one of Krill's companions (and great trapsmith/thief) showed up at his doorstep. Krill was struck down, but Trymtor was fortunate enough to hide, and eventually escape,

from the foul cave-dwelling, deformed humanoids. While they dragged one of the other corpses away, Trymtor checked the body of his old friend, but it was too late. Krill's final words were, "Deliver my spell tome, my greatest treasure, to Glamox." Trymtor grabbed the wizard's tome and exited the caves, only to find their horses slaughtered. He was clearly worse for wear from the grueling trip on foot, but managed to return to the tower and deliver the tome to Glamox. Glamox continued his studies, and eventually started traveling with Trymtor.

A few years later, Trymtor's luck ran short again, and he lost his right hand to a particularly nasty scything blade trap. Realizing that a one-handed thief wasn't much use to anyone, Trymtor resigned himself to a mundane life of sleight of hand and other parlor tricks in the local tavern. Glamox lost his adventuring companion, and slipped into a deep depression. Glamox retired from active adventuring, but continued his studies, and was determined to bring his old friend back. After recovering from the bout of depression, Glamox, with Trymtor's severed hand in tow, began studying the depths of necro-mechanical reanimation. He recruited Grimple Stonehands, a master dwarven tinker/engineer. The two toiled, experimented, spell-burned. Glamox made a few less than prudent arrangements with questionable patrons, but eventually, through mechanics and dark magic, they were able to bring the hand back to life, with some added features. The stories end there, with the assumption that through hard work, study, collaboration, and dedication, any hardships can be overcome.

Current Location:

Unfortunately, the reality of the situation was less triumphant. The loss of the hand, and living from performance to performance in the tavern, were too much for Trymtor. Too many days filled with rotgut and poor diet dulled the the rogue's mind, agility, and motivation. Out of respect for this second mentor, Glamox still gifted the hand to Trymtor. The defeated cutpurse never returned to his old ways, though, and eventually succumbed to the abuse placed on his body. The hand was returned to Glamox, who held onto it for a while, but the sight of it only made him long for his lost friends. He eventually gifted it to Grimple, and at Grimple's death, The hand was placed in The Great Temple of Daenthar in his native Picksburgh (a great Dwarven city northwest of Greensburg, known for it's three underground rivers!!), representing an exemplar of Dwarven/Human collaboration and design.

One night, the artifact was stolen from the temple by Katz the Sly, a well known, and not much favored cutthroat. Katz escaped on the Oohi River, heading west toward Cave-In Rock, the halfling-centric village and home to the Zenshire, also known as the Halfling Mafia. Katz used the hand to pay off a debt to the Zenshire, and it has remained with them until recently.

In criminal halfling circles, rumors abound about the veracity of any of this. Some hold that the artifact does exist, and was used by many of a member of the Zenshire. Those to be gifted with The hand had their loyalty to the Zenshire tested greatly, as they would be required to sever their perfectly functioning hand to use it. Other tomes, of varying provenance, state that parts are true, but the hand itself was lost in a dungeon, or never actually completed. Many more believe all of this is mere fiction, meant to force young apprentices into servitude.

Appearance:

Greyish withered hand, smells of charcoal and lavender, with metal cuff and mechanical structure covering palm, back, and fingers. All metal components are carved with dwarven and human runes (successfully casting Read Magic will give clues as to what each finger will do, dependent on the spell check)

Features:

The hand is designed to replace a severed right hand. The wound can be fresh or must be reopened, as the user's own blood helps to power the device. Thieves with both hands must sacrifice their right hand in order to use the device. Thieves who have already experienced the misfortune of losing a hand will have to reopen the wound. When the hand is attached the runes will briefly glow a faint purple then fade. Other classes can wear the hand, but the benefits may not be as great.

The hand acts as dominant hand (for left handed thieves, adds ambidextrous trait, providing a +1 bonus to agility based thief skills when both hands can be used).

Each finger on the hand provides a different benefit:

- Index finger - Stores hidden picks. No more risk of being discovered with thieves tools!
- Middle finger - 1/day, cast Magic Missile (with spell check 18, pg 144).
- Ring Finger - 2/day, can cast the following (with spell check 18) - Knock (pg 175), Feather Fall (6 Rounds) (pg 140), Invisibility (pg 172) or Neutralize Poison (pg 277).
- Pinky - 1/day, replicates and increases ambient noise of local area. Provides thief +6 to move silently.
- Thumb - 1/day, can "crack" the knuckle to give +2 to the next Luck roll.

Weaknesses:

Any attack that crushes the hand has a 25% chance of destroying the artifact.

Dwarven followers of Daentharr may know of the stolen artifact and look to return it to its proper resting place in the primary temple of Daentharr in your campaign.

Due to the mechanical parts, the hand is clearly unnatural and difficult to hide. It will not fit into a standard glove, though creative thieves will find methods to hide it. The thief in my campaign has taken to wearing a sling any time the party isn't in adventuring mode.

Due to the temperament of the creator during the rituals, each day, the wearer has a cumulative 10% chance of experiencing grief with each use of "finger" abilities of the hand. The grief is unexplainable and lasts for 1d3 turns. While experiencing the Grief of Glamox, the wearer is -4 for all Personality based checks. It is impossible to move silently/quietly, due to the wearer openly sobbing and occasionally wailing. The sobbing/wailing may attract/alert nearby creatures (judge's discretion).

THE GIANT'S GULLET

Make a DC 5 Agility check.

If you failed...

You sway your hips back and forth, throwing your full weight behind each swing. Before you can make it halfway toward the scroll, a screeching metallic clang clashes overhead and the cage plummets!

Go on to page 11.

If you're successful...

You sway your hips back and forth, building up a swing large enough to put you within reach of the scroll. When the swing is at its highest point, you reach out and manage to pinch the scroll between your middle and pointer finger! The scroll feels dry and fragile. You've never cast a spell before, but you did play a wizard once!

If you tattled on Narafoo, turn to page 37. Otherwise continue reading...

"Excellent!", yelps Narafoo in glee. "Now quickly give it here so I may free us!"

You know that dog-men can be treacherous, but could this situation possibly be a bond between man and beast? Or, should you cast the spell yourself to guarantee your own freedom?

If you hand the scroll to Narafoo, turn to page 38.

If you read the scroll yourself, turn to page 37.

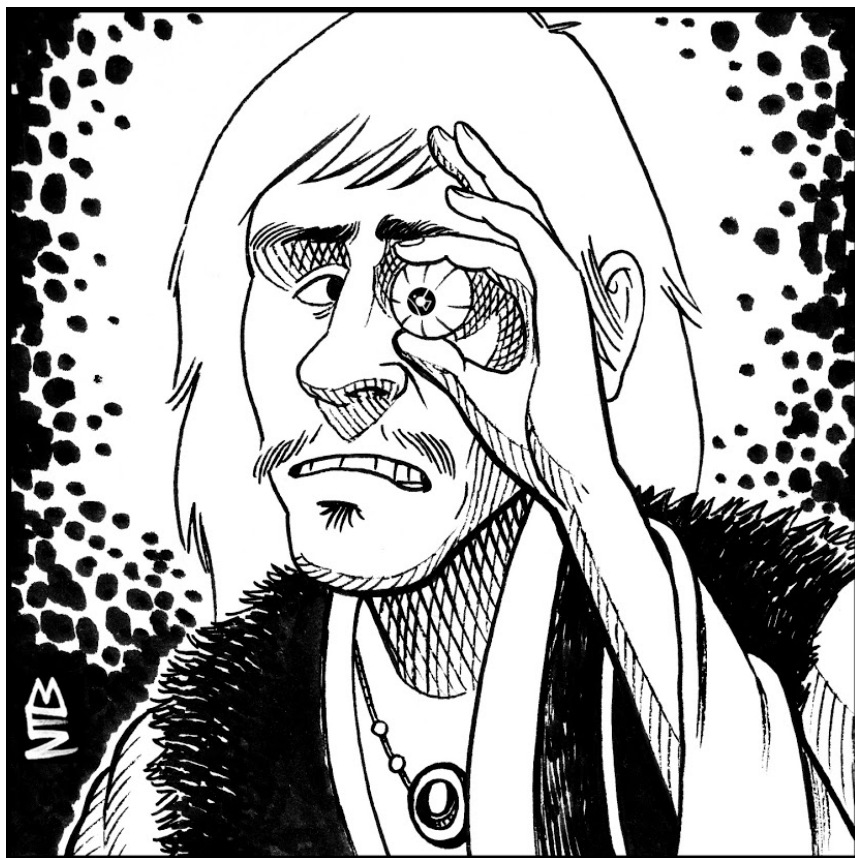
THE WANDERING EYE

WRITTEN BY STEPHEN MURRISH & EDITED BY JAMES POZENEL
ILLUSTRATION BY MEZ

The Wandering Eye is an artificial eye with cheap plastic, gaudy coloring that can replace a missing eye. Roll 1d8 for iris and again for pupil and/or sclera, as desired: 1) red, 2) orange, 3) yellow, 4) green, 5) blue, 6) indigo, 7) violet, 8) white.

Wandering Eyes are wondrous items created by the Patron Ronco, mysterious Lord of Inventions. They are given as gifts to worthy devotees who are wise enough to call now while supplies last.

The eye must be inserted into an empty socket to activate its powers and bond with the owner.



The gaze of the eye continually wanders--independently of the other eye(s) (if present) and will of the "wearer." Character is -2 to Personality while eye is in place and visible. On first use, the eye is stuck in (DC 15 Fort save to remove per day) and causes disorientation for 1d6 minus Luck modifier days (the eye will not fall out during this period, see below). During this period of time the character is at minus whatever day (count backwards, 6, 5, 4, etc.) it is to all rolls involving vision and coordination on that day.

If the eye is removed and then re-inserted, continue the count as per initial roll and require another Fort save to remove.

If two eyes are put in, the character is completely incapacitated until one of the eyes is removed. The wandering nature of both eyes overwhelms the brain with an incongruous flood of visual data.

Afterwards, the character gains +5 to all visual perception rolls and may pop out and send the eye up to 60' away, floating on its own, and see whatever it is the eye sees. While the owner directs the levitating movement of the eye, the eye's gaze wanders about and cannot be controlled. The owner cannot make the eye scrutinize things. During this ocular excursion, there is a 25% chance the eye will wander in a random direction, contrary to the owner's wishes. Roll d8, d9, or d10 depending on which directions are available: 1) North, 2) NE, 3) NW, 4) South, 5) SE, 6) SW, 7) East, 8) West, 9) Up, 10) Down.

If there is something visually interesting in a direction other than what the owner wishes (art, jewels, colorful birds, glowing runes, exotic plants, naked people, unusual trash, horrific things, etc.), the chance goes up to 75% that the eye will wander in the interesting direction instead. Judges may wish to take an inventory of various interesting looking things and scenes, list and number them, and then roll a die to determine where the eye goes.

While in, the eye confers a +5 to saving throws against all gaze related attacks, Medusa's gaze, blindingly beautiful nymphs, and spells like Color Spray are included in this. In addition, the eye confers infravision for 60', can see through illusions, adds a +5 to perception rolls, and prevents sneak attacks from opponents in front of the character.

Every day there is a 10% minus Luck modifier chance the eye will pop out, fall, and roll in a random direction. If the character is hit on the head, the eye has a 30% chance of popping out. Every time eye pops out by accident, make a Luck check; on failure, the eye hits a hard surface and takes 1d6 damage. The eye has 10 hp. At 0 hp, eye shatters into thousands of small plastic shards and cannot be repaired at all.

Characters may not sleep while the Wandering Eye is in a socket. The eye remains open, looks about, and fills the character's brain with visual information, preventing the onset of sleep.

MINOR MAGIC ITEMS

BY MIKE MARKEY

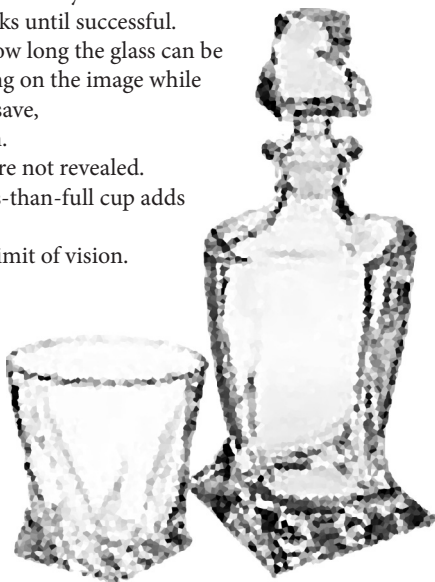
GOBLET OF SEEING

*Inspired by Jacques Belasis's Scopus,
from "Jonathan Strange & Mr Norrell", by Susanna Clarke*

An elegant crystal tumbler sits beside a ewer of perfectly clear water.

Pouring water into the cup activates an effect similar to Detect Magic. Looking through one of the five flat sides of the glass shows an upside-down image of the surroundings. Close examination reveals that any magical or enchanted items in the field of view are right-side up.

- 1 round of examination reveals large magical items such as doors or chests.
- Each subsequent round, roll an Intelligence check with a DC set by the size and distance of the magical object. The image can be continuously studied to keep attempting these checks until successful.
- Duration is only limited by how long the glass can be kept filled with water. Focusing on the image while moving may call for a Reflex save, especially over uneven terrain.
- Invisible or concealed items are not revealed. Less-than-pure water or a less-than-full cup adds +5 to the DC to detect magic.
- The range of the effect is the limit of vision. However, the smallness of the image imposes practical limitations.



THE GIANT'S GULLET



You pass the key to Narafoo and begin planning your descent. At first the distance seems insurmountable, but you think you could jump to the crown of a nearby chair, scale down to the oversized table, and then safely climb to the floor. As you prepare to jump, you hear Narafoo yelp in surprise as his cage squeakily unlatches. You look up in time to see Narafoo hurl the key at your chest! Knocked back and pinned under the large key, you struggle for air and watch as Narafoo leaps on all fours from chair to table to floor.

“The man’s trying to escape!”, Narafoo howls before escaping through a crack in the wall’s baseboard. Suddenly the giant turns and glares at you!

“No ‘scape! Need man for man-stew!”, he bellows out as he charges your cage!

It seems Narafoo also thought his odds were better with two.

Go on to page 21.

MINOR MAGIC ITEMS

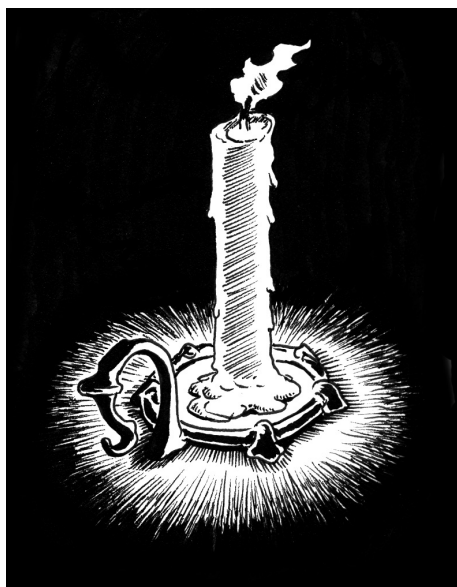
BY MIKE MARKEY

CANDLE OF FINDING

Inspired by "Shiver in the Pines", by Manly Wade Wellman

A pillar candle nearly one foot tall and three inches in diameter, made from a lumpy grayish tallow wax. The wick is a thick white twine.

Various sizes of these can be made, and they burn for up to 1 hour per inch of height. The candle cannot be lit without concentrating on and naming some item to be found. This can be any item, general or specific, as long as it is on the current plane of existence. Once lit, the flame will subtly point toward that item, even against the wind. It cannot be extinguished until it is within 10' of the named item, at which point it will go out of its own accord and refuse to be relit. Each candle therefore only functions once.



THE GIANT'S GULLET

You untie the scroll's leather binding and fix your eyes upon its strange letters and glyphs. As you mumble the words inked on the paper, an energy builds up around you, causing your feet and hands to go numb. It's unlike anything you've ever felt before.



Make a DC 17 Intelligence check.

If you're successful...

All at once your mind sharpens like a chisel, and you reach out mentally toward the iron locks of your cage. You feel deeply connected with the iron and flex your muscles, working into the metal the same way you'd wiggle into a tight fitting shirt. At the sound of a hammer striking steel, you snap back into your own body and see that the iron lock has indeed shattered.

Go on to page 21.

If you failed...

Misfire! Right as the spell leaves your tingling lips, your mind strays, unable to focus on the lock before you. Like the sound of a glass jar of pennies hitting the floor, all buttons, clasps and locks shatter. Your kickass DCC belt buckle unlatches causing your pants to fall around your ankles. The giant's cauldron falls from its stand, spilling boiling soup across the floor. The link holding your cage to the ceiling fractures, sending iron shards across the room and plunging you toward the floor!

Go on to page 11.

THE GIANT'S GULLET



You pass the scroll over to Narafoo, and watch as he eagerly unrolls the parchment. He begins to mumble and snarl to himself, before letting his eyes glaze over. You nervously look toward the giant, who continues to chop carrots into his stew. Suddenly, the metal of your cage begins to vibrate. At the sound of a hammer striking steel, the lock on your cage shatters. You look over at Narafoo to thank him, but find his cage empty.

“The man’s trying to escape!”, you hear Narafoo howl. You look down at the kitchen floor and mark Narafoo standing at a hole in the wall’s baseboard, lifting his burlap robe and wagging his flabby posterior.

“No ‘scape! Need man for man-stew!”, the giant bellows out as he charges your cage!

Go on to page 21.

NAME XP

BACKGROUND

Birth Augur

POSSSESSIONS

INIT

HP

WEAPONS

MELEE

DMG

RANGED

DMG

REF

FORT

WILL

SPEED

ARMOR

CP

GP

SP

EP

Credits

Contributing Authors – VOLUME 3

Daniel Bishop, Clint Bohaty, Michael Bolam,
bygrinstow, Mike Markey, Stephen Murrish,
James Pozenel, Ryan Runton, James V. West

Cover Illustrator – VOLUME 3

Doug Kovacs

Title Page Illustrator – VOLUME 3

Marc Radle

Contributing Illustrators – VOLUME 3

Robert Cameron, David Coppoletti, Benjamin Mara, Mez Toons
Some artwork copyright William McAusland, used with permission

Editors

Forrest Aguirre, Steven Bean, Daniel Bishop, Jon Carnes,
Keith Garrett, Jason Hobbs, Tony Hogard, Michael Jones,
Duncan McLastName, Jonathan Nichol, James Pozenel,
Jim Skach, Tim Snider, Noah Stevens, Doyle Tavener,
David VC, Laura Rose Williams, Paul Wolfe

Proofreaders

Reece Carter, Samuel Dester, Jason Hobbs, Tony Hogard,
Aaron Koelman, Ryan Moore, Jonathan Nichol, Jim Skach

Printing Offset Contributors

Forrest Aguirre, Steven Bean, Julian Bernick,
Eric Fields, Laura Rose Williams, and the
patrons of the G+ GFA community

Creative Vision & Direction, Layout and Graphic Design

Doug Kovacs, Harley Stroh, Jon Hershberger
Marc Bruner, Matt Hildebrand, Michael Jones

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A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



COMPLETE ADVENTURES

VOLUME 4 OF EIGHT BOOKLETS

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THE ORM LIES DOWN IN PUNJAR



BY TERRY OLSON
ILLUSTRATION BY BENJAMIN MARRA

***The Orm Lies Down on Punjar** is best served when the PCs are recovering from their latest exploits, and are carousing and carelessly spending their hard-earned gold. Although the title references Punjar, this adventure can take place almost anywhere. “Punjar” is chosen for its familiarity among DCC veterans, as well as having the same number of syllables as “Broadway” (this romp is inspired by the well-known progressive rock opus by Genesis). Due to it being a short-format adventure, read-aloud area descriptions and level-specific stat blocks are not provided; the judge is encouraged to tailor the journey appropriately for heroes, demigods, or gongfarmers as needed.*

*Like its inspiration, **The Orm Lies Down on Punjar** could be interpreted as something that really happens, a bad drug trip, a dream sequence, a metaphysical exploration of the self, or something else entirely. The intent is to provide a few hours’ worth of entertainment when something slightly “off the books” is needed or when the judge needs a catalyst for transporting the party elsewhere (or elsewhen), giving the PCs an opportunity for reward along the way.*

INTRODUCTION

The PCs have acquired an entire bottle of ultra-rare Purple Rhost, a hard, throat-scorching, mind-altering liquor known by its glowing green worm writhing within. Purple Rhost is actually an arcane hallucinogenic distilled from the blood of an Orm-Master deep within the Purple Planet’s Under Plateau. Its power is such that all who partake of a given worm’s liquor share the same “trip” - eating the worm is simply the catalyst. There are a number of places the PCs could have acquired the drink:

- Punjar’s Black Market;
- a gift from Dim Lane’s Old Thom;
- the Silent Maid’s secret stash;
- left in a PC’s pack by a mischievous quasit.

The fun begins when a PC eats the worm.

Consuming the bottle’s inhabitant causes the PC to see a spectral worm emerge from his palm; the apparition has a viridian glow, with

a forearm's girth. This PC gains a temporary +2 to their Luck, which must be spent during the adventure. The worm seems endless as it penetrates and wraps around all who shared the liquor. Other PCs drinking from the bottle must make a DC 15 Fort save. If they fail, they also see the specter and gain a temporary +1 to their Luck. Use the Luck gain as a lure for those who haven't partaken of the rhost. If PCs succeed on their save, encourage them to try again to get the temporary Luck bonus by drinking the last drop, really believing, etc.; subsequent saves are made at a cumulative -1d penalty. Note that this is when PCs may choose whether or not "to go on the adventure." Those that see the apparition and gain the temporary Luck have no escape from what follows unless successfully treated for poisoning.

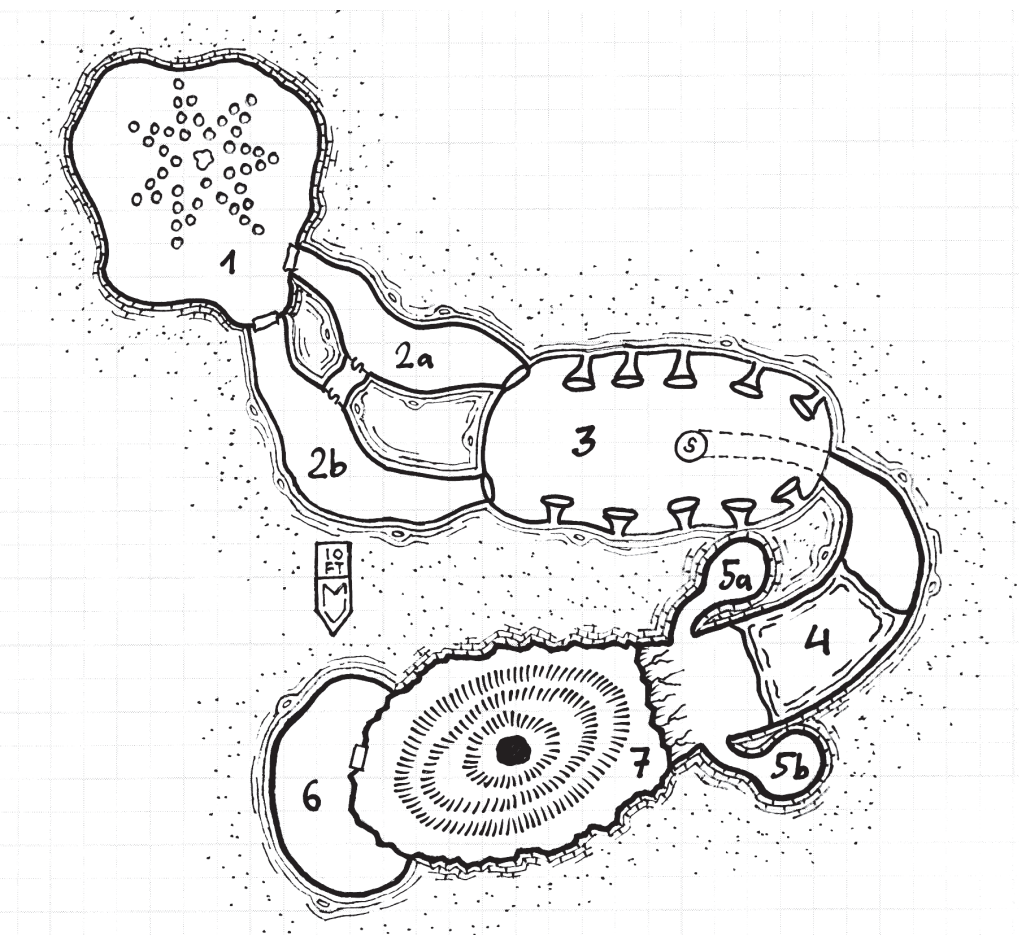
Once the saves have been resolved, the worm's tail exits the eater's hand and the ghost dives into the floor. The ground trembles as a large worm bursts through the floorboards and attempts to swallow the entire party. PCs may make a DC 12 Ref save to avoid being swallowed. Those who succeed see an even larger worm extrude from the ground, swallowing the first worm and attempting to swallow the survivors. Successively larger worms arrive until all PCs are consumed (increase the DC of the Ref save by 4 for each subsequent worm). The sensation of being swallowed is pleasant, and each PC passes out while seeing a warm light glowing from within his stomach.

AREA DESCRIPTIONS

PCs may believe that they are in the carcass of the worm that swallowed them; this is not the case, although the map bears some similarities to a worm's anatomy. The PCs are trapped in a multiversal intersection of their physical beings, shared subconscious, and the arcane transplanar energy of an Orm-Master's blood. Any attacks made against the chambers' fleshy surfaces also damages the PC that ate the Purple Rhost's worm.

Area 1-Gelatinous Tears:

The PCs awaken, each suspended in a giant, gelatinous tear-shaped pod that is partially filled with water. Numerous pods hang 10' above the ground forming the shape of a seven-pointed star. A fleshy orb



dangles from the ceiling in the star's center, sending jolts of electricity to the pods. The chamber is made of a chalky white rock. The pods can be easily punctured by PCs attempting to escape. Anyone opening a pod that doesn't contain a party member either finds a naked dead body visually identical to his own, or finds a Punjar resident (if a replacement PC is needed). On the wall, two skin-like portals alternate opening and closing. Each may be pried or forced to stay open, but when doing so the other remains tightly closed.

Area 2A and 2B-Anima and Animus:

These fleshy chambers are identical in function, but differ in content. Both contain surfaces with tiny nubs that extend and retract, creating

the sensation of a moving floor (MV 15') going toward area 1. Subtract 15' from a PC's MV when determining his movement toward area 3: MV 15' stands still; MV 25' moves forward at MV 10'; MV 10' moves backwards at MV 5', etc. Area 2A contains flying tadpole-like creatures with vicious bites; they only attack male PCs. Area 2B contains flying prickly spheres that drip with acid; they only attack female PCs. 2A and 2B are joined by a secret corridor found by prying apart the fleshy wall (DC 14 Intelligence check). If the corridor is open at both ends then the PC with the lowest Luck makes a Luck check. Upon success, the inhabitants of 2A and 2B attack and destroy one another, otherwise their union creates a violent creature from the party's past.

Area 3-Pulsing Chamber of the Lily:

The party finds themselves in a room that rhythmically expands and contracts. Except for the floor, a pink, luminous membrane surrounds the chamber. Besides the entrances to 2A and 2B, there are ten large tubes in the walls, each of which either suck or expel air in a complex rhythmic pattern, accompanied by a faint thumping. The floor is covered in soft, freshly tilled earth, in which a solitary white lily grows. Any PC examining one of the tubes is sucked inside and expelled out another (DC 14 Ref save to avoid); the exit is random even if the same tube is entered. The journey is too quick for PCs to gauge how they are traveling, but the expulsion causes damage.

A secret tunnel lies 5' below where the lily is planted. PCs may dig for the exit, although if they water the lily, it grows instantly and reveals the tunnel by removing dirt with its roots. At full growth, the lily's sticky stigma is capped by a humanoid head which tells the party, "Narcissim is poison" (a hint for area 4). The judge is encouraged to make the head identical to someone the party has met or will meet in the future. If the PCs do not have water, they may use liquid from the pods in area 1. Picking the flower causes it to turn to dust and another to grow back the next round.

Area 4-Pink Pond of Id:

The tunnel leads to yellow spongy room, with odors reminiscent of rotten eggs. A large, 3'-deep pond of pinkish liquid spans the chamber, and must be traversed to reach the other side, which transitions to

a white-stone shore. Large stunner eels hide in the pond's sandy bottom and attack the party as they attempt to cross. This should be a challenging fight; stunner eels have a ferocious bite and can shock PCs to helplessness or team up to hold a PC underwater while others freely attack him. There are as many eels as there are party members. When an eel is killed, it floats to the top of the pool, and its head transforms to look like one of the PCs. Each PC is represented by an eel's corpse, without duplication. If a PC eats a portion of the eel representing himself, then he is severely poisoned, and his neck, chin, and shoulders grow flaps of flesh that seem to melt together. However, if a PC eats a portion of an eel representing someone else, then the represented PC is healed 1 HD of damage. The white-stone shore near areas 5A and 5B does not stink, due to a draft coming up the cliff from area 7.

Area 5A and 5B-The Unperceived Portal:

Chalky corridors lead to areas 5A and 5B which are (seemingly) empty white-stone chambers. Entering either chamber causes a bluish portal to silently appear in the other. The only way for the portal to stay in place is for both rooms to be occupied simultaneously. PCs wishing to use the portal have to figure out how to get the last person through, since the portal always moves to the empty room. The party may use the body of a deceased PC, an eel's corpse from area 4, or a body from one of the pods in area 1 to occupy a given room, so that the portal stays in the other. The portal leads to the Shapeless Friends in area 6.

Area 6-Shapeless Friends:

Upon entering the portal, the PCs are teleported to a chamber with firm gelatinous surfaces and a solitary metal door. Oozy humanoids step out of the gel, and speak to the PCs in bubbling voices, as if underwater. "Clever, clever," they say, and present the party with a huge net made of tiny, green, crystal links (extremely helpful in area 7). They speak in unison, as if sharing the same mind. Any melting-necked PC who poisoned himself in area 4 is given a scroll of alien hide; one side is tough and durable, the other is highly reflective. The scroll must be unrolled to see its reflective side. If a PC asks why he's receiving the scroll, they reply, "Because you remind you of you." Note that the ooze creatures have no reflection.

The creatures ask the PCs about where they come from, and why they are here. All answers are met with polite jiggling chuckles of disbelief. If asked questions, the creatures are either silent or answer cryptically with metaphysical contradictions, for example:

PCs: "Where are we?" Creatures: "You are in It's in you."

PCs: "How do we leave?" Creatures: "You have to get in to get out."

If the PCs attack their hosts, then a TPK is probable. The oozy humanoids become highly adhesive, as do the chamber's floors and walls, which close in on their assailants, attempting to suffocate them as they stick in place by oozing into the PC's ears, noses, and mouths.

Area 7-Mocking Shade:

This is a gigantic cavern, the top hidden in a gray mist. The bottom is bowl shaped, with a 10' hole in the middle leading to darkness. The chamber's floor may be accessed either by descending the 40' cliff from area 4, or through the door from area 6, which is not visible from this side of the chamber. The area is otherwise empty until the PCs come within 20' of the hole in the floor; at this time, a Mocking Shade rises from the hole and attacks.

A Mocking Shade is a flying un-dead creature akin to a shadow, but more substantial in form. Each round, it forms part of its body to parody one of the PCs. The PC being mocked must make a Will save to act that round, and takes the same damage the shade does. In order to determine which PC is parodied, have the players roll 1d20, adding their character's Luck score (not modifier). The PC with the lowest result is mimicked, with the lowest Luck score used to resolve ties. Netting the shade with the green crystal net from area 6 has multiple benefits: the shade cannot change who it is mocking; the party gains +1d on all attacks; the shade is penalized -1d on all attacks. The shade may be turned, but this should be extremely difficult. Clerics who consumed the worm at the adventure's start are spiritually unable to turn the creature. If the party uses the Shapeless Friends' reflective scroll as a mirror, then upon seeing itself, the shade must succeed on a Will save or its mocking duplication melts away for one round. This encounter should be scaled appropriately by the

judge to present a significant challenge for the PCs. Upon its defeat, the shade transforms into a large black bird wearing a green crystal crown and flies away, dissipating moments later.

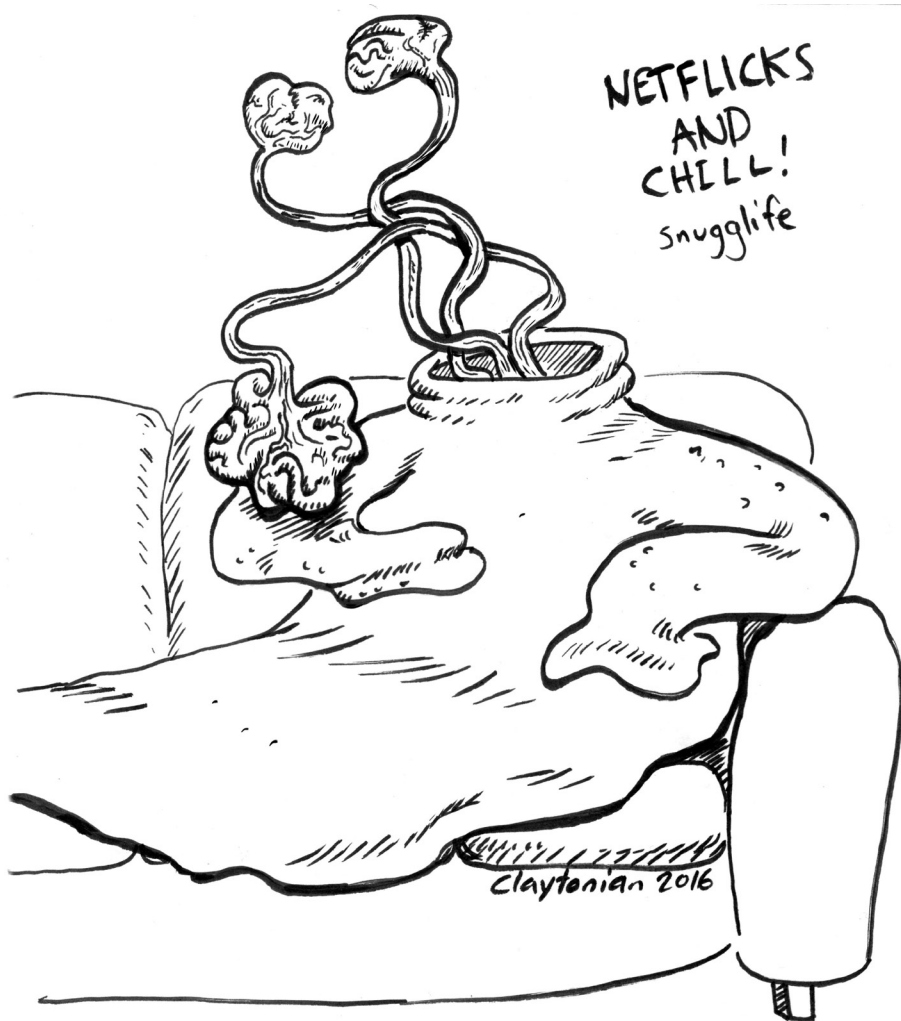
The bowl's hole begins as a 10' diameter fleshy, oily chute, ending in a portal; the entire chute is masked with darkness and silence. PCs cannot see into the darkness, hear anything from it, or gauge its depth. They have to make a leap of faith.

ENDING THE ADVENTURE

After the PCs jump into the chute, they appear where and when the judge desires. Perhaps they wake up back in Punjar, having passed out in a tavern (which may or may not be flattened by the carcass of a giant, alien worm). Perhaps they find themselves on the Purple Planet, or in the Shudder Mountains, or in Lankhmar's Silver Eel. Regardless, the PCs should be rewarded appropriately by increases to Luck, removal of deity disapproval, etc., and also gain an insight specific to some unsolved problem. If they had gifts from the Shapeless Friends, then they still have them, but must discover their relevance in this new existence.

UNTIL THE SUN GOES DOWN FOREVER

By David Coppoletti

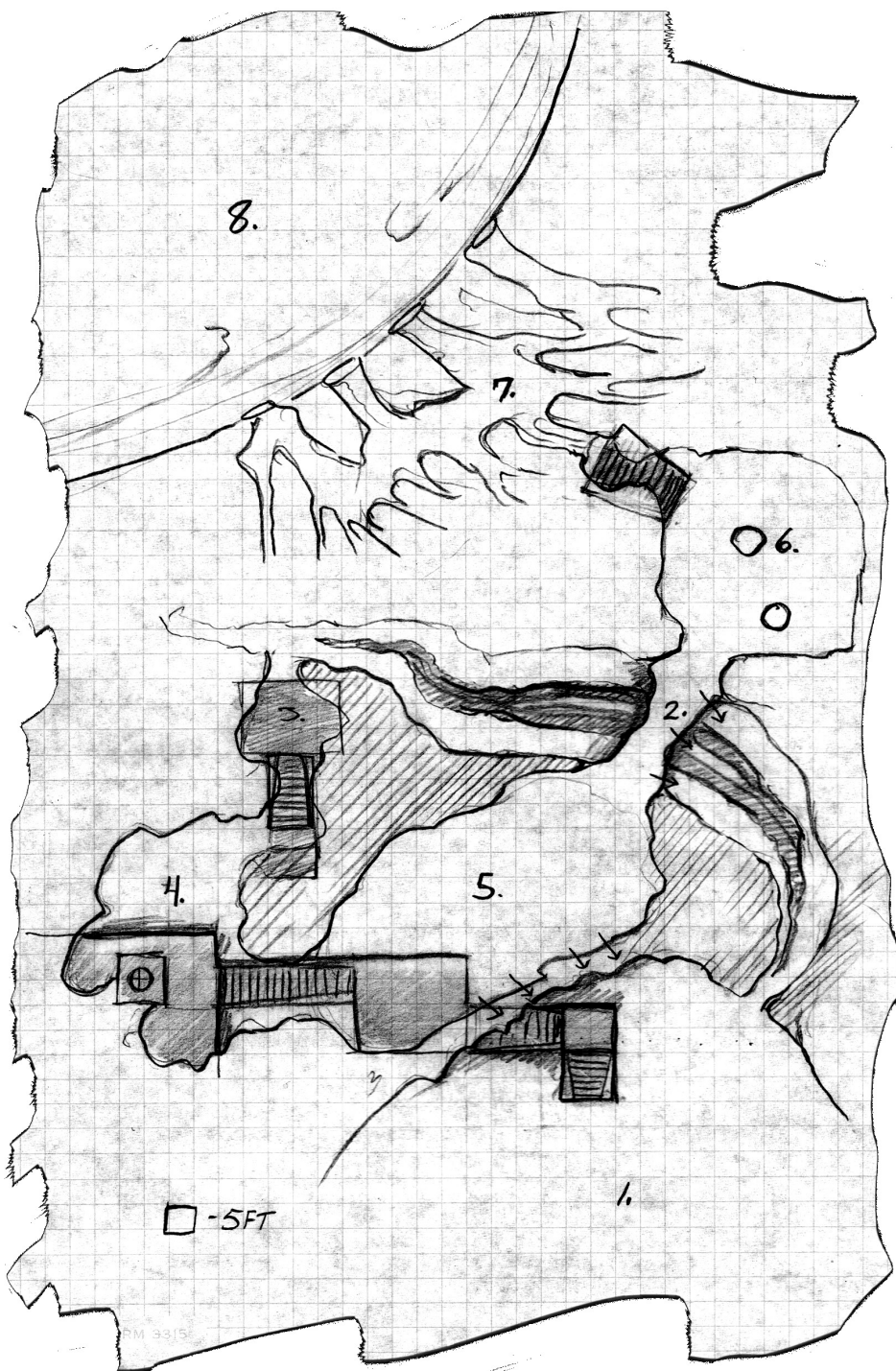


The coma cult known as the narcolepers has one goal, and one goal alone: to put out all the lights, everywhere, so they can get a decent night's sleep (forever). They convert unbelievers by promising ultimate, unimaginable comfort in the soothing embrace of eternal drowsiness, dulling themselves against the pain and trauma of everyday life. Catatonic slumber and lucid dreams are their deepest desires. They are opposed by a zealous organization known as the cult of sleep deprivation. The deprivers are led by the reverse-vampire Mosh Sedation (he is energized by sunlight and is weakened by darkness) and his restless legion. Mosh wants to overclock everyone's neurotransmitters and steal the synaptic energy in something known as a cascading field dampener. It is a stupid idea.

ROOMS

Area 1-CLOACA ENTRANCE. This cavern is the entrance to a system of dank, dark abandoned sewers known as a CLOACA, long-rumored to be a den of cult activity. A wide hole ripped through the sewer's molden walls leads into a chamber dimly lit by mucus that glows with a milky silvery light. PCs actively observing the glow find it somehow comforting. A thin layer of the mucus covers the ground and lambent strands stretch from the ceiling to the floor, some thick as an arm, others too thin to pinch. PCs stooping to investigate the mucus on the floor find that it is pooled around the base of a stony stairway leading up to area 4. Touching the strands causes a pleasant numbness that spreads through the fingers and goes up the arm. The numbness feels soothing - the PC will feel like she has healed 1d3 hit points of damage, although there is no change in actual hit point total. In the corner of the cavern there is a narrow opening that leads to a chasm flanked by narrow rock ledges. The chasm is stuffed with sodden blankets, pillows, and plush accouterments of the sleepy.

Note: four distinct strands of mucus falling somewhere on or around the stairway and identified by arrows on the map serve as an alarm device for Snug'goo in area 5. If any of these strands are disturbed or interacted with in any way, Snug'goo will be alerted to the PCs presence, and will also intuitively know the alignment and general condition of the PC who has touched the strand. Spells focused on any of the strands will be transmitted directly to Snug'goo, who will



react according to the judge's discretion and may be required to make a saving throw against those spells.

Area 2-NARCOLAMPREY AMBUSH. PCs moving along the ledges of the chasm will notice bodies among the pillows and bedding material crammed into the chasm. The bodies are emaciated but have a look of placid calm on their dead faces. It is quickly apparent that people have willingly entered the chasm to sleep among the pile of softness, and have apparently wasted away from starvation and dehydration. There is a natural bridge overlooking the middle portion of the chasm. Six narcoleper cultists squat on the bridge with pots full of narcolamprey sleep parasites. They quietly and lazily wait for intruders, and will empty the pots onto the PCs once they reach the point in the chasm marked with arrows. Roll 7d7 to determine the number of narcolampreys that strike the PCs. Each narcolamprey inflicts 1 point of damage, which is equally divided among the party. Any party member reduced to 0 HP is not killed, but instead is knocked prone, and has accidentally ingested 1d7 narcolamprey (they are about the size of goldfish crackers™). PCs suffering from narcolamprey infestation will feel content and well-rested, and will wake up from slumber feeling refreshed, though they will externally show signs of physical fatigue and languor. No hit points will be recovered from sleeping once infested, and the host will be unaware of this condition due to the flood of soothing endorphins that impresses a sense of restful ease upon the host at all times. While infested, dreams will begin to lose color and assume a muted tone. Narcolamprey reach maturity after they have sucked out a full week's worth of sleep from their host, at which point they rapidly swell up to the size of coconuts and erupt from the stomach (1d16 damage, Luck check to avoid). Mature narcolamprey are extremely fragile, having only 1 HP, and will burst if they suffer a fall greater than six inches. Spilling out of a stomach will usually cause them to burst, leaving behind a pool of sl'ooze and seven newborn narcolamprey, ready to be harvested and milked.

Area 3-(BRAIN) SAND IN YOUR (THIRD) EYE. The walls in this square room are covered with carvings of eyes with holes in the middle. Each carving is the size of a hand. Close examination reveals that some of the eyes are fully open, while others are half-closed with drooping eyelids and are nearly shut. This room promptly seals shut the first time someone looks into a hole in the wall. Once

sealed, sand begins to slowly sift into the room from the bottom row of eyeholes (it will take 10 months to fill the chamber). Any PC looking up at the room's ceiling must make a DC 13 Will save. Failure indicates the PC must roll on Table Q as their parietal eye becomes rapidly calcified by an invisible beam of energy shooting down from a microscopic gemstone set in the ceiling. The second PC to look in any eyehole will have their parietal eye sucked out of their forehead, causing 1d14 damage from the rupturing skull and skin. PCs missing a parietal eye will develop narcolepsy as per result 13 on Table Q. If any trapped PC suffers from a parietal eye being removed, or from calcification of their third eye, the far door will open whumpishly after a 3 round delay (the door leading into the room remains sealed).

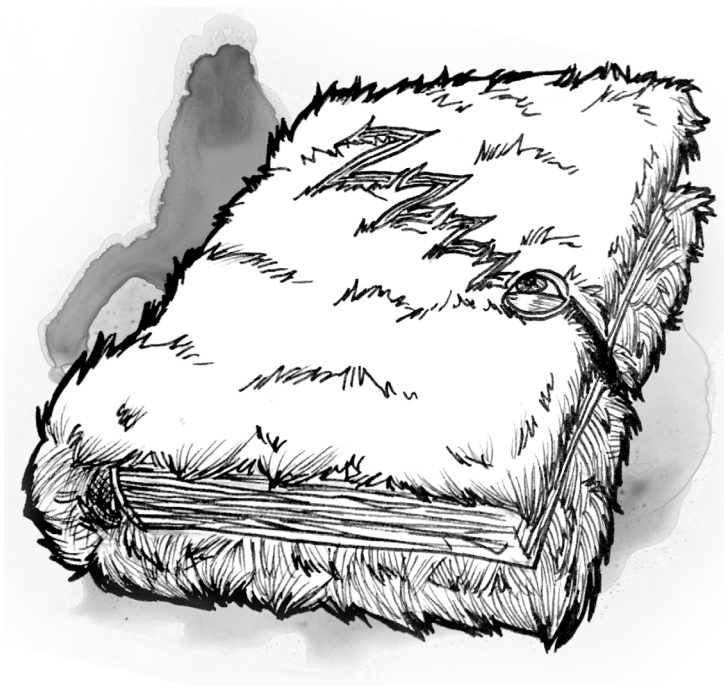
Area 4-SL'OOZE SLUICE. Most coma cultists who have their parietal eye calcified or removed move up the ranks to become lamprey milkers (comatote rank). This job is actually a lot more fun than it sounds, because milking the narcolamprey means you have to touch their narcotic mucousy sheaths. Narcolamprey were designed to feed off of a host's sleep. They provide an enzyme that releases massive quantities of calming endorphins in the host, leaving them feeling well rested even though physically they may still be fatigued. The digested sleep energy is separated into dream frequencies, which are collected by Snug'goo for power, and sleep ooze (or sl'ooze), the slimy byproduct that still produces a rush that is mildly euphoric, but also kind of shitty. The actual 'milk' of the lamprey is a highly concentrated anesthetic that causes instantaneous rapturous sleep for 1d30 hours, with no saving throw. Sleep of this kind is so deep and pure that the slumber-succumber must suffer points of damage equal to the remaining hours in order to be forcibly awoken. Purified narcomilk of this variety is rare and difficult to collect. Six comatotes languish here, tending to three oversized stone troughs holding narcolamprey swimming in their own slime. They will occasionally visit the grate to dump buckets of excess mucus. The grate is 5' wide and is made of rusty metal, requiring a DC 10 Strength check to force from either side. The comatotes will fight to defend the troughs and lamprey, but will not move to attack unprovoked or even to defend themselves, unless a trough or lamprey is somehow disturbed in the process. They use the same stats as coma cultists, but also have 1 dose of narcomilk and no less than 2 sleep disorders each. They will use narcomilk to defend themselves as a thrown weapon (+0 bonus, causes sleep as above) if combat does ensue.

Area 5-TEMPLE OF SNUG'GOO.

This natural stone cavern is almost unrecognizable as stone, or natural. It has been converted into a temple of Snug'goo and it looks like an immense, haphazardly organized pillow fortress shrouded in comfy dimness. Streamers of sweat-stained blankets twisted together with urine-reeking cotton sheets stretch from the edges of the cave to the central topmost stalactite, like some kind of deranged maypole. Pillows, comforters, quilts, and various other devices of sleep lay about the entirety of the cave, almost covering every inch of stone on the wall and floor. Ten coma cultists (dormancer rank) exist here in various stages of repose. They are dressed as standard cultists, but have pillows stuffed inside their clothing for added comfort and protection. They suffer half damage from any kind of impact or crushing force.



There is a bizarre effigy of Snug'goo here, which dominates the center of the cave-room standing at 12' tall. It appears to be a huge sentient Snuggie™ wrapped around a giant wad of mucus and bundled up nerve tissue (*note: the judge should describe this as an effigy, but this is ACTUALLY SNUG'GOO, he is just asleep. He will never awaken unless someone disturbs one of his mucus strands. He only ever wants to sleep, and he wants others to join him*). Pooled around the base is a substantial amount of sl'ooze, almost an inch deep. Four big, meaty strands of mucus branch off from the pool and snake along the floor where they appear to terminate in the stone wall behind a mass of soggy bedspreads (indicated by arrows on the map).



At Snug'goo's base is a plush-bound book, which is amply padded with the softest stitching. The fact that this book is free of stains or dampness suggest its magical nature. This is the Narco Libre, the book of sleep. It is just a book of bedtimes stories. Reading or even glancing at its contents will cause a sleep per the first level wizard spell to affect the reader, using a +0 modifier and a d30 for spell results. If the Narco Libre is placed inside an empty pillowcase, it can be swung in combat as a +1 mace, but it will never cause a foe to drop to 0 HP, they will instead drop to 1 HP and be knocked asleep with a narcomilk effect. Only the high snoozer knows how to use the narco libre in this way but he is off on an important mission for Snug'goo, or possibly napping.

Visitors are welcomed by the cultists to join in restful slumber, and those that resist are gently encouraged in a most lazy manner. Nobody will stop visitors from leaving and no cultist will attack unless the effigy or book is disturbed. If combat breaks out here, the six cultists from the stone bridge on area 2 have a 33% chance of joining combat in 1d3 rounds.

Snug'goo, the Sentient Snuggie™: Init -22 (always asleep); Atk absorb +2 melee (1d30+SP) or snuggle +1 melee (SP); AC 2; HD 10d8; hp 55; MV 20'; Act 1d20; SP absorb (on a result of 18-20, victim is absorbed by Snug'goo), snuggle (causes 1d30 hours of sleep, as narcomilk); SV Fort +10, Ref -5, Will +5; AL N.

Snug'goo is not a violent entity. In fact, Snug'goo might be the least violent entity in all of existence. He just wants to sleep. And he wants everyone to join him. In combat, Snug'goo will attempt to snuggle opponents within his strands of mucus so that he can drag their comatose bodies close enough to be absorbed. Any victim absorbed by Snug'goo is transported spiritually to an afterlife of eternal, blissful slumber (in a snuggie™). The only remains left behind is a pineal gland, which floats in Snug'goo's snot-like inner body. He uses these to watch collected dreams and accumulated memories during his endless sleep cycle.

Area 6-POOLS OF CORRUPTION: This is the chamber where Mosh Sedation originally turned his back on sleep and separated himself from his parietal eye. Now he exists in a hyperalert state, always desperate for the next inventive idea to spring into his mind. He seeks complete connected superconductive thought, utilized by a sort of bizarre psychostatic network that links Mosh with his 1,093 spells in a kind of arcane parasitic electrobiosis (he calls this the 'krone lamp effect'). His ultimate invention, the Silver Sun, allows him to screen corruption from his physical form, compelling it to exit in a manner similar to excreted sweat forced from a superheated block of holiday ham. Inventing and practicing so many assorted spells over the years has caused a massive buildup of corruptive magical energy that Mosh has attempted to keep sealed in a lead-lined vat 66 miles deep. It is connected via ducts in the earth's crust that lead to the circular markings in area 6. The synaptic seepage from this vat has crept up from the earth's porous crust over the years and has accreted into the being known as Snug'goo, who now exists in area 5. The leftover corruptive substance now stews in a volatile, almost mobile state and wishes to rejoin Mosh and acquaint him with the sweet embrace of eternal slumber. Visitors to this room will notice two cleanly carved holes 5' wide that shoot straight down through the stone floor. Across the room is a stone ramp leading up to a glowing latticework structure of crystalline tubes. Inspecting the two floor-holes reveals a glimmering oily substance just below the lip. Touching the oily skin of the substance imparts a minor corruption. Plunging a hand or limb through the skin of the substance imparts a

major corruption and seizes the PC with a cold, frightfully numbing sensation that deals 1d10 damage and will paralyze that limb permanently (judge's call on modifiers). If full immersion occurs, the victim will be molecularly absorbed by the substance and the only physical remainder of the victim will be a peanut shaped brain gland that magically appears inside Snug'goo's mucousy bulk. If both pools are disturbed enough to impart corruptions of either degree, a greater corruption ooze will boil forth into the room and attempt to destroy the PCs, then slither up the stone ramp and through the Moon Volcano Vents of area 7, finally attempting to join combat with Mosh in his Silver Sun (see area 8).

Greater Corruption Ooze: Init -10; Atk mucus lash +4 melee (1d3+1d5); AC 10; HD 3d8+1; MV 10'; Act 1d20; SP half damage from slicing and piercing weapons, mucousy tendril does 1d5 damage from stinging icy numbness, absorb identity (every 5 hitpoints of damage inflicted by the ooze will permanently steal one facial feature from the victim. Roll 1d5: 1) eyes, 2) ears, 3) nose, 4) mouth, 5) eyebrows; and adds 5 new hit points to the ooze); SV Fort +5, Ref -5, Will -8; AL C.

These oozes boil and quiver, wheezing with gassy discharges while phantom facial features drift to the glassy, membranous surface. They are about as big as a small cottage, but they can smoosh and deform like an actual wad of mucus, allowing them to fit into any opening, organic or otherwise. They attack by flailing wildly with their sticky, lashing tendrils. It is rumored that Snug'goo is a greater corruption ooze that digested enough identities to grow an amalgamous sense of id on its own. Way to go, Snug'goo!

Area 7-MOON VOLCANO VENTS: The stone ramp terminates at the entrance of a 3' wide shimmering multicolored crystalline tube that worms upwards at a slight angle. The inner walls of the tube are warm and smooth, but resilient and covered with bumps that make fine handholds for climbing. Most cultists don't bother coming this way because the light makes it difficult to sleep. These tubes are fossilized corruption tendrils that attempted to push up from area 6 but were calcified into hollow, coral-like structures by the waves of intense heat and magical energy produced by the Silver Sun. These structures now serve as vents, funneling minute quantities of corruptive energy from the vats into the Silver Sun, attempting to mutate it into a bloated, mucousy moon over the course of 666 years. PCs may discover untold dangers or wonders by exploring the uncharted branches, but that's entirely up to the judge. Following the vents to one of the four end

points reveals a fluctuating 5' wide membrane of psychic energy that allows passage into the Silver Sun, though it takes an action die to push through the 2" thick toughened membranous wall. PCs inside the tubular vents are protected from the coruscating energy of the Silver Sun, which is nearly blinding even from inside the crystal tubes. Strangely, this is the only place to get a decent sleep without risk of something weird happening. Sleepers here will develop a healthy tan from the dulled radiance emanating through the crystal walls, though there is a 1% chance of skin cancer developing (lethal in 1d24 months).

Area 8-The SILVER SUN of MOSH SEDATION, the wizard of KRONE LAMP: Mosh is a brilliant madman. He has invented 1,093 spells (he has invented another 1,239 outside of Punjar but those don't count within the context of this adventure). When I said earlier that Mosh is brilliant...I meant that literally and metaphorically. He is surrounded by intense electrical light, solidified and spherical in form. He calls it his Silver Sun - this 115' diameter sphere protects Mosh from corruption and allows him perfect sanctity in which he may develop his latest inventions and spells, but the ever-present-and-now-sentient byproducts of his frenetic research have accumulated to the point that Mosh is now a literal prisoner of his own devices, and he must spend every waking moment and every ounce of willpower and determination to keep the built up corruption from overtaking his tenuous field of wakefulness and privacy. The inside of the Silver Sun is hot and oppressively dry, and gravity is subjective. Visitors may hover or 'fly' at a rate equal to their normal movement rate while inside the Silver Sun. A static charge fills the air, causing skin to prickle and hair to stand on end. The light here is overpowering and comes in waves, washing over the skin in a flood of radiation that is both energizing and warming. The wizard Mosh Sedation hunches in the center of the Silver Sun, hovering in a cloud of tangled wires, knotted typewriters, and clusters and daisychains of just about every electrically conductive garnishment thought possible. It is simultaneously astounding and confusing to look at. Beads of sweat appear on his brilliant skin and instantly evaporate because of the heat and dryness. He looks overstressed to the point of perpetual living death.

Mosh is 18' tall, with candle-thin limbs that are bent under the mass of the many devices and diodes arrayed over and through them. Seemingly pierced in every pore, Mosh is barely recognizable as anything even once human. Even his hair follicles have been replaced with glass filaments cradled in coiled wires made of dwarf pubes,

for enhanced conductivity. Ghostly circuit boards occasionally drift to the surface of his tightly-stretched and translucent glowing skin, threatening to burst through. Every molecule of his being radiates energy and electricity, but it is so thinly spread and so overtaxed that it will deal no appreciable damage during any round that Mosh spends fully exerted. Mosh has 3d30 action dice normally, but every round he intends to keep his Silver Sun at full strength he must exert and spend all 3d30 action dice. His only actions available are psychic or mental, and even then he is required to focus a majority of his vast mental power on aligning the quantum regularity field that binds the Krone Lamp effect to his will. For any mental task, he may effectively use a d10 action die at no risk and without detracting from his normal allotment of action die. He can communicate through any frequency, but his thoughts must be slowed down by a factor of ten to be understood by most mortals.

Any round that Mosh does not spend all 3d30 action dice on maintaining the Silver Sun, there is a cumulative 11% chance that a singularity will form, caused by a corruption tendril forcing an atom-thick gap in the quantum containment field that protects the Silver Sun. The singularity appears at the very last square in the upper corner of the map, and to begin with is 1d4 feet in diameter. Anything touched by the singularity with a hit point total or mass (in cubed feet) equal to or lower than the current singularity diameter is swallowed up forever and ceases to exist. The singularity grows one step on the die chain each round, its diameter expanding by a factor of the result (for example, if a 2 is rolled on the d4 first round, then a 3 on the d5 on the second round, the diameter of the singularity is $2' \times 3' = 6'$. If a 4 is rolled on the d6 the next round, then the diameter becomes $24'$. Follow that progression until the singularity is stopped or it destroys your game world).

If the party convinces Mosh to shut down his Silver Sun, then Snug'goo will intuitively awaken and move towards area 8 to confront Mosh, bringing along any surviving coma cultists and any gathered corruption oozes.

If the party defeats Mosh, his Silver Sun will become unstable and will shatter after 1d3 rounds of agonizingly blinding fountains of incandescent energy and cracking silvered glass shards rain down on the party, inflicting 1d10 damage per party member and dealing a critical result as a 5th level warrior on the PC with the lowest luck score. In the ruin of the Silver Sun, PCs can collect 1d100 silver glass

shards, worth 1d30 silver pieces each. Generous judges may allow wizards to glean some magical secrets or spells from the wreckage of Mosh Sedation's physical form and his accompanying devices.

The effects of Snug'goo or Mosh Sedation rising to power or being destroyed entirely up to the discretion of the judge. It could become an embroiled massive conflict on a global scale, or little more than another cult battle in the deep, dank sewers of Punjar.

Mosh Sedation, the Wizard of Krone Lamp: Init +22; Atk energy claw +8 melee (3d7) or radiation lance +10 missile fire (1d7 plus radiation poisoning, range anywhere inside Silver Sun); AC 21; HD 10d8; hp 80; MV fly 80'; Act 3d30 (+1d10 special); SP quantum casting, radiation poisoning (DC 15 Fort; 1d6 damage on successful save, 3d6 damage if failed and suffer -1d from sickness as hair begins falling out), brilliant burst (once per round Mosh may spend 1 action die to produce a burst dealing 1d30 heat damage to all within the Silver Sun; DC 15 Ref save to take half damage and avoid permanent blindness), ablative shielding; SV Fort +16, Ref +14, Will +7; AL C.

He may spend two action die to cast any spell with a +0 modifier and a d30 casting die. Mosh does not suffer corruption, but if he casts spells in two consecutive turns he will cause an additional greater corruption ooze to spawn in area 6. For every 10 hit points of damage Mosh endures, he suffers a stacking penalty of -3 to both his AC and Fort save as his improvised electronic barrier is shattered into pieces around him.

His followers, the sleep-deprivers, are all now long since dead, having been sacrificed to demons for power and knowledge, or converted into new workstation printers to increase productivity.



COMA CULTISTS: Coma cultists are covered in bedsores and are slow and lazy. They can only fight with weapons that can smother or asphyxiate, like pillows and plushcord garrotes. They do not pray, they sleep. Narcolepers, the lowest rank coma cultist, will have 1 disorder from Table Q below. Higher rank cultists - in ascending hierarchy comatote, dormancer, and high snoozer - can have as many sleep disorders as the judge deems necessary (the judge may add new disorders as needed).

Coma Cultist: Init -12; Atk pillow or plush weapon +0 melee (1d3); smother -6 melee (1d14); AC 9; HD 1d6; MV 10'; Act 1d20; SP half-asleep, smother, sleep disorder; SV Fort +1, Ref -2, Will -1; AL N.

Coma cultists who successfully smother impose a -1d penalty to the victim's next action, and that victim may not move next round.

When coma cultists engage in combat, which is extremely rare, they tend to gang up on one opponent, attempting to smother that victim collectively in a maneuver they call a "group snug." Cultists of this variety are usually encountered in a half-asleep state, which accounts for their initiative penalty. Coma cultists dress themselves in comfortable wool sleeping attire, which is rarely washed, and they will often carry spare pillows or blankets tied or fastened to their clothing or draped around their necks. They claim no great knowledge or secrets, and will yawn in response to most questions, though they may occasionally suggest 'you should sleep on it.'

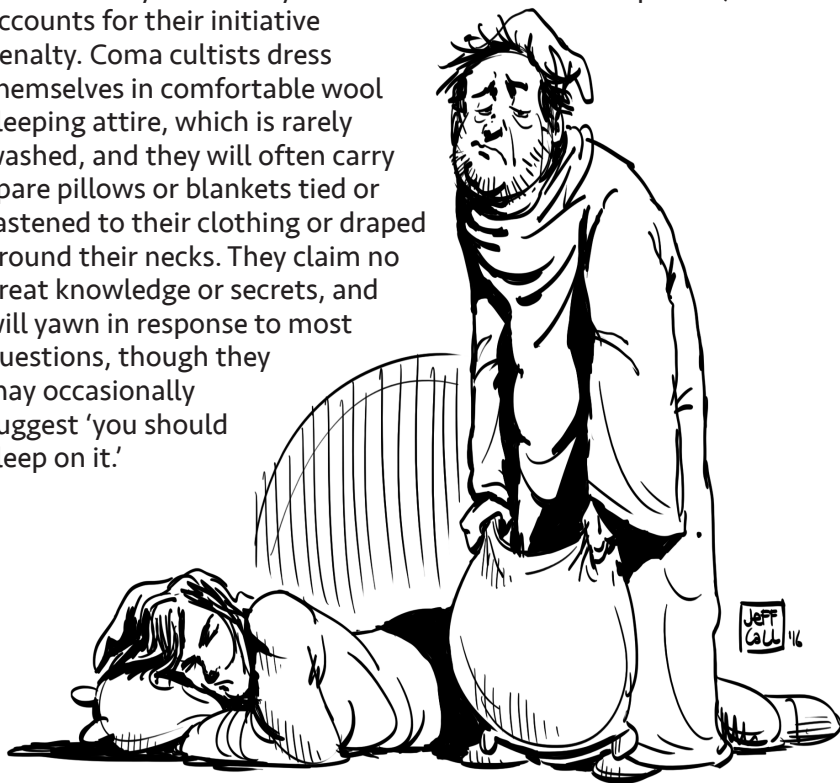
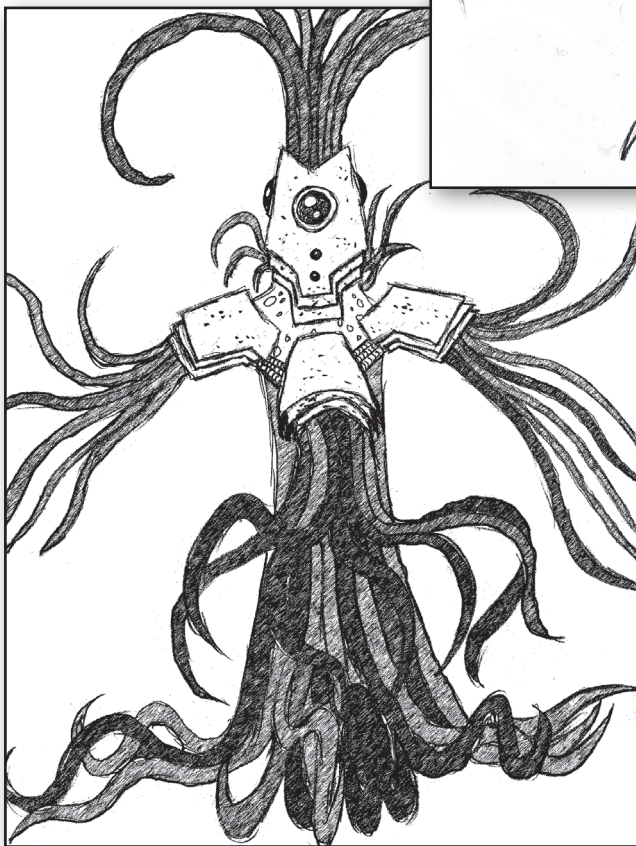


TABLE Q: SLEEPING DISORDERS

(Roll 1d12 modified by Luck)

- (-1) You no longer need to sustain your body with food. A good night's rest nourishes you fully. your stomach no longer growls, though it sometimes yawns.
- (0) While sleeping, your body ages in reverse (on an hour per hour basis).
- (1) Sleep apnea. 2% chance to die during any prolonged rest.
- (2) Sleepwalking. "Noctambulism" causes you to sleepwalk whenever it is inconvenient or amusing for the judge. Judge controls your character as an NPC until awake.
- (3) Lazy limb. Roll a d6 to determine the affected area:. 1) lazy eye, 2) limp wrists, 3) shuffling gait, like professor farnsworth, 4) neck and head droop and loll around, 5) ass feels tingly numb like you've sat on your wallet in the bleachers all day, 6) hibernating genitals. Numb or limp appendages suffer a -1d to associated rolls in times of great stress or laziness.
- (4) Sleep paralysis. When you go to sleep you will sometimes leave your eyes open and suffer from bodily paralysis while your mind believes it is sees horrifying shadow people all around you.
- (5) Your face feels as if it is asleep even when you are walking around fully alert. It's full facial numbness - puffy, swollen, drooly shit existence. You poor fool.
- (6) Fatalism, in the form of an overwhelming desire to sleep forever, no matter what the consequences. Your first action die is now a d16 instead of a d20.
- (7) Ennui.
- (8) You believe the waking world is an illusory dreamworld and that your dreaming state is your native, living world. So basically, you're an asshole.
- (9) Inceptionception. the next time your character falls asleep, he or she becomes hyper aware that they are a character in a roleplaying game. On the verge of this realization, the [redacted] will [redacted] in your [redacted] [redacted]. (unless [redacted] is real).
- (10) Bedwetter. Yes, it's a real sleeping disorder. Now you need adult diapers, jackass.
- (11) Nighttime emissions. It's embarrassing and we don't need to go into detail about it right now.
- (12) "Snuffling tuffle sputz" you basically have uncontrollable, annoying snoring. But you do it all the goddamn time, even while speaking or chewing your food. It's disgusting. Even when you try to explain to people that this is just a sleeping disorder that somehow affects you while awake, they will invariably think you are lying and accost you with stones.
- (13) Narcolepsy. any time you roll a 1 or fail a Luck check, your character falls into a deep, pleasant slumber for 1d12 hours.
- (14) All of them. Just fucking end it, you nitwit.

ROLL INITIATIVE!



Miscellaneous
Monsters
by
Matt Jordan,
Shield of Faith
Studios

ZERON PROTOCOL

A Low Level Adventure by Paul Wolfe

After purifying a shrine dedicated to an ancient hero of Law, the party cleric's connection with his or her god becomes increasingly erratic.

BACKGROUND

Orvun the Healer was a paragon to an obscure order, the Bethines, dedicated to a long dead lawful god. Throughout his life, he wandered the land as a beggar, healing the sick, infirm and mad, as well as seeking out and destroying demonic influences. When Orvun encountered the demon Zeron, he found himself nearly outmatched. Though the Healer triumphed and Zeron was destroyed, the demon's blood sank into Orvun's body and soul, slowly corrupting him. Afterward, he wandered the land performing abominable rites and executing blasphemies lost to time, all under the guise of a simple mendicant healer. Finally exposed, the Bethine Knights hunted down the corrupted cleric and killed him. Attendant priests locked his soul into a tomb within an ensorcelled jade idol and placed the prison beneath the blessed waters of a natural spring.

But the blessings have worn thin over the centuries, and corruption has leaked from the prison, infecting the waters with the larva of the long-dead demon, Zeron. The rebirth of the demon could spell doom for the surrounding area...

GENERAL ASSUMPTIONS

This set of events is precipitated on the assumption that the party cleric (who is also assumed to be lawful) has received deity disapproval, and through his deity's direction, must travel to the Shrine of the Bethines in order to purify a corrupted well. How the party reaches the shrine and even its location within the game world is left up to the judge.

Within the general area, the inhabitants are familiar with both the shrine and the well, since the water was once used for their sheep when times were dry. Rumors associated with the well all agree – in the last year, the water has turned foul, stinking of something akin to lamp oil.

THE SHRINE OF THE BETHINES

The wind, heavy with the scent of the sea, moans as it courses down the limestone canyon. Up ahead, amid tufts of grass stubbornly clutching at mounded sand sits the unlikely shrine. Set into the base of the canyon wall is a small jade plaque above a wide hole, seemingly drilled directly through the rock. A rope ladder staked to the entrance sinks into darkness. As lonely and dilapidated as the shrine seems, this is the exact place that the vision has led you.

The plaque depicts a bent-backed old man wearing tattered robes and holding a tall walking staff. Under his heel is a small, grotesque demon in obvious anguish. Study of the plaque reveals it to be dedicated to Orvun the Healer, a saint to a long dead lawful order, the Bethines (DC 15 Intelligence check).

A 15' diameter shaft sinks 30' into the rock and spiked to its wall hangs a rope lattice, easily climbed. At the bottom of the shaft stands a stone platform in a small cavern. The platform extends over a seemingly pristine 3' deep pool of water. A wooden bucket sits on the platform.

The water in the well smells faintly of lamp oil, but only if brought up to the nose. There is no other evidence of oil or other pollutants in or around the water.

THE RITUAL

The cleric's deity imparts a ritual that is intended to cleanse the well and shrine. The ritual requires eight hours of uninterrupted prayer while the cleric periodically anoints their body with the water in the well. At the end of this time, the cleric makes a DC 15 spell check.

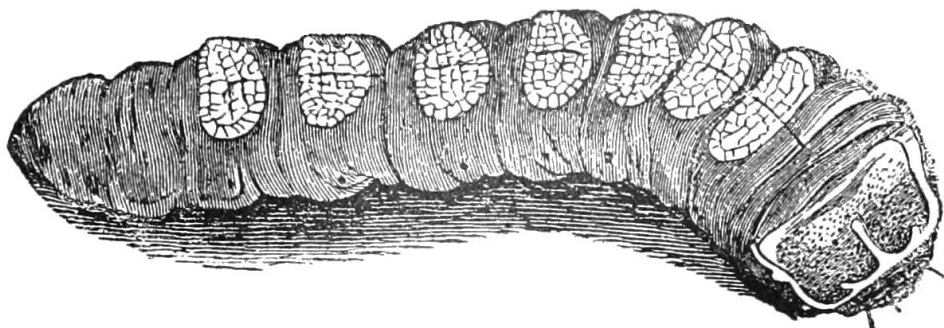
Success: The water is purified, fresh and drinkable. The deity disapproval effects related to this quest are immediately lifted and their deity disapproval score is set to 1. The cleric also makes a DC 18 Fort save. On a success, the cleric realizes that they have become corrupted by the water. There are no immediate effects from the infestation and any attempt to cure it seems to have no effect (see the Zeron Parasite section). On a failure, the cleric is unaware of the corrupting zeron parasites growing inside.

First Failure: The water in the well remains corrupted. The cleric's deity disapproval range is reset to 1, however, any additional effects for active deity disapproval are not lifted until the cleric successfully completes the ritual. The cleric makes a DC 22 Fort save. On a success, the cleric realizes that they have become corrupted by the water. There are no immediate effects from the infestation and any attempt to cure it seems to have no effect. On a failure, the cleric is unaware of the corrupting zeron parasites growing inside.

Subsequent Failures: The water in the well remains corrupted and the cleric is infected with zeron parasites. The cleric's deity disapproval range increases by 1. See the Zeron Parasite section for more information.

NOTE: Deific sources of information, when asked about the corruption, are silent at any spell check result. Even a Divine Aid returns no information. This test must be borne by the cleric, alone.

THE ZERON PARASITE



Mutated zeron larva remain dormant in the cleric's system until the cleric experiences an increase in their deity disapproval range.

NOTE: Upon initial infection, the cleric receives the Activation/Reset effect (1st Occurrence). Each time the cleric's deity disapproval range is reset to 1, the next Activation/Reset effect becomes active. This progressive effect is permanent until the zeron parasite corruption is cured.

When other manifestations occur, consult the Infestation Chart to determine the cleric's fate. In each case, the cleric may make a Will save (DC 9 + current deity disapproval).

On a success, the effects of the infestation seem to wear off after an hour. Otherwise, the effects are persistent until deity disapproval range is reduced to 1.

DISAPPROVAL EFFECTS

Disapproval Range	Effect	1st Occurrence	2nd Occurrence	3rd Occurrence
Activation/Reset	Succor	If the cleric is reduced to 0 or fewer hit points, he or she may make a DC 12 Fort save each round to remain conscious and alive. If subsequently healed, the cleric suffers the same effects as if they had been successfully "rolled over."	If the cleric is reduced to 0 or fewer hit points, the cleric receives a DC 12 Fort save each round to remain conscious and alive. If this fails, the cleric receives a +4 bonus to the Luck check if their body is rolled over.	If the cleric is reduced to 0 or fewer hit points, they are immediately healed 1 hit point. The cleric suffers the same effects as if he or she had been successfully "rolled over," each time this occurs.
2-4	Attraction	Chaotic creatures are intrigued by the cleric. In combat, there's a 50% chance that the creature will not attack the cleric. In social dealings, chaotic creatures seem to only want to deal with the cleric.	When dealing with creatures of a chaotic nature, the cleric receives a +2 to all Personality checks.	Chaotic creatures of animal-level intelligence or lower (including constructs, mindless undead, etc.) will never willingly attack the cleric. If commanded to do so, they receive a DC 12 Will save to resist. Creatures of higher intelligence avoid harming the cleric, attacking only if attacked by the cleric.
5-7	Beacon	The cleric detects the alignment of Lawful creatures or objects with Lawful magical effects when touching them.	The detection extends to a 10' radius, and the cleric is extremely uneasy when within this range of such creatures or effects.	The detection extends to 60', and the cleric must move outside this range of any Lawfully-aligned creature or magical effect.
8-9	Surge	When channeling holy power (spell checks, lay on hands, turning, etc), the cleric automatically (and uncontrollably) burns 1d3 points in a random physical ability. These points are added to the spell check.	When channeling holy power (spell checks, lay on hands, turning, etc), the cleric automatically (and uncontrollably) burns 1d3 points in a random physical ability. These points are added to the spell check.	Negative energy bursts from the cleric -- when channeling holy power, every living thing in a 10' radius burns 1d3 points in each physical ability. For living things without physical abilities (such as plants, oozes, etc), the creature burns 2d3 hit points or adds 2d3 points per 10'x10' patch of living substance (killing the substance). These points are added to the spell check.
10+	Corruption	Minor Corruption	Minor Corruption	Greater Corruption

CORRUPTED VISIONS

Each time the infected cleric receives deity disapproval, he or she also receives a vision. Whether these originate from the cleric's god, the zeron parasites, or the imprisoned soul of Orvun, none know.

First Vision – The Waters of the Healer

The air suddenly grows cold and thick. You realize that you are drifting deep under water with colossal shadowed shapes looming over you. One of these shapes resolves into a canted stone idol of massive proportions – a bent-backed man with a walking staff. Fish dart around the thing avoiding the black cloud that spills from the idol's middle.

Other's Perspective: The cleric slips into a catatonic state for 1d3 rounds and cannot be roused by any means.

Save: DC 12 Will

Failure Effects: Unnerved – The cleric suffers –1d to all actions for the day. The vision repeats each night and the cleric must make a new save each morning. The cleric's disapproval range cannot be reset until the vision is interpreted.

Success Effects: Revelation – The vision reveals the location of the tomb of Orvun the Healer, sunk deep below the Shrine of the Bethines.

Second Vision – The Shambles of the Living God

(Occurs during daily prayers/meditations):

You sit in a comfortable candlelit room, reading an ancient tome. The words seem to blur together, but somehow you understand the writing. The text describes stories of blasphemous and evil deeds done by men and women in the name of their gods of Law. Wars, rapine, and dark deals with demons abound. A story about an ancient martyr and his misdeeds seem to repeat throughout the vision.

Other's Perspective: The cleric's face is shadowy -- no amount of light can illuminate it. The cleric cannot see this effect -- even in a mirror.

Save: DC 14 Will

Failure Effects: Disconnected – On a failure, the cleric loses one randomly selected spell for the day. Each night, the cleric sees the vision again and must make a new save until they succeed on understanding it.

Success Effects: Knowledge – The book is an artifact of ancient evil: The Shambles of the Living God (described below). The cleric has a persistent “memory” of the location of the book.



Third and Subsequent Visions: Teeth of the Zeron

A flash of impossibly black light appears and from it steps a creature from a nightmare. The tall, emaciated humanoid opens the jagged mouth at the top of its head, emitting a croaking blasphemy against your god. The single eye in the middle of its chest burns as it moves to attack.

NOTE: Zeron's are not affected by an infected cleric's Attraction effect, if active (see the Zeron Parasite section).

Other's Perspective: The cleric suddenly begins fighting with a shadowy opponent that drifts in and out of existence.

Save: DC 16 Will (NOTE: This save is made after the combat is resolved).

Failure Effects: The cleric receives Major Corruption, as per the core rules.

Success Effects: The cleric understands the nature of their corruption – the larva of the demon Zeron. In subsequent encounters, the cleric receives a +1d to attacks, spell checks and turn attempts against these creatures.

Zeron Servitors (1): Init +4; Atk claw +5 melee (1d3); AC 17; HD 4d8+3; hp 35; MV 30', Teleport 300'; Act 2d20; SP limb paralysis, teleport, shifting form; SV Ref +8, Fort +4, Will +10, AL C.

Zeron servitors are tall, emaciated humanoid creatures with jagged mouths at the top of their pointed heads and a single eye in the middle of their chests. Creatures struck by their claws must make a DC 14 Fort save or experience deadening in one or more limbs. Roll 1d4 – 1) Left Arm, 2) Left Leg, 3) Right Leg, 4) Right Arm. Deadened limbs are unusable for 1d4 turns. Additionally, an aura of unease surrounds the creatures. Those within melee range must make a DC 12 Will save or suffer a –1d to all attacks against them. NPCs in the character's service must immediately make a morale check.

Instead of damaging or paralyzing an opponent, the zeron servitor may choose to teleport itself and the opponent struck. This effect has no chance of failure and transports the victim and zeron up to 300' away.

In addition, the creatures can shift their matter in and out of existence such that they appear fully for only one combatant. Though they are corporeal, all combatants other than the chosen combatant have a -1d on attacks against the zeron and any given attack misses 50% of the time. Zeron servitors, being unrepentant demon worshippers, can be turned by clerics of any faith that finds them unholy, but receive a +2 to Will saves against such attempts.

Treasure: The dead zeron servitor evaporates after 1d3 rounds, leaving behind 1d24 black onyx teeth (see below).

Shambles of the Living God

Shambles of the Living God is a book of pure evil, meant to corrupt those devoted to the gods of Law. Within its covers are lurid stories of men and women who have succumbed to worldly corruptions, failed their gods' edicts and descended into evil. The book also provides a cleric infected with the zeron parasite coded instructions on how to remove the corruption and reseal the prison of Orvun the Healer.

Judges may place the book anywhere within their campaign – just note that the infected cleric should eventually receive a vision as to its whereabouts (see the Corrupted Visions section).

Using the Book

Anyone can attempt to use the book for information. Like any arcane artifact, those unskilled in magic roll a d10 on the spell check when making the attempt. Each use requires 1d3+spell check result in hours of study to glean information.

SHAMBLES OF THE LIVING GOD RESEARCH

Spell Check	Effect	Additional Effects for the Corrupted Cleric
1	The book is sealed to this user for all eternity	Deity disapproval reduced to 1. The cleric may re-use the book after 1d3+CL weeks.
2-11	Failure; The book is sealed to this user for 1d10+2 years.	The cleric may re-use the book after 1d3+CL weeks.
12-13	Knowledge imparted provides a +1d to Personality checks when using intimidating tactics. User receives minor corruption.	Deity disapproval increased by 1. The cleric is branded on the left palm with the symbol of the Bethines -- a series of concentric squares. The cleric understands the location and method for entering the Prison of Orvun the Corrupted (see Ritual of the Teeth and area 1a).
14-17	Knowledge imparted provides information about major corruption within a current active Lawful religion. All interactions with devotees of this religion are made at -1d to the roll. User receives minor corruption.	Deity disapproval increased by 3. The cleric receives the previous effects along with the ritual needed to purify Orvun's prison.
18-19	User receives a 1st level spell that is cast at +1d on the spell check, however, each use of the spell imparts minor corruption.	Deity disapproval increased by 5. The cleric receives the previous effects and a +1d to all action dice while within Orvun's prison.
20-23	User receives a 1st level spell that is cast at +1d on the spell check. The spell never fails, however, when a failure is indicated, the caster receives major corruption, and the spell goes off at its least powerful result.	Deity disapproval increased by 10. The cleric receives the previous effects and receives the ritual required to bypass the Seal of Consequences (area 3).
24+	User receives dark knowledge about veins of corruption infecting major Lawful institutions -- lawful kingdoms, orders of knighthood, lawful religions -- all with interconnected corruption and evil. The user receives a 2nd level spell that is cast at +1d on the spell check. Each casting of the spell imparts greater corruption.	Disapproval. The cleric must roll 5d4 on the Deity disapproval table. The cleric receives the previous effects and the ritual of re-consecration. The cleric also receives an additional +1d to spell checks and turn attempts against zérons (anywhere) and the spirit of Zeron within the prison of Orvun.



RITUALS

At certain spell results, the infected cleric may glean helpful rituals that assist in reaching or moving through Orvun's prison.

NOTE: Spellburn requirements for these rituals can be from any willing wizard or elf, though the cleric can only spellburn if he or she has received the Surge result on the Infestation table.

The Ritual of the Teeth

This ritual transforms zeron teeth into minor artifacts. Eight hours of continuous prayer and 5 points of spell burn are required to complete the ritual. On a spell check result of 15+, 1d4+CL zeron teeth may be enchanted. Enchanted teeth provide both water-breathing and free-action while under water for 1d10+spell check result in turns after the tooth is immersed in water.

On a failure, disapproval range is increased by 3 and the cleric suffers minor corruption.

The Ritual of Purification

This ritual purifies and prepares the Prison of Orvun the Corrupted for re-consecration. The ritual must be performed within the prison, requiring four hours of continuous prayer and 5 points of spell burn. On a spell check result of 15+, the ritual is performed correctly.

On a failure, disapproval range is increased by 5, and the cleric suffers major corruption.

The Seal of Consequences

A magical seal in the ceiling of area 3 within Orvun's prison contains instructions for a ritual to pass into the Tomb of Orvun the Corrupted (area 7). These instructions, however, are false and trigger a deadly trap. The true ritual may be learned by study of the Shambles of the Living God (spell check result 20–23). The seal may be passed if the caster engages in four hours of continuous prayer and spends 5 points of spellburn. On a spell check result of 12+, everyone within the bounds of the seal is transported to the tomb.

On a failure, the cleric's disapproval range increases by 3 and the cleric suffers from temporary (1d3 hours) minor corruption.

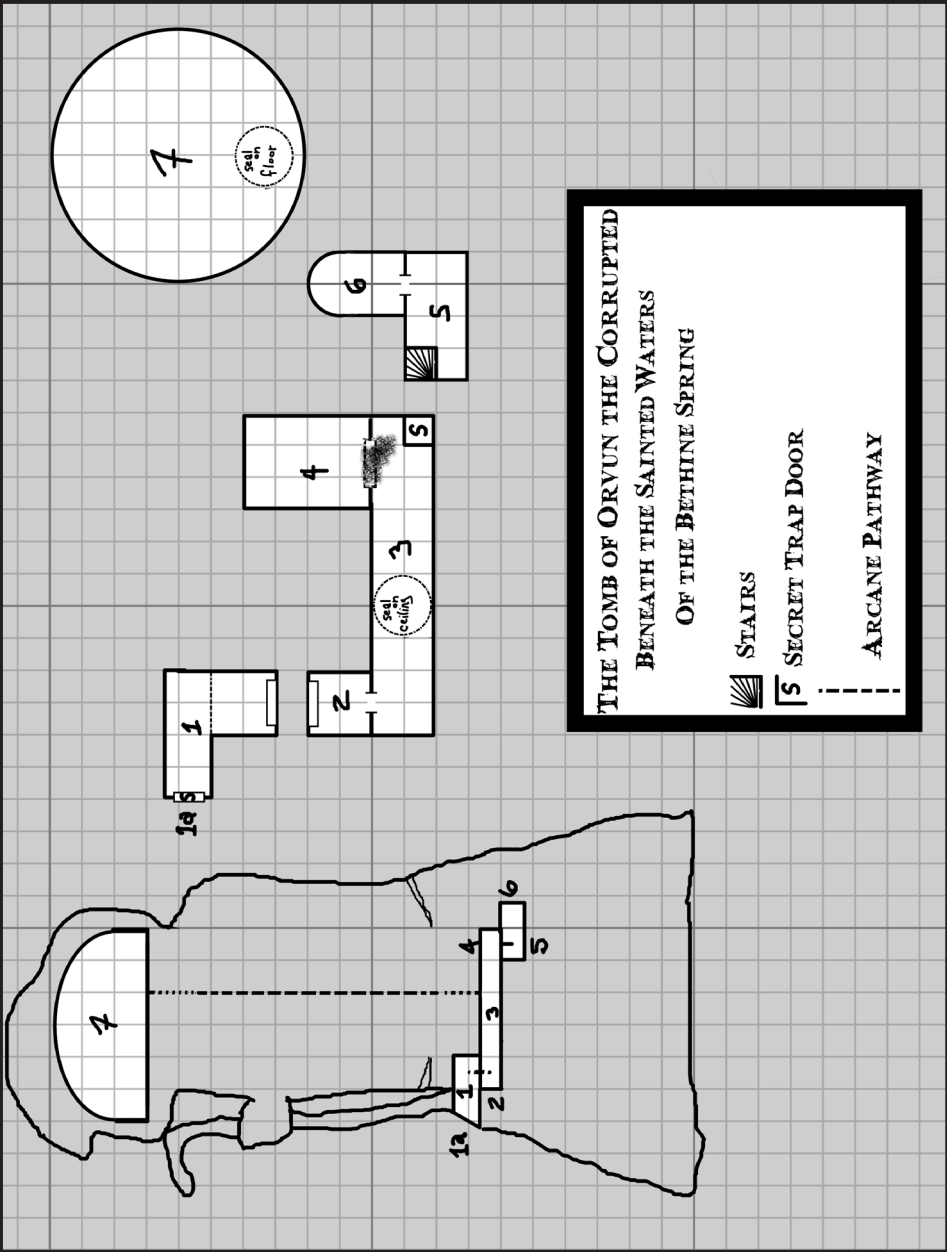
The Ritual of Consecration

This ritual reseals Orvun's prison and contains Zeron's corruption. It must be performed within Orvun's tomb (area 7). The ritual requires 24 hours of continuous prayer and 15 points of spell burn. On a spell check result of 22+, the ritual is performed correctly – the prison is sealed and consecrated, and the cleric is cured of their infestation of zeron larva. The cleric and anyone in the prison must escape in 1d4 turns+Spell check result or stand forever as a guardian of the prison (see area 5).

NOTE: On a spell check result of 32+, the cleric is healed of all magical corruption. This includes corruption from using the Shambles of the Living God.

On a failure, the cleric receives deity disapproval and greater corruption.

THE PRISON OF ORVUN THE CORRUPTED



THE PRISON OF ORVUN THE CORRUPTED

When the Knights Bethine slew Orvun the Corrupted, they imprisoned his infected soul within a giant jade statue three hundred feet below the Shrine of the Bethines within the aquifer feeding the freshwater spring there. Within the statue are several ceremonial chambers used to perform the rituals that eventually sealed the prison against escape, as well as an arcane “lock” that further sealed the heart of the prison, where Orvun’s body and tainted soul remains.

Though the rituals were properly performed, what the priests and knights of the Bethines didn’t know was that Orvun the Corrupted was not just tainted – he was possessed by the shattered remains of Zeron itself. The spirit of Zeron eroded the consecrated seals of the prison and its larva infected the spring at the Shrine of the Bethines. Though the party cleric cleansed the “symptom” earlier in the adventure, the cure lies within the prison.

Reaching the Jade Statue

If the party has enchanted zeron teeth, they may swim down 300’ to the jade statue, and area 1a in one turn. If the party cleric has received all of the visions from their infection, the secret entrance can be found and opened immediately. Otherwise, searching the exterior of the statue takes 1 turn per 20’. With a successful Luck check, the cleric or a halfling can find the secret entrance in 1d24+6 rounds.

Unprotected, the crushing depths deal 10d6 damage per round, and characters begin to drown.

AREA DESCRIPTIONS

Unless otherwise noted, the interior of the prison is dark, damp and silent.

Area 1a – The Secret Entrance: Above in the gloom lurks a massive statue covered in interlocking jade plates, smeared with black algae. One of the plates near the statue's middle faintly glows with the concentric squares symbol of the Bethines. A greyish fluid seems to leak from the symbol tainting the otherwise clear water around you.

Simply touching the symbol with a holy symbol of the Bethines causes the jade plate to slide away. This fills area 1 with water. A knock spell with a spell check result of 22+ also opens the portal (see area 1 for consequences). Physical means to open it fail.

Area 1 – The Entry Hall: Rough carved symbols and glyphs cover the walls of this spacious, but otherwise bare L-shaped room. To the south stands a massive round stone seal, the symbol of the Bethines carved upon its face.

If the secret door at area 1a was opened using a Bethine holy symbol, water immediately drains from the room. If opened via any other method, the water remains.

The glyphs and symbols on the wall are a pictographic language used by the Bethine orders and describe in parable form how to operate the portal to area 2. A spellcaster may study the writing for 1d5-CL turns (minimum 1) and make a DC 12 Intelligence check in order to understand the process. A comprehend languages spell allows for automatic success in understanding the process.

The southern alcove of this room is situated over area 2 (the dotted line on the map indicates the northern wall of area 2, below). The stone seal operates as a one-way portal to area 2. In order to activate the seal, a cleric must touch the center of the Bethine symbol and cast any level 1 spell with a spell check result of 15+. Everyone standing within the southern alcove is transported to area 2.

On a failure, the cleric's disapproval range increases by 3 and he must make a DC 10 Ref save or receive a jolt of

arcane energy dealing 1d3 Strength damage. Success or failure, this consumes the spell, preventing further casting for the day.

Area 2 – The Blessed Arch: The floor of this chamber is damp and slick. To the north, a stone seal similar to the previous room stands embedded in the wall. To the south an archway decorated with intricate bronze bas-relief exits to a darkened chamber.

After 1d6 rounds, the slick algae on the floor forms into a multi-limbed slime monster – a thing formed from the corruptive influences of Zeron’s larva. The creature surprises any PCs failing a DC 16 Luck check – up to three surprised characters are immediately attacked.

Corrupted Algae Slime Monster (1): Init –4; Atk slimy limbs +2 melee (1d4, acid touch); AC 10; HD 6d6+4; hp 22; MV 10'; Act 3d16; SP acid touch; SV Ref –2, Fort +0, Will –3, AL C.

The algae slime monster mindlessly attacks everyone in the room and pursues fleeing characters into area 3. The slimy pseudopods of the monster deal 1d4 acid damage each round to victims struck. Non-magical equipment and clothing affected must make a DC 12 Fort save (using the owner’s bonus) per round or be destroyed in 1d4+2 rounds. This includes weapons which strike the creature. The effects of the acid can be neutralized by washing off the affected area or equipment with water or other liquids.

The bronze archway is decorated with figures and symbols from the Bethine religion. A spellcaster studying the bas-relief for 1d5-CL turns (minimum 1) and making a DC 12 Intelligence check understands that the decoration describes a ritual of pacification, the location of the secret door to the guardian tomb (areas 5 and 6), as well as the process for passing through the archway unharmed. In addition, the cleric learns the stations of the Bethines, a ritual gesture in which believers touch each shoulder and each hip before passing through the archway.

The ritual of pacification requires that a cleric spends 1 round and expends a 1st level spell at spell check result 14+. If successful, while in the presence of the dead priests or guardian knight in areas 5 and 6, the creatures are pacified and provide the party with a boon.

Passing through the archway without performing the stations of the Bethines (see above) has harsh consequences. Persons of chaotic alignment are struck dumb (unable to speak). Those of neutral alignment are struck deaf. Those of lawful alignment are struck lame (MV decreased by ½). In the unlikely event that a character is a devotee to the ancient Bethine religion, that character is burned to ash. The condition lasts while the afflicted are within Orvun's prison (though the unlucky Bethine remains ash). Chaotic characters that perform the stations of the Bethines rouse the ancient spirit of the Bethine god. It extends a weak curse, causing a -1d to all actions for 1d3 turns (DC 15 Will save to resist).

Area 3 – The Hall of Consequences: A wide stone hallway stretches off into darkness. Faint dripping can be heard and the place smells of algae and age.

Characters that pass a Luck check hear faint clicking and buzzing echoing from the far end of the hallway. Those that have encountered zeron servitors before recognize the sound.

Unless the party is magically quieted, zeron servitors pour out from area 4. Each selects a single character as its “primary combatant,” but can only use its teleport ability to displace within areas 3 and 4.

Zeron Servitors (4): Init +4; Atk claw +5 melee (1d3); AC 17; HD 4d8+3; hp 23, 22, 28, 23; MV 30', Teleport 300'; Act 2d20; SP Limb paralysis, Teleport, Shifting form; SV Ref +8, Fort +4, Will +10, AL C.

In the ceiling of the hallway rests a 20' diameter round stone seal carved with Bethine pictographs. Spellcasters may study the pictographs for 1d5-CL turns (minimum 1) to understand the ritual. The glyphs describe expending a 1st level spell while touching the center of the seal. Unfortunately, this ritual is false and triggers a deadly trap. Expend the spell causes the seal to glow bright orange for 1d6 rounds before both ends of the passageway open and flood the chamber with rushing water from outside.

NOTE: A comprehend languages spell immediately detects the false ritual and reveals the trap. The true ritual is described in the Shambles of the Living God – see the Seal of Consequences section. If the seal is successfully opened, everyone within the circle of the seal (overhead) is transported to area 7.

Those that take refuge in area 2 are unaffected by the water – the archway holds the waters back. All others are crushed between two walls of water (each wall dealing 3d6 damage) and they begin to drown. Living characters may attempt to swim to area 2 – unencumbered characters swim at a rate of 10' per round due to the buffeting waters.

The hidden trap door is not locked, but requires either a Luck check to notice or a DC 15 Intelligence check to find while searching. The door leads to a cramped stairway down to Area 5.

Area 4 – Zeron Cell: Beyond the shattered seal, this cavernous room stinks of brimstone and acidic sweat. Dismembered and desiccated bodies lie in a pile near the center of the room. The walls are scratched with blasphemous prayers, the letters seeming to crawl between every known language.

The zeron servitors kept here destroyed the seal to their cell as the spells binding the prison began to break down. The bodies were once deathless knights that patrolled the hallway.

Investigating the dismembered skeletons reveals three chain shirts – each with the holy symbol of the Bethines woven into the chain with silver wires. The shirts are non-magical, however, wearing one in the presence of the spirit of Zeron (area 7) provides the wearer with +1d to attacks, turn attempts and Will saves against the demon, as well as other effects described in later areas.

The blasphemous prayers on the walls cause unease in all but chaotic spellcasters. These characters must make a DC 15 Will save or become fascinated by the knowledge and insights they impart. Fascinated characters sit and watch the crawling words for 1d3+2 turns before they are allowed another save (which may be forgone). Those that remain for 1+CL hours learn patron bond and invoke patron spells for Princess Naach', Zeron's demon lord mistress (see the Mystic Bull website for more information).

Area 5 – Hold of the Devoted: As you descend the stairs, a long room comes into view. Lighted by smokeless torches set into golden sconces, rows of robed and hooded humanoids crouch, their heads bowed to the floor. On the western wall, the symbol of the Bethines glows with an arcane light.

There are 32 mummified corpses in this room – the priests that sacrificed their lives to ensure Orvun remained imprisoned. As the characters step onto the floor of the chamber, the corpses rise in unison. Any PCs unmarked

by the symbol of the Bethines or of chaotic alignment are immediately attacked. The cleric with the Bethine brand may use the ritual of pacification (see area 2) to appease the dead priests. Appeased spirits return to their “prayers.”

Devoted (32): Init +2; Atk claws +2 melee (1); AC 9; HD 1d4; hp 2 each; MV 20'; Act 2d16; SV Ref -1, Fort -1, Will +4, AL L.

Those that join the devoted in prayer for 1 hour receive the equivalent of a blessing spell (spell check result 20–23, “when cast on an ally”) which lasts until the character leaves Orvun’s prison.

Area 6 – Tomb of the Paragon: At the back of this large domed room sits a jade throne, occupied by a skeletal figure in bright chainmail and a black armet helmet – concealing the figure’s face. A tall ashen staff topped by the iron holy symbol of the Bethines stands beside the throne.

The figure is Armand Tergen, Knight Commander of the Bethines. When the characters approach, the figure raises its hand and motions for them to halt. Those marked with the symbol of the Bethines are beckoned forward individually. If any others approach beyond the entrance, Tergen rises from the throne, takes up the staff and attacks – targeting chaotic characters, followed by those not marked with the holy symbol. Others are ignored, unless they attack Tergen. The knight ceases to attack if the offending party members leave the room or if the cleric enacts the ritual of pacification (see area 2).

Knight Commander Armand Tergen, Paragon of the Knights Bethine: Init +10; Atk Stave of the Bethines +1d10+6 melee (1d8+1d10+6); AC 21; HD 10d12; hp 93; MV 20'; Act 2d20+1d14; SP mighty deeds, repulsion of Chaos; SV Ref +4, Fort +6, Will +3, AL L.

The stave exudes an aura of Law so powerful that opponents of chaotic alignment must make a DC 15 Will save or suffer -1d to all action dice against the knight. The

dead knight fights as a peerless warrior, using the Stave of the Bethine and his mighty deeds to deal non-lethal damage -- most often to trip opponents, sunder their weapons or armor, and disable them with well-placed blows to the limbs. Tergen wears a magical chain shirt (+1), the symbol of the Bethines inscribed within the chain in golden wire.

If properly approached, Tergen speaks to those under the symbol of the Bethines.

I am Knight Commander Armand Tergen of the Knights Bethine. Many an age ago, I sacrificed my life to ensure that Orvun the Corrupted remained imprisoned within his tomb – but time and evil have eroded the wards. If you be truly devoted to the Bethine cause, step forward that I may take your measure.

After a time, the dead knight speaks again.

Within Orvun's tomb lurks his vile spirit, still scratching against the prison walls. If you would pledge to destroy this spirit, I would grant you a boon. The Stave of the Bethine protected me when all other weapons failed. Imbued with the spirit Zar the Inquisitor, High Anointed of the Order, the stave seeks out evil and gives you the power to drive it from this world. Who shall take up the stave and pledge to the Bethine order?

Any character of lawful alignment may take up the stave. Chaotic and neutral characters should reconsider before touching the weapon. See Appendix M for a full description.

Once done, Tergen sinks back onto his throne, forever silent.

Area 7 – The Tomb of Orvun the Corrupted: You stand in cavernous stone chamber, its bounds well outside your light. The floor is dry and dusty, and the air smells faintly of camphor and spices. Looking nearby, you see that the dust

has been disturbed, as if someone dragged a heavy sack or body away to the north.

Following the trail leads to Orvun. Once spotted, he speaks.

A hunched and desiccated corpse in rotted clothing lies against the rounded wall of the tomb. A dry crackling whistle pierces the silence, and you realize that the corpse against the wall actually speaks!

“So, you have come at last,” the creature says. “And I see, at the behest of the ‘scions’ of the faith.”

“I expected that someone would arrive once the bonds of this place began to break down. Perhaps you think me monster, or victim, or character in a morality tale to teach the novices about grace, and hubris, and the temptations of the world. I am none of these. I am a saint, you know, within their pantheon. Still they worship me – though less of late – I hear their pleas and I intervene against corruptions of the body, mind and soul...Still to help.”

The corpse laughs, a ragged whistling cackle.

“Do what you’ve come for. Destroy me, that this everlasting corruption be dispelled and that I can finally know peace.”

Orvun is easily struck down – he has 1 hp and puts up no resistance to attacks (automatic hit). However, continuing to speak with the disgraced saint may provide wisdom that could prove invaluable to a cleric of Law. Orvun is initially irascible (DC 18 Personality check to get him to talk), but once engaged waxes poetically about his faith, rise, and fall, as well as the similar path of the Bethine orders. The cleric may talk to Orvun for three turns and then make a DC 15 Will save. On a success, the cleric receives wisdom in the form of one of the following bonuses, permanently: +1d to spell checks for one spell, turn unholy, or lay on hands. Additionally, the cleric receives 1 Luck.

Killed or not, once done, the spirit of Zeron, the demon that possesses the saint, boils out of his body, which simultaneously releases Orvun's soul to its final reward (whatever that might be).

Zeron, Possessing Demon (Type I): Init +3; Atk Smoke claws +4 (1d3 + strength drain; while in smoke form), steel claws +6 (1d6+4); AC 20 (smoke form) 16 (physical form); HD 5d12; hp 55; MV 20' (smoke form) 40' (physical form); Act 2d16; SP strength drain, domination (physical form only), summon zeron, half damage from non-magical weapons and fire (physical form only) ; SV Ref +4, Fort +6, Will +3, AL C.

Zeron appears as a cloud of black smoke for 1d5 rounds before its form solidifies. During this time, it is immune to normal weapon damage, receives a +1d to all saves against turning and spells cast by idol magic (i.e. clerics), has AC 20 and +2 to all saves from magical attacks. The strike of its smoky claws deal 1d3 damage, and victims must make a DC 15 Fort save or lose 1d3 strength, as well.

In physical form, Zeron stands 12' tall and appears as a humanoid-shaped void that crawls with neon maggots with the heads of mortals that have fallen under Zeron's control. Instead of attacking, Zeron may speak to one character telepathically and attempt to dominate their mind (DC 15 Will save to resist). On a failure, the character is completely under Zeron's control until the demon is destroyed. The body of victims killed by Zeron are added to the maggots that crawl through its void-hell. Additionally, Zeron in physical form takes half damage from non-magical weapons and fire.

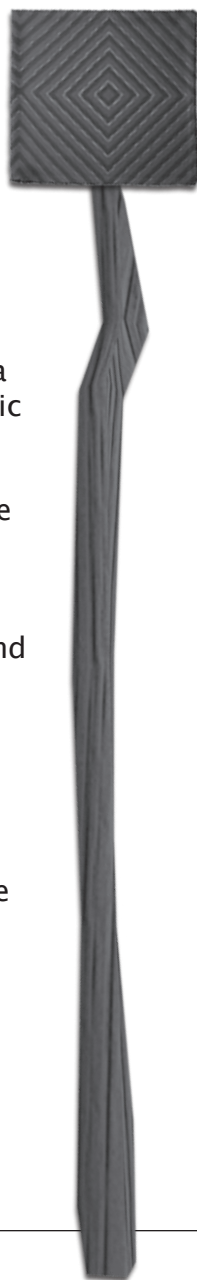
Zeron may also forego attacks to pull his minions from the cleric's blood, if the cleric is still infected. The victim must make a DC 15 Fort save or 1d3 zeron servitors appear.

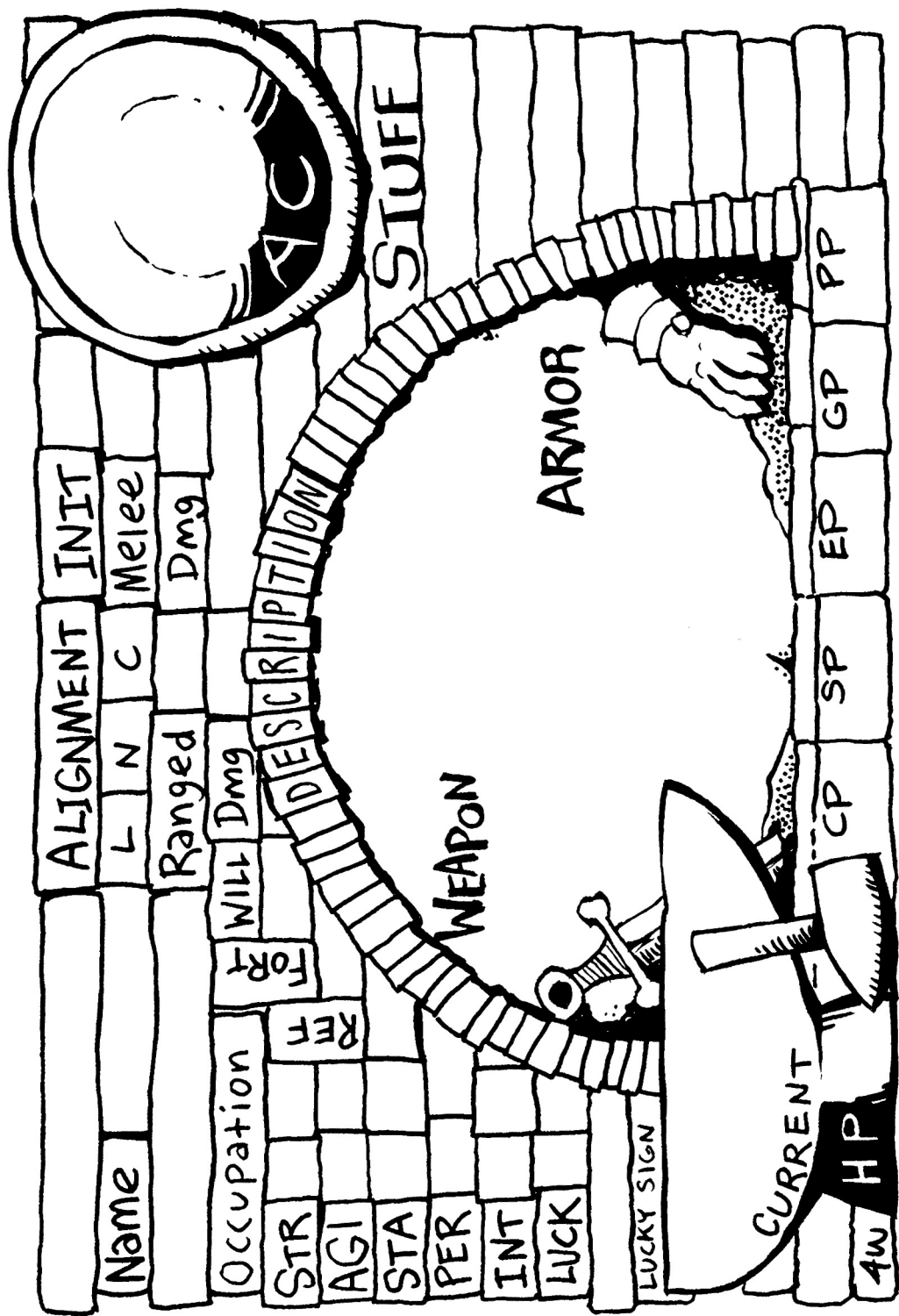
If destroyed, the void of Zeron expands to fill the room and the characters are surrounded by the wailing cries of his victims as they pop into non-existence, one-by-one.

When the ritual of consecration is completed, a shimmering portal appears where Orvun's body used to be. Stepping through the portal takes the characters back to the stone platform overlooking the spring under the shrine of the Bethines.

Appendix M: The Stave of the Bethines

This eight foot long ash staff is topped by a large iron symbol of the Bethines (concentric squares). When wielded by a cleric of Law, the staff allows the wielder to turn unholy as a cleric two levels higher. In addition, the staff deals $1d6+2$ damage to opponents and may be used from the second rank of a formation. When wielded by a Neutral character, the staff deals $1d4+1$ damage and provides a +2 bonus to Will saves against creatures unholy to Law. In the hands of a chaotic character, the staff is non-magical. Both neutral and chaotic characters must make a DC 12 Will save each day that the staff is wielded. On a failure, the character suffers a conversion to the path of Law. The nature and consequences of this sudden enlightenment are left up to the judge.





Credits

Contributing Authors – VOLUME 4

David Coppoletti, Terry Olsen, Paul Wolfe, James V. West

Cover Illustrator – VOLUME 4

Doug Kovacs

Title Page Illustrator – VOLUME 4

Marc Radle

Contributing Illustrators – VOLUME 4

Jeff Call, David Coppoletti, Doug Kovacs, Claytonian JP,
Benjamin Mara, Diogo Nogueira, Jürgen Mayer,
Danny Prescott, Shield of Faith Studios/Matt Jordan

Editors

Forrest Aguirre, Steven Bean, Daniel Bishop, Jon Carnes,
Keith Garrett, Jason Hobbs, Tony Hogard, Michael Jones,
Duncan McLastName, Jonathan Nichol, James Pozenel,
Jim Skach, Tim Snider, Noah Stevens, Doyle Tavener,
David VC, Laura Rose Williams, Paul Wolfe

Proofreaders

Reece Carter, Samuel Dester, Jason Hobbs, Tony Hogard,
Aaron Koelman, Ryan Moore, Jonathan Nichol, Jim Skach

Printing Offset Contributors

Forrest Aguirre, Steven Bean, Julian Bernick,
Eric Fields, Laura Rose Williams, and the
patrons of the G+ GFA community

Creative Vision & Direction, Layout and Graphic Design

Doug Kovacs, Harley Stroh, Jon Hershberger
Marc Bruner, Matt Hildebrand, Michael Jones

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A Dungeon Crawl Classics RPG Zine

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the DCC RPG G+ Community



DROP-IN ADVENTURES

VOLUME 5 OF EIGHT BOOKLETS

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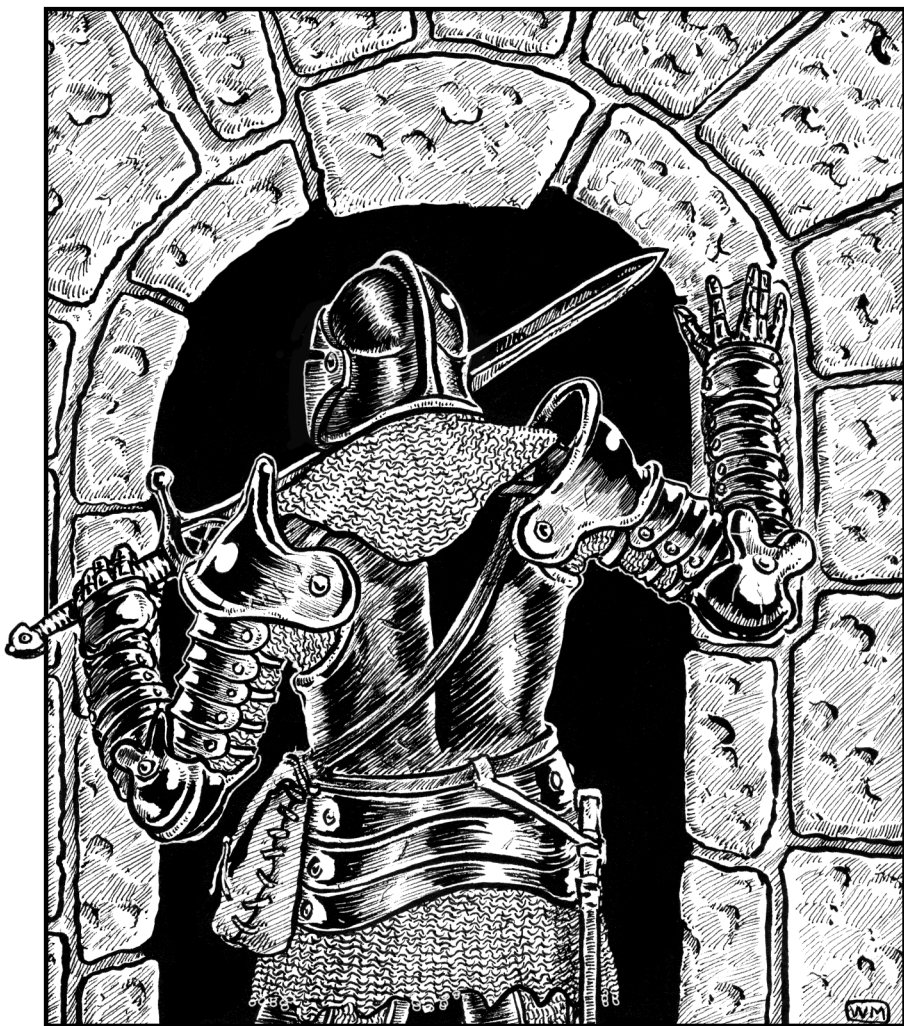
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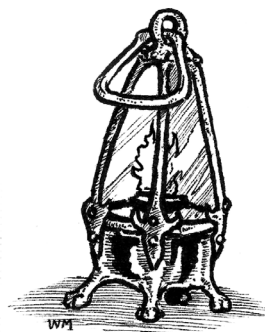
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The **FORGOTTEN LIBRARY** of the **TOADFIEND**

A single room encounter for any dungeon or
dire temple dedicated to the Evil Lord of Amphibians.

by **MARZIO MUSCEDERE**



Once used by Bobugbubilz's most learned disciples as a place of arcane research and profane studies, this age-haunted sanctum now lies forgotten and shattered, lost to the ravages of dread antiquity. Sinister and ancient as the very shadow of death, the forgotten library of the Toadfiend still teems with astounding mysteries and abominable lore for any who dare its unhallowed gloom.

Read or paraphrase the following once the chamber is reached:

The dismal gloom of the chamber yawns before you, surging with the odor of long-imprisoned mustiness mingled with the cloying rot of elder desolation. A sickly-green glow emanates deep within a large pond in the chamber's center — its poisonous gleam casting everything in unnatural shadows and alien gloom. The pond's bank is a viscous mire of fetid slime, alive with the sinister movements of unseen things that writhe and squirm within the vile muck.

The chamber walls are of mortared stone, sweat slick with moisture and dotted with recessed shelves that house mummified corpses swathed in decaying cerements of emerald and scarlet. Each squat in unnatural batrachian poses — forever trapped in reverent mimicry of their croaking lord. The faint echo of dripping water breaks the unnatural silence of dead ages that hangs over this forlorn chamber.

This massive chamber serves as a repository of profane knowledge passed down by Bobugbubilz to his most loyal vassals over the centuries. Part esoteric archive, part sacred crypt, the remains of the Toadfiend's greatest disciples are entombed here — displayed along the walls in all their hideous majesty.

Disciples of the Toad

A closer examination of the mummified corpses reveal their hideous batrachian deformities. Strange elongated legs, great bulbous eyes, and wide gulping mouths mar the otherwise human aspect of these entombed devotees.

Scripture in Slime

Read or paraphrase the following to any that approach the slime surrounding the pond:

Fetid slime surrounds the stagnant pond, thick with the mulch of decay, and alive with the squirming of vile and unclean creatures crawling within its ooze. Salamanders, tadpoles, and creatures unnamed squirm within the rot — yet their movements are not that of mindless vermin but deliberate and ordered, possessing a uniformity of intelligence. Within the soft mud their slithering bodies trace out geometric symbols and lost letters of some forgotten alphabet, alien to both human sanity and reason.

The fetid slime serves as a dark grimoire of sorcerous power. Alive with the writhing of vile creatures that continuously burrow and slither through the mud, their very tracks compose a chronicle — the *Scriptum Putridis*. Written in the forgotten language of the Toadfiend, this unholy writ is a collection of dark wisdoms passed down by Bobugbubilz since time immemorial. Any who attempt to read the vile *Scriptum Putridis* must roll 1d20 + Intelligence modifier, and refer to the table below. Note that devotees of Bobugbubilz add a +4 circumstance bonus to the roll.

SCRIPTUM PUTRIDIS DECIPHERING TABLE

D20 + INT MOD	EFFECT
1 or less	Arcane energy pours through the reader's mind in a torrent of soul-wracking waves. Manifesting as eldritch slime, the reader's head swells and distorts until it explodes in a shower of pink mist and putrid ooze.
2-8	Gazing too long into the fetid slime fills the reader with the putrid ooze of the Toadfiend. Roll 1d10 on the Toadfiend Taint Table below.
9-17	Reader feels nauseous and dizzy but is largely unaffected, except for a foul tang of dirt that stings the mouth.
18-19	Reader imbued with esoteric knowledge of Bobugbubilz. The patron spell <i>Tadpole Transformation</i> (DCC RPG rulebook) is upon the reader's lips. The next time the character speaks, the spell is automatically cast. Roll normally for spell effect and mercurial magic. Once cast, the spell is lost regardless of success.
20-22	Reader suffused in dark wisdoms of the croaking lord. As above, except the patron spell <i>Glorious Mire</i> (DCC RPG rulebook) is upon the reader's lips.
23+	Reader bathed in the putrid acuity of the Lord of Amphibians. As above, except the patron spell <i>Bottomfeeder Bond</i> (DCC RPG rulebook) is upon the reader's lips.

TOADFIEND TAINT TABLE

D10 ROLL	RESULT (Note that ability scores can never fall below 3 or be raised above 18.)
1	Eyes become pronounced and bulbous, and grasp upon reality becomes tenuous. Character suffers a permanent -2 penalty to Will saves.
2	Feet and hands become webbed. Character permanently loses 2 points of Agility, but is capable of swimming at twice the normal speed.
3	Character vomits a Swarm of Living Toads . The toads attack nearest targets, including the caster. Swarm of Living Toads : Init +0; Atk bite +4 melee against all in 10'x10' space (dmg 1d4); AC 8; hp 40; MV 10'; Act 1d20; SV Fort +4; Ref +0; Will +0; AL C.
4	Character's face takes on a distinctly batrachian air, with wide-set eyes and thick brow ridges. Character suffers persistent migraines and permanently loses 2 points of Intelligence.
5	Character's legs twist and elongate. Character's speed permanently reduced by 10', but is capable of leaping 25' in a single bound.
6	Character suffers from random and uncontrollable hopping spasms, resulting in a permanent -2 penalty to initiative rolls.
7	Character becomes cold-blooded, and as such is incapable of adjusting to rapidly changing environmental temperatures. Character permanently suffers double damage from any cold or fire based attacks.
8	Character's mind constantly haunted by a great cacophony of bass croaking. Character permanently loses 2 points of Luck.
9	Character develops an obsessive habit whereby they continuously and uncontrollably lash out with their tongues as if catching flies. Character permanently loses 2 points of Personality.
10	Reader becomes enthralled by the scriptures in slime and its dark secrets. Character refuses to leave the library and attacks anyone if made to do so.

Necro-pond

Read or paraphrase the following to any that approach the pond:

You stand at the edge of a carrion black pond, its stagnate waters dimly illuminated by some sickly phosphoresce deep within its heart. An occasional bubble belches up from its fathomless depths, bursting upon the slime-thick surface with the putrid stench of a plague hot wind.

This chamber not only serves as the eternal resting place of Bobugbubilz's disciples, but also a conduit to their very spirits. The Necro-pond enables an individual to consult with the spirits of the disciples entombed here. A spirit can only be contacted by offering a blood sacrifice to the sacred pond. Suitable sacrifices include PC ability-burn or the ritualistic drowning of a living creature beneath the dark waters. The HD level of the living sacrifice or the amount of ability-burn determines the result, as per the chart below.

Croaking Souls

If a suitable sacrifice is made consult the **Blood Sacrifice Table** below, and read or paraphrase the following:

A great cacophony of bass croaking rises from hidden throats as the alien-glow from deep within the pond comes pouring forth — slowly merging into a shadowy form that vaguely resembles a man. Its batrachian face gazes upon you with great bulbous eyes that seem to hold the wisdom of untold centuries.

BLOOD SACRIFICE TABLE	
HD of Living Sacrifice or Amount of Ability-Burn	RESULT
1-2	Supplicant establishes a simple rapport with the spirit and understands the nature of the entity to which he speaks. The supplicant has enough time to ask 1 simple question and hear an answer.
3-4	As above, but the supplicant may ask 2 simple questions.
5+	As above, but the supplicant may ask 3 simple questions.

Note that sacrificing a dead creature to the water or entering the pond without first making a sacrifice offends and infuriates the spirits. Offended spirits manifest in the form of a ravenous **Spirit Toad** that bursts forth from the putrid waters to lay vengeance upon the defilers of the sacred pond. Casting an inanimate object into the pond has no effect, but does result in the permanent loss of the object beneath the slime.

Spirit Toad: Init +1; Atk bite +7 melee (1d8+2); AC 15; HD 5d12; hp 30; MV 20' or swim 10'; Act 1d20; SP swallow whole, crit table DN/d6; SV Fort +4; Ref +2; Will +0; AL C.

On a successful attack, the spirit toad swallows its victim whole (DC 14 Strength check to resist). Once swallowed, the souls trapped within the toad launch an agonizing spiritual assault upon the victim, dealing 1d4 Personality damage per round (DC 15 Will save to resist). A victim whose Personality score reaches zero dies, their soul forever trapped within the hellish toad. A swallowed victim can successful escape from the creature's gullet with a DC 20 Strength check, or by slaying the dread beast.

The size of a large draft horse, this giant toad sports a cavernous mouth lined with needle sharp teeth. Capable of swallowing a man whole, each time the toad opens its giant maw, shadowy human forms can be seen swirling within the toad's gullet, their ghostly faces frozen in screams of terror and despair.

The spirit toad attacks with abysmal savagery, eager to slake its ravenous hunger for fresh meat and human souls. It attempts to swallow any who disturb the pond without first making a suitable sacrifice.

If slain, the spirit toad may have some items of treasure (as per the judge's discretion) within it, grim evidence of past transgressors' demise.

TZOLK'IN CRAWL

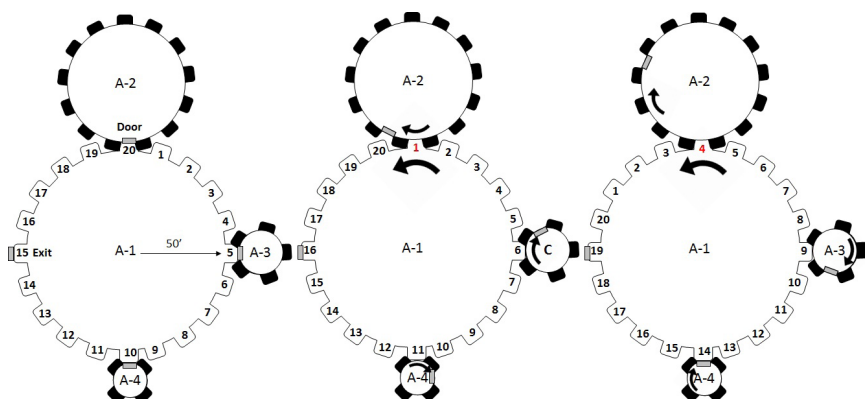
A DCC RPG Mini-Dungeon

by **MARC BRUNER**

Introduction

This mini-dungeon inspired by the Mayan calendar can be used as a drop-in location for judges to present an interesting set of encounters and a unique puzzle for a group of adventurers to solve. The dungeon is comprised of four interlocking gear-shaped rooms that rotate to present different configurations; the challenge for the players is to solve the correct sequence of rotations and unlock the exit door before succumbing to the dangers within. As written, it is intended for parties of level three or higher, but can be introduced to any level of characters by scaling the difficulty of the listed encounters up or down.

The characters start in location A-1 on the map. This could be a location within an existing dungeon they are exploring or possibly they arrive in situ via some magical mishap. The main gear room is circular with 20 regularly-spaced alcoves, each containing a weathered stone figure representative of a unique force or being from the pantheon of some long-dead race as described on the table below. At the back of each alcove is an egress, which is open only when the doors to the smaller gear rooms line up with the main gear room, otherwise the alcove ends in a blank stone wall. When the PCs enter, all of the alcove exits are currently blocked except four located at the cardinal directions. See the map for the initial configuration of the rooms when the PCs arrive.



Configuration when PCs enter. Doors to locations A-2, A-3, and A-4 are open

Start position after the introductory text. Location A-1 rotates 1 space until alcove 1 is in the top position. Doors to locations A-2, A-3, and A-4 are now closed.

Example of the configuration if the PCs activate statue 4 after the introductory text. Location A-1 rotates 3 spaces until alcove 4 is in the top position. The door to location A-4 is re-opened.

LIST OF DEITIES, DESCRIPTIONS, AND CURSES

ALCOVE	DEITY	REPRESENTATION	DESCRIPTION	CURSE
1	Imix	A swollen crocodile with an oversized head and jaws	This figure represents the world. The PC who carries the jade figurine of Imix can never be knocked down.	Small green shoots grow from skin and pores. If left untended, they flower, releasing a pleasant scent.
2	Ik	A tall man carrying a bellows	This figure represents the wind. When carried, the PC can cast Gust of Wind once/week as per the 3rd level wizard spell (d10 action die for non-spellcasters).	The PC is pursued by a feeling of wanderlust and can never stay in one location or town for longer than a night.
3	Akbal	Hooded figure	This figure is symbolic of the underworld. This figurine grants the PC +1 to attacks at night or in darkness.	The PC is sensitive to light and incurs a -1 to attack rolls in any light stronger than a torch.
4	Kan	Handsome youth with a net	Abundance, harvest. The PC gains the additional occupation of farmer for purposes of related skill checks.	PC is abnormally thirsty and requires twice the normal amount of drinking water per day.
5	Chicchan	A long snake with stars for scales	The celestial serpent. PCs possessing this figurine always can find true north. This figurine is one of the three keys required for the exit.	N/A
6	Cimi	A grotesquely masked figure	Death. Companions of the PC gain a +1 to roll the body checks, and successful rolls result in no attribute loss.	Death follows the PC, always ready to claim its prize. The PC bleeds out in one round regardless of level.
7	Manik	A deer with a large set of antlers	The sign of the Lord of the Hunt. PCs with this figurine roll a d30 action die on all hunting, tracking, or foraging-related checks while in wilderness.	PC can only eat raw meat. Eating anything else induces extreme nausea (DC 16 Fort save or 1d4 temporary Stamina loss).
8	Lamat	A rabbit carrying four small ears of corn in a pouch	Sign of the planet Venus and sunset. When carried, the PC gains +1 to all personality checks.	The PC has -1 to all hide and stealth checks.

TABLE CONTINUES >

ALCOVE	DEITY	REPRESENTATION	DESCRIPTION	CURSE
9	Muluc	A woman pouring an earthenware jar	An aspect of water. The figurine provides a small amount of refreshing, clean water once/day.	Any iron the PC owns rusts within a week.
10	Oc	A dog carrying a circle of dark flames on its back	The guide of the night sun through the underworld. The PC carrying the figurine can see in any darkness as if it were full daylight. This figurine is one of the three keys required for the exit.	N/A
11	Chuen	A grinning monkey	This figure represents the arts and craftsmanship. PCs carrying this figurine gain +1 to all knowledge-based skill rolls.	The PC incurs a -1 penalty to all initiative rolls.
12	Eb	Two youths dancing	The twins of Rain and Storms. PCs carrying this figurine can move completely unseen while outside during storms as if invisible.	Fires cannot be lit by the PC and any source of flame carried by the PC is extinguished.
13	Ben	A man holding a sickle	The god of growth of corn, cane, and man. When carried, the PC can cast Enlarge once/week as per the 1st level wizard spell (d10 action die for non-spellcasters).	The PC suffers from painful cramps in her limbs that cannot be healed and reduce movement by 5'.
14	Ix	A jaguar made of black jade	The night sun. PCs with this figurine can Polymorph as per the 4th level wizard spell into a jaguar once/week as if cast with a result of 18-19.	Each transformation causes a lingering aspect of the jaguar to be retained, e.g. whiskers or hair changing to black as the PC assumes more and more cat-like features.
15	Men	An eagle, wings spread	An aspect of wisdom and the moon. PCs carrying this figurine gain +1 to Will saves.	At nights of near and full moons, when passing pools of water, the PC is drawn to the reflected moonlight and unless prevented, will attempt to dive into depths to find the hidden worlds underneath.

TABLE CONTINUES >

ALCOVE	DEITY	REPRESENTATION	DESCRIPTION	CURSE
16	Cib	A two-sided figure with an owl and carrion bird faced opposite directions	The death-birds of night and day. The PC cannot be surprised as long as he carries the figurine.	Hunted. The PC has a feeling of always being pursued. In combat foes will always attempt to strike the PC first.
17	Caban	A huge figure wrestling the world	The figure represents earthquakes. PCs carrying this figurine gain a +1 to Reflex saves.	Animals act skittish around the PC, and if pressed, will attempt to run away from his location.
18	Etz'nab	A woman wielding an obsidian knife	Sacrifice. The PC gain +1 to spell checks when using spellburn.	Spellburn recovery is at half of the normal rate.
19	Cauac	A dragon coiled around a mountain	The god of thunder and lightning. The movement rate of the PC is increased by 5'.	The PC burns Luck at twice the normal rate.
20	Ahau	A man carrying the sun	The radiant sun god. The PC can bless allies once/hour per the 1st level cleric spell as if cast with a result of 12-13. This figurine is one of the three keys required for the exit.	N/A

Player Start

When the characters enter the room, read or paraphrase the following text:

You see a large circular stone chamber with evenly spaced, dim alcoves around the perimeter. The alcoves appear to contain large carved figures, and with the exception of those at each cardinal point, all appear to end in a blank grey wall. Of the four remaining alcoves, the North, East and South ones have an open door behind the figures through which another room can be seen. The fourth, West, alcove also contains a door, which is currently closed. Unfamiliar symbols and grotesque faces are carved into the dark surface, along with three recesses shaped like smaller versions of the alcoves located around the room. Before you can examine the room further, a feeling of dizziness and slight nausea overcomes you. When the feeling passes, you see that all of the open doors have closed showing only the same blank grey wall as the other spaces.

At the judge's discretion, characters entering location A-1 from another part of the dungeon find that whatever entrance they came in through (e.g. a stairwell) has also disappeared, trapping them in the chamber.

Triggered by the PCs presence, the main gear room has rotated one position, which also rotated the doors to the smaller gear rooms out of alignment with the main gear, thus appearing to have "closed".

From within the main gear room, the movement of the gears is silent and intended to be subtle, only noticeable by the feeling of accompanying dizziness; the otherwise blank and regular features of the rooms mask the change in gear position. PCs taking precautions to mark the positions of the alcoves should be rewarded with additional information based on the judge's assessment of how successful their attempts are. Dwarves or characters with masonry-related backgrounds can make a DC 12 Intelligence check to detect that the room has some type of unusual hidden construction.

Trapped, the PCs must solve the puzzle of the dungeon's configuration and retrieve the correct three keys from the smaller gear rooms to unlock the exit door. Unknown to the PCs, due to the different size of each gear room, the correct combination only appears once every 260 rotations in the gear positions! Players with a math background or those familiar with the 260 day Mayan calendar might jump to this deduction after a little investigation, others may have to brute-force a solution.



The Puzzle

The mechanism to rotate the room is triggered by touching or investigating one of the stone figures. This causes the main gear room to rotate counterclockwise 1-20 spaces until the activated figure is at the top position on the map. Depending on how many rotations have occurred, this may cause a door to one or more of the smaller gear rooms (locations A-2, A-3 and A-4 on the map) to open up. See the map for an example of the resulting configuration if the PCs active figure 4 after reading the introduction text. The judge should keep track of the total number of rotations since the PCs entered the dungeon and compare it to the smaller gear room tables below as a shortcut to determine the open or closed status of the doors for each smaller gear room.

When the door to a smaller gear room is open, the PCs can see into the room from the main chamber, as when they first entered the dungeon. Like the main gear room, each smaller gear room is circular, though without any alcoves or additional markings, and except for size, are all identical to each other. As identified on the map, the smaller gear room location A-2 has 13 gears, location A-3 has 5, and location A-4 has 4. None of the gears of the smaller gear rooms are visible to the PCs, and can only be deduced based on observing the number of rotations it takes for the door to return to the aligned position.

The external gear rooms are 'activated' based on the figure currently aligned with the room, and characters entering them trigger an encounter per the location tables below. After each encounter, an exact replica of the activating figure, but smaller and made of jade, appears inside the room and can be recovered by the PCs. These jade versions bestow a minor boon to the first PC that touches them per the deity description table above. The correct combination of jade figurines are also used to unlock the exit door. Only one figurine of each deity can exist at a time, and subsequent configurations for the same activating deity result in no encounter for that room.

LOCATION A-2 CONFIGURATION TABLE

TOTAL NUMBER OF ROTATIONS FROM THE START CONFIGURATION	RESULTING ALCOVE ALIGNMENT WITH THE GEAR ROOM DOOR	ENCOUNTER
13	13	Stone men silently emerge from the walls and attack the party. Stone men (13): Init -1; Atk various farming tools (as pitchfork) +1 melee (1d8); AC 16; HD 1d8+1; hp 5 each; MV 20'; Act 1d20; SP Elemental Traits (per DCC core rules p411); SV Fort +2, Ref -1, Will +2; AL Neutral
26	6	PCs entering the room trigger a trap that rotates the room one space such that any PCs inside are trapped. Once sealed, the room starts filling with a noxious yellow gas. The trap requires a DC 15 check for a thief to find and disable. For 2d4+4 rounds, PCs in the cloud take 4 points of damage each round, and must make a DC 12 Fort save when first exposed or be poisoned (-2d4 Agility, duration 1 day).
39	19	Chain lightning! A lightning bolt jumps between up to four targets inside the chamber. The lightning bolt cannot loop back to a prior target. The first target takes 4d6 damage, the second target takes 3d6 damage, the third target takes 2d6 damage, and the final target takes 1d6 damage (DC 24 Ref save for no damage)
52	12	PCs entering the room trigger a trap that rotates the room one space such that any PCs inside are trapped. Once sealed, the room starts filling with water that drips out of hundreds of small holes in the ceiling. The trap requires a DC 15 check for a thief to find and disable. The room will completely fill in 4 rounds. Once filled, drowning creatures take 1d6 points of Stamina damage per round and die when Stamina reaches 0; lost Stamina is restored immediately if they are removed from the water.
65	5	PCs stepping into the chamber find themselves floating in a vast field of stars, the door they entered from a bright rectangle suspended behind them. PCs must make a DC 10 Will save each round or be lost to drift alone in space as they are overcome by the wonder and beauty of the universe. PCs making the save can take actions to return to the door, attempt to rescue lost drifting comrades, or recover the jade figurine.

TABLE CONTINUES >

TOTAL NUMBER OF ROTATIONS FROM THE START CONFIGURATION	RESULTING ALCOVE ALIGNMENT WITH THE GEAR ROOM DOOR	ENCOUNTER
78	18	The PCs cannot enter the chamber unless they burn a total of 13 points as a group of Strength, Stamina and Agility per the spellburn rules. Non-wizard characters can contribute to this spellburn to access the chamber.
91	11	When the PCs enter this room, their perspective suddenly shifts as they are transformed to the size of insects. Their clothes and equipment, now made for giants, clatter around them. The jade figurine of Chuen looms above on a pedestal. They must find a way to reach the figurine and take it out of the room. A small spider, previously ignored by the PCs, has made its web in the doorway and its many eyes glimmer with interest... Spider, relatively colossal: Init +3; Atk bite +12 melee (1d10+4 plus poison), shoot web +6 ranged (SP); AC 18; HD 12d10+12; hp 84, MV 50' or climb 30'; Act 3d20; SP poison (DC 15 Fort save or death in 1d4 rounds), spin web (a creature that touches the web is held fast, able to escape only by a DC 20 Strength or Agility check. The web can be burned off (possibly wounding captured creatures) or hacked through with a very sharp blade by a creature not already caught (AC 16, 5 hp to free one creature). A dull blade or blunt object will simply become entangled; even a strike with an exceptionally sharp blade has a 25% chance of entangling the weapon; SV Fort +9, Ref +4, Will -2; AL N.
104	4	PCs entering this chamber sense the rapid passage of time and must make a DC 12 Fort save or age 1d10 years.
117	17	The chamber shakes, throwing PCs to the ground and raining stone from the ceiling down on them (2d6 dmg, DC 12 Ref save for none).
130	10	Inside the chamber it is completely dark per the level 1 cleric spell. From the outside, the chamber appears normal.

TABLE CONTINUES >

TOTAL NUMBER OF ROTATIONS FROM THE START CONFIGURATION	RESULTING ALCOVE ALIGNMENT WITH THE GEAR ROOM DOOR	ENCOUNTER
143	3	Growling can be heard coming from the room. PCs entering are stalked by an invisible three-headed jaguar. Each attack is either a bite (+4 attack, 1d10+4 damage) or a fiery breath weapon (+10 attack, 2d6 damage plus DC 15 Ref save or target catches fire, suffering additional 1d6 damage each round until the target makes a DC 15 Ref save). Three-headed jaguar: Init +4; Atk bite +6 melee (1d10+4); AC 18; HD 1d10 (7 hp) per head; MV 20'; swim 40'; Act 1d20 per head; SP crit on 19-20, fiery breath weapon; SV Fort +9, Ref +7, Will +5; AL C.
156	16	PCs see a body lying on the floor surrounded by a wake of vultures picking off flesh in ragged tatters. PCs can easily scare away the birds who fly up to perches on the ceiling, but continue to eye the party below. The jade figurine of Cib is inside the body, and can be recovered by a strong-stomached PC. If the PCs attack or kill any of the birds, the remaining vultures regurgitate their meal on the PCs (Atk +6 ranged) who must make a DC 20 Fort save or contract a debilitating disease. The disease manifests 1d7 days later as terrible shakes and shivers, inflicting a -4 penalty to Strength and Agility until cured by magical means.
169	9	The jade figurine of Muluc can be seen at the bottom of a clear pool in the middle of the room. The pool is a mirage and is much deeper than it seems, though the figurine always appears to be just within reach. PCs diving into the water to recover the figurine must make a DC 12 Intelligence check. Failing the check, the PC unwittingly has dived too deep and starts drowning per the drowning rules (each round the PC takes 1d6 points of Stamina damage per round and dies when Stamina reaches 0; lost Stamina is restored immediately if they are removed from the water). Returning to the surface takes 1d4 rounds.

TABLE CONTINUES >

TOTAL NUMBER OF ROTATIONS FROM THE START CONFIGURATION	RESULTING ALCOVE ALIGNMENT WITH THE GEAR ROOM DOOR	ENCOUNTER
182	2	The jade figurine of Ik is located in the center of the chamber. Entering, PCs feel a slight breeze starting at the doorway and growing stronger the closer to the figurine they move. A full-fledged cyclone, 10' wide at the bottom and 20' wide at the ceiling whips around the center of the room. Everything touched by the cyclone takes 8d6 buffeting damage.
195	15	PCs entering the room see a game board set up on a table. The game is a miniature version of the dungeon with interlocking gears. The PCs must defeat an unseen opponent by winning more pieces from the game board. The game mimics the dungeon in that touching one of the deities moves the main gear until the activated figure is on top, and when a smaller gear room door is aligned with the main gear room, the player collects the deity piece that is in front of the room, removing it from play. The unseen opponent goes after the PCs and will always rotate the board to the next total rotation number divisible by four (e.g. 4, 8, 12, 16, 20, 24, etc.) and collected any resulting pieces. The game ends when all 20 pieces are removed from the board. If the PCs win, they get the sense that their unseen opponent is satisfied - the game board disappears and reveals the jade figurine of Men. If the players acquire fewer pieces or tie, they are returned to the main room and find location A-2 forever sealed.
208	8	In this chamber, a source of bright white light hangs from the ceiling, casting elongated shadows outward in all directions. The faint glimmer of jade can be seen inside the light. 1d4 rounds after entering the chamber, the PC's shadows rise up behind them as faceless women and men wielding dark blades. The faceless women and men always surprise the PCs unless they specifically take precautions to watch their shadows. Faceless women and men (number as party members): Init +4; Atk poisoned dagger +9 melee (1d12 then 1d4, plus poison); AC 14; HD 3d6; MV 30'; Act 2d20; SP poison (DC 18 Fort save or death, dmg 1d12+1d4 Strength on successful save), thief skills (disguise, move silently, climb, hide in shadows); SV Fort +3, Ref +8, Will +4; AL C.

TABLE CONTINUES >

TOTAL NUMBER OF ROTATIONS FROM THE START CONFIGURATION	RESULTING ALCOVE ALIGNMENT WITH THE GEAR ROOM DOOR	ENCOUNTER
221	1	The chamber appears empty, but a giant stone-grey crocodile rests curled in the corner of the room, camouflaged against the walls (+10 to hide checks). It will wake and strike with surprise if the PCs make noise or search the room. Crocodile, giant: Init -1; Atk bite +8 melee (4d4); AC 19; HD 5d8; hp 27; MV 40' or climb 20'; Act 1d20; SP camouflage; SV Fort +4, Ref -2, Will -2; AL N.
234	14	A dark orb spouting black flames hangs from the ceiling, with the jade figurine of Ix inside. The air around the orb is unbearably hot, and PCs approaching the orb without protection take 1d6 heat damage per round. PC within 10' catch fire. Targets on fire must make a DC 16 Ref save or take an additional 1d6 damage each round until the fire is extinguished with another DC 16 Ref save.
247	7	PCs entering this room set off a pit trap, dropping the floor and the PCs 30' onto a bed of spikes (3d6+4 damage, DC 12 Ref save to cling to the edge and avoid falling in). The trap requires a DC 15 check for a thief to find and disable.
260	20	The PCs are attacked by floating, flaming Crystal Skulls. Crystal skulls, flaming (5): Init +4; Atk flame touch +8 melee (2d4 damage plus DC 15 Ref save or target catches fire, suffering additional 1d4 damage each round until the target makes a DC 15 Ref save); AC 16; HD 4d8; hp 18 each; MV fly 40'; Act 1d20; SP flame touch, hypnosis; SV Fort -2, Ref +4, Will +4; AL N. The Crystal Skulls cast hypnosis at a +6 spell check; the victim must succeed on an opposed Will save or be under the control of the skull, which communicates with the PC telepathically. Hypnotized creatures appear dazed and will perform tasks as commanded. Any suicidal or dangerous task allows a new Will save to resist. The hypnosis fades after 1d4 hours.



LOCATION A-3 CONFIGURATION TABLE

TOTAL NUMBER OF ROTATIONS FROM THE START CONFIGURATION	RESULTING ALCOVE ALIGNMENT WITH THE GEAR ROOM DOOR	ENCOUNTER
5	10	Entering the room, a random item goes missing from the PC's pack. The judge should secretly record which item was taken and notify the PC when they attempt to use it that it is no longer there. Missing items have been collected by a mischievous wizard's familiar that can be later encountered at the judge's discretion.
10	15	The PCs see an enormous eagle perched in the room. The great bird riddles the PCs and attacks if they do not answer correctly. The judge is free to use any riddles they wish, but the riddles should always include the numbers 20, 13, 5, or 4. Eagle, giant: Init +2; Atk bite +9 melee (2d6) and claw +5 melee (1d6); AC 17; HD 7d10; hp 51, MV 30' or fly 80'; Act 2d20; SV Fort +7, Ref +8, Will +4; AL N.
15	20	Entering the chamber, the PCs are momentarily blinded by a bright flash of light. When they recover their vision, they see that representations of their images are now etched into the walls around the chamber performing a sequences of actions: picking up the jade figurine of Chicchan, Oc, and Ahau, placing them in an ornate carved door, and walking through the exit. For the next day, one randomly determined PC also glows as if suffused in bright sunlight, becoming the target for any animal-minded creature that attacks.
20	5	PCs entering the room trigger a trap that rotates the room one space such that any PCs inside are trapped. Once sealed, the room starts constricting like a snake. The trap requires a DC 15 check for a thief to find and disable. The room will completely squeeze the PCs inside in six rounds unless the room can be reopened or the PCs find a means to halt the constriction.
Every five additional rotations (e.g. 25, 30, etc.)	Alcove sequence restarts from '10'	As result above.

LOCATION A-4 CONFIGURATION TABLE

TOTAL NUMBER OF ROTATIONS FROM THE START CONFIGURATION	RESULTING ALCOVE ALIGNMENT WITH THE GEAR ROOM DOOR	ENCOUNTER
4	14	Entering the room, spellcaster PCs sense some type of growing magical energy. After 1d4 rounds, all wizards and elves must make a DC 18 Will save or be forced to release a portion of their magical energy in spell form. On a failed save, a random spell misfires per the spell effects. After four such misfires, the energy dissipates.
10	15	Inside the chamber, the PCs find a ceremony in progress. Hooded figures chant as one raises a blade over the heart of a woman chained to a table. PCs that elect to take no action see the ceremony gruesomely concluded, and the scene fade. If the PCs intervene, the woman on the table laughs and frees herself, revealing herself as a witch. She receives one surprise round before the PCs realize their mistake. Witch: Init -2; Atk claw -2 melee (1d4-1) or curse (DC 16 Will save; see below) or spell; AC 9; HD 3d6; hp 12; MV 20'; Act 1d20; SP familiar, curse, spellcasting (per core rules 4th Edition p434); SV Fort +4, Ref +0, Will +8; AL C.
12	2	PCs entering the room trigger a trap that rotates the room one space such that any PCs inside are trapped. Once sealed, the room starts emptying of air. The trap requires a DC 15 check for a thief to find and disable. The room will be a complete vacuum in 1d4 rounds. Once empty of air, creatures inside take 1d6 points of Stamina damage per round and die when Stamina reaches 0; lost Stamina is restored immediately if they are put back in breathable air.
16	6	Death claims a victim. One random PC loses a close friend, ally, or relative.

TABLE CONTINUES >

TOTAL NUMBER OF ROTATIONS FROM THE START CONFIGURATION	RESULTING ALCOVE ALIGNMENT WITH THE GEAR ROOM DOOR	ENCOUNTER
20	10	The PCs enter the chamber and discover a labyrinth inside. The door behind them has turned into a blank wall — they can only move forward. In the distance, the bellowing sound of some animal can be heard. Each round, the PCs must designate someone to make a DC 15 Intelligence check. Dwarves and players with navigation-based occupations get a +2 to the check. PCs must make four successful checks to reach the center of the labyrinth and recover the jade figurine of Oc. After three failed checks, the Minotaur of the labyrinth catches them and attacks. Minotaur: Init +8; Atk gore +8 melee (1d8+4) or axe +8 melee(1d10+4); AC 15; HD 6d8+6; hp 38; MV 30'; Act 2d20; SP bull charge, never surprised; SV Fort +6, Ref +8, Will +2/+6 versus spells that affect their mental faculties; AL C.
Every four additional rotations (e.g. 24, 28, etc.)	Alcove sequence restarts from '14'	As result above.



Unlocking the Door

The solution to the puzzle is based on comprehending the cyclical nature of the dungeon, and that of its creators, which is reinforced by clues provided during several of the encounters. PCs must rotate the main gear room a total of 259 spaces from the position it is in after the introductory text is read until it has completed an entire 260 rotation cycle. This puts the room back into the original configuration the PCs briefly observed when they entered the mini-dungeon with all four doors revealed. In math terms, this is because the lowest common denominator between 20, 13, 5, and 4 — the number of gears associated with each gear room — is 260. In that configuration, the smaller gear rooms are aligned with the correct figures to unlock the exit door: Chicchan, Oc, and Ahau (deities 5, 10, and 20 respectively). If the PCs over-rotate, then the cycle repeats, requiring another 260-based cycle to get into the correct configuration.

Clever PCs working through the solution to the puzzle may hit upon the idea that they can encounter and retrieve the jade figurines required to unlock the exit door after fewer rotations, or without having to visit all three rooms. This is because Chicchan, Oc, and Ahau all line up with the smaller gear rooms multiple times during the complete 260 turn cycle. For example, as shown on the table for location A-3, all three required figurines, 5, 10, and 20, can be retrieved after as few as 20 rotations. This could result in a less difficult set of encounters for the PCs.

While the exit door is always visible, it can only be unlocked once every 260 rotations. To unlock it, the PCs must place the jade figurines of Chicchan, Oc, and Ahau, in any order, into the recesses in the door. Once placed, the figurines vanish and the door swings open. Placing any combination of the incorrect figurines in the door or trying to unlock the door before 260 rotations causes the main gear room to jerk and quickly rotate a random 1d50 number of spaces, throwing the PCs against the walls and pinning them with centrifugal force (2d6 damage, DC 12 Ref save for half).

Leaving the dungeon with any of the jade figurines offends the gods of this place and the PC is cursed per the deity description table. Any attempts to remove the curse such as via a remove curse spell also negate the figurines' boon and renders it inert.

BIG TROUBLE IN LITTLE PUNAR



PAIRADOPES PICTURES PRESENTS
A LOW-LEVEL OR FUNNEL ADVENTURE

DIRECTED BY "HE'S GONE HOLLYWOOD" bygrinstow
Based on the Breakfast Cereal by Monsanto

ADAPTED FOR THE SCREEN FROM AN IDEA BY KERRY OLSON

So, this is the gist of the story. When you tell it, change anything you can't believe. If you don't believe it, those you tell it to won't believe it either... So spare them the eyerolls.

Fast Jack and Tophat Charlie went to get Charlie's main, Other Molly, out of lockup. The Lords of Deepwater were there, too, buying folks out of prison for some ugly purpose or other. They tried to take some woman, but another woman called Grace was there to pay off her bond, so there was a scuffle with no way this Grace could stand up to The Lords gang. Jack and Charlie chimed in, and in the dust-up the Lords took Other Molly instead of Grace's friend.

Jack and Charlie got bloodied up bad, so they and this Grace all trooped over to the Iron Boot tap house to round up the gang. Whoever they can find at the tap house is expected to head over to the Lords' territory in the little favela of Punjar and teach the Lords something and get Other Molly back. Because you don't mess with Jack or Charlie or anyone from the Iron Boot, and if anyone from the tap house says they've got someone's back, that's everyone who's got their back.

If you're with me so far, this is the set up for your low-Level adventure, or even Zero-Level Funnel. Don't sweat having to wing some of it. Pitch in any ideas that twist your buttons.

[For insight into running the scenario, check out *The Goodman Games Forums*, specifically: Board index » DCC RPG » DCC RPG Play-By-Post » Big Trouble In Little Punjar – (RAPID URBAN FUNNEL PbP).]

ARRIVAL IN LITTLE FAVELA

The place is all stirred up with a giant funeral procession weaving through the streets. It's like New Year's Eve, Independence Day and a NOLA Second Line, all rolled into one uber-bombastic thing. As the PCs search for the hideout of The Lords of Deepwater, they are challenged by gang members who take their presence as an affront to the funeral, and who will literally kick them out of the area. Use assorted Bandit stats from the Rulebook, and maybe an assassin, if you like. The thing is, rival gangs dog-pile on, fighting the first gang and then each other until it's just a mess, and who knows who's against or for whom...

During that, the heavily-enameled casket of the funeral should enter the region of the street fight. If the PCs don't make tactical use of this, shame on them. If need be, one of the gang members cracks the coffin open in some grandiose maneuver, and the crowd all flees rapidly. The dead sorcerer rises, blue fire in his eye sockets and a oily black snake where his tongue should be... He starts blasting gang members with purple lightning bolts and they die instantly, partly from fear (+4 to hit, damage 1d6+1d8 from fear). The PCs have no idea who this guy is, so they suffer no fear damage.

Abruptly, a figure from the fleeing crowd grabs one of the PCs by the arm, and will attempt to lead the PCs away. Every line of his face screams that they'll die if they don't leave now. He knows stuff about the sorcerer.

Make it a restaurant or flop house or the back of a pawn shop where this dude, Ninnim, leads everyone to hide out*.

Ninnim explains that the sorcerer is Oll Zen, said to be from the dawn of time. He 'dies' every 10-20 years and spends a year in the grave before resuming his life. He's got his fingers in multiple pies here in the Little Favela, running things quietly through fear of his sorcery. This is why the funeral was like a party – there was going to be a year without fear... Ninnim knows that Oll Zen's headquarters is located in the center of the favela, hidden by magic, but now that the PCs have seen Oll Zen's face, they can see through the magics that hide his headquarters. Oll Zen is cursed to both live and die at the same time, thus his crazy life-cycle; while living he is always dying, and in death comes back to life. He can break the curse by marrying a woman with one green eye and one blue eye – such as Other Molly.

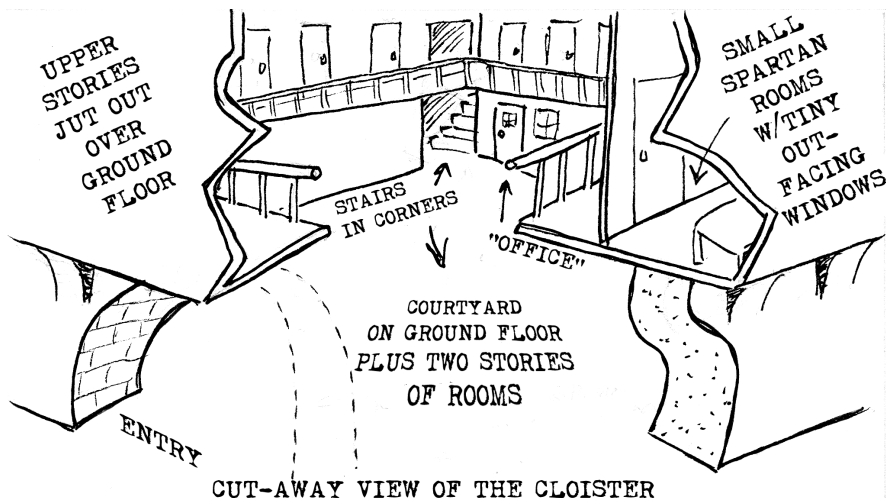
If getting the story about Other Molly, Ninnim expects she is likely held at The Cloister, the sort of place where you can rent someone's company for a bit (for maybe two bits). This is one of Oll Zen's operations, overseen by the Lords of Deepwater.

THE CLOISTER

Other Molly is not here, but there are clear signs that she has been here (distinctive items of clothing, a pendant, what have you, left behind). The PCs will probably either be sneaking in or assaulting the place. An assault reveals that the ladies who run the place are trained to lethally defend it if need be. A few of the Lords are always around, too.

Skulking can turn up that Other Molly was here – and if this is part of campaign play or a Funnel starting a campaign, it can also turn up individuals (barristers, city officers, viziers) who might want their presence kept private, giving the PCs some interesting relationships to play on later. Skulking could also erupt in mayhem, if the skulkers are sloppy.

In the office for the place, the Matron has a set of keys, given to her for safe keeping. They open the important doors within Oll Zen's Headquarters, but she can't say which keys go to which doors.



OLL ZEN'S HEADQUARTERS

This is a huge building hidden in the center of the favela. There are five major areas of Oll Zen's headquarters that are most relevant. Please invent other areas as logic and your needs demand. Each of the major areas is defended by one of Oll Zen's special guards who have magical powers. They block the path to the Banquet Hall where the wedding is taking place right now.

• • **ENTRY WAY** • • This long hallway leading to the main doors into Oll Zen's sanctum is guarded by the first of his trained assassins. When in melee, he extends his neck to about 2.5' in length and it becomes as hard as iron. This adds 1 point to his AC as he uses it like a shield. Each further round, he can transform one other limb into a head with a similar iron neck (and an additional +1 to AC), or give up an Action Die to transform an additional limb, eventually becoming a flying starfish thing of iron necks and biting heads.

He Of The Many Iron Necks

Init +4; Melee punch/kick/bite +3 (1d6+1); Ranged throwing stars +2 (1d4/1d10); AC 13+; HD 3d8+8; MV 40, fly 30; Act special; SP -; Fort +5; Ref +4; Will +2; AL C

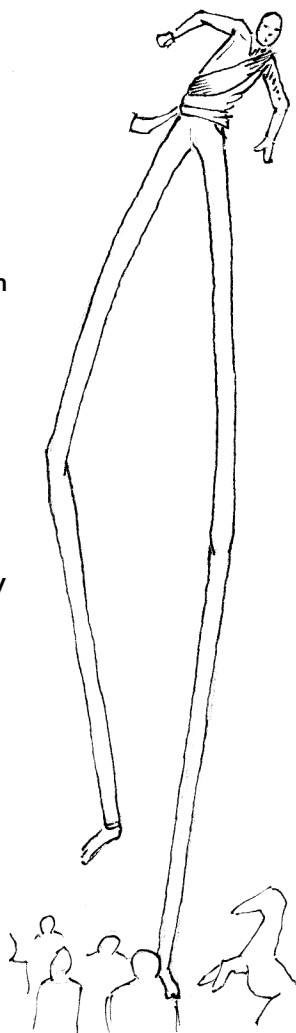
Starting with 1d20 Action Die, as iron necks are added Action Dice progress as follows: 1 iron neck = 1d20 +1d14, 2 iron necks = 1d20 +1d16 +1d14, 3 necks = 1d20 +2d16 +1d14, 4 necks 1d20 +2d16 +2d14, 5 necks = 2d20 +2d16 +2d14. Don't forget that Action Dice can be used for movement.

• • **ART HALL** • • The vast room is full of statuary of all sorts, standing warriors, ferocious animals on plinths, mythical beasts, strange abstractions, etc. At the far end of the room, standing motionless and easily mistaken for a statue is another of Oll Zen's special guards. Abruptly, he leaps into the air, except he's not leaping — his legs stretch to ridiculous length! He starts running around the room, with each foot on top of a statue. He has a small crossbow, which he can fire every other round from on high. He can also knock over a statue he is standing atop onto a PC.

Longstrider, Baddy Long-Legs, The Long-Limbed

Init +0; Melee kick statue +2 (1d10); Ranged crossbow +1 (1d4); AC 16/18; HD 3d8+6; MV 30; Act 1d20/3d16; SP -; Fort +1; Ref +6; Will +2; AL C

When stretched out, he has 3d16 Action Dice, instead of the regular 1d20 Action Die. His elevated position and ridiculous flexibility give him the higher AC when stretched out. If stretched and standing on the ground among the statues, he'd be lowered to a 14 AC, having to dance around all the statues, standing or fallen.





• • **STORE ROOM** • • This room houses huge amounts of non-perishable foods, including four absolutely gigantic casks of imported alcohol for the celebration after the wedding. In order to prevent the PCs from advancing, the guard here will shatter the casks causing the alcohol to flood the room to a depth of over 10'. He can hold his breath indefinitely and fight underwater without any

hindrance. He has blades mounted on his forearms, like fins. PCs' underwater: movement is halved, lose Agility bonus to AC and Reflex, and attacks and skills step down the dice chain, as the Judge sees fit.

Beeracuda, The Never-Breathing Street Shark

Init +2; Melee arm blade +2 (1d6); AC 15; HD 3d8+4; MV 30, swim 30; Act 1d20; SP no need to breathe; Fort +6; Ref +2; Will +2; AL C

The exit from this room leads via stairs down to:

• • **CEREMONIAL ROOM** • • Not a small chamber, this is where ceremonial clothing is donned by large numbers of Oll Zen's organization, for dark worship and other twisted fetes. As the alcohol flows in ankle deep and the sodden PCs stumble in, the guard here sets the alcohol on fire. It burns at a low temp, doing only 1 hp damage per round after the first round of exposure. The guard is immune to the effects of all fires. NB: the ceremonial clothing present can possibly be used to smother the flames on someone, or limit the effects of fire in other ways.



Flaming Moe, The Fireproof

Init +3; Melee kick +2 (1d7); Ranged blowgun +2 (1d4+poison); AC 17; HD 3d8+2; MV 30; Act 2d20+1d16; SP flame immunity; Fort +4; Ref +4; Will +4; AL C

The poison requires a DC 13 Fort Save, or else the target falls unconscious for 1d4 rounds.

• • OLL ZEN'S BANQUET HALL • •

Why the hell not? As the PCs enter, Oll Zen is saying his "I do" and a cutthroat with a big sword is standing by to make Other Molly say hers. A dozen or more gang members are in attendance (adjust numbers and severity for the circumstances).

I'm just going to assume the PCs launch into some kind of assault now. Before they can reach Other Molly, she's forced to say her vows; they are slurred as if she's been drugged. Oll Zen laughs hysterically as she says them and once she's done he is out of his flipping gourd: "Jahahajajajhaha! Now! Now for the BOON! 800 years of youthful LIFE!!" He whips out a wicked knife and has Other Molly carried to a table so he can cut out her heart.

Let chaos ensue.

The special guard here can hold massive amounts of liquid in his mouth, his head swelling proportionately. He can suck up the entirety of the spirits present in a hot-tub-sized punch bowl in 2 rounds.

Beerspitter, The Giant Cheeked

Init +6; Melee kick +0 (1d5); Ranged jet of spit +4 (1d8); AC 16; HD 2d8+10; MV 30; Act 2d20; SP endless spit; Fort +6; Ref +4; Will +4; AL C

OLL ZEN

Init +7; Melee wicked dagger +3 (2d4); Ranged lightning bolt +4 (1d6); AC 16; HD 3d8+8; MV 30; Act 1d20+1d16+1d14; SP -; Fort +8; Ref +9; Will +10; AL C

Oll Zen will attempt escape once near half hit points. The marriage means he is no longer dying-and-living at the same time, and can make his attempt at 800 years of life again, elsewhere.

THUS ENDS BIG TROUBLE IN LITTLE PUNJAR

— Special Thanks to ProdigalWilliam, jeff c, and Fenris Ulfhamr
The only original Iron Freebooters!

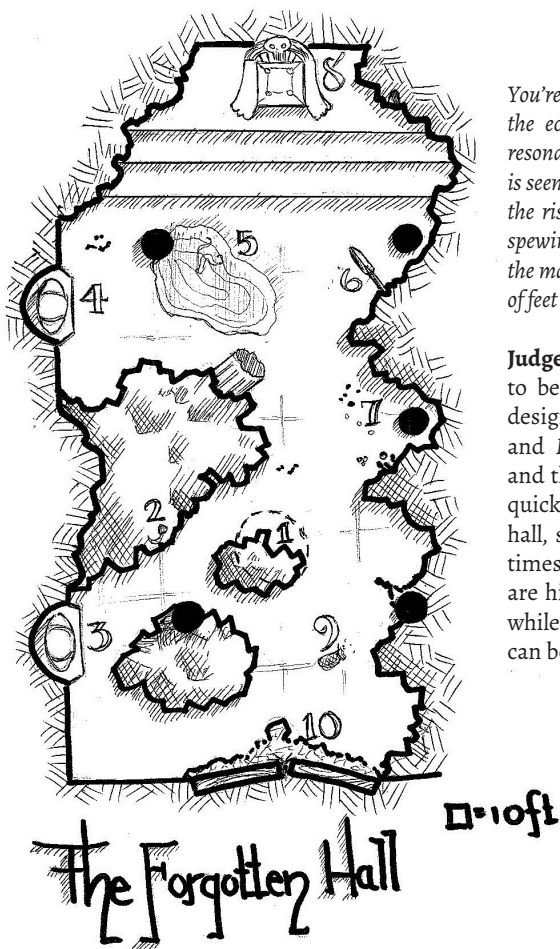
The FORGOTTEN HALL

A cyclopean ruin awaits brave adventurers.

by R.S. TILTON

You're woken by a massive rumbling, and the echo of of large stones crashing below resonates through the ground. A cloud of dust is seen over a nearby hillock. Your party crests the rise to see a sinkhole as wide as a tower spewing dust from it. As you drop a torch into the massive sinkhole, you see it drop hundreds of feet to the polished marble floor below.

Judge's Notes: This one-page is designed to be different every time; as such it's designed to use the *Monster Alphabet (MA)* and *Dungeon Alphabet (DA)* extensively, and the encounter location notes are for quick reference. This is an ancient titan hall, so everything found within is 10-15 times normal size. The mounds of rubble are hills reaching up to 80' in height, so while this appears to be a single room, it can be treated as an entire dungeon.





1. **The Sinkhole:** 30' in width
 2. **Den:** The den of a large rodent monster. (Use *T* is for Tail and *U* is for Unexpected. **MA-66 & 67**)
 3. **Titanic Statue:** 100' tall (Use *S* is for Statue **DA-34**)
 4. **Titanic Statue:** 100' tall (Use *S* is for Statue **DA-34**)
 5. **The Pool:** The floor sunk in this location and the pool is 10'-15' deep, hiding a tentacled horror. (Use *A* is for Aquatic **MA-7**)
 6. **The Silver Spear:** A massive spear lies in the rubble, its 12' long silver head attached to a steel shaft. The lack of tarnish suggests its magical nature.
 7. **Piles of Black and Green:** Large tarnished copper and silver coins lie untouched. Each pile contains hundreds of coins — the problem is moving them.
 8. **The Throne:** 12' high steps lead to the 50' tall throne, taking the form of a skull with jeweled eyes. (*J* is for Jewels. **DA-18, 19**)
 9. **The Coin Purse:** Home of Vermin or a Serpent. (Use *T* is for Tail or *V* is for Vermin **MA 66** or **DA-38**)
 10. **The Grand Portal:** What lies beyond the grand portal? (Use *I* is for Insectoid and *C* is for Crossbreed. **MA-20 & 36**) An ancient inscription marks the portal. (*I* is for Inscription **DA-16**)
- Feel free to add *G* is for Giant traits (**MA-32**) to any monsters as well.

Lore: This was the audience chamber of the titan Vo Kendjahl over a thousand years ago. The titans were driven from the area by a cadre of wizards working using mighty earth magics to summon earthquakes and magma. The hall withstood the brunt of the attacks, but when the column collapsed, Vo Kendjahl knew his time on these shores was done.

CRAWLING THROUGH a HELL of ONE'S OWN MAKING

A DCC “Second Chance” Meta-Encounter.

by **STEVE BEAN**



Unlike recent pen-and-paper RPGs in which character death is so unlikely as to be a practical impossibility, DCC embraces an old school ethos where death is a constant threat. But DCC owes its ethos to more than old school games — it is steeped in the lore of Appendix N. In Appendix N, the mythology that informed it, and in much of the modern fantasy literature it inspired, death is not just a physical condition or transformation of the spirit, it is a geographical location, a place, whether it be the Hades of ancient Greece, the Shadowland of Newhon or the Dragaeran Hall of Judgment.

DCCers can journey to the realms of the dead in DCC #74: *Blades against Death*, but have to be 4th level and complete a sizeable pre-quest to face off against death in Harley Stroh's adventure. So this article offers a different take, a lands of the dead “meta-encounter” that can inserted into almost any adventure and scaled to any level. The judge can make this encounter omni-present within an adventure, giving PCs an opportunity to try to rescue their comrades from death — if they're willing to face the risks.

In this meta-encounter, the lands of the dead are a mystical realm that borders the mortal world anywhere and everywhere. To use this meta-encounter in an adventure, choose a feature that defines the boundary between the mortal realm and the lands — the table below offers options for dungeon/urban and outdoor settings. Give the feature a distinctive look or feeling whenever it appears in your adventure — this identifies the feature as a gateway to the land of the dead. PCs should be able to see the shades of the dead on the other side of any boundary feature that doesn't completely block line of sight to the lands on the other side.

DEADLANDS BOUNDARY TABLE		
D11	DUNGEON OR URBAN SETTING	OUTDOOR SETTING
1	Well or cistern	Pool
2	Crypt	Cave
3	Narrow alley or column-lined corridor	Slot Canyon
4	Smoking braziers or censers	Mists
5	Rune-carved frieze	Toadstool fairy ring
6	Archway	A stone henge or a hollow in a large tree
7	Far side of an architectural feature: past the spray of a fountain, in the shadows behind a statue, etc.	Far side of a landmark: a skull-shaped boulder, stone wall, cairn, ruin, a tree split by lightning, etc.
8	Stairway up or down	Cliff, escarpment or waterfall
9	Amphitheater	Secluded swale or small valley between knolls
10	Hovel (urban) or monk's cell (dungeon)	Hermit's shelter
11	Other side of a curtain or through a tapestry	A tree line or ring of trees different from

The lands are populated by the dead in the form of shades – semi-corporeal versions of individuals' living selves. Shades have physical substance if touched by another but cannot affect the corporeal world themselves. In the lands of the dead, shades are stuck in a fugue state, staring off into oblivion because they are trapped in a “hell of their own making.” They suffer the very torment that they most dreaded when alive.

Anyone who dies, including PCs, becomes a shade in the lands of the dead. The judge should instruct the players of dead PCs to secretly describe the torment that his or her shade is suffering. The judge then secretly assigns an ability to that torment that best fits with nature of the torment, i.e. the ability required to best endure it. For example, if the torment is an endless trek through a blazing desert, the judge would assign Stamina or if the torment is a battle against an infinite horde of goblins, the judge would assign Strength.

The table below provides examples of torments and identifies the ability assigned to them. This table can be used to randomly determine a torment if the judge needs to speed up play or if a player has difficulty coming up with their own idea for a torment on the spot. Under no circumstances should the judge allow a player to choose a torment knowing the attached ability.

TORMENT TABLE

ROLL A D3 AND A D5	NATURE OF TORMENT	ABILITY CHECK
1 ON D3		
1 on d5	The consignee is in a room with their loved ones with a single door that opens inwards. On the other side of that door is some monster that terrifies the consignee. Only by holding the door closed can the consigned keep their loved ones from being killed, but the monster is slowly forcing its way in. Each time the consignee's strength is about to falter, the monster backs away from the door, allowing the briefest of respite.	Strength
2 on d5	The consignee believes that they can escape by building a tower of stones and climbing it out of the lands. But each time they try to make it high enough, the tower of stones topples over.	Agility
3 on d5	The consignee believes that they have been buried alive and endlessly tries to claw their way out of the grave while slowly suffocating.	Stamina
4 on d5	The consignee sees their loved ones in their mind's eye and must watch them grow old, suffer and die without them, over and over, each lifespan completing within minutes.	Personality
5 on d5	The consignee knows that they can leave the Lands if they can successfully navigate a labyrinth. Each time they find the exit, it leads to a new labyrinth.	Intelligence
2 ON D3		
1 on d5	The consignee is suspended in a huge spider web. They desperately try to wrench free of the tough, sticky strands. Each time the web's giant arachnid inhabitant is about to feed on the consignee, they get close enough to breaking free that the spider must pause and spin more webbing to keep the consignee from escaping.	Strength
2 on d5	The consignee is trapped in a tomb. Ghosts of the many dead interred there are constantly appearing out of thin air. If the consignee fails to avoid their lunges, the apparitions suck a small portion of life energy out of the consignee. The sensation is soul-wracking.	Agility
3 on d5	The consignee must inscribe the statement "I will never question the ultimate rulings of the judge" on rows of fresh clay tablets that stretches over the horizon.	Stamina
4 on d5	The consigned is shipwrecked in the middle of a sargasso sea while the most banal individual they know (e.g. in-law, parent, shrewish spouse, droning clergy-person) endlessly lectures the consignee on how they should have steered their boat differently to avoid calamity.	Personality
5 on d5	A god-like figure agrees to release the consignee from the lands if they compose a sublime ode of atonement. However, each time they feel close to finishing a stanza, the consignee simply cannot recall the one word that would perfect the poetics of the composition.	Intelligence

TABLE CONTINUES >

TORMENT TABLE (CONTINUED)

ROLL A D3 AND A D5	NATURE OF TORMENT	ABILITY CHECK
3 ON D3		
1 on d5	A huge stone is slowly crushing one of the consignee's body parts (e.g. arm, leg, head, groin. They can lift the stone enough to relieve some of the pressure but cannot maintain the effort to suspend it for long. Eventually, the stone crushes the body part and the consignee blacks out, only to awaken with the stone pressing down on a different body part.	Strength
2 on d5	The consignee is trapped inside a huge clockwork. Razor sharp blades protrude from endlessly complex machinery and constantly swing at the consignee from all angles. If the consignee fails to avoid a blade, it slices off a thin layer of flesh.	Agility
3 on d5	The consignee is trapped naked in a large, perforated metal sphere. The sphere rolls about in an endless bed of hot coals. If the consignee does not keep the sphere moving, the surface touching the bed quickly heats up and delivers searing burns to parts of their body.	Stamina
4 on d5	The consignee experiences falling to their death from a great height, but the shock of hitting the ground startles them awake – it was just a dream. But each time they start awake, it causes the consignee to fall again for they were asleep on a ledge, a rooftop, in a tree, etc.	Personality
5 on d5	The consignee knows that all beings and all objects have the ability to communicate. They also understand that all things know a route out of the lands. The consignee receives a continuous stream of visitors that speak in excruciatingly painful sounds (e.g. the screech of a rusty gear, a dripping spigot, a chirping cricket) but each time the consignee has listened long enough to be on the verge of understanding a visitor, it leaves and is replaced by something new.	Intelligence

However, all is not lost when a dead PC is consigned to the lands of the dead. Still-living PCs can enter the lands and attempt to rescue their comrade's shade and return them to life. Entering the lands is easy: once the PCs have identified the feature that marks the boundary between the mortal world and the lands, they simply cross the boundary with the intention of passing between worlds. Living PCs can see the mortal world from anywhere just inside the border of the lands of the dead and can re-enter it with a successful Will save against a DC adjusted for the adventure challenge level (see the table below).

Rescuing comrades from the lands is a more difficult matter. It is done by one or more PCs aiding a shade's own continuous effort to free itself from its torment. One attempt to aid a shade may be performed each round. Any number of PCs can lend aid this way by making physical contact with a shade and declaring their intention to lend assistance. This grants the shade an ability check using the ability associated with its torment. The roll is modified by the modifier of the ability score the shade possessed when it was still alive, also adding the modifiers of any PCs lending aid. The table below shows the DC of the ability check, by adventure level:

ABILITY CHECK TABLE

LEVEL	ABILITY CHECK DC	WILL SAVE DC TO RE-ENTER THE MORTAL WORLD
0	15	10
1	16	11
2	18	12
3	20	13
4	23	15
5	25	18

Example: Valhallo, a zero-level elven artisan, and Laurent, a zero-level caravan guard, enter the lands to try to rescue the shade of Loderil, a zero-level elven navigator, from a torment associated with Intelligence. Valhallo grabs the shoulder of Loderil's shade and Laurent joins Valhallo in lending aid. The three PC's Intelligences of 14, 8 and 12 correspond to modifiers of +1, -1 and 0, respectively, yielding a net modifier of zero. This means that Loderil's player will make a DC 15 Intelligence check with no modifier.

Before the roll is made, one PC lending aid may use a technique similar to spellburn called "lifeburn" to improve the shade's chances of freeing itself from torment. Only the PC who first chooses to lend aid or who declares themselves the lead aide can lifeburn. Before the ability check is rolled, that PC may burn as many points as they wish from one or more of their abilities. Every two points lifeburned from ability scores adds a cumulative +1 bonus to the shade's ability check roll. Ability points that are lifeburned are deducted from the PC's ability score and the stats they influence such as saving throws, hit points, etc. are reduced accordingly. Lifeburned ability scores cannot be restored by any normal or magical means within the lands without help from a sufficiently powerful divinity or patron. Lifeburn can be restored after a PC returns to the mortal world in accordance with a judge's preference via normal healing or magical means. Lifeburned luck is not restored.

If the ability check succeeds, the shade is restored to life in the subsequent round, regaining full hit points and with ability scores identical to what they were immediately before the PC died. If the ability check fails, all PCs aiding the shade permanently lose one point from the ability associated with the shade's torment (at the judge's discretion they may be restored in the mortal world by magical means, such as *Lay on Hands*). If any still-living PC's ability scores drops below three while in the lands, that PC becomes a shade.

If the judge wants to make rescuing fallen comrades from the lands even more difficult, shades need not be the only denizens of the lands of dead. After all, something has to maintain the lands, patrol its borders, keep watch over its shades, etc. Judges can get as creative as they like in selecting challenge level-appropriate monsters to "staff" the lands of the dead. Ghosts could be the remnants of shades whose will, spirit or soul broke under the strain of endless torment. The lands of the dead might need carrion eaters in the form of vultures, crows, insect swarms or decomposing oozes. Along the lines of the terracotta army of the first Emperor of China, the lands might be served by constructs such as iron

shadows. Whether you decide that they are guided by the ethos of Law, Neutrality of Chaos, the lands could be populated by primal servants of its alignment; serpent men and hollow ones might be interesting base creatures to modify into primal servants. Finally, who is to say that the spirit or soul might not be fractured by the strain of death and crossing over the boundary from the mortal world. This could result in one or more extra-dimensional analogues of each of the deceased roaming the lands. Any living being slain in combat in the lands of the dead immediately becomes a shade consigned to endless torment.

But in addition to the myriad risks, there could be great rewards - beyond rescuing a fallen comrade — that come from a foray into the lands of the dead. After all, great heroes who have fallen in battle often carry their weapons with them in death, and the shades of powerful wizards restored to life might, out of gratitude, share their deepest lore...



BEYOND

THE PORTAL UNDER THE STARS

A Post-Portal Under The Stars Toolkit

"They say a dryad has been seen in the forests east of here..."

The Forest Of the Dryad

This should rightfully be a forest the PCs have never ventured into before, a place where they can't possibly know what to expect... Here are some notions for making that palpable:

1. The scale of the place shifts as one gets deeper and deeper into it, as if one is shrinking. But that can't be true — can it?
2. Time stands still. The further into the forest, the deeper the sense of time losing meaning. It quickly seems like days must have passed, though there's been no need to eat or sleep.
3. The colors in the forest intensify. The colors are bleeding directly into your brain. They are so intense that when you leave, the rest of the world is in greyscale for a week.
4. After the PCs leave the forest, they dream about it intensely for a week, as if every moment they are asleep is spent in joyous contemplation of the place.

Throw in whatever "forest dangers" suit your campaign, your world, your recent sessions, or your mood. Some ideas follow:

1. A saber-tooth tiger or similar 'extinct/prehistoric' beast appropriate to the setting (use the owlbear's stats if others are not handy).
2. The floor of the forest itself folds around the party, ensnaring them.



('grab' Reflex DC 14 (1d3), Str 18, AC 8, HD 12d12, MV -, SV +0, AL N; missing the plant carries risk of hitting an ally, 2-in-5).

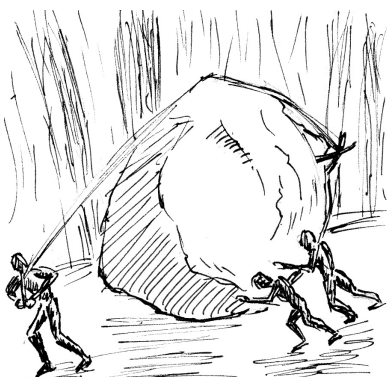
3. A pit trap set by bunnies and birds with human intelligence.
4. A mighty, roaring river splits the forest. Care, expertise and/or Luck will be needed to cross it.
5. A false dryad (from appendixm.blogspot.com)
6. "The Umber Woods" entry in the One Page Dungeon Contest 2016 has a slew of ideas (available online at onepagedungeon.info).

The heart of this segment of the scenario is this: They will find that to achieve their goal, they must be ready to see the world and themselves in a new light...

The dryad that guards the deepest groves in these woods will challenge the PCs, demanding in a melodious, multi-toned voice to know their purpose. If they prevaricate, she will harry them until they relent and explain themselves.

Once they are honest, she will explain how to find a sacred spot in this wood. Only after visiting that spot will they be worthy of her direct help. This could be as simple as one member of the party reaching that spot, or it may be her intention that they *all* attain that locale and fulfill it's requirements. Follow your gut on that one. To reach the place requires great physical exertion in the form of such things as:

1. Scaling a rocky outcropping to gain the sacred spot (three successful climb checks DC 16, proper equipment drops the DC by 1d3).



2. A boulder must be moved to gain access. This is a Str-check DC 17 (for every point the DC is missed, 1 hp may be spent to raise the result to a success; those muscles will heal eventually).

3. Clearing a tunnel through a massive bulwark of dirt. If you just go over it, you're not in the right place. If you clear the tunnel of debris, it takes you to the exact

same physical spot, but it now looks as described below. Clearing the debris will take hours of work in the form of 4 successful DC 16 Stamina checks, each check representing an hour's work.

The sacred point is hidden in the densest growth of trees, but is effused with bright, warm light. An idea occurs to the visitors, forming as words in their heads, that they should express who they are **now**, who it is that they have become. Something has changed within them recently, and they must acknowledge it to gain the blessing of the grove.

This need not be a couch session, Dr. Freud. One so inclined could simply say aloud that they were a turnip farmer, but their path is broader now and they study wizardry... Or they can get highfalutin and poetic, if they choose. But describing that basic shift from Zero to 1st Level character aloud is the essence of what is expected of them, and the point would be to have the player state it however they wish to state it. If it is a bit of a struggle to get them to that idea, that's fine and even appropriate.

Returning from the sacred point, the dryad can guide them into collecting the wood they need for their ritual.

This segment of the toolkit uses the "True Dryad" from the Appendix M Blog. In the interests of space, the full entry is not repeated, since it is readily available. A shortened version is as follows:

TRUE DRYAD

Init +5; Ranged harrowing +8 (1d6; line-of-sight); AC 19; HD 4d6+4; MV fly 60; Act 1d20; SP fleeting, limited telepathy; Fort +6; Ref +6; Will +8; AL N

If mortals enter a dryad's wood with malice or mischief in their hearts, the dryad can sense it. She will aim to intercept the intruders and harry them into leaving. Dryads can recall the pain of any who have suffered in their groves, and call that echo to harrow intruders, inflicting the full intensity of the original pain and causing hp damage. This damage is negated after the target leaves the dryad's woods. Any being reduced to zero hit points in this way will enter a coma, not awakening until the dryad allows them, or until they have been removed from the woods.

Targeting a dryad with arrow, stone or spell is no easy feat. Anyone trying to attack a dryad, or even someone merely attempting to speak to one, will have to make a DC 18 ability check to find the dryad, either Intelligence-based, Luck-based, or as adjudicated otherwise by the Judge to fit the specific situation.

The wood of trees from within a dryad's protection can be used for special purposes by those who know how to unlock their unique properties. A dryad may make a bargain with collectors seeking such samples; she may allow the taking of such things, if the collector promises to right a wrong previously inflicted in her grove. Being far from human, the only way the dryad has to help a collector do such a thing is to use her harrowing power to bring the memories to the collector, painful though they will be... And she can only hope that the collector may glean enough clues from such memories to champion the subject of the wrongdoing....

"...ignite it with the spark of a living fire..."

The Spark Of Living Fire

Finding fire is not a problem. Imbuing that fire with *life* — now *that's* a problem.

It may take some time to discover how to do this. You may wish to run other adventures while the party is keeping their ears open for some clue on how to bring a fire to *life*.

Where does the information ultimately come from...?

1. A stone tablet dredged up from the bottom of the sea, from amid some sunken ruins. That's either from an incident the PCs were involved in directly, or part of a haul of some other entity: a man searching for clues to the whereabouts of his missing family, or pirates searching for lost gold, or fishermen building a wall just under the surface of the water to confound a fishing village.



2. A star-traveller shares the information with the PCs. The luminescent creature is benevolent, but brings sad tidings that others of their kind are spreading out along the starways, intent on conquest. When asking about the PCs' endeavors in order to get to know them, if they bring up the quest for living fire, the star-traveller

answers as if it was as obvious as the bifurcated oxygen-collection apparatus centered on their rather peculiar brain-boxes.

3. If any of the PCs are getting obsessed with trying to figure it out, it comes to them in a dream: They open a drawer in their abdomen and take out a tiny jewel. They place the jewel in an empty candle holder and watch it rise up to become an out-sized candle with a towering flame atop it. The flame makes them warm and glows with a pleasant amber light. [GM Fun: *Who sent this dream?*]
4. An ancient Order holds the secret. They will not easily share it with those who simply ask. They may require that someone of the party join the Order, or fulfill some quest for the Order before the secret can be shared.
5. A PCs patron may have the answer, but require some duty or task be performed before they share it. Make your Wizard or Elf jump through hoops before they are told.

The secret is based on the idea that to create life, one must give up a part of their own life to do so. The artist gives up years to perfecting techniques that give their creations life beyond the artist's own life span. Parents give up years to provide for their children. Doctor's train for years and keep training in order to preserve life. And so to give true life to that which does not have it, a PC must give up a part of their own life.

There is an apparatus described in the above source that the PCs can build which makes this possible. It costs 5d30x10 gold to build, and permanently takes a point from a random attribute (not including Luck). If the PCs want to be able to choose which attribute is permanently drained, it takes an additional 5d30x10 gold. Components for the apparatus may include, any or all of the following:

1. The freshly drawn blood of a rare (but not unique) creature. The blood can be no older than 2d24x10 minutes when used for the life-giving process.
2. A previously unheard of material. It exists in a single location in the world, or in an extra-spacial dimension.
3. Precious metals owned by a citizen of the Realm of Faerie, a Lord of the Elflands, a Prince in the Domain of the Trollkings, or the

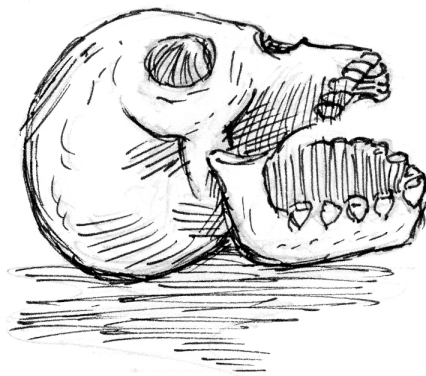
Demesne of the Eldest Un-living. The metals must not stop being the owner's rightful property.

4. The skull of a genius.

Once the PCs have the living fire, they must keep it burning until they can set up the copper brazier with the wood from the dryad's grove. Combining these elements reveals the location of the other half of the rod, as described in Portal Under the Stars.

What happens when the other half of the rod is discovered and joined together with the first half? Well... that's another story for another time...

— bygrinstow



Name: _____

Occupation: _____

Lucky Sign: _____

Align: _____

Str: _____

Agi: _____

Sta: _____

Per: _____

Lck: _____

Int: _____

Speed: _____

GP: _____

SP: _____

EP: _____

Ref

Foat

Will

Init: _____

XP: _____

CP: _____

PP: _____

Other: _____

AC

HP

CURRENT

4w



Name: _____

Occupation: _____

Lucky sign: _____

Align: _____

Str: _____

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XP

GP: _____

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Other: _____

AC

HP

CURRENT

4w



Name: _____

Occupation: _____

Lucky Sign: _____

Align: _____

Str: _____

Agi: _____

Sta: _____

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Lck: _____

Int: _____

Speed: _____

GP: _____

SP: _____

EP: _____

Ref

Foat

Will

Init: _____

XP: _____

CP: _____

PP: _____

Other: _____

AC

HP

CURRENT

4w



Credits

Contributing Authors – VOLUME 5

Steven Bean, Marc Bruner, bygrinstow,
Marzio Muscedere, Ron Tilton, James V. West

Cover Illustrator – VOLUME 5

Doug Kovacs

Title Page Illustrator – VOLUME 5

Marc Radle

Contributing Illustrators – VOLUME 5

Danny Prescott

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Editors

Forrest Aguirre, Steven Bean, Daniel Bishop, Jon Carnes,
Keith Garrett, Jason Hobbs, Tony Hogard, Michael Jones,
Duncan McLastName, Jonathan Nichol, James Pozenel,
Jim Skach, Tim Snider, Noah Stevens, Doyle Tavener,
David VC, Laura Rose Williams, Paul Wolfe

Proofreaders

Reece Carter, Samuel Dester, Jason Hobbs, Tony Hogard,
Aaron Koelman, Ryan Moore, Jonathan Nichol, Jim Skach

Printing Offset Contributors

Forrest Aguirre, Steven Bean, Julian Bernick,
Eric Fields, Laura Rose Williams, and the
patrons of the G+ GFA community

Creative Vision & Direction, Layout and Graphic Design

Doug Kovacs, Harley Stroh, Jon Hershberger
Marc Bruner, Matt Hildebrand, Michael Jones

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CRAWLJAMMER & INTERDIMENSIONAL TRAVEL

VOLUME 6 OF EIGHT BOOKLETS

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THE TECHNO-NECROMANCER

A CHARACTER CLASS FOR DCC/CRAWLJAMMER

by Tim Callahan

You have learned the secrets of mechano-mystical artifacts and use that knowledge to penetrate the veil between the life and death. But you are as much a cleric as you are wizard and alchemist: you manipulate the mechanisms of life itself, touching the divine every time you thrust your hand into the stone-cold hearts of the dead. Techno-necromancers use a combination of thaumaturgically-inspired crafting and arcane evocations to create awesome devices and animated creature-constructs powered by the unstable energies of the phlogiston flux. By understanding the differences between life and death, animate and inanimate and science and alchemy, you move beyond simple conceptions of “good” and “evil” to achieve your destiny as... a techno-necromancer!

Most techno-necromancers remain hidden in their lab-crypts and science-temples; the few who emerge into the world are the curious sort. With hordes of cyberzombies and skelematons these intrepid researchers assault long-lost, floating temples and unearth the truth behind the legends of the ancients to further your corrupted reach. Adventuring techno-necromancers thrive on exploration and discovery, seeking new spells and technologies for their profane rites. Investigators into the mysteries of man, machine, and the metaphysical membranes between the worlds, the techno-necromancer is rarely appreciated for his vile techniques, but is nonetheless a useful addition to any band of adventurers seeking gold, glory, and survival.

Hit points: A techno-necromancer gains 1d4 hit points at each level.

Weapon training: Uncovering lost crypts and unearthing alien corpses lead techno-necromancers into situations where some facility with weaponry is useful. Techno-necromancers are trained in the hammer, laser sword, longsword, mace, and short sword for melee combat and the laser pistol and shortbow for ranged attacks. Techno-necromancers may wear any armor, though the check penalty affects spellcasting, so they prefer to craft their own custom mysti-mechanical means of protection whenever possible.

Alignment: Defying nature and the order of the universe, techno-necromancers are devotees of Chaos. This does not mean that they are evil, necessarily, but their practice of creating animated corpse-constructs through technomagic is a pure violation of everything held sacred by the galactic agents of Law such as Paladins, as well as those devoted to Neutrality, such as Druids. All techno-necromancers are of chaotic alignment, and any change

in their alignment (due to divine intervention, exotic helms, or the like) cause them to lose all spellcasting abilities (until or unless their alignment reverts to chaotic).

Techno-magical Accessory: Techno-necromancers are constantly tinkering, trying to meld technology and magic in innovative, seemingly impossible ways. At level 1 and each time the techno-necromancer attains a new level, one of many ongoing projects comes to fruition in the form of a usable techno-magical accessory. What usable accessory emerges can be determined by rolling on **Table TN-3**. (Alternately, judges may work with players to select or custom-create something appropriate to their campaign.) At first level, a d12+1 is rolled to determine the result. At each level above 1st, a d12+character level is rolled. Unless otherwise noted, for the purposes of breakage checks, each techno-magical accessory created in this way is considered to have an AC of 15 and 5 hp. Once an accessory is destroyed, it cannot be repaired.

Magic: Through a bizarre commingling of self-experimentation, insight into the divine providences of life and death and natural talent, techno-necromancers possess innate spellcasting power. They need no spellbooks, and though some necromancer-specific incantations and rites may be recorded for posterity, techno-necromancers cannot “read” magic in the typical sense. They cannot cast spells from wizard scrolls or spell books and they cannot identify arcane runes except for runes in which necromancy is central to the magic that created them.

Techno-necromancers’ innate spellcasting power channels certain kinds of spells and the list of spells accessible by the techno-necromancer is found in **Table TN-2**. **Table TN-1** indicates the number of spells available per level. All spells are cast with an Action Die determined by level (see **Table TN-1**) then modified by Caster Level and Intelligence. Thus a level 2 techno-necromancer with a 15 Int would cast a spell with a roll of a d20+3.

Like wizards, techno-necromancers may spellburn to increase any spell check roll by the same number as the number of points deducted from physical abilities prior to making the roll. But a Techno-necromancer’s access to spellburn comes from his connection to the divine mystery of life and death. Thus, in order to regain ability points lost to spellburn, a techno-necromancer must perform a necromantic sacrifice: kill a living creature and bathe in its blood in a four-hour-long ritual. For each HD of the creature killed, the techno-necromancer regains 1d4 ability points that may be distributed among the points lost to spellburn. The ritual only works once per day, and only one creature’s blood may be used in any single ritual.

Non-dependence on Techno-artifacts for Spellcasting: Techno-necromancers’ fluency with magic comes from some combination of natural talent, extended exposure to arcane alchemies and metaphysical insight. Thus, techno-necromancers, unlike their “cousins” the technomancers, do

NOT need linked artifacts to cast spells. At the discretion of the judge or if indicated on **Table TN-3**, some techno-magical accessories can amplify techno-necromancers' spellcasting by acting as linked artifacts.

Cyberanimate Dead: All techno-necromancers have the ability to animate the dead using "inspired technology," creating grotesque, mechanically-enhanced mockeries of life. Manufacturing an undead construct requires at least one partially-intact corpse and at least 1 turn of uninterrupted concentration per corpse. The process involves the intricate attachment and integration of various magic-mechanical devices and enhancements to the corpse and then a final fueling of the constructed cyber-corpse with necrotically-synthesized anti-life force.



Cyberanimation acts like a spell: the techno-necromancer performs a spell check with all relevant bonuses and modifiers on **Table TN-4: Cyberanimate Dead**. Though this class ability does not require a "spell slot," it may be lost for the day like any other spell; spellburn may be used to "recall" it so it can be cast after being lost. For this purpose the ability is treated as if it were a level 2 spell (i.e. 2 points of spellburn may allow a single use of the ability if it was otherwise lost for the day).

Cyberanimated beings have no will of their own, no memories of their past, and no ability to function outside of the control of the techno-necromancer. They are, in effect, programmed meat puppets rather than traditional undead and are thus unaffected by spells or clerical abilities that would affect un-dead types.

Luck: Techno-necromancers choose to apply their Luck modifier either to their Will saving throw bonus or to their Cyberanimate Dead spell checks. This application of Luck is determined when the character reaches level 1 and is set for the life of the character.

Languages: A techno-necromancer knows Common. If the character has a positive Int modifier, then he knows one additional language for each point of the modifier.

Action dice: A techno-necromancer can use his action dice for attack rolls, spell checks or checks for spell-like abilities (e.g. Cyberanimate Dead).

TABLE TN-1: TECHNO-NECROMANCER

Level	Attack	Crit Die/ Table	Action Dice	Spells Known	Max Spell Level	Ref	Fort	Will
1	+1	1d6/I	1d20	2	1	+0	+0	+2
2	+1	1d8/I	1d20	3	1	+0	+1	+2
3	+2	1d10/I	1d20	4	2	+1	+2	+2
4	+2	1d12/I	1d20	5	2	+1	+3	+2
5	+3	1d14/I	1d20+1d14	6	3	+2	+3	+3
6	+3	1d8/II	1d20+1d16	7	3	+2	+4	+3
7	+4	1d10/II	1d20+1d20	8	4	+2	+4	+4
8	+4	1d12/II	1d20+1d20	9	4	+3	+4	+5
9	+5	1d14/II	1d20+1d20	11	5	+3	+5	+5
10	+5	1d16/II	1d20+1d20+1d14	13	5	+4	+5	+6

TABLE TN-2: SPELLS AVAILABLE TO TECHNO-NECROMANCER, BY LEVEL
W = from Wizard list C = from Cleric list

	Level 1	Level 2	Level 3	Level 4	Level 5
1	Cantrip (W)	Cure paralysis (W)	Animate dead (C)	Cause earthquake (C)	Mind purge (W)
2	Chill touch (W)	Curse (C)	Breathe life (W)	Sanctify/desecrate (C)	Replication (W)
3	Choking cloud (W)	Detect invisible (W)	Consult spirit (W)	Vermin blight (C)	Weather control (C)
4	Comprehend languages (W)	ESP (W)	Demon summoning (W)	Wizard sense (W)	Whirling doom (C)
5	Darkness (C)	Invisibility (W)	Eldritch hound (W)		
6	Detect evil (C)	Knock (W)	Exorcise (C)		
7	Detect magic (W)	Levitate (W)	Fly (W)		
8	Find familiar (W)	Lotus stare (C)	Lightning bolt (W)		
9	Magic missile (W)	Mirror image (W)	Planar step (W)		
10	Magic shield (W)	Phantasm (W)	Remove curse (C)		
11	Paralysis (C)	Ray of Enfeeblement (W)	Speak with the dead (C)		
12	Sleep (W)	Scare (W)	Slow (W)		
13	Spider climb (W)	Shatter (W)	Transference (W)		
14	Word of Command (C)	Spider web (W)			

TABLE TN-3: TECHNO-NECROMANCER ACCESSORIES

Acquires new accessory at each level – roll 1d12+caster level

Reroll if caster already has an intact version of the accessory rolled)

- 2 **Helm of seeing:** This ornate steel helmet adds +1 to all Int checks, including spellchecks.
- 3 **Additional arm:** This extra bio-mechanical appendage adds an additional action die that may be used each round. Action die is equal to the highest action die available to the character at that level -3d.
- 4 **Sphere of unmaking:** This small silver sphere simulates the casting of *dispel magic* at -1d to the spell check. Takes 1 turn to recharge after each use. Destroyed if a natural 1 is rolled on the spell check.
- 5 **Regeneration choker:** This leather choker laced with cybercircuitry allows the techno-necromancer to regain ability points lost to spellburn at the rate of 1 point per round, without the need for any additional rituals.
- 6 **Retractable claws:** These weapons provide +2 to hit, deal 1d6 damage. Type of claws (roll 1d4): (1) fingernail blades, (2) two-pronged wrist blades, (3) single wide blade from back of hand, (4) curved forearm blades
- 7 **Shoulder enhancements of the prophet:** This armor of the upper torso and shoulders provides +2 AC without any check penalty. Specific attempts to destroy this portion of armor must hit AC 18 and deal 10 damage to these shoulderpads. Appearance (roll 1d6): (1) green gaping demon maw, (2) gray gravestones on brown armor, (3) red spikes, (4) golden eyeballs on black armor, (5) crystal shards, seemingly inhabited by the souls of the dead, (6) bleached, serrated bones.
- 8 **Girdle of devouring:** This wide belt with a mechanical mouth may consume flesh of the recently-deceased (within the past hour) to heal the techno-necromancer 1d6 hp. May be used once per character level per hour.
- 9 **Reinforced arm:** This banded-metal arm guard adds +1 to AC with no check penalty. May be used as a melee weapon at +1 to hit, dealing 1d6+character level damage.
- 10 **Laser sword:** This cylindrical hilt can spring to life with a glowing blade at +1 to hit, dealing 1d8+1 damage. Color of blade (roll 1d6): (1) blue, (2) green, (3) red, (4) purple, (5) white, (6) prismatic.
- 11 **Staff of Despair:** This skull-capped staff provides an aura of sadness and despair which provides psychic protection for the techno-necromancer. All melee attacks against the character are performed at -1d.
- 12 **Gauntlet of command:** This leather-and-metal glove imbues character with knowledge of *word of command* at an additional +1 spell check. If *word of command* is already known when this accessory is rolled, the spell check is at +2.
- 13 **Knuckles of detonation:** This strip of studded metal around the hand provides “unarmed” melee attacks at +1 to hit and damage is variable (roll 1d6 if the strike is successful): (1-2) 1d4 damage, (2-4) 1d6 damage, (5) 1d12 damage, (6) 1d16 damage and the target is knocked back 10 feet unless a Fort save is made vs. the attack roll.
- 14 **Hood of the fallen:** This executioner-style hood is laced with powerful technomagic that provides an additional +1d to any attempts to cast *darkness*, *sleep*, *ray of enfeeblement*, *scare*, or *animate dead*.
- 15 **Skull of the outer reaches:** This floating, human-sized green skull hovers around the techno-necromancer and may blast darkforce energy beams from its three eye-sockets as an additional d20 action each round, at +3 plus the characters Int modifier, dealing 1d20 necrotic damage. The missile fire blasts have a short range of 100', medium range of 180', and a long range of 250'.

CONTINUED >

- 16 **Eye implant:** One of the character's eyes has been replaced by this artificial construct. It provides *darkvision* at a range of 100'; +2 to all missile fire attacks and spell checks at a range farther than touch. Eye appearance (roll 1d4): (1) yellow serpent eye, (2) green cat eye, (3) white eye, pulsating with energy, (4) black eye, speckled with throbbing stars.
- 17 **Gravesword:** This black, rune-and-circuit-laced two-handed sword feels natural in the hands of the techno-necromancer. While in possession of this sword, the character gains an additional +1d6 to his or her Strength ability score (determined when this accessory is rolled) and may attempt to control any un-dead in the vicinity. This effect simulates the cleric's *turn unholy* class ability, using that table to determine the effect. Any result of "T" do not turn the un-dead, but instead place the un-dead under the character's total control for the corresponding duration. No additional action is needed to maintain the control as long as the Gravesword remains intact.
- 18 **Demontooth Necklace:** This primitive-looking necklace contains high-potency technomagic granting the *demon summoning* spell at +1d. If the *demon summoning* spell is already known when this accessory is rolled, the character instead gains +1d+2 to cast that spell but suffers major corruption the first time it is cast.
- 19 **Mirrormask of the departed:** This white cloth mask looks like bandages but can reflect spell-based attacks back upon the original caster. Any offensive spells directed at the character may be redirected toward the caster if the techno-necromancer successfully rolls a Will save vs. the spell check or attack roll. The character may "burn" hit points prior to the roll as an enhancement, and for each hit point spent, add +1 to the saving throw roll. If the spell is successfully redirected, it resolves against the original caster as determined by the original roll.
- 20 **The Reaper's Scythe:** This menacing techno-magical scythe may be used as a two-handed weapon at +2 to hit and dealing 1d16+2 damage. In addition, the weapon grants +1d spell check to *paralysis*, *curse*, *animate dead*, *cause earthquake*, *whirling doom*, and *cyberanimate dead*.

TABLE TN-4: CYBERANIMATE DEAD

Works like a spell (does not require a spell slot) - requires a spell check per normal for this class.

Level: Class Ability **Range:** 10' **Duration:** varies **Casting Time:** 1 turn per corpse (multiple corpses may be attempted with a single check) **Save:** N/A

General The caster attaches strange devices and arcane circuitry to the corpse of a dead humanoid or the carcass of a dead animal. After performing tech-necrotic magic for one turn per corpse or carcass, the creatures return to a mechano-mockery of life under the command of the caster. The mechano-magically animated creatures resemble un-dead in appearance, but are constructs, and therefore unaffected by any spells or abilities that affect un-dead. Once animated, the creatures follow the commands of the caster until they are destroyed or the spell ends. Controlling the creatures is telepathic and does not require an action by the caster. Regardless of the result rolled, the number of resurrected creatures can never exceed the number of corpses/carcasses used in the ritual.

Manifestation Roll 1d4: (1) a flickering crown of ashen serpents emerges from the caster's head during the ritual as the corpses float around him, (2) crackles of energy spark from the mechanical contraptions on the heads of each corpse, jolting them to life, (3) the caster levitates above the corpses as tears of blood stream down his face and fall into the cyber-devices affixed to the shoulders of the corpses, (4) the caster crawls beneath the pile of corpses as if repairing the axle of a carriage and chants strange phrases until the corpses begin to shudder to "life."

Corruption Roll 1d6: (1-2) minor; (3-6) major. Note, each time a major corruption result is rolled, add one mercurial magic effect to this spell (rolled at -10%).

Misfire Roll 1d4: (1) techno-magical accessory malfunctions during the ritual, leaving the caster paralyzed for 1d8 hours, (2) the caster seems unaffected but his willpower is sapped – he takes a -5 penalty to all Will checks until resting for 24 hours and one of his techno-magical accessories begins to shrivel and turn to dust after 1d4 days, (3) the techno-magic explodes in a ring of blue flame, causing every living thing within 50' to take 3d6 damage, including the caster, (4) untamed magicks disrupt the philogiston, creating a rift into the land of the dead. 3d6 zombies rise from the ground to attack the caster.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (1-2) corruption + misfire; (3-4) corruption, (5+) misfire.

2-13 Lost. Failure.

14-15 One cyberzombie arises, its body a mechanized, magical puppet under the control of the caster. The creature will short circuit after 2d6 rounds, dealing 1d4 damage to anything touching it at the time, but leaving the corpses available for further re-animation attempts. **Cyberzombie:** Init -1; Atk electric claws +1 melee (1d6); AC 10; HD 2d4; MV 20'; Act 1d20; SP takes $\frac{1}{2}$ damage from blunt weapons; SV Fort -2, Ref -2, Will -2; AL N.

16-19 Up to two enhanced cyberzombies. The technology that animates them will sputter and fail after 2d6 rounds, leaving the corpses available for further re-animation attempts. **Enhanced Cyberzombie:** Init +2; Atk electric claws +2 melee (1d6+2) or laser vision +1 missile fire (1d4); AC 10; HD 2d6+2; MV 30'; Act 1d20; SP laser vision range = 50'; takes $\frac{1}{2}$ damage from blunt weapons; SV Fort +1, Ref +0, Will -2; AL N.

20-23 Up to two skeleton-automatons — “skelematons” — arise from the available corpse(s), technomagical puppets under the control of the caster. The skelematons will remain operational for 1d3 turns or until the caster attempts this spell again. After the skelematons fail, their remains cannot be used for further resurrection attempts. **Skelematon:** Init +3; Atk razor fists +4 melee (1d10+2); AC 14; HD 3d8; MV 30'; Act 1d20; SP take a maximum of 1 damage from any edged, non-magical weapons, immune to mind-control effects or sleep; SV Fort +3, Ref +2, Will +0; AL N.

24-27 Up to three 8' tall golems, patchworks of parts and flesh joined with welds and stitched together with crude circuitry, are produced from the available corpse(s). The golems will be operational for 1d6 turns or until the caster attempts this spell again. After the synth-flesh golems fail, their remains cannot be used for further resurrection attempts. **Synth-Flesh Golem:** Init -1; Atk grab +2 melee (1d12 special); AC 16; HD 4d8; MV 20'; Act 1d20; SP successfully grabbed victims will be automatically hit with a 1d8 bite attack each round until they break free – requires an opposed Strength check vs. this creature's +5 Str to escape; SV Fort +5, Ref -1, Will -2; AL N.

28-33 Up to four enhanced skelematons arise. The enhanced skelematons will remain operational for 1d6 turns or until the caster attempts this spell again. After the enhanced skelematons fail, their remains cannot be used for further resurrection attempts. **Enhanced Skelematon:** Init +4; Atk drill fists +5 melee (1d12+2); AC 14; HD 5d8; MV 30'; Act 1d20; SP take a maximum of 1 damage from any edged, non-magical weapons, immune to mind-control effects or sleep, two or more enhanced skelematons may interlock their circuitry and limbs, combining into a superior creature which gains +1d to attacks and damage and adding together their remaining hit points plus an additional 1d8 hp; SV Fort +3, Ref +3, Will +1; AL N. Note: a combined skelematon only gets one attack per round, no matter how many have combined together.

34+

Up to five phlogiston-feeding vampires arise from the available corpse(s). These pale, pulsating energy suckers remain operational for 1d4 hours or until the caster attempts this spell again. After that, they vanish into glittering smoke. **Phlogiston Vampire:** Init +4; Atk hypnotic gaze + 2 missile fire vs. Will save (special) or bite +4 melee (1d16 + special) ; AC 15; HD 4d8; MV 30' fly; Act 1d24; SP immune to mind-control effects or sleep, take ½ damage from heat or cold, take double damage from wooden weapons, hypnotic gaze attack paralyzes victim within 30' for 1d6 rounds, bite attack weakens magical constructs; bite also imposes a -1d penalty on all rolls by the victim; bite attack also saps magical energies from the target which causes a -1d penalty to all spell checks for the remainder of the day; SV Fort +6, Ref +5, Will +3; AL N.



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TABLE TN-5: TECHNO-NECROMANCER TITLES

Level	Chaotic
1	Corpsedigger
2	Blood-bather
3	Resurrectionist
4	Lichseeker
5	Cybevancer

CRAWLJAMMIN' ON THE RED PLANET:

A BARSOOM BESTIARY

Compiled and Converted by Jon Hershberger.

*Based on notes from Thomas J. Scott, Allan T. Grohe, Jr,
and the Knights and Knaves Alehouse online Community.*



*Edgar Rice Burroughs' stories of John Carter
and his amazing life on Barsoom are chock-full
of hair-razing adventures set in inspiring locales!
From the twin Cities of Helium to the Forest of Lost Men,
from the arid, sun-baked plains to the Valley of Dor,
and from the Marshes of Toonolian to the northern
Ice Barrier and the Kingdom of Okar!*

.....

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These Appendix N sources by ERB contain both stark and vivid landscapes, and the stories present some of the most easily mined pulp science fantasy material you will find for your Dungeon Crawl Classics RPG *Crawljammer* game! This Barsoom Bestiary presents the stats and creature descriptions of the primary creatures encountered by John Carter while living on Barsoom. Following the details of the bestiary are a series of random encounter tables, suitable for use in an ongoing Barsoomian campaign.

Ape, White

Apt

Banth

Calot

Darseen

Malagor

Martian – Black Martian

Martian – Green Martian (a/k/a Thark)

Martian – Red Martian

Martian – White Martian (a/k/a Therns)

Martian – Yellow Martian

Orluk

Plant Men

Sith

Thark (Green Martian)

Thoat

Zitidar

Ape, white (2d4 appearing): Init +3; Atk bite +6 melee (1d10+5) and 4 x claw +8 melee (1d6+5) or stone club +6 melee (1d6+5); AC 14; HD 10d8; MV 40' or climb 20'; Act 5d20; SV Fort +10, Ref +6, Will +2; AL N.

The white apes of Barsoom are very much similar in appearance and build as the green martians (see Thark), having six limbs and of tremendous size. The strength of a white ape seems to be about double that of a Thark. The head of the savage creature is like that of the African gorilla and a shock of thick, stiff-bristled hair runs from the back of the skull and neck to the upper shoulders.

These terrible monsters are possessed of a cunning almost equal to human. Many seem to have a rough tribal organization, and those that do almost always use stone clubs. Because of this glimmering of true intelligence, apes will not always behave as a typical animal. The white apes can be found everywhere on Barsoom, but frequent the dead cities which provide them with shelter and hunting.

Apt (1): Init +4; Atk pummel/slam +8 melee (3d6+8); AC 14; HD 12d8; MV 30'; Act 1d20; SP slam (upon successful attack, target must make a DC 10 Fort save or be knocked unconscious for 1d4 rounds); SV Fort +12, Ref +5, Will +2; AL N.

Apts are huge white-furred creatures with six limbs, four of which are short and heavy to carry it through snow and ice; it is a denizen of the Barsoomian north pole. The remaining two limbs grow forward from the shoulder on either side of the powerful long neck and terminate in white, hairless hands which it uses to capture and hold its prey. Its head and mouth are like that of the hippopotamus with two large, down-curving horns extending forward from the bottom jaw. Two huge eyes, each composed of hundreds of ocelli, are oval patches running downward from the center of the cranium to below the horns on either side of the head. Each ocelli is equipped with its own lid and the apt can, at will, close as many of the facets as desired. Curiously the creature goes without sleep for periods of up to a month, then sleeps for a whole day before beginning anew the hunt for food in the harsh north. The animal is domesticated by the yellow martians. Apt fur is generally worn by northern warriors.

.....

Banth (2d4): Init +3; Atk bite +4 melee (1d12+2) and 4 x claw +5 melee (1d4+2); AC 15; HD 6d8+2; MV 40'; Act 5d20; SP iron jaw (if the banth succeeds in biting its opponent, its grip locks them in place and any claw attacks that round are made at +8 melee); SV Fort +6, Ref +4, Will +2; AL N.

This ten-legged beast is the most ferocious carnivore which roams the low hills surrounding the dead seas of Mars. It is almost hairless, having only a great, bristly mane about its thick neck. It has a long lithe body that is powerfully muscled. The huge jaws are equipped with several rows of long needle-like fangs, and its mouth reaches to a point far back of its tiny ears. It has enormous protruding eyes of green.

When engaged in battle or taking down its prey, the banth will try to grab foes in its vice-like jaws while clawing at them with its four front legs.

.....

Calot (5d6): Init +5; Atk bite +3 melee (2d4); AC 13; HD 3d8; MV 60'; Act 1d20; SV Fort +1, Ref +5, Will -2; AL N.

The calot is essentially the undomesticated Barsoomian dog. About the size of a Shetland pony, the omnivorous calot has ten short legs. The head bears a slight resemblance to that of a frog, except that the jaws are equipped with three rows of long, sharp tusks. Calots have been described as "pop-eyed" in reference to their protruding eyes. The calot is endowed with extraordinary strength and stamina. Only the thoat can cover more territory in a single day.

Darseen, greater (2d6): Init +4; Atk bite +2 melee (1d6+2); AC 15; HD 3d8+1; MV 50'; Act 1d20; SV Fort +2, Ref +4, Will +1; AL N.

Darseen is a generic term for a whole family of species of Martian reptiles. There are small darseen, little chameleon-like lizards, and greater darseen, huge reptiles capable of severing the head from a man in one bite.

The largest mentioned is the monstrous albino lizard beneath Kadabra. The more common of the greater darseen are those that appear to be about half again as big as a monitor lizard.

.....

Malagor (1-2): Init +1; Atk claw (talons) +3 melee (3d6) or bite (beak) +3 melee (4d6); AC 16; HD 18d8; MV 10' or fly 90'; Act 2d20; SV Fort +4, Ref +2, Will +2; AL N.

The malagor is a giant flying creature thought extinct by the general population of Barsoom. In point of fact, however, there are 500 domesticated malagors in Morbus and the areas surrounding the Tonoolian Marshes. These domesticated creatures are used as a means of transportation in and around the Marshes.

With a wing spread of up to 20', malagor are able to fly great distances at speeds up to 60 miles per hour. They prefer to fly by day because the creature does not see well at night.

.....

Martian Men & Women

The martians of Barsoom are basically human except for the variation of their skin color: red is the dominant skin color, while yellow martians are found in the north. White martians (also known as Therns) are exceptionally rare, and black martians are generally known as being pirates, and are less common than red martians but more common than the white martians. Green martians are actually Tharks (see Thark).

Black martian (10d30): Init +2; Atk cutlass +5 melee (1d8+1); AC 15; HD 1d8+2; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +4; AL C.

The black martian is perhaps the single finest type upon all Barsoom, for its members are above average in both height and musculature. They are handsome in appearance and brave beyond compare. Furthermore, their bravery is matched by their fighting ability. They claim to be the "First Born" of all Barsoomian humans, and this is what they call themselves. Others, however, know them as the Black Pirates because of their propensity for raiding and plundering. They comprise about 5% of the population. The black martians inhabit the underground world of Omean and the "Rift" in the northern part of the Western Hemisphere.

Green martian (a/k/a Thark)

The green martians are really Tharks. See Thark below.

.....

Red martian (10d30): Init +1; Atk rapier +4 melee (1d8-1); AC 14; HD 1d8; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L or N.

The red race of humans is the most numerous upon Barsoom, and its members run the gamut, from the most superb fighters to the most abject cowards. It is this race which maintains most of the inhabited cities upon the planet, and, excluding the Green martians, they account for perhaps 75% of the population.

.....

White martian (a/k/a Therns) (10d30): Init +1; Atk rapier +3 melee (1d8-1); AC18; HD 1d8; MV 20'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL N or C.

White martians include the almost extinct Orovarions who have blonde or auburn hair and the bald Therns who wear yellow wigs. Although the latter are somewhat ignoble, both types are among the staunchest of fighters. They regard all races as beneath them, although they are somewhat in awe of the First Born (black martians). All Therns are not of equal ability, the best are awarded the title of Holy Therns. These latter constitute perhaps a third of all Therns. White martians comprise 10% of the Barsoomian population, with the Orovarions being only about 3%. Orovars are found only in lost cities; Therns inhabit the Valley Dor at the South Pole and some colonies within red martian cities.

.....

Yellow martian (10d30): Init +1; Atk hook sword +3 melee (dmg 1d8-1) or javelin +2 missile fire (1d6-1); AC 16; HD 1d8+2; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L or N.

These sturdy, black-bearded men are known as Okarians. They live in domed cities scattered about the northern polar region. As a race they are exceptionally capable fighters. Their chief weapons are the javelin, and the "cup shield" and hook sword used together. Any fighter engaging an Okarian with hook sword and cup shield would not violate the Barsoomian Code if he were to counter with long sword and short sword. The yellow men comprise about 10% of the total population.

.....

Orluk (1d12): Init +5; Atk 2 x front-claws +5 melee (2d8), 2 x mid-claws +4 melee (2d6), and bite +5 melee (2d6); AC 14; MV 35'; Act 5d20; SV Fort +6, Ref +4, Will +2; AL N.

An elephantine beast of prey with black and yellow striped fur, it is common

to the northern pole region of Barsoom. Their fur is exported to all parts of Barsoom. Orluk fur is generally worn by northern officers. Orluk are about the size of a jaguar, has four legs, great fangs, and a lust for blood like the little Jasoomian animal whose form it resembles. Although it has a keen sense of smell, it has rather weak eyes or else it would be far more deadly than it is.

.....

Plant men (1d10): Init +5; Atk 2 x talons +4 melee (1d8+4) or tail slam +2 melee (2d8+4); AC 16; HD 8d8+2; MV 30'; Act 2d20; SV Fort +6, Ref +4, Will +1; AL N.

The plant men inhabit the Valley Dor exclusively. They are 10' to 12' when standing erect, with short arms fashioned after the manner of an elephant's trunk, supple and sinuous. The body is hairless and a ghoulish blue except for a broad band of white which encircles the single, protruding eye, the pupil, iris, and ball of which are dead white. The nose is a ragged, inflamed circular hole in the center of the blank face, resembling an open wound. There is no mouth in the head. With the exception of the face the head is covered by a tangled mass of jet-black hair, some eight or ten inches in length. Each hair is the thickness of a large angle worm. The body, legs and feet are of human shape, but of monstrous proportions, the feet being fully three feet long and very flat and broad. The method of feeding consists of running their odd, dual purpose hands over the surface of the turf, cropping off the tender vegetation with razor-like talons and sucking it up through the two mouths, one in each palm. They are equipped with a six foot long massive tail, quite round where it joins the body, but tapering to a flat, thin blade toward the end, which trails at right angles to the ground.

.....

Sith (1d20): Init -2; Atk bite +3 melee (2d4+2) or stinger +1 melee (1d4 + poison); AC 14; HD 4d8; MV 5' or fly 50'; Act 1d20; SP poison (DC 8 Fort save or death); SV Fort +2, Ref +1, Will -3; AL N.

Sith are hornet-like monsters of the forests of Kobal, bald faced and about the size of a Hereford bull. The sith have frightful jaws on the front of their head and a poison stinger in their behind. The eyes, of myriad facts, cover three-fourths of the head, permitting the creature to see in all directions at the same time.

.....

Thark (green martian, and includes other tribes, such as the Warhoons; 1d8 for smaller tribes or 10d30 for larger tribes): Init +4; Atk 2 x greatsword +4 melee (4d6) or radium rifle +4 missile fire (3d6); AC 14; HD 10d8+1d4; MV 30'; Act 2d20; SV Fort +1, Ref +1, Will +0; AL N.

Also known as green martians, these creatures have six limbs: two for walking erect, two used as arms and two in-between which can be used as either. Eyes are set at extreme sides of heads and above center and can look in one or two directions without turning the head. Ears, slightly above

eyes and close together; small cup-like antennae protruding about one inch on small specimens. Noses are longitudinal slits entered in face midway between mouth and ears. The iris are blood-red, pupils are dark, eyeball is very white, as are the pair of tusks extending from the lower jaw upwards in a curve toward the center of the face where human eyes would be. They range in height from 12' to 15' tall and weigh up to 400 pounds.

These strange creatures are all nomadic, roaming about the dead sea-bottoms of Barsoom's once great seas. There are many tribes of green men, the largest being the Tharks, and the fiercest being the Warhoons. Smaller tribes are not noted on the most common Barsoom maps. The green martians typically take their tribal name from the abandoned city which they have chosen to house their Jed or Jeddak (Emperor). Of all their warlike abilities, their marksmanship with the radium rifle is by far the most outstanding. They are not prone to use their 40' lances against humans, except in large battles against many times their own number of red men, for example. They do, however, employ the lances extensively against other Green peoples. The greatsword is undoubtedly their favorite weapon!

There are perhaps two millions green tribesmen on Barsoom, with a total population of perhaps five million when females and children are considered.

.....
Throat, lesser (4d10): Init +1; Atk hoof +2 melee (1d8) or bite +1 melee (1d3); AC 13; HD 3d8; MV 50'; Act 3d20; SV Fort +5, Ref +3, Wil +2; AL N.

Throat, greater (4d10): Init +1; Atk hoof +3 melee (1d12) or bite +2 melee (1d6); AC 13; HD 6d8; MV 50'; Act 3d20; SV Fort +5, Ref +3, Wil +2; AL N.

The martian horse, or throat, comes in two sizes. The green martian, or greater throat stands 10' high at the shoulder with four legs to either side; a broad flat tail, larger at the tip than the root which is held straight out behind while running; a mouth splitting the head from snout to long massive neck. It is entirely devoid of hair and is of a dark slate color and exceedingly smooth and glossy. It has a white belly and the legs are shaded from slate at the shoulders and hips to a vivid yellow at the feet. The feet are heavily padded and without nails. Red martians ride a similar though smaller beast. The animal is a food source as well.

.....
Zitidar (1d12): Init -2; Atk front-claws +3 melee (2d8) and mid-claws +2 melee (2d6) and bite +1 melee (2d6); AC 16; HD 12d8; MV 35'; Act 5d20; SV Fort +8, Ref -3, Will -2; AL N.

Zitidar are six-legged mastodon-like draft animals. Their leather hides are used to make sandals, and they serve as a food source to many Barsoomian races.

BARSOOM BESTIARY ENCOUNTER TABLES

DEAD CITIES (ARID DESERTS)	
d20 Result	Encounter Type
1-3	Banth
4-5	Thoat
6-7	Calot
8-9	Ape, White
10-12	Thark (Green Martian)
13	Darseen
14	Martian – Yellow
15-16	Martian – Red
17	Martian – Black
18	Martian – White (Therns)
19	Special 1
20	Special 2

FOREST OF LOST MEN	
d20 Result	Encounter Type
1-2	Banth
3	Thoat
4	Calot
5-6	Ape, White
7-8	Sith
9-10	Forest People ('green' variation of 'blue' plant men)
11-12	Thark (Green Martian)
13-14	Darseen
15	Martian – Yellow
16-17	Martian – Red
18	Martian – Black
19	Martian – White (Therns)
20	Special 1 or Special 2

DIAMOND MINES OF GOTHAL	
d20 Result	Encounter Type
1-2	Calot
3-5	Ape, White
6-7	Darseen
8-15	Martian – Red
16	Martian – White (Therns)
17-18	Cannibal (as subhuman, see core rulebook p429)
19	Special 1
20	Special 2

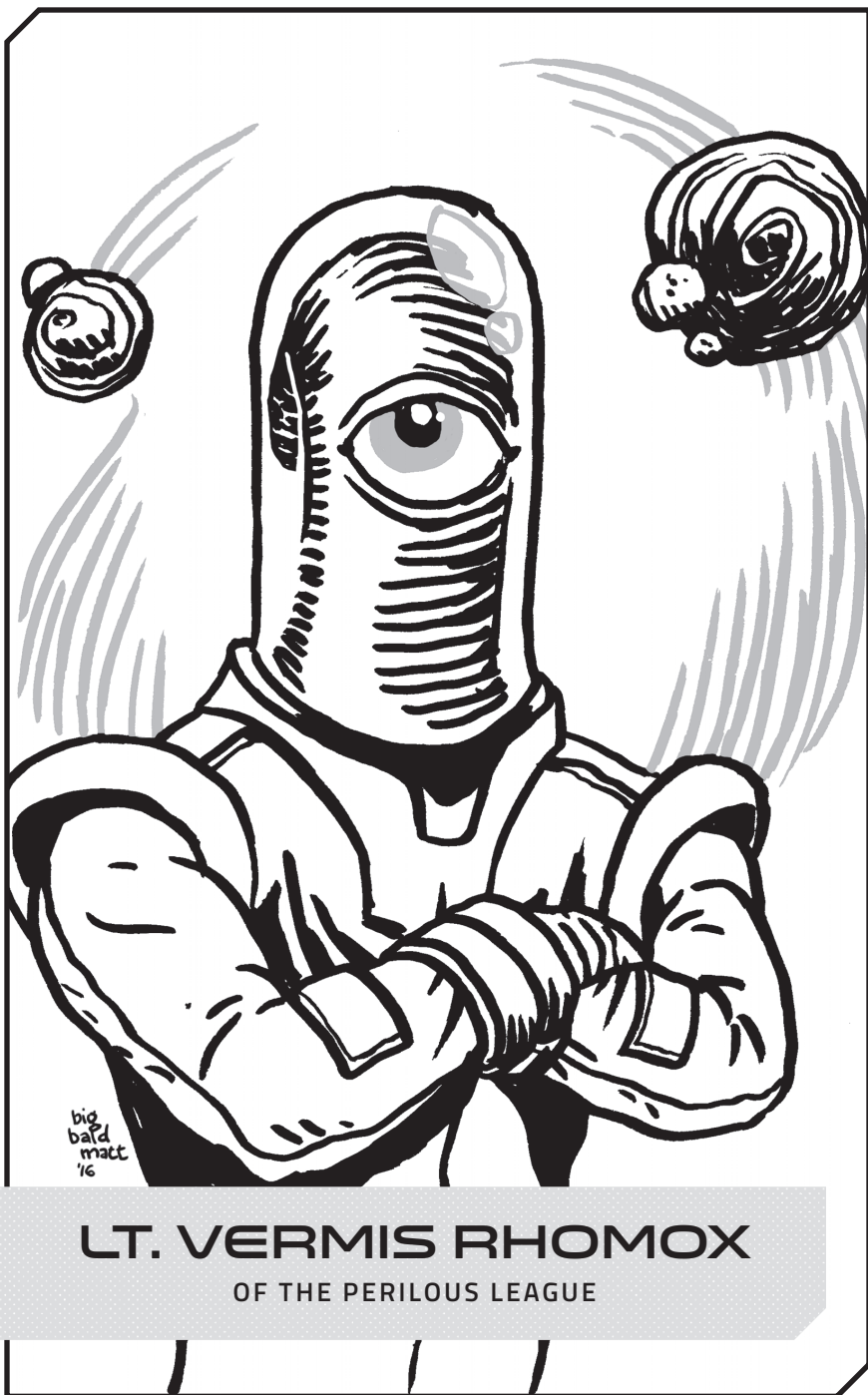
MARSHES OF TOONOLIAN	
d20 Result	Encounter Type
1-3	Banth
4	Thoat
5	Calot
6-7	Ape, White
8-9	Sith
10-11	Forest People ('green' variation of 'blue' plant men)
12	Thark (Green Martian)
13-14	Darseen
15	Martian – Yellow
16	Martian – Red
17	Martian – White (Therns)
18	Cannibal (as subhuman, see core rulebook p429)
19	Special 1
20	Special 2

THE ICE BARRIER AND THE KINGDOM OF OKAR	
d20 Result	Encounter Type
1-3	Apts
4	Calot
5-6	Ape, White
7	Thark (Green Martian)
8-13	Martian – Yellow
14-15	Martian – Red
16	Martian – White (Therns)
17-18	Orluk
19	Special 1
20	Special 2

SPECIAL 1 – ONE OR MORE NON-PLAYER CHARACTERS	
d14 Result	Encounter Type
1	Alchemist
2	Cleric
3	Ecclesiast (<i>Crawljammer</i> #5, p33)
4	Fighter/Warlord
5	Helmsmen (<i>Crawljammer</i> #6, p6)
6-7	Lizardman Mercenary (<i>Crawljammer</i> #1, p14)
8	Merchant
9	Pitman (<i>Crawljammer</i> #6, p6)
10	Psychic Knight (<i>Crawljammer</i> #3, p7)
11	Riftrunner (<i>Crawljammer</i> #4, p8)
12	Sage
13	Technomancer (<i>Crawljammer</i> #2, p6)
14	Wizard

SPECIAL 2 – OTHER PLANAR CREATURES AND EXTRATERRESTIAL ENTITIES	
d60 Result	Encounter Type
1	Ape-men War-party (<i>Crawljammer</i> #7, p10)
2	Ape-men Warriors (<i>Crawljammer</i> #7, p27)
3	Beholder
4	Bloodworms, Giant (<i>Crawljammer</i> #7, p12)
5	Cactus Men of Alpha Centauri (<i>Crawljammer</i> #2, p3)
6	Corpse Worm (<i>Crawljammer</i> #7, p23)
7	Cyber-hounds (<i>Crawljammer</i> #1, p31)
8	DeathJay (<i>Crawljammer</i> #7, p10)
9	Demon
10	Devil
11	Djinni
12	Dragon
13-15	Efreeti
16	Eldritch Leech (<i>Crawljammer</i> #6, p17)
17	Elemental
18	Evil Android (<i>Crawljammer</i> #2, p25)

19	Feral Tigerwoman (<i>Crawljammer</i> #2, p26)
20	Flatworms, Giant (<i>Crawljammer</i> #7, p12)
21	Flying Attack Drone (<i>Crawljammer</i> #5, p19)
22	Fungaloid (<i>Crawljammer</i> #4, p14)
23	Giant
24	Githyanky
25	Gorgon
26	Guardina, Invisible (<i>Crawljammer</i> #4, p32)
27	Hydra Worm (<i>Crawljammer</i> #7, p20)
28	Jann
29	Ki-rin
30-31	Lich
32-33	Lizardmen, green (<i>Crawljammer</i> #4, p29)
34-36	Lizardmen, red (<i>Crawljammer</i> #2, p21)
37	Martian Genetically-Altered Rage Zombie (<i>Crawljammer</i> #2, p30)
38	Mechanical Brain (<i>Crawljammer</i> #7, p5)
39	Mechaoid Soldier (<i>Crawljammer</i> #5, p19)
40	Moon Octopus (<i>Crawljammer</i> #2, p3)
41	Moonrock Crawler (<i>Crawljammer</i> #6, p27)
42	Muckworms, Giant (<i>Crawljammer</i> #7, p13)
43	Pale Neptunian (<i>Crawljammer</i> #2, p31)
44	Phase Creature or Shadow Creature
45	Phlogiston Eel (<i>Crawljammer</i> #6, p15)
46	Pseudodragon, Bronze (<i>Crawljammer</i> #2, p30)
47	Ring Bats (<i>Crawljammer</i> #7, p14)
48	Robot (<i>Crawljammer</i> #6, p26)
49	Rock Terror (<i>Crawljammer</i> #6, p17)
50	Shapeshifter (<i>Crawljammer</i> #3, p29)
51	Silvermancer (<i>Crawljammer</i> #1, p24)
52	Sky Scavenger (<i>Crawljammer</i> #6, p30)
53	Slaad
54	Space Harpies (<i>Crawljammer</i> #2, p31)
55	Spore Slavers (<i>Crawljammer</i> #2, p4)
56	Titan
57	Vampire
58	Violent Voidspace (<i>Crawljammer</i> #2, p5)
59	Vulkagon Savages (<i>Crawljammer</i> #2, p5)
60	Zanist, Treerangers (<i>Crawljammer</i> #1, p30)



LT. VERMIS RHOMOX
OF THE PERILOUS LEAGUE

TO HALLS OF VALHALLA... AND BACK AGAIN!

HOUSE RULES FOR EXPANDING PLANAR TRAVEL

By Jon Hershberger and Jon Carnes



The City of Brass... Valhalla... Asgard... Olympus... Limbo.... Tarterus... Hades... the Abyss... the Nine Hells!

These names conjure up vivid images for those familiar with their uses in mythology, fantasy literature, and role-playing games. And for good reason — these locations represent some of the most fantastical, supernatural, and otherworldly locations we’ve only read about. Through these mediums, we can at times be transported to many of these otherworldly locations for exploration and adventure.

Here, then, is a working set of house rules for expanding and fleshing out the ‘travel’ or ‘journey’ aspect of planar travel for fantasy campaigning. The basic concept for these house rules came from my reading of Jeff Grubb’s “Plane Speaking” article from *Dragon* #120, which outlined some guidelines for dealing with the material component of AD&D’s fifth level clerical spell plane shift, and from my reading of Larry Granato’s “Plenty of Planar-encounter Possibilities” article from *Dragon* #213. My hope is that these supplemental planar travel guidelines will help you maintain some of the wonder, mystery and whimsy in your game, characteristics that at times may seem to have been lost over the years.

In DCC RPG, magic users have the third level magic user spell planar step, which allows the spellcaster to step, quite literally, to another place in the universe. The spell's details provide for varying degrees of success, as well as for spell failure and the resulting misfire. The concepts in this article are not meant to replace how planar step works in your game. Rather, the concepts in this article are meant to supplement those rules for instances not specifically addressed in the DCC RPG rules. For example:

- a spellcaster might come across a new spell or spell-like ability that enables the caster to project him or herself into the astral or ethereal planes;
- a character might encounter a phase door apparition or device and wish to see what lies on the other side;
- a party of adventurers might discover a new magic item that opens a dimensional portal, or maybe they discover the portal itself, and decide to see where it leads;

Planar Travel – the Basics

When using planar travel, by whatever means available, there is a base 35% chance of a planar encounter or a planar mishap of some kind occurring, meaning that 65% of the time the caster would arrive at the desired destination just as intended and without having any kind of planar encounter or mishap take place. This base 35% chance can be reduced by any of the following (but not generally below 1%, or 5% if the judge is feeling meddlesome):

- By acquiring an enchanted focusing device, such as a magical tuning fork, an enchanted ocular prism, a pair of magical optics or lenses, or any other sort of device that helps the spell caster focus their energies upon the planar destination. (Maximum adjustment to the base probability from a magical focusing device should not exceed 15%.)
- By becoming familiar with the desired destination, either by conducting research and investigative surveys about the destination, or by making repeated visits to the target destination. (Maximum adjustment to the base probability from familiarity with the destination should not exceed 10%.)
- By being of a higher experience level, the caster increases his or her chances of successful planar travel, and reduces the probability of an unexpected planar incident. (Maximum adjustment to the base probability from level progression should not exceed 10%.) **Game Master Tip:** consider allowing a 2% improvement in the chance of successful planar travel for every level the caster exceeds the level needed to cast the specific spell.

It is left to the individual Game Master or judge to help the characters figure out the parameters of enchanted focusing devices, the costs and time required for planar research, and how the caster's level impacts the degree of success of planar travel. **Game Master Tip:** Presenting the characters' search for such enchanted focusing devices as a potential opportunity for a quest could be a great adventure hook.

Planar Encounters and Planar Mishaps

As a point of reference, Appendix C of the (First Edition AD&D) *Dungeon Masters Guide* suggests checking for encounters at the beginning, the midpoint, and the end of a planar journey, with encounters occurring 5% of the time.¹ That

TABLE A: PLANAR ENCOUNTER OR MISHAP

1d6 Roll	Result
1-3	A planar encounter is about to occur. Consult Table B-1.
4-6	A planar mishap is about to occur. Consult Table B-2.

TABLE B-1: PLANAR ENCOUNTERS

2d12 Roll	Result
If traveling the Astral Plane, Consult AD&D <i>DMG</i> , Appendix C, page 181 — Astral Encounter Table.	
If traveling the Ethereal Plane, Consult AD&D <i>DMG</i> , Appendix C, page 181 — Ethereal Encounter Table.	
2	Basilisk or Cockatrice
3	B' older (a/k/a Eye Killer)
4	Brain, Elder
5	Characters: party of high level NPCs
6	Couatl
7	Death Knight riding a Nightmare
8	Demon (select randomly or choose from minor, major, or prince)
9	Devil (select randomly or choose from lesser, greater or arch)
10	Djinni or Jann
11	Dragon (select randomly or choose as appropriate)
12	Efreeti (choose between lesser, major, or elder)
13	Elemental (select randomly or choose as appropriate)
14	Giant (choose between storm or cloud)
15	Githyanky assault team
16	Gorgon
17	Ki-rin
18	Lich
19	Night Hag
20	Phase Creature or Shadow Creature
21	Team of Slaad 'missionaries'
22	Rakshasa
23	Titan (choose between lesser, major, or elder)
24	Vampire

approach may be acceptable, or it may be presenting more risk than you're willing to subject your players to on a regular basis. Whatever the frequency of checking you decide upon, once an encounter or mishap is determined to occur, consult the following tables for the specifics of what your characters are going to get to deal with on their inter-planar journey.

TABLE B-2: PLANAR MISHAPS

2d8 Roll	Result
2	Slows planar travel, necessitating additional check(s) for encounter(s). ¹
3	Intra-planar misdirection: caster is disoriented and lost for 1-10 days, then arrives at a randomly determined (or judge chosen) location on 'current' plane. ²
4	Spell corruption: spellcaster experiences a planar mishap which triggers minor spell corruption. Refer to page 116 of the DCC RPG rulebook for specific Minor Corruption results. ³
5	Planar misdirection: caster is disoriented and lost for 2-20 days, then arrives on desired plane but at a randomly determined (or judge chosen) location. ⁴
6	Planar misdirection: caster is disoriented and lost for 2-20 days, then arrives on a randomly determined (or judge chosen) plane. ⁵
7	Planar misdirection: caster becomes disoriented during casting, then arrives on one of the following energy/other planes: the Positive Material Plane, the Negative Material Plane, or the Plane of Shadows.
8	Planar misdirection: caster becomes disoriented during casting, then arrives at a randomly chosen (or judge chosen) location where another high level, plane traveling spell caster is attempting planar travel, spoiling the 'other' caster's spell. Roll for initiative!
9	Planar tinge: spellcasting PC (or traveling PC) picks up, or takes on, a tinge of the destination plane, whereupon a permanent alteration is caused by the specific planar tinge. As determined exclusively by the game's Judge, the planar tinge should reflect the nature and flavor of the destination plane. Although potentially horrific sounding, the actual effect of the planar tinge should be minor in their game mechanical effect. For instance, a PC traveling to Limbo might gain a -2 penalty to saves against mind-affecting encounters to reflect their mind being shaken by exposure to the raw essence of the raw chaos of Limbo.
10	Planar 'black hole' appears: 50% of the time it will draw PCs (or their magical gear) into the void and 50% of the time it will project planar debris across the planar expanse. PCs sucked into the void suffer damage of 10d6 and end up on another plane. Debris disgorged from the planar void has a 5% chance of striking a PC, doing 3d6 of damage. 5% of the debris disgorged is a valuable or magical item. ⁶
11	Temporal, planar, energy or magical displacement affects the traveler(s). Temporal displacement alters the timeline with regard to the planar travel (forward or backward in time). Planar displacement alters the destination plane for the traveler(s). Energy displacement drains (or recharges) magic items with charges and tech items if possessed. Items fully drained crumble to dust while overcharged items detonate causing 10d6 damage. Magical displacement causes magical properties of items possessed to become altered, potentially permanently. ⁷

CONTINUED >

TABLE B-2: PLANAR MISHAPS (CONTINUED)

- | | |
|----|---|
| 12 | Planar fatigue: too much planar travel causes the caster/traveler to become fatigued from over use. Rest of 1d4 days required. ⁸ If the spellcaster or traveler desires to continue to adventure or to continue on his or her planar journey, in spite of planar fatigue setting in, the spellcaster should be required to spellburn for each day of required rest that is foregone. The rate of spellburn required to 'push through' the planar fatigue and forego the requisite rest period is 3 points of physical attribute burn per day of rest foregone. Thus, a wizard that becomes subject to planar fatigue and that is required to rest for 4 days would be required to burn 12 points of temporary physical attribute loss to push through the fatigue and forgo resting. |
| 13 | A tear in the planar fabric is caused, drawing really nasty creatures to location of the caster. Refer to Table B-1 Planar Encounters . ⁹ |
| 14 | A dud: the spell cast simply lacks sufficient magical energy to function, leaving the caster at his location at the time of the failed casting. |
| 15 | <p>Planar trait: spellcaster (or traveling PC) picks up, or takes on, planar traits reflective of the destination plane, based on a relatively simple yet escalating table of effects, to be stipulated and determined exclusively by the game's Judge.</p> <p>The lesser effects of the planar trait table should be mild and cosmetic in nature, and easy to mask or conceal. These effects could be loosely modeled after the results on Table 5-3 Minor Corruption.¹⁰</p> <p>The middle-level planar traits should be more serious than the lesser effects above, and should involve physical corruption, representing the harshness of the Outer Planes, along the lines of the Minor Corruption and Major Corruption, Tables 5-3 and 5-4, respectively.¹¹</p> <p>The most extreme planar traits should involve incredibly dangerous psychic, moral, or magical corruption, making this outcome one to be avoided when possible. For sample effects upon which to model extreme planar traits, refer to Table 5-5 Greater Corruption.¹²</p> |
| 16 | Death to the caster and anyone traveling with him! Fate can be cruel at times, and this is one of those times. Due to trans-planar dynamics and/or physical stresses placed upon the caster at the time of casting, the spell caster dies unceremoniously (saving throw optional). |

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[Author's note: This article is an adaptation of a previous article I wrote several years ago for *Knockspell* magazine. Originally titled "The Planes: Playgrounds of the Rich and Powerful", the original article appeared in *Knockspell* No. 3, from the summer 2009.]

Article Footnotes:

1 Gary Gygax, Official Advanced Dungeons & Dragons® *Dungeon Masters Guide*, rev. ed. (U.S.A.: TSR, Inc., 1979), 181.

Table Footnotes:

1. Gary Gygax, Official Advanced Dungeons & Dragons® *Dungeon Masters Guide*, rev. ed. (U.S.A.: TSR, Inc., 1979), 181.

2. Larry Granato, *Dragon Magazine* #213, "Plenty of Planar-encounter Possibilities", 43-48.

3. Joseph Goodman, *Dungeon Crawl Classic Role-Playing Game*®, (U.S.A.: Goodman Games, Inc., 2012), 116.

4. Gygax, *Dungeon Masters Guide*, 181.

5. *ibid.*

6. Grant, 45.

7. *ibid.*

8. *ibid.*

9. *ibid.*

10. Goodman, *Dungeon Crawl Classics Role-Playing Game*, 116.

11. Goodman, *Dungeon Crawl Classics Role-Playing Game*, 116 and 118.

12. Goodman, *Dungeon Crawl Classics Role-Playing Game*, 118.



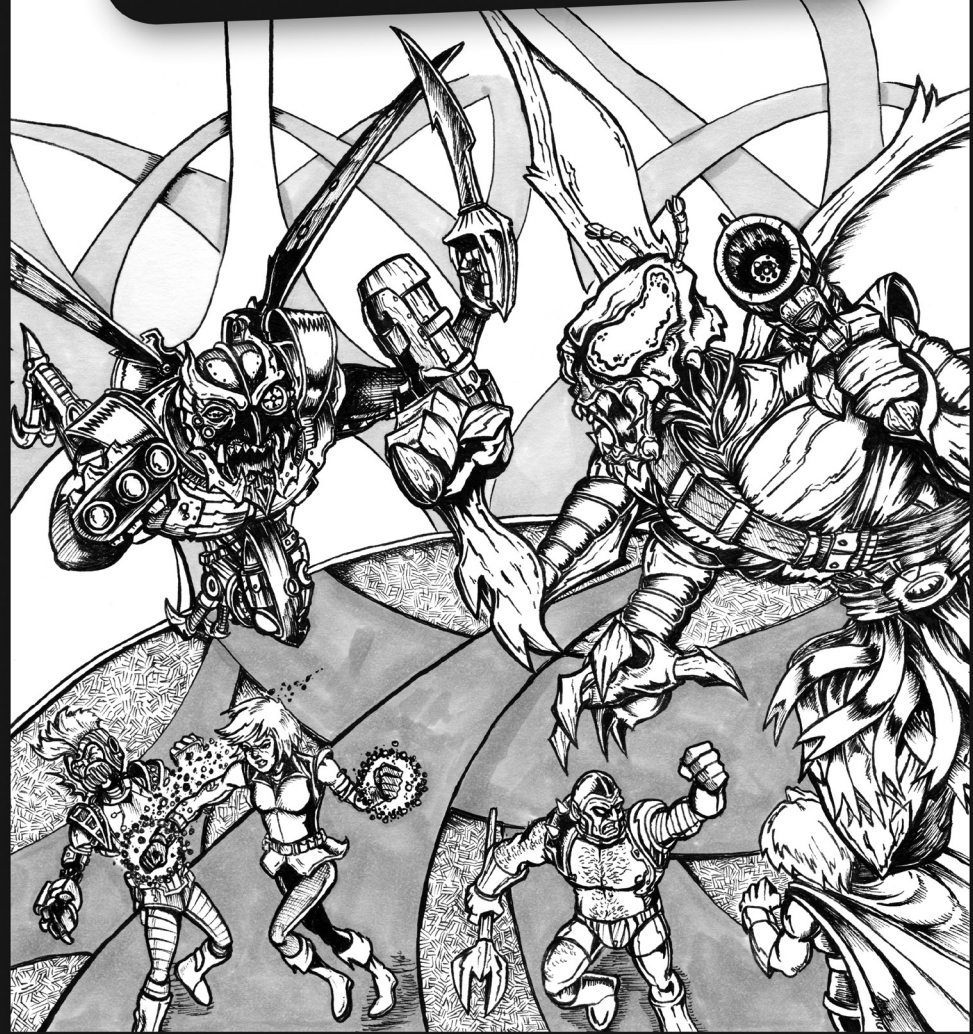
CRAWLJAMMER presents Julian Bernick's

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THE OBLIVION SYNDICATE AND THE MILLENNIAL MEAD



THE OBLIVION SYNDICATE AND THE MILLENNIAL MEAD

A CRAWLJAMMER ADVENTURE FOR 4TH-LEVEL CHARACTERS

by Julian Bernick.

*Special thanks to playtesters: Clint Bohaty, Jon Carnes,
John Dahlstrom, Trevor Hartman, Brett Slocum.*

INTRODUCTION

Set firmly in the “Crawljammer-verse”, this adventure assumes the judge and players have a passing familiarity with Crawljammer and the science fiction conceit of parallel universes and evil counterparts. It’s a perfect way to have Earthbound characters change it up and enter the worlds of Crawljamming! Having said that, this adventure can be easily adapted to any Crawljammer or standard DCC RPG campaign! (For much more information about the Perilous League and the Crawljammer canon, read *Crawljammer* #3, “The Secret History of the Perilous League.”)

ADVENTURE BACKGROUND

Beyond the dimensional walls of time and space are countless worlds much like our own, some vastly different, some nearly identical. But in one wayward parallel universe, the founders of the Perilous League, Kyria Sunstone and Lord Levanox, were ambushed psychically on their deathbeds by a monstrous Black Pearl—brought to them by an unsuspecting adventurer who had no idea what he was doing.

The Black Pearl psychically assaulted the Perilous Couple, using their fear of death to fuel its necrotic energies and reinvigorating them with its raw chaos energy. At their urging, they reconstituted the Perilous League as the death cult known as the Oblivion Syndicate, which fanned out over the Solar System in search of magical objects needed to increase the Black Pearl’s power. They were dreadfully successful. Under the Pearl’s influence, the Perilous Couple performed the Anomalous Rite, sacrificing one artifact from each world, thereby turning the Black Pearl into an entropic anti-sun at the heart of a mutated solar system.

Now, the undying Perilous Couple rule from their mausoleum, treating the system’s denizens as pawns and reaching out across time and space to try to make more and more dimensions like their own! At the direction of the corrupted Perilous Couple, the Perilous League, now re-born as the Oblivion Syndicate, pursues its ultimate goal—the destruction of every living soul on the nine planets!

Now, the Oblivion Syndicate has breached the cosmic gates and entered your world... Slowly, the Syndicate's agents have gathered the artifacts of eight worlds and now only one remains! Can your players stop their task force from attaining the last artifact and enacting the Anomalous Rite?

ADVENTURE SETUP

The adventure starts when the PCs are approached by a stranger who wishes to hire them for a very lucrative and unique adventure. The stranger is the lizard man, H'Grunth H'Grunthorr, Captain of the Perilous League! (If lizard men would be exotic in the PCs' home setting, he is cowed and careful not to reveal his face.) He tells the PCs how a group of adventurers from far away have journeyed to the PCs' home system in order to steal the Millennial Mead of Galasha, an Elven vintage that matures once a millennium. Their purpose is to use this precious beverage in a heinous rite.

Very soon, the finally matured mead of Galasha will be opened for a party of diplomats, royalty, and wizards. H'Grunthorr wants to hire the PCs to accompany him, infiltrate the celebration, and thwart the interlopers' plan. The catch? The thieves are evil counterparts of the PCs themselves from the parallel world of System 3—and the Elven vineyards of Galasha are on Neith, a moon of Venus!

H'Grunthorr can introduce the adventurers to crawljamming and proposes to get them membership in the Perilous League of their home system if they help out!

H'Grunth H'Grunthorr: Init+1; Atk TH Sword +d5 melee (1d10+d5) and/or Laser Pistol +d5 ranged (1d8+d5); AC 16; HD 6d12; hp 55; MV 30'; Act 1d20+1d16; SP Lizard Man Mercenary in CJ #1, Ref +3, Fort +6, Will +2; AL N.

ENCOUNTERS

1. Transit to Neith
2. The Honey-Hives of Galasha
3. Impostor Setup
4. The Necrosaur
5. PCs from System 3!
6. Ending the Adventure

1. TRANSIT TO NEITH

H'Grungthorr has his battlecraft, the *Vanquisher*, floating in a nearby bay. Obviously, unless on a world where crawljamming is well-known, the ship will need to sail to the open sea, far away from civilization and then lift off and make for space!

The Vanquisher

Battlecraft: Init +5; Atk Ballista +4 ranged (1d8+2) plus catapult +1 ranged (1d12); AC 15; HD 4d8; HP 28; MV 50'; Act 1d20; SV Fort +5, Ref +2, Will +2; Crit d10; Fumble d10; Composition: wood; Luck pool: 4.

OPTIONAL ADVENTURE DURING TRANSIT

As you approach the cloud-covered planet of Venus, you enter a cloud of silver gas. Visibility is cut to only a hundred yards in any direction, and H'Grungthorr gives the order to slow the ship, mentioning that this sort of cloud is sometimes used by wily pirates to set an ambush. Sure enough, three longships emerge from aft, lee, and starboard. On the deck of each is a savage minotaur waving a battle axe and bellowing at his pirate gang, waiting to use their grapples to board the Vanquisher!

Three minotaur brothers, Kragar, Grakar, and Hemley, have taken up a life of piracy between Terra and Venus. Each minotaur captain commands a Floating Longship and has a crew of 10 able-bodied pirates (besides the crew dedicated to sailing the vessels). These three pirate ships, the *Axer*, the *Grinder*, and the *Masher*, prey on larger ships by using their numbers to surround and board opponents, then mercilessly put them to the axe.

The Floating Longships are outfitted with ballistae. The minotaurs whip their troops into a frenzy before boarding, so they are on deck and vulnerable to distance attacks once in range. If any of the minotaurs are reduced to 25% of hit points, they will run below decks. In that scenario, or if any of the three minotaurs are killed, the slain captain's ship will break off its attack and retreat. If two ships retreat, the third will also retreat.

The Axe, the Grinder, the Masher

3 Floating Longships: Init +0; Atk Ballista +2 ranged (1d8+1); AC 12; HD 2d8; hp 10; MV 40'; Act 1d20; SP personal ranged weapons may be fired on deck at +2 to hit vs. enemy craft; SV Fort +2, Ref +0, Will +2; Composition: wood; Luck pool: 4.

Minotaurs (3): Init +3; Atk axe+4 melee (2d6+3); AC 15; HD 4d8; hp 16; MV 30'; Act 1d20; SP charge (Minotaur may charge and gore with horns for 2d6 damage. Opponents failing Ref save vs. attack roll are pushed up to 10' back); SV Fort +5, Ref +1, Will -1; AL N.

Pirates (30): Init +0; Atk short cutlass (1d6); AC 12; HD 1d8; hp 4; MV 30'; Act 1d20; SV Fort +0 Ref +1, Will -1; AL N.

If the adventurers manage to board any or all of the minotaurs' ships, the characters will find plenty of alien coins, bizarre gems, baffling star charts, and two vials of green and pink fluid respectively:

1. A Potion of Wondrous Things (Pink)—Whatever the user imagines is true for d7+1 rounds.

2. A Potion of Wondrous Things (Green with floating solids)—User must make a DC 10 Fort save or take 2d5 points of damage. If check is made, he heals 3d7 points of damage.

For more information on Crawljammer ships and battles, see *Crawljammer* #1; for Advanced Crawljamming rules, see *Crawljammer* #6!

2. THE HONEY-HIVES OF GALASHA

After surviving a tense space battle with three minotaur-captained ships, you find yourself slowly sinking through the pale green clouds of Neith before gently landing in a vast lake of lavender “water” amongst many other vessels, some resembling classic seagoing ships, others fish- or even insect-shaped.

H'Grungthorr intends to remain on the ship to keep the crew ready for a quick take off and to ensure that the Vanquisher is not sabotaged. As you leave the ship and its crew, H'Grungthorr gives you a writ of invitation for the events at hand, and he sends you toward a large cluster of buildings that appear to be made out of yellow, honey-colored crystal. Outside of the buildings is a large pavilion in which well-dressed creatures from nine planets mingle and chat, each whispering in hushed tones about the chance to finally sip the Millennial Mead.

Moving amongst the crowd are your hosts: tall, placid blue Elves, looking like the fey of your homeworld except for the bulging, multi-faceted organs they have in place of their eyes. The high officials, wearing striped robes of black and gold, are guarded by serious-looking soldiers in chitin armor and carrying rapiers and crossbows.

The Bee-Elves of Galasha

The blue “Bee-Elves” of Galasha are unique amongst Elf-kind. Though appearing mostly like normal Elves with the usual Elven grace and wit, they live in vast hives of crystal and ambergris and brew the highest quality mead in the Multiverse. The Bee-Elves have insect eyes, which are split into bulging, multi-faceted organs where their eyes should be. They also sport diaphanous wings that help lightly armored Elves move faster than regular land-bound Elves (MV 40'). Lastly, their blood is poisonous and is used in their weaponry.

The Counterfeit Party

When the PCs arrive, their counterparts have already used forged documents



to join the celebration. Their ship, the *Violator*, is anchored in the lavender bay with the rest. Since the Necrosaur has joined the counterfeit PCs at the celebration, thoughtful PCs may be able to take advantage of this and cut off their means of escape.

The Celebration of the Millennial Mead

Events at the Honey-Hives should follow the timeline described unless disrupted by the PCs. If the PCs choose to ignore their counterparts or the theft, the Judge should improvise the response of the Bee-Elves. (Given their similarity to the thieves, they would have a tough time explaining their resemblance and/or why they did not act to prevent the theft!) Of course, many other adventures can come out of such a gathering; after all, there are beautiful people, jewelry, plots, and intrigues and perhaps more than one group of thieves in the crowd.

Just about any encounter is possible in this gathering, but five ideas are presented here for fun interactions and possible plot hooks.

- A bipedal beetle artist (painter) is looking for the world's most beautiful man to paint.
- A beautiful Zanist woman from Venus (See *Crawljammer* #1) picks the highest Personality character of the party to flirt with, trying to make her partner (a Zanist warlord) jealous.
- A wild-eyed purple-skinned dwarf from Neptune (or perhaps "Neptune") raves that he knows the location of an ancient treasure on Mars. This perfectly shaped diamond skull rests in a black pyramid the size of a city and is full of screaming zombies.
- A prim and proper war-nun of the church of Ganymede has journeyed here in hope of sipping the one taste of alcohol she may experience in her life according to her religion.
- A dapper human slaver dressed in crimson is not even interested in the mead but rather wishes to sell his wares to the rich and powerful gathered here.
- ... And many more!

The Millennial Mead

Not only is the mead the subtlest, sweetest, and smoothest alcoholic beverage that any mortal has ever tasted, it also has one property that is highly esteemed—it will permanently raise any PC attribute by 1 (player choice). Drinking multiple servings of mead does not result in more raising of attributes. The drink is potent! Drinking more than three servings results in a permanent loss of one point from a randomly determined attribute.

The Lottery

Because many guests are in attendance and the demand for the mead is high, the Bee-Elves have run a lottery system. Upon showing their writ of invitation, guests receive a ticket and winning numbers are pulled before the mead is served. The Syndicate PCs are neither patient nor circumspect enough to wait to find out if they have a winning ticket, preferring to act with certainty to win the mead.

3. IMPOSTOR SETUP

It's entirely possible that the characters won't need any prodding to locate their doubles and attack, apprehend, or otherwise thwart them. If they are slow to act on this, the counterfeit PCs will make the first move, assuming that the PCs are hostile.

As you mingle with the crowd, lovely bee-girls pass amongst the mingling guests, distributing nectar-wine and newer vintage mead (as a preliminary). Small insect snacks are passed out as well, some of them quite tasty! Suddenly, there's a hush in the crowd, and you see the guests parting in one direction to reveal a squad of Elf-drones armed with rapiers and hand crossbows. A bright yellow-skinned woman in a tight gown of swirling rainbow colors points at you, "There they are, the ones who took my necklace!"

With this, the 10 Elf-drones begin to surround you. "Put down your weapons and come with us," says one of the Elf-drones, stepping forward. As they say this, you see in the other direction one of your own counterparts just as H'Grungthorr described—identical save for some superficial marks and accompanied by a black-scaled counterfeit of H'Grungthorr himself! When your eyes meet, the counterparts start moving toward the crystal hive-buildings while the black-scaled lizard man appears to be covering their retreat.

Elf-drones (10): Init+2; Atk rapier +1 melee (1d7+1) and/or hand crossbow +1 ranged (1d4 + Galashan blood poison); AC 13 (hide/chitin armor); HD 1d8; hp 6; MV 40'; Act 1d20; SP Galashan blood poison (DC 15 Fort save or 1d4 damage); SV Ref +3, Fort +0, Will +2; AL N.

Due to their hive-oriented nature, the blue Elves of Galasha are less independent-minded than most of their kin. These guards take their duty to the hive seriously and will fight to the death. Twenty more Elf-drones will

arrive in 10 rounds. If the PCs surrender, they will be taken alive, and the details will be sorted out by wise Elven “Buzz Wizards”, the leaders of day-to-day matters for the hive. In assessing the crimes of the PCs, the lives of the Elf-drones are not held in high esteem; the Millennial Mead on the other hand is precious beyond measure, and its theft or destruction would be punished with something literally worse than simple, mundane death.

Danga Mitrzash, the Venusian woman who was robbed by the PCs’ counterparts, quickly fades into the crowd if the PCs easily dispatch the Elf-drones. She wants no part of combat with dangerous robbers. However, if the counterfeits are not fully exposed as the true culprits in the following events, she may very well hire bounty hunters to seek her necklace or her revenge as the necklace was a family heirloom, and its loss will prevent her from claiming her hereditary palace on Venus. (Danga’s further actions are left to the Judge’s discretion.)

The next encounter assumes that the PCs overcome the Elf-drones; the rest of the crowd is either too weak, too scared, or too jaded to interfere.

4. THE NECROSAUR

As you turn away from the Elf-drones, the crowd gives way and you see your counterparts disappearing through a large arched entrance into the Honey-Hive structure.

Blocking your way is a fierce-looking counterpart to H’Grunth H’Grunthorr himself. But this interloper’s scales are dyed black, and his eyes burn with an unearthly blue energy. His voice carries a hollow tone as he readies for your approach, drawing his two-handed sword. “Stay out of this business and you may live, fools—for as long as your spit-ball solar system endures anyway. Live out the rest of your meaningless little lives in peace, or find your death now at the hands of the Oblivion Syndicate!”

H’Grunth H’Grunthorr’s System 3 counterpart is quite different from those the PCs have met. As one of the Oblivion Syndicate’s greatest warriors, this H’Grunthorr was chosen by the evil Perilous Couple to receive the most profane blessings of their death-cult. Now, H’Grunthorr has been transformed into a ferocious, thanatos-powered, life-hating warrior known as *THE NECROSAUR*.

The Necrosaur (he only dimly remembers and will not answer to his old name) is wholly committed to the cause of the Oblivion Syndicate, and he will quite willingly embrace oblivion by laying down what remains of his twisted, corrupted life by covering his squad’s theft of the Millennial Mead.

Since each opponent’s death makes him stronger, he will attack the weakest-looking targets first (particularly wizards, halflings, and elves). He will fire his laser pistol when he is rushed, then draw his two-handed sword to deal death close-up.



The Necrosaur: Init+1; Atk TH Sword +d5 melee (1d10+d5+special) and/or Laser Pistol+d5 ranged (1d8+d5); AC 16; HD 6d12; hp 55; MV 30'; Act 1d20+1d16; SP Thanatos power, Crit die d24 on Table V, Lizard Man Mercenary in CJ #1; SV Ref +3, Fort +6, Will +2, AL C.

Thanatos-powered special abilities:

- Each blow that hits an opponent will strengthen the Necrosaur by one hit point.
- If the Necrosaur drops an opponent (reduces to zero hit points or less), the Necrosaur immediately receives d12 hit points. This power manifests as sparks (or bolts) of sickly blue light and an intense ozone smell.
- When/if destroyed, the Necrosaur explodes in a cascade of necrotic energy—everyone within 15 feet must make a DC 15 Fortitude save or lose d4 Stamina until such time as they are fully able to get one night's rest and recuperation.
- Vulnerability—As a being imbued with unholy energies, the Necrosaur can be turned as an undead creature.

5. PCS FROM SYSTEM 3!

Depending on the battle with the Necrosaur and whether Elf-drone reinforcements arrive, the PCs will either follow their counterparts into the Honey-Hive building or encounter them leaving the Honey-Hive. As a rule, if the Necrosaur is dispatched within 2 rounds, the PCs may catch their counterparts trying to defeat the various traps detailed below. If it takes longer than 3 rounds to deal with the Necrosaur, the PCs will encounter their counterparts in the process of escaping with the mead. The Necrosaur will do everything he can to cover their escape completely, including sacrificing himself.

The PCs' counterparts should be considered armed and equipped with basically the same gear. The judge should use their optimal attacks and tactics

to fight the PCs, but remember that their goal is to escape with the Mead and return to System 3 (to do this, they need to take off in their battlecraft, the Violator, and make their getaway). Thus, they will favor attacks that disable, distract, and occupy the PCs (and any Elf-drones who arrive on the scene).

This is potentially a very difficult encounter; if the judge wishes to be merciful (!), the judge may rule that some of the counterparts were injured by the various traps guard the Millennial Mead.

Counterfeit Statistics

Get your players' character sheets ahead of time and consult Table 5-1 to determine how the counterfeit PCs differ from the player characters. If the characters hit upon the idea that they should be able to anticipate their alter egos' moves, give the PCs a Luck check to try to guess what they will do for a +4 initiative and +2 attack bonus.

If facing other familiar counterparts (of their companions and well-known friends), give them a +2 initiative and a +1 attack bonus.

TABLE 5-1: DISTINGUISHING MARKS OF SYSTEM 3 PC COUNTERPARTS	
Random Roll	Mark/Characteristic
1	Hideous scar on face
2	Different signature weapon
3	Different skin color
4	Different hair color
5	Walks with limp
6	Missing limb/hand
7	Unique gear/armor — flashy bright color
8	Different gender
9	Different age (10 years older/younger)
10	No difference — character's body and gear are 100% identical

The Honey-Hive and the Millennial Mead

Inside the nearest small hive building is a low depression, around 30-foot diameter, filled with opalescent clumpy liquid. In the center is a raised dais on which is a shelf with five big (magnum-sized) bottles covered with various labels and marks in what appears to be the Bee-Elf language.

The honey-wine is stored at the most sacred hive, the egg pit. Wading to the mead rack is at $\frac{1}{4}$ movement, and PCs attempting any fast movements such as running, dodging, or combat must make a DC 10 Reflex save not to fall into the pearlescent elf-egg goo. Any Elf-drones will not attack PCs while they are in the egg-pit, patiently biding their time outside the hive and seeking to apprehend them afterward.

Once at the honeycombed mead-shelf, identifying the correct bottle is no easy task. Any character will need to make a DC 20 check to identify the bottle. Elves receive a +5 to their checks, and relevant backgrounds receive a +4. Thieves may use their Read Languages bonus to attempt the check against the DC 20.

Five nearly identical bottles are stored in the center of the mead-shelf, but only one is the Millennial Mead. (Counting from left to right, the Millennial Mead is in the #2 position, whereas the wasp bottles are #3 and #5).

Trap #1: (DC 15 Find Traps to detect the gummy substance on all four of the other bottles.) The decoy bottles are covered with a mostly clear stringent glue. If characters handle one of these bottles, their hands will be covered in the glue, and they will have to make a DC 20 Strength check to remove the bottle from any hand it's touched (gloves may be removed). Any removal causes 1 hp of damage from exposed skin, and if glue (or glass!) still covers the hand, the character should get any appropriate -2 to -8 penalty for fighting and spellcasting.

Trap #2: (DC 20 Find Traps to detect the faint buzzing and vibrating of the trapped bottles.) Additionally, two of the five bottles are actually stoppers that cap a nest of carnivorous wasps held within the mead-shelf itself. If either of these bottles is pulled, the wasps fly out in a murderous mass and will sting (and gnaw) everyone in a 10-foot radius for 3d6 points of damage, Fort Save DC 15 for half. If a body is left unattended for more than 2 rounds, the wasps will consume it (the body cannot be flipped). The wasps will not leave their 10-foot radius centered on the mead shelf.

Trap #3: (DC 20 Find Traps to detect the obscure Elf-magic markings on the bottle.) In order to discourage thieves and other agents of Chaos, the true bottle is cursed so that any non-Elf who pulls the bottle off the shelf will be affected by a Reverse Alignment spell. If the character does not pass a DC 15 Will save, the PC's alignment is reversed. (Chaos to Law, Law to Chaos; no effect on Neutrals.) Lawful characters will quickly reconsider whether they wish to abscond with such a precious artifact, thereby gaining the enmity of the Elves of Galasha.

6. ENDING THE ADVENTURE

This scenario can spin off in many different ways. The judge should let the characters' actions and choices dictate the final scene and the aftermath.

If the characters have defeated the Necrosaur and their counterparts and prevented the theft of the Millennial Mead, the Bee-Elves forgive and forget just about any other injury or indignity. In fact, the PCs will be feted like guests of honor, each rewarded with a jar of Buzz-Wizard nectar. This potent restorative mixture can be ingested to immediately cancel poison effects, heal ability damage, regenerate one lost limb, or heal 3 hit dice of damage. (The nectar will always address the most severe condition.) The Bee-Elves have all sorts of goals to address on Neith and Venus, and they would be happy to hire the adventurers for future work.

Obviously, if the characters have performed competently, H'Grungthorr will also seek to recruit them into Perilous League, a gateway to many cosmic adventures throughout the system. If they prefer to return to their home planet, he will reluctantly return them there by means of the *Vanquisher*.

Should the PCs agree to join the Perilous League, it is very likely they will be assigned to thwart any further plans of the Oblivion Syndicate, perhaps even venturing into System 3 itself!

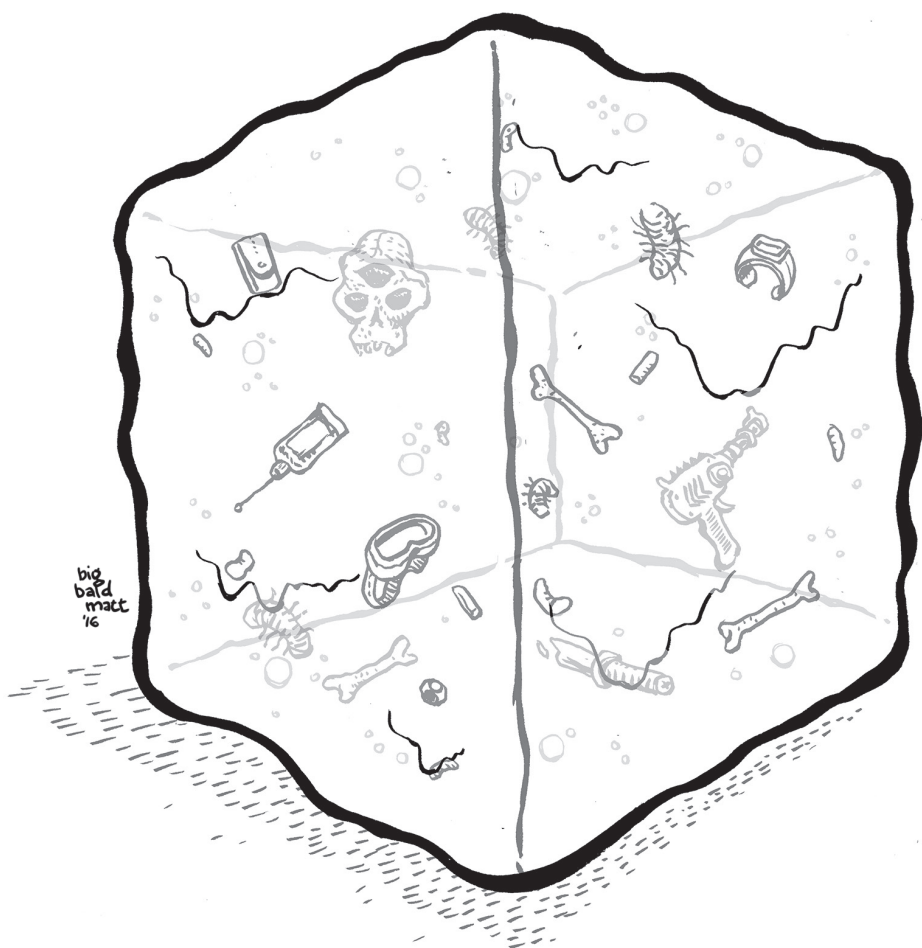
If the characters have failed to prevent the theft, they can choose to pursue their counterparts by means of the *Vanquisher*. This should be a satisfying space battle in which the survivors of each group face off over Neith. (Treat the *Violator*'s statistics as identical to the *Vanquisher*.) If the *Violator* has a substantial lead on the *Vanquisher*, the pursuers may follow them through the worm-hole beside Mercury that takes them back to System 3, and may, in fact, decide to pursue them—after all, the fate of their home system may hang in the balance!

Note: In either of the above scenarios, the Bee-Elves and/or H'Grungthorr will be happy to award the counterfeit PCs' ship, the *Violator*, to the PCs as the spoils of war.

If the characters decide to steal the Millennial Mead themselves, H'Grungthorr will fight relentlessly for its destruction, seeing that as the only way to safeguard their home system (and prevent future Oblivion Syndicate incursions from gaining it). If they evade or destroy H'Grungthorr, the PCs will have many avenues to sell or trade the precious Millennial Mead, but they will gain the enmity of the Perilous League and the Bee-Elves forever.

This amoral outcome may be the most natural one of all, since, after all, they're no heroes...

THE END



INTER-DIMENSIONAL PORTAL WEIRDNESS DIE-DROP TABLE

To generate unexpected elements for magic doorways, teleportation gates, and inter-dimensional portals, pick up some funky dice (any of them!) and lay this spread into the lid of your Chained Coffin boxed set. Drop the dice and where they land are your portal's special features — the numbers on the dice affect the results they land on.

Dice that fall into the gutters of the page should be used to multiply one of the other results OR...

Side-Effects of Travel:
Two random senses shut down for d# minutes:
1) sight, 2) hearing,
3) taste/smell, 4) touch, 5) balance,
6) other [treasure sense, echolocation, proprioception, and so on as appropriate to the subject]

The portal is d# x20 feet in the air, over the largest city on the continent or hemisphere

The portal exists once activated or has an active/inert cycle of d# x24 hours.

It takes a sentient sacrifice to create or to activate this portal

Portal Guardian:

d# Planar Anti-bodies that attack mid-transfer in the Nowhere

The portal also leads to 16th Century France

The portal exists once activated or has an active/inert cycle of d# x16 seconds.

Anyone that does not already know the secret pose or hand gesture needed to enter the portal can

gain access by making a 10+d# DC Luck check or Int check (d# minutes per check)

It takes the energy of a 4th Level Spell or higher, cast at Midnight to create or activate this portal

Side Effect of Travel:
Travelers can fly (at a Speed of 10+d# feet per action) for d# minutes after travel

The portal is at sea level d# miles off the coast

Portal Guardian:

d# Ghosts of future Portal users, blocking exit

The portal also leads to the inside of a distant pyramid or tomb

The portal exists once activated or has an active/inert cycle of d# x1d8 years

Anyone is worthy to use this portal.

Dice that fall into the gutters of the page should be the number of (hours/days/weeks/months) that the "instant" travel takes.

To use this page to generate your own, real-life portal leading to mind-bending non-terrestrial spaces, simply hold this page open in front of you while running three times anti-clockwise around the perimeter of a place of worship or other sacred site while chanting "Owah Tannaz Eyyam". If this doesn't work, try again with the phrase "Ee Ecky Thump" pronounced with the proper amount of force.

Only the Lawfully Aligned are worthy to activate or use this portal

It takes $d\#$ hour's chanting by 7 halflings to create or to activate this portal

Side-Effects of Travel:

Half movement and half the Action Dice ($1/2 AD = 1 AD$ every other round) for 1d6 Turns after travel

Portal Guardians:
 $d\#$ Ghosts of past users, blocking entry

Portal Guardian:
 $d\#HD$ Dragon, vetting those who wish to use the portal

The portal also leads to a $d\#$ HD dragon and her hoard in an incredibly deep, unknown location

It takes severing the finger of anyone wishing to use it, to create or to activate this portal

Side Effects of Travel:

Travelers' Luck is adjusted by $\pm 1d6$ for $d\#$ Turns. An excess can be spent as normal; unspent points vanish if not used

The portal cannot be used by anyone who has not been blessed by the

High Kalphremmapharb of Pooti

The portal is found $d\# \times 20$ feet underground, beneath a famous set of standing stones or giant carved heads

Destination Vague:

Actual arrival point is off from expectations by $1d30^2$ miles

The portal exists once activated, or has an active/inert cycle of $d\# \times 100$ minutes

The portal is located in a painting, in a rich family's gallery. DC $10+d\# INT$ check to spot it (assuming you know it's in the gallery) & figure out how to use it

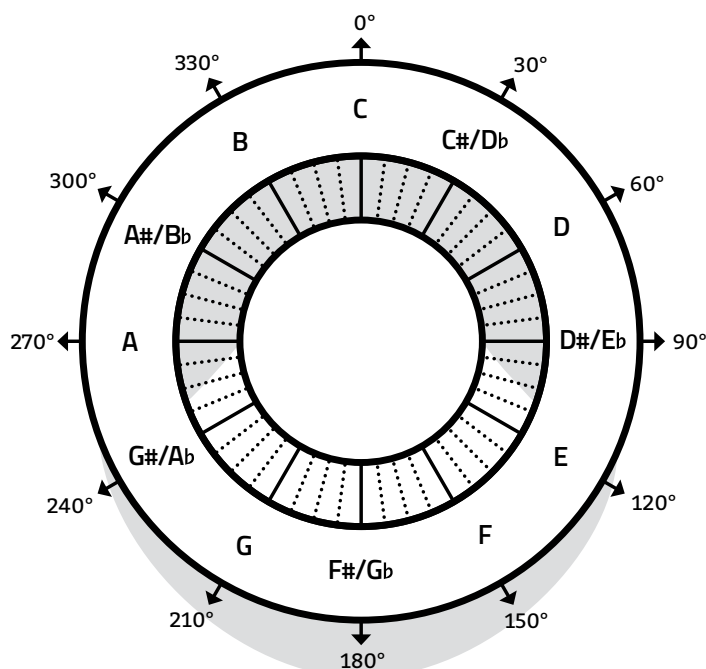
THE OCULUS

A SPACEFARING ARTIFACT FOR CRAWLJAMMER

by Marc Bruner

The *Oculus* is a floating longship created by an ophthalmically-obsessed wizard for the interstellar trade of creatures used in his unique experiments. It has been modified to the wizard's meticulous specifications, including the addition of a mechanical iris porthole that opens to reveal a giant eye and a pipe organ, used to navigate the ship as well as provide entertainment in the evenings.

As with other crawljammer ships, the *Oculus* flies through the Phlogiston flux of space via enchantment placed on it by the wizard. The hull has been raised to support the addition of a large hold and crew quarters, and much of the interior is decorated to exotic standards of luxury: expensive paintings grace the corridors, the library boasts a collection of rare books, including several well-admired ophthalmological tomes, and the wizard's personal study holds boxed displays of valuable specimens of hundreds of eyes, many of which are from creatures unknown to the world the PCs come from.



Organ Navigation

The Oculus is steered via a pipe organ located in the wizard's quarters below decks. Operators playing the right combination of keys can control both the course and speed of the ship. The destination can also be pre-set by playing a specific refrain that the ship is programmed to respond to. The wizard has programmed dozens of locations that he has previously visited to trade slaves, including all of the known planets of the solar system.

The organ works as follows:

- To activate, the organist plays the introduction to a fugue the wizard grew fond of while one of his many-dimensional travels, one of which was to 18th century Earth. Starting with a flourish in the upper ranges of the keyboard, the organist then spirals toward the bottom, playing a diminished seventh chord, built one note at a time until resolving into a D major chord. Thereafter, the organist can attempt to either manually navigate the ship or enter one of the pre-set destinations.
- Manual navigation is performed by playing scales and chords. The course of the ship is controlled via steps in the chromatic scale (C representing 0° and F# 180°), with changes in pitch angling the ship up or down. Speed is increased or decreased via major chords, with C major indicating full reverse and B major full ahead.
- Refrains for pre-set destinations must be known to the organist and played after the activating fugue. Once a destination is set, the ship is on autopilot until it reaches that destination and it can only be turned off by playing the introductory flourish again. Once programmed, any attempts at manual navigation result in the ship moving slightly in the direction indicated, but always drifting gently back to the currently programmed course.

PCs unfamiliar with the instrument attempting to operate it must make a DC12 Intelligence check for each attempted change in course or speed. PCs with music-related backgrounds treat the skill as trained and use d20 die, all others treat the skill roll as untrained and use a d10. Failure indicates that the ship is unintentionally placed off-course, or with a fumble, worse.

The Mechanical Iris

The iris is a scrying device created by the wizard to search potential dangers in the Phlogiston flux. It is covered by a mechanical diaphragm controlled from inside the ship that opens to reveal the magically-enchanted eye of a colossal squid peering out from the hull into deep space. Operating the iris allows the user to cast Wizard Sense once/day as the 4th level wizard spell (+6 spell check, non-spellcasters use a d10 die).

Ramming Prow and Electric Field

The *Oculus* has minimal in the way of offensive and defensive weaponry, though it includes both a ram and a built-in deterrence for boarding parties. A reinforced beam of *Lignum Vitae* spiked with razor-sharp teeth is attached to the prow, and can be used in ramming attacks against other ships for 2d6+4 damage. Upon a successful attack, there is a 25% chance that the *Oculus* gets stuck in the hull of the ship, requiring a DC 15 navigation check to break free.

As an additional defence against boarding actions, the *Oculus*' hull has also been enchanted by the wizard to send an electrical shock through any creatures standing on the deck. Upon activation, all living targets on the surface of the ship, including allies, take 2d6 damage (DC 22 Ref save for none).

The *Oculus*, floating longship: Init +0; Atk ramming prow +4 melee (2d6+4), electric field (special); AC 12; HD 2d8; hp 14; MV 40'; Act 1d20; SP ramming prow, electric field, personal ranged weapons may be fired on deck at +2 to hit vs. enemy craft; SV Fort +2, Ref +0, Will +2; Composition: wood, eyes, and teeth; Luck pool: 4.

Similar to other longships, the *Oculus* features a broad deck from which its crew can easily attack with ranged weapons or spells. From stem to stern the *Oculus* is 140' long, and its maximum breadth is 20'.



OCCUPATION

NAME AMMO

ALIGN

9:



STR

AGI

STA

PER

LCK

INT

HP

CURRENT

SAVES

REF

FORT

WILL

AC

LUCKYSIGN

INIT

MELEE

ADJ. DMG.

RANGED

ADJ. DMG.

GEAR

SPEED:

WEALTH

4W



Credits

Contributing Authors – VOLUME 6

Julian Bernick, Marc Bruner, bygrinstow,
Tim Callahan, Jon Hershberger, James V. West

Cover Illustrator – VOLUME 6

Doug Kovacs

Title Page Illustrator – VOLUME 6

Marc Radle

Contributing Illustrators – VOLUME 6

Fred Dailey, Matt Hildebrand, Stefan Poag, Aileen Snyder

Editors

Forrest Aguirre, Steven Bean, Daniel Bishop, Jon Carnes,
Keith Garrett, Jason Hobbs, Tony Hogard, Michael Jones,
Duncan McLastName, Jonathan Nichol, James Pozenel,
Jim Skach, Tim Snider, Noah Stevens, Doyle Tavener,
David VC, Laura Rose Williams, Paul Wolfe

Proofreaders

Reece Carter, Samuel Dester, Jason Hobbs, Tony Hogard,
Aaron Koelman, Ryan Moore, Jonathan Nichol, Jim Skach

Printing Offset Contributors

Forrest Aguirre, Steven Bean, Julian Bernick,
Eric Fields, Laura Rose Williams, and the
patrons of the G+ GFA community

Creative Vision & Direction, Layout and Graphic Design

Doug Kovacs, Harley Stroh, Jon Hershberger
Marc Bruner, Matt Hildebrand, Michael Jones

The 2016 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



TABLES & TOOLS PART I

VOLUME 7 OF EIGHT BOOKLETS

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The Many Divisions of the d120

by Michael Markey



The recently invented d120 can be divided in such a way as to replace several dice on the dice chain, and even some that aren't. To use the d120 as another die, simply refer to the tables below.

d120	d2
1 – 60	1
61 – 120	2

d120	d3
1 – 40	1
41 – 80	2
81 – 120	3

d120	d4
1 – 30	1
31 – 60	2
61 – 90	3
91 – 120	4

d120	d5
1 – 24	1
25 – 48	2
49 – 72	3
73 – 96	4
97 – 120	5

d120	d6
1 – 20	1
21 – 40	2
41 – 60	3
61 – 80	4
81 – 100	5
101 – 120	6

d120	d8
1 – 15	1
16 – 30	2
31 – 45	3
46 – 60	4
61 – 75	5
76 – 90	6
91 – 105	7
106 – 120	8

d120	d10
1 – 12	1
13 – 24	2
25 – 36	3
37 – 48	4
49 – 60	5
61 – 72	6
73 – 84	7
85 – 96	8
97 – 108	9
109 – 120	10

d120	d12
1 – 10	1
11 – 20	2
21 – 30	3
31 – 40	4
41 – 50	5
51 – 60	6
61 – 70	7
71 – 80	8
81 – 90	9
91 – 100	10
101 – 110	11
111 – 120	12

d120	d15
1 – 8	1
9 – 16	2
17 – 24	3
25 – 32	4
33 – 40	5
41 – 48	6
49 – 56	7
57 – 64	8
65 – 72	9
73 – 80	10
81 – 88	11
89 – 96	12
97 – 104	13
105 – 112	14
113 – 120	15

d120	d20
1 – 6	1
7 – 12	2
13 – 18	3
19 – 24	4
25 – 30	5
31 – 36	6
37 – 42	7
43 – 48	8
49 – 54	9
55 – 60	10
61 – 66	11
67 – 72	12
73 – 78	13
79 – 84	14
85 – 90	15
91 – 96	16
97 – 102	17
103 – 108	18
109 – 114	19
115 – 120	20

d120	d24
1 – 5	1
6 – 10	2
11 – 15	3
16 – 20	4
21 – 25	5
26 – 30	6
31 – 35	7
36 – 40	8
41 – 45	9
46 – 50	10
51 – 55	11
56 – 60	12
61 – 65	13
66 – 70	14
71 – 75	15
76 – 80	16
81 – 85	17
86 – 90	18
91 – 95	19
96 – 100	20
101 – 105	21
106 – 110	22
111 – 115	23
116 – 120	24

d120	d30
1 – 4	1
5 – 8	2
9 – 12	3
13 – 16	4
17 – 20	5
21 – 24	6
25 – 28	7
29 – 32	8
33 – 36	9
37 – 40	10
41 – 44	11
45 – 48	12
49 – 52	13
53 – 56	14
57 – 60	15
61 – 64	16
65 – 68	17
69 – 72	18
73 – 76	19
77 – 80	20
81 – 84	21
85 – 88	22
89 – 92	23
93 – 96	24
97 – 100	25
101 – 104	26
105 – 108	27
109 – 112	28
113 – 116	29
117 – 120	30

d120	d40	d120	d60	d120	d60
1 – 3	1	1 – 2	1	81 – 82	41
4 – 6	2	3 – 4	2	83 – 84	42
7 – 9	3	5 – 6	3	85 – 86	43
11 – 12	4	7 – 8	4	87 – 88	44
13 – 15	5	9 – 10	5	89 – 90	45
16 – 18	6	11 – 12	6	91 – 92	46
19 – 21	7	13 – 14	7	93 – 94	47
22 – 24	8	15 – 16	8	95 – 96	48
25 – 27	9	17 – 18	9	97 – 98	49
28 – 30	10	19 – 20	10	99 – 100	50
31 – 33	11	21 – 22	11	101 – 102	51
34 – 36	12	23 – 24	12	103 – 104	52
37 – 39	13	25 – 26	13	105 – 106	53
40 – 42	14	27 – 28	14	107 – 108	54
43 – 45	15	29 – 30	15	109 – 110	55
46 – 48	16	31 – 32	16	111 – 112	56
49 – 51	17	33 – 34	17	113 – 114	57
52 – 54	18	35 – 36	18	115 – 116	58
55 – 57	19	37 – 38	19	117 – 118	59
58 – 60	20	39 – 40	20	119 – 120	60
61 – 63	21	41 – 42	21		
64 – 66	22	43 – 44	22		
67 – 69	23	45 – 46	23		
70 – 72	24	47 – 48	24		
73 – 75	25	49 – 50	25		
76 – 78	26	51 – 52	26		
79 – 81	27	53 – 54	27		
82 – 84	28	55 – 56	28		
85 – 87	29	57 – 58	29		
88 – 90	30	59 – 60	30		
91 – 93	31	61 – 62	31		
94 – 96	32	63 – 64	32		
97 – 99	33	65 – 66	33		
100 – 102	34	67 – 68	34		
103 – 105	35	69 – 70	35		
106 – 108	36	71 – 72	36		
109 – 111	37	73 – 74	37		
112 – 114	38	75 – 76	38		
115 – 117	39	77 – 78	39		
118 – 120	40	79 – 80	40		

What's This Crap!?

A Self-Generating Crud Toolkit

This grand catalog of cephalic corrosive cruds has been curated by Messieurs Victor Garrison and Forrest Aguirre.

Note: [FA] indicates that the crud creature was conceived, created, and handled by Forrest Aguirre, whom most likely did not adhere to strict healthy hygiene practices during the fermentation of his corrupted, amoebal anomalies. Therefore, should you notice the development of any new pustulant sores or oozing lesions on your hands, arms, or eyes, after reviewing this material, IMMEDIATELY burn your copy of The Gongfarmer's Almanac, bury the ashes in a sealed vault, and contact your local authorities for further instructions. Neither I, nor anyone associated with this publication assumes any responsibility for the misuse of any of the following material.

Sincerely, Victor A. Garrison

Introduction: Delving the Realm of Cruds

Manifests of molds, cinched by slime, finagled by fungi and ancient algae, lecherous lichen watch and wait, while snail ooze and slug goo and living unctuous grimes wait to feast on what is left behind, and so it is in the realm of cruds.

There are those who speculate that wild cruds are of astral origin, arriving from far-flung galaxies many aeons ago, guided here by divine providence. The venerated College of Mycophagyst Mages has long postulated that all life on this planet owes its existence

to cosmic crud fallen from the heavens. Thus, they have generated a highly secretive system of ooze-ingestion magick that attempts to manipulate the energy patterns of the 78th primal sludge current and bend reality to the will of the mage. Their arcane and wizened gunk-slurping centers on establishing a telepathic connection to a celestial network of slime-swallowers believed to reside at the center of the universe. No one has ever penetrated the dank halls of the college's inner sanctum to record the mysteries of the Mycophagysts' ritualized goo-guzzling performances, undoubtedly due to the fact that no one has the intestinal fortitude to witness it.

Heliculture Alchemists, on the other hand, vehemently disagree with the Mycophagysts. This cloistered community of gastropod-harvesting cultists instead support the theory that all life was begotten on this rock due to the diligence of wurms and slugs, the Creator's first creatures. The Alchemists claim these slimy creatures toiled to break the rocks of the planet down into soil before the first ray of light ever entered the universe, making the way for all other lifeforms to follow. This small island conclave focuses on the singular task of farming slugs, wurms, and snails in order to harvest and preserve the goo their quiet and diminutive brethren ooze. These secretions, collected from a multitude of species, are used to concoct a myriad of magickal aperitifs in the divine effort to distill a nectar that will transform the minds of the Alchemists to experience 'Slug Mind', a state of planetary transcendence and omniscience which they believe the slugs and snails live in.

The Mucophagyst Magickians are yet another crud camp who believe that true reality is a slippery non-physical experience beyond time that human minds are not evolved enough to experience. According to the Mucophagysts doctrine, our minds construct a gateway filter that allows us to know only one small sliver of reality at a time. For the Mucophagysts, the cosmos is an

infinitely expanded, gelatinous pool of phlegm, its circumference is immeasurable and its center is quivering everywhere. Aiming for this true and holy knowledge the Phlegm Priests ingest various fermented body secretions claiming that the power to transcend this mundane plane of existence and live beyond the body among the stars and extra-dimensions of time and space lies in their motto, “Better Living Through Mucusistry”...

...ah, but, I digress. We came here today to discuss the wild crud that lies hiding and waiting in dark fetid swamps, the dank corners of ancient edifices, and the close, musty pine barrens from which no traveller has ever returned. We seek knowledge of those slinking, semi-sentient hybrid creatures made from the juxtapositions of a myriad of species living in colonies of symbiotic cohabitation, all of which elicit from you the same horrific gagging response, sometimes, with nausea and vomiting, but always with a terror filled inner cry of, “EWWWWWWW!”, as it consumes your catatonic body in waves of gurgling, pudding-like pustulence.

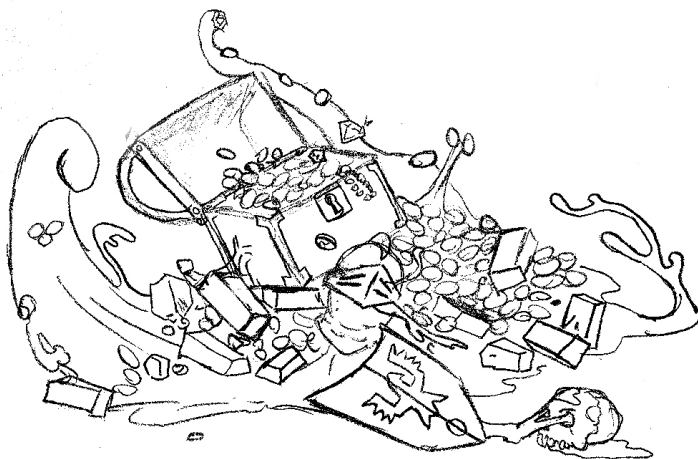
What’s This Crap?! is a multipurpose tool. On the one hand, you have a d30 table of ready-made creatures of slime, mold, fungus and other nasty goo and ooze, all of which we like to refer to collectively as cruds. You can use these quivering jelly mounds and poisonous dusts as is, or you can add additional details by rolling on the d50 crud tables, which include effects, a compilation of colors & textures, an odor & scent table, and a name generator. These tables not only customize the ready-made creatures, but more importantly, allow you to quickly manifest all-new randomized cruds on the fly...

...just, please, remember to wash your hands when you’re finished.

What's This Crap!?

d30 Crud Creature Compendium

The Realm of Semi-Sentient Slimes, Molds, and Fungi (Plus Wurm, Slug, & Snail Goo, and Other Oozes)



Anxiety abounds when trying to create dynamic, yet mostly stationary, but still deviously dangerous creatures that are, at best, only moderately aware of their surroundings. Here are 30 crud (slimes, molds, fungus, goo, ooze and their hybrids) for you to roll up on the fly and terrorize your PCs with stank, phlegm, ooze, bile, and grave disgust which should spell out 'finis' for the unwary adventurer who does not heed the warning trumpet of fungal flatulence, or the gurgling hunger of a bloated, necrotic slime hiding in the archway. So now, I hereby transfer my stress of creation to you, dear judge, but please heed the following advice: an "EWWW" is simply not acceptable! You are not correctly applying this material to your game if you are not cleaning player's vomit off your dice and table!

- 1 **Spiraling pig cocker** - small (one to two inches in length), slimy, slug-like creatures resembling cork screws. Encountered in grassy plains and forests, they cling to animals and humans passing through the tall wet grass in the early morning. They are delicate in their touch as they move into boots and clothing, where they will attempt to bore their way into their prey in a corkscrew motion. Once half of its body is firmly lodged in flesh they begin feeding from the victim's bloodstream, filling the bottom of the crud like a water sack. If an attempt is made to pull it out, DC 19 Fort save or it will break in half and the wound will bleed continuously until healed with magic causing a -1 to Strength, Agility, and Intelligence every three days, and 1 damage every fourth day. Additionally, the severed pig cocker will intermittently make squealing porcine-like noises through the part of its body slightly protruding from the wound. This will continue until healed, doubling the chance of attracting wandering monsters, causing a -3 to initiative rolls, eliminating any chance of hiding, sneaking, or using a surprise attack, and disrupting the sleep of the entire party. If the pig cockers are left alone without attempting to yank them out or damage them, they will gently exit the body in about half an hour after drawing a half pint of blood. As it exits, it will pump a slime into the victim's body that will immediately heal the wound and give the PC a permanent +1 bonus to Stamina (there is a lifetime limit of +4 Stamina bonus regardless of the number of times a PC is bitten by a spiraling pig cocker).

Spiraling pig cocker: Init +3; Atk special; AC 1; HD 1d3-1; MV 1'; Act 1d20; SP bore into flesh; SV Fort +0, Ref +0, Will +0; AL N.

- 2 **Lich lichen, aka, devil goat** - while not a true lich and therefore not undead, the lich lichen is a deadly king of the mountain forests. Feared from time immemorable, the lich lichen is the protector of forests and has held a hatred for mankind since humans first discovered how to make fire. The lich lichen is nearly 8' tall, a massive human skeletal frame that is completely overgrown with layers upon layers of greyish green lichen

which looks like crusty, scaly scabs of grey green camouflage. The lich lichen blends well into its environment and will stand motionless against a tree camouflaged from view waiting until his victims are within reach of his 5' arms. Unless the lich moves, it is impossible to detect without the use of magic. When it does move its limbs sound like tall trees creaking in a stormwind. His physical attacks are preceded by a thunderous roar as his jaw drops wide open, sounding like dry leaves rustling together in a powerful storm (DC 13 Will save, or stunned, -2 Personality, hearing loss, and falling to the bottom of initiative for 2 rounds). His physical attack will be one of the following (1d3): 1) strangle with his hands, 2) crush within his embrace, or 3) stab with sharp, thorny bone hands. When a victim is killed their essence is absorbed by the green lichen that encrusts the lich, becoming brighter the more essence it absorbs. If a PC is able to escape his grasp, check for open wound injuries (DC 14 Fort save) otherwise the PC has been scratched or cut, which will heal normally but the is infected. In 1d30 days the PC will become sick, causing -2 Stamina and Strength for 1d7 days. Afterwards, the PC notices their skin is becoming dry and scaly, and their nails and hair become grey-green lichen (-3 to Personality until healed by magic).

The lich has no magic ability, but has the unnerving ability to instantly shift its position by 5' in any direction at will (1d7, successful shift on a 1-6), making retreat virtually impossible. It will also use this shifting ability to avoid any attack. The lich lichen is especially susceptible to fire attacks, taking double damage from them.

The lich lichen travels with a goat companion that walks on its hind legs and is able to speak. Like the lich lichen, its voice sounds like the rustling of dry autumn leaves in the trees, only softer and gentler, like on a light breeze. The goat's coat is the color of the twilight sky, its eyes are all white, and its tongue is bifurcated like a snakes. Its horns and hooves are covered in the same lichen as the lich's body. The goat will attempt to distract the party and draw them closer to the lich so he can attack. If

the party tries to attack the lich, the goat will attack them with (1d3): 1) horns, 2) acidic bite, or by 3) kicking. If the goat is pierced by a weapon, a blinding white shaft of light will pour from the wound into the eyes of the attacker (DC 13 Ref save or it immediately causes 1d4 rounds of blindness). Any who are killed during an encounter will have their flesh devoured by the goat.

Lich lichen: Init +6; Atk strangle +5 melee (1d4+2), or crush +5 melee (1d5+2), or stab +5 melee (1d6+2); AC 15; HD 5d6; MV 20' + special; Act 1d20+1d16; SP thunderous roar, absorb, infecting cut, shift position, vulnerable to fire; SV Fort +6, Ref +8, Will +6; AL L.

Twilight goat: Init +2 ; Atk kick +3 melee (1d4), or horn butt +3 melee (1d4), or bite +3 melee (1d6+1d3); AC 10; HD 2d6+2; MV 40'; Act 1d20; SP blinding burn; SV Fort +1, Ref +1, Will +2; AL L.

- 3 **Blood jelly fungus** - a pulsating, crimson red mass the size of a pony. Strange mushroom-like sections of irregular size rise and fall from the creature's surface in a nonsensical non-pattern. Each of these appendages are capable of striking out at nearby creatures. Those hit by it will note blood smeared on the area where they were hit. This blood, however, quickly sinks into the PC's skin (DC 20 Ref save will remove the blood before it seeps into the skin). Those infected in this way must make a DC 16 Fort save or temporarily lose 1d4 points of Stamina. Those brought to 0 Stamina transform into a blood jelly fungus in 1 turn unless the infection is magically cured. The new blood jelly fungus will lash out at whomever is nearest and will be, in all respects, just another blood jelly fungus, retaining none of the personality or memories of the PC, who is now permanently dead. [FA]

Blood jelly fungus: Init +0; Atk special; AC 10; HD 2d8; MV 10'; Act 1d20+1d16+1d12; SP stamina drain, infection; SV Fort +0, Ref +0, Will +0; AL N.

- 4 **Witch's butter** - a small slimy, greasy creature the color and consistency of melted butter and the size of a pancake. They are seemingly innocuous until they come into the presence of a wizard. If the witch's butter senses a wizard, it will swiftly move to touch the spellcaster's skin. Upon a successful attack, randomly determine a spell from the wizard's spell list. For a period lasting 24 hours, the wizard suffers a -5 penalty to their spellcheck when casting that spell. The wizard will be unaware of this fact until they try to cast the spell. Enterprising individuals have been known to pack witch's butter into a sealed glass jar, then hurl the trapped creature at a wizard. This is a gamble, though, as each day spent in the sealed glass jar gives the witch's butter a 10% cumulative chance of dying if it cannot feed on magic. [FA]

Witch's butter: Init +3; Atk special; AC 13; HD 1d4; MV 40'; Act 1d20; SP magic curse; SV Fort +0, Ref +3, Will +0; AL N.

- 5 **Gabriel's stinkhorn** - a fungus that grows within one night from an underground bulb or egg to a 4' tall phallus-shaped fungus with a bright red "head". It is covered in a stinky slime that, if it comes into contact with humanoid flesh, causes the one touched to scream uncontrollably for 1d6 turns. The scream, after a few seconds, becomes a sort of trumpeting sound as the larynx is damaged. After the screaming/trumpeting subsides, the person is unable to speak for 1d12 hours as their voice box must rest and repair itself. Screaming and trumpeting adventurers are twice as likely than normal to attract wandering monsters. [FA]

Gabriel's stinkhorn: Init +2; Atk special; AC 12; HD 1d6; MV 0'; Act 1d20; SP touch causes victim to scream; SV Fort +0, Ref -2, Will +0; AL N.

- 6 **Downy mildew** - appears as a cloud of tiny feathers or snowflakes. Those who see it must make a DC 8 Personality check or be inexorably drawn closer because of its pleasant - nay - cute appearance. As the character approaches this little cloud,

it thrust itself toward the character's nose and mouth, hoping to be sucked inside. If the attack is successful, there is no immediate effect except for causing a sneeze and a slight cough. No other symptoms will manifest for 1d6 turns. If the downy mildew is not removed from the body by the end of the 1d6 turns (usually through magical means), bad things happen. The character first notices a slowness of thought and action. All initiative rolls and Agility checks are at -2. Within another 1d6 turns, chills and a fever set in. Spells used to attempt to remove the disease are at a -4 on their spell check. After a further 1d6 turns, the character's Agility, Stamina, and Strength are halved, rounding up. When the character coughs or sneezes, small clouds of downy mildew fly out of their mouth or nose. Those who are in very close proximity will also become infected if a successful attack roll is made. After another 1d6 turns, the character loses all bladder and bowel control, and their breath comes in rattling wisps. Personality score is cut in half at this point, Agility, Stamina, and Strength are halved again. By the end of this 1d6 turns, clouds of downy mildew fly out of all the character's orifices, forming another, full-strength downy mildew, which nearby persons must make a DC 8 Personality check or be drawn in by that cloud. No wonder, then, that this strange creature is known as "The Death of Heaven on Angel's Feathers". It can only be attacked with fire or by magical means - weapons have no effect on it at all. [FA]

Downy mildew: Init +0 ; Atk thrust +2 melee (special); AC 10; HD 2d8; MV 10'; Act 1d20; SP cute appearance, disease, immune to all non-fire-based and non-magical attacks; SV Fort +0, Ref +0, Will +0; AL N.

- 7 **Astral heliozoa (aka, little spiny stars)** - sometimes called spiny earth stars, these are semi-sentient spore creatures that travel in packs. They range in size from two to seventeen inches. Believed to be a hardened fungus spore that once fell from the cosmos, they have a multitude of stiff, spiny micro-tube like projections jutting straight out from their small spherical, stony bodies. The length of each microtube is equal to a third of the

overall size of the heliozoa. They are small but vicious and will attack any animal or human they become aware of. They move by rolling on the spiny stalks and are capable of surprising speed, and attack by flinging themselves at any unprotected area of their victim (DC 12 Ref save to avoid for each star). On contact, poison-tipped barbed appendages jut out of the microtubes and lodge inside their prey's flesh. The poison causes paralysis of affected limbs (DC 15 Fort save to resist). Once affixed, the heliozoa begins feasting slowly on the victim's blood. The astral heliozoa does this enmasse as a pack, leaving a victim covered in a multitude of heliozoa, each one attached by several barbed appendages. Removing them is difficult and painful, causing 1d3 damage for each appendage. Fire will kill them, but the lodged barbed appendage will still cause damage if removed without surgery or magic.

Astral heliozoa (1d30+10): Init +3; Atk special; AC 9; HD 1d5; MV 30'; Act 1d20; SP fling attack, blood-feasting; SV Fort +2, Ref +1, Will +0; AL N.

- 8 **Shroom apes** - sentient, gorilla-sized and shaped bipedal fungal creatures who dwell in sophisticated treetop colonies. Their treetop cities are rich in gold, silver and beautiful art objects crafted by the apes, though little is known about their culture and few have ever seen their dwellings. Ferociously territorial, they attack all who trespass their home grounds by diving on land travellers from the tree cover above. Shroom apes are incredibly strong, quick, and vicious but lack stamina and are easily overcome if a struggle drags on. For this reason they attack in large packs with individuals on vines swinging in and out of the brawl with spears, heaving weapons from above, or running in and out of the fray while beating opponents with clubs. If the apes are attacked with blunt weapons, damage to their bodies will result in large chunks of fungus breaking off. Arms, legs, sections of torso, and face will crumble and fall off if hit hard enough. Surprisingly, the flesh of the shroom apes is edible and delicious, and enjoyed by many cultures. The corpse of an ape can easily fetch 125 sp in cities, but hunting them for

food is extremely dangerous.

Close inspection of the shroom ape's fur coat will reveal that the fur is not hair. Their fungal bodies are covered in thin black worms that shelter in the hundreds of thousands of pores covering the shroom ape's fungal body. These worms must be cleaned off before the ape's flesh can be consumed.

Shroom apes: Init +2; Atk spear +2 melee (1d5) or club +2 melee (1d4) or thrown weapon +4 missile fire (1d3); AC 8; HD 2d5; MV 40'; Act 1d20; SV Fort +0, Ref +2, Will +0; AL N.



burning heap (napalm golem)

- 9 **Burning heap (aka napalm golem)** - a 7' tall sentient slime that exudes a flammable gel that burns perpetually. If approached, it launches this flaming material at its

assailant that sticks and burns like napalm. The napalm golem was magically created by a bitter and resentful Heliculture Alchemist in his lab nearly one hundred years ago. It has wandered the continent searching for its creator, inadvertently setting thousands of villages on fire while defending itself against attacks.

Burning heap: Init +1; Atk flaming fist +2 melee (1d4) or special; AC 11; HD 2d8; MV 20'; Act 1d20; SP flaming napalm slime (DC 14 Ref save or burned for 1d4 damage every round until the gel is extinguished); SV Fort +4, Ref +0, Will +1; AL N.

- 10 **Fire spore puffball** - a rucksack-sized puffball fungus filled with tens of thousands of spores that pour out into the air in a strong steady stream when its casing is cracked open. Contact with oxygen instantly ignites the larger-than-normal spores, which can burn skin and set dry vegetation on fire, causing 1d8 damage to nearby creatures (DC 6 Fort save for half). In the spring and summer the skin of the puffball is white streaked with orange and red. In autumn the puffball's color darkens to a shade of umber that can be seen glowing at night. In this umber stage, the fire spore puffball is extremely unstable and can furiously explode at the slightest touch, blasting embers in every direction up to 25' and burning everything within its radius for 1d7 damage (DC 18 Ref save to avoid). In winter the puffball shrinks to the size of a coconut, turning black and becoming safe to handle and transport. The dead winter spores are still explosive and can be used as a bomb if manually ignited, making them an ideal weapon of destruction, doing 1d7 damage to everything in a 25' radius.

Fire spore puffball: Init +0; Atk none; AC 5; HD 1d6; MV 0'; Act 1d20; SP spore combustion; SV Fort +0, Ref +0, Will +0; AL N.

- II **Lumbering sludge** - born in sewer canal cesspits located far outside the outskirts of affluent cities, this diseased crud is a mountainous humanoid-shaped mound of refuse, slime, offal, and human and animal carcasses bound by fibrous fungal binding. The lumbering sludge is a fully sentient, hostile, and aggressive towering creature standing 25' tall and reeks of excrement, urine, decaying flesh, and rotting garbage. It moves in a gliding shuffle leaving a trail of greasy offal in its wake and absorbing anything in its path into its shambling form. When attacking, the sludge will attempt to poison with its bellowing breath of noxious gasses, including methane, making it highly flammable. It can also attack by flinging large masses of offal from its body or by throwing (or flopping) its body onto its opponents in an attempt to drown them and absorb the corpses, which immediately begin decomposing into its mass. Fire and magic are the only effective attacks against this creature as any traditional weapon will only be absorbed into its body. If fire is used to ignite the body, the beast will continue to attack for 1d6 rounds while it is burning until it realizes it is on fire and panic, throwing itself into any nearby large body of water, or rolling on the ground and igniting anything flammable near it. PCs must roll DC 13 Ref save to avoid igniting the sludge's breath (unless that's their intention). If ignited during exhalation the breath will act as a flame cannon causing 1d7 damage for 2 rounds. On inhalation (or after 2 rounds of exhalation) the flame will explode the gasses in its lung cavities and blow the creature up in a fireball, blasting sludge, excrement,

diseased rotting flesh, wurms, etc., in every direction within a radius of 200'. DC 15 Ref save to avoid being hit by flaming offal causing 1d4 damage for every round it takes the PC to remove the flaming waste from their body.

Lumbering sludge: Init +3; Atk special; AC 15; HD 4d8; MV 30'; Act 1d20+1d16; SP death breath (1d4, -2 Strength and Agility, and -2 to initiative rolls for 1d5 rounds, DC 14 Fort save to avoid), offal fling (1d3, -3 Personality until cleaned, DC 14 Ref save to avoid), drown (1d5 each round trapped, DC 16 Ref save to avoid), immune to non-fire-based and non-magical attacks; SV Fort +5, Ref +0, Will +0; AL C.

- 12 **Slough sloth** - slow moving beast of unknown species and origin covered in decaying, necrotic skin slime. It is absolutely diabolical in its ability to hide from view until the moment it attacks, although the rank, infection odor of its decaying flesh can be smelled 25' away. Its surprise attack and death grip makes up for its slow movement. The last thing many of its victims ever see as its lengthy arms and torso suddenly drop upside down from its perch is the slough sloth's monstrous, hideous face with patches of hair and black layers of hanging peeling dead flesh, yellow eyes oozing pus from their sockets, and the black cavity where its nose used to be. But the most chilling sight is its ghoulish, beaming smile of rotten teeth and gums; a permanent blackened outline of decayed lips that fell off its face long ago. Attacking from an overhanging perch, it will snatch a victim in its long arms and disappear back to its hidden overhang, all the while crushing the victim against its body and biting at the victim's face. Its mouth and necrotic body exudes

infection and disease. If the PC is infected, their skin begins turning black and slippery within a week, smelling like hell and oozing off (-6 Personality as the rotting odor of infection becomes too much for the party to withstand. This infection can only be healed by either amputating infected limb immediately or by healing magic).

Slough sloth: Init +4; Atk special; AC 10; HD 1d8; MV 12'; Act 1d20; SP diseased touch (1d5, DC 12 Fort save to avoid. Fort save must be repeated each day to check if infection has invaded PCs body. Stop check after 5 days of successful saving rolls); SV Fort +0, Ref +0, Will +0; AL N.

- 13 **Ghost algae** - a floating algae that exudes slime-binding colonies that keep this "lighter than air" algae together. It is phosphorescent and thus is always mistaken for a glowing specter floating through the dark. It can sense and is attracted to body heat and will quickly move to warm bodies. DC 12 Ref save to avoid contact or the ghost algae will adhere to PC's skin and clothing making them visible at night and in the dark. The phosphorescent goo is absorbed by skin and clothing and can not be washed away, taking 1d14+2 days to fade.

Ghost algae: Init -2; Atk none; AC 3; HD 1d8; MV fly 30'; Act 1d20; SV Fort +3, Ref +5, Will +1; AL N.

- 14 **Sucking mud** - a dirt mold colony inhabiting the ground, often on dusty paths, that only becomes active when wet, forming a tight bond with the surrounding mud. These colonies are often three or more feet deep and will suck its prey quickly in when stepped on. A 6' deep or more colony can suck a human-sized creature one foot per round and completely engulf and suffocate its victim in five rounds. When dry, the colony is encapsulated in hard

dirt and has no effect on passing creatures.

Sucking mud: Init +0; Atk special; AC 9; HD 1d8; MV 0'; Act 1d20; SP suck victims down (pulls victim in 1' each round, DC 17 Ref save to avoid or free); SV Fort +0, Ref +0, Will +0; AL N.



crud burro

- 15 **Crud burro** - non-aggressive semi sentient slime beings that have evolved from reanimator slime, but do not have the aggressive traits of that species. Crud burros range in size from that of a small dog to a large rhino, though stories of mammoth elephant-sized creatures have been recorded. Crud burros, like reanimator slime, are made of slime growing around a found

framework that can be manipulated by the slime for mobility. Unlike reanimators that exclusively use skeletal remains and decaying bodies, the framework that this species prefers is random items from its environment, typically tree limbs and fallen tree trunks. Other molds, fungi, and small plants are often found growing on crud burros, and sometimes colonies of insects, nesting birds, and small animals can be found inhabiting it. Crud burros are normally encountered wandering aimlessly in the wilds and have never been encountered near areas populated by humans. No matter how large an encountered crud burro is, it is docile, slow, and can be easily handled and used to transport humans or cargo up to 30% of its own size. Its unencumbered movement rate is 40' but drops 10% for every 10% of its own mass that it is encumbered with up to its limit, at which point its internal frame will begin to fall apart. Crud burros cannot survive in arid environments and need to be watered down daily (1 pint of liquid per 8 cubic feet of the burro's mass, alcohol will kill any area it touches). The burro, if not properly watered, will lose 5% of its mass per day after its 3rd dry day, and its movement rate will slow exponentially each day it loses mass. Thus, on its 4th dry day it loses 5% mass and its movement slows by 5%. On the 5th dry day, it loses another 5%, but slows 10% more. The 6th dry day it loses another 5% mass, but slows down another 20%, etc.

Crud burro: Init +0; Atk none; AC 4; HD 1d12; MV 40'
hydrated or special; Act 1d20; SP vulnerable to alcohol, dehydration; SV Fort +2 hydrated, -4 dry, Ref -4, Will +0; AL N.

- 16 **Summer's siren** - summer's siren is a sentient slime that lives in ponds and lakes. It generates and stores gas in chambers within its mass and releases the gas through small orifices above the surface of the water, creating a complex system of sounds that mimics a young woman's voice humming a soothing song luring humans and animals alike to its irresistible melody. Summer's siren is similar to reanimator slime in that it can manipulate objects such as tree limbs to be used as grasping weapons. It will use these to pull an unwary victim into the

water. Once its victim is below the surface it will flood the unfortunate soul's mouth and nose with slime, then, once subdued, coat the prey's body. At this point the slime's behavior can follow three different courses of action (1d3): 1) suffocate its victim and slowly devour it in the water as the body decays, 2) suffocate the victim and animate the body, using it like a puppet to attack the party, or 3) assume a symbiotic relationship with its victim where it will generate oxygen for the victim to breathe underwater. If it takes this action the victim will live the rest of their life underwater and can never move beyond 10' of the water's edge, lest the slime suffocate it.

Summer's siren: Init +1; Atk special; AC 10; HD 2d6; MV swim 30'; Act 1d20; SP pull victims underwater; SV Fort +2, Ref +2, Will +3; AL N.

- 17 **Fen henchman (aka, black bog baron)** - sentient slime-mold shape shifters that stalk swamps and moors. It morphs into a black silhouette in the general form of its intended prey before striking. Survivors often describe their encounter as being 'attacked by their shadow'. The fen attacks by stealthily adhering to the feet of its victim (DC 15 Ref save to avoid), then quickly slithering its thin slime mass up the PC's legs and back until it envelopes the entire body in a thin membrane of shadowy slime. The membrane-thin slime is elastic, like being stuck in a balloon with self-healing properties so it cannot be ripped or cut open. Once the victim is enveloped in shadow-slime, the fen henchman slowly suffocates its prey. Any member of the party attempting to help a PC attacked by the fen henchman by touching the slime in an effort to cut it, pull it, wipe it off, etc., must roll DC 15 Ref save or the fen henchman will begin to cover them as well. The slime can be burned off with fire but this will also burn any PC it is attached to. Touching flames to several spots of the fen henchman's surface long enough to cause a minimum of 3 total points of damage to the PC will force the entire slime to retreat and remove itself.

Fen henchman: Init +4; Atk special; AC 8; HD 3d6; MV 30'; Act 1d20; SP suffocate (each round, DC 13 Fort save or -1 Stamina and 1d3+1 damage); SV Fort +2, Ref+5, Will +3; AL N.

- 18 **Bore Optic Slime Serpents (aka, BOSS)** - this amorphous crimson sentient slime typically resides in town and village wells. The crud can exist for years at the bottom of a well without anyone suspecting that the water is infected. In fact, the slime only becomes a health threat once the townspeople become aware of its presence and attempt to remove it from the well, or if someone hides in the well or enters it for some other reason. While it can assume most any shape, it typically chooses to lurk and swim in the dark in the shape of a pencil-width thin snake, sometimes up to 5' in length and tapered to fine points at either end. The body is a colony of micro-organisms each with the ability to see in the infrared spectrum and detect body heat. Being extremely territorial, the BOSS will attack anything living thing that climbs, or falls, to the bottom of the well, waiting for the chance to wrap around the victim's neck and bore into both eyes with the ends of its body. Additionally, it will leave part of its body in each eye that it was able to bore into and lie in wait, and when another human inspects the damaged eyes, it will launch itself (now very thin and about a foot long) into the eyes of the next human. The only way to stop it is to use a red hot poker to burn out the eye sockets of someone currently affected by the slime.

Bore Optic Slime Serpents: Init +4; Atk special; AC 9; HD 1d10; MV 20' or swim 30'; Act 1d20; SP bore into eyes (DC 11 Ref save or 1d3 damage for each eye, this roll also indicates the following: 1) eyesight is impaired, 2) eye can only detect shadow, 3) total blindness); SV Fort +4, Ref +3, Will +0; AL N.

- 19 **Universal veil** - a membrane-thin sheet of bacterial slime; a living curtain. This is a nearly transparent colony of bacteria and slime living in cohabitation. It usually grows like a drape hanging down from tree limbs over pathways or from arches in buildings or tunnels waiting for something to walk into it and

become ensnared. Like a spider web it is sticky and adheres to its prey. Once caught, it injects poison into the victim through 1d4 barbed proboscis and begins siphoning bodily fluids to feed the colony. As the universal veil draws blood it fills its thin sheet body and becomes a thick cushion that will drown the PC in their own blood in 1d10 turns. Attempts to cut the veil off the victim will likely be fatal for the PC since all parts can act independently and the proboscis will continue siphoning the victim's blood, draining the body in 3d5+4 turns.

Universal veil: Init +3; Atk special; AC 13; HD 3d8; MV 0'; Act 1d20; SP blood-siphoning with barbed proboscis (DC 15 Ref save or 1d3-1 damage per round. Ripping a barbed proboscis out of flesh causes 1d4 damage, DC 18 Fort save to avoid); SV Fort +5, Ref +0, Will +0; AL N.

20 **Rucker's ectoplasm** - a trans-dimensional thread of slime that stretches throughout all of time. It can appear anywhere at any time, but since it exists primarily in the fourth dimension it seems (to beings limited to a simple three- or four-dimensional experience) to suddenly appear and then quickly disappear.

To the casual observer the ectoplasm appears as shining, feathery, multi-hued fibrous tendrils that quickly shoot out of the air, rapidly growing like wild grasping vines and then disappearing. Scholarly mages familiar with rucker's ectoplasm have made an astro-science of attempting to calculate when and where it will appear next in three-dimensional terra-based space.

A mage fortunate enough to capture the ectoplasm and harness its power will, if only temporarily, experience all of time and space simultaneously. It is believed that afterwards, though, the mage's ability to communicate with other humans on a three-dimensional/linear time level is impossible. Because of its utterly random nature of appearing, there have been incidents where living things have had rucker's ectoplasm shoot through or out of their bodies. It has been theorized that talking animals

are a result of this event. This may also be the cause of reports of spontaneous 'Astral-Consciousness' and the sudden ascension of ordinary humans to godhead status.

If a PC comes in contact with rucker's ectoplasm they instantly have insight into the history of the universe. They must make a DC 12 Will save or go insane for 1d24+6 hours. This period of insanity includes withdrawal from party, inappropriate behavior, and incoherent speech. Once the insanity passes the PC may begin to interact with the party again and has gained omniscient insight. The PC has 2d14 total opportunities to use this unique ability up to twice per session to gain a deeper understanding of what is going on at the moment. The PC can write a question and pass it to the judge who will respond to the PC in writing, providing a brief and accurate answer. The question may concern any aspect of the adventure or campaign world. The idea is that this is information that the PC already has knowledge of through their experience with the ectoplasm. If you are a judge and you're unsure of how you feel about this action, please do not use it.

Legend says that a small piece of rucker's ectoplasm was captured in a large crystal and lies hidden somewhere in the world in a massive impenetrable vault.

Note: no stats for this crud as interaction with it is not possible. It is a creature that is treated as an event.





drumpfungi

- 21 **Drumpfungi** - a slimy orange fungus that grows like floppy elephant ear mushrooms. It exudes a slippery, sticky substance that is emotionally toxic. When a PC comes in contact with drumpfungi effluence escape is nearly impossible (DC 21 Will save, adding any Agility and Intelligence bonuses. For each failed escape attempt, the PC must make a DC 14 Fort save or suffers 1d3-1 damage). It wounds victims by secreting an acid that quickly melts skin, then absorbs its victim's blood into its own body like a sponge. The bizarre thing about this attack is that on a failed DC 13 Will save, adding any Personality bonus, the PC will find this acid melt and blood-letting pleasureable.

This fungi is encountered in decaying cities and around collapsing architecture. When encountering drumpfungi, PCs must make an Intelligence check using a d18 or else they become mesmerized by the drumpfungi and will want to see it up close. Attempts to prevent mesmerized PCs from coming in

contact with it will cause them to become violent against the party. Restrained mesmerized PCs will scream, making it dangerous to try to hold them back when secrecy or discretion is important.

Drumfungi: Init +5; Atk special; AC 10; HD 2d8; MV 0'; Act 1d20; SP toxic acid; SV Fort +5, Ref +2, Will +8; AL N.



Rikert's radioleria

- 22 **Rikert's radioleria** - a colony of single-celled protozoa typically the size of a small hut. These colonies create immense and intricate models of the protozoa's individual, single cell form. These are complex awe-inspiring structures with an interwoven

frame of spindly bone-like material.

No human architecture has ever approached the detail and precision created by these single-celled creatures. The entire outer part of the structure is coated with a thick layer of sticky translucent yellow ectoplasm. Housed inside is a crimson jelly-like endoplasmic ooze which acts as a muscular system. The interior endoplasm of the radiolieria colony functions much like a giant brain, and is a conduit of communication for the hive mind of the colony. The structure is fully aware of itself as well as its surroundings. It is capable of nonverbal telepathic communication and will use this power as a beacon, broadcasting over a five mile radius and attempting to coax intelligent creatures to its side. While the radiolieria appears at first to be rigid and inflexible, it can move. If it is touched, it will fold itself over with blinding speed to capture the perpetrator, the sticky ectoplasm adhering to its victim while the spindly network frame opens up and stuffs them inside (DC 19 Ref save). Once it has engulfed its victim in the crimson endoplasmic goo, the framework will quickly close back up. It will then keep the victim alive indefinitely supplying oxygen and food through the plasmic goo and the colony mind will telepathically merge its mind with the victim in order to develop an understanding of the species it has captured. If it is attacked while holding a PC inside it will begin suffocating and crushing the PC and will only stop if the attacks cease.

Rikert's radiolieria: Init +3; Atk special; AC 14; HD 2d10; MV 0'; Act 1d20; SP capture and consume creatures, non-verbal telepathic communication; SV Fort +4, Ref +2, Will +1; AL N.

- 23 **St. Christie's bile** - it is not uncommon to find this thick yellowish slime pooling in areas where drumpfungi has spread. This slime puddles in dark recesses where it swells into patchy undulating, blobs. When found in the presence of drumpfungi, it usually manifests as a parasite in a symbiotic relationship, devouring bacteria and insects attracted to the drumpfungi. The bile's attack is a thunderous, offensive, and highly flammable

flatulence. Once an hour the slime becomes over-inflated from poisonous gasses that ferment within its network of inner cavities and releases these noxious vapors in a series of roaring emissions. When it senses body heat in its environment, it becomes excited and more bloated, and it will use the gasses as an offensive attack blasting its fumes and a spray of bile out of several of its numerous orifices. Anyone within 20' of the slime must roll a DC 13 Ref save or suffer 1d3 damage. If an open flame is within ten feet of St. Christie's bile, the gas explodes in a 30' diameter fireball causing 1d7 damage.

St. Christie's bile: Init +0; Atk special; AC 10; HD 2d6; MV 1'; Act 1d20; SP spew noxious gas; SV Fort +1, Ref -2, Will +0; AL N.

- 24 **Destroying angel puffball** - explosive bright white mushroom shaped like a large ball. It grows to one foot in diameter and is packed with poisonous spores and sharp, conical shaped crystallized sap. The skin of the ball has tremendous tensile strength, and can handle an immense amount of internal pressure. When touched and prodded, the destroying angel explodes, spewing a cloud of toxic spores and sharp crystal shards 20' in every direction. The deflated 'skin' of the exploded puffball has often been noted to resemble a small pair of angel wings lying on the ground.

Destroying angel puffball: Init +0; Atk special; AC 5; HD 1d4; MV 0'; Act 1d20; SP toxic spore and shard cloud (DC 13 Ref save, if failed DC 16 Fort save or suffer 1d5 damage from poison and 1d3 damage from shards, roll 1d30 to find how many crystal shards were spewed, then divide equally among those who failed the toxic cloud save save, maximum of five crystal each PC); SV Fort +0, Ref +0, Will +0; AL N.

- 25 **Skull dust** - a nasty flesh-eating mold that lays dormant and sleeping until it comes in contact with oils secreted by a mammal's flesh. It looks like a grayish orange dust when encountered in its dormant state but becomes fiery red when

active. It has no odor until it comes in contact with skin, when it emits a variety of smells (roll for odor). Typically it is encountered among the skeletal remains of its past victims. An unwary adventurer may pick up the helmeted skull of a long dead victim and dust off or blow off the mold. Once airborne it settles all over the exposed flesh of the fool who disturbed it and any nearby members of the party within 15'. On contact the PC must make DC 12 Fort save or it changes to a bright flaming red and begins devouring layers of flesh. Beware any piles of weapons, armor, treasure and skeletal remains, that is a good indication that skull dust lies waiting. Fire is its only enemy.

Skull dust: Init +0; Atk special; AC 9; HD 1d12; Act 1d20; SP devour flesh (DC 12 Fort save or 1d8 damage), immune to non-fire-based attacks; SV Fort +0, Ref +0, Will +0; AL N.

- 26 **Manky ditch weed** - despite the name, manky ditch weed is not a weed or plant. This is a slime that grows tall weed-like stalks which actually look like 6"-12" thick hair follicles. Its color varies (roll for visual description) but it often absorbs color from its environment. Its odor is strong but varies (use order table). The top ends of the follicles have what look like small black seeds, but are actually eyes that only detect light/dark and motion, but through the use of hundreds of these tiny eyes it can determine size and distance of moving objects. It grows in swampy low-lying areas, drawing its name from frequently being encountered in ditches along the side of lesser traveled roads. If a PC steps off the path into a patch of manky ditch weed, the slime will wrap its stalks around the PC's ankles attempting to trip them (DC 10 Ref save or fall into the body of the slime which is like a pool of sticky, slippery, acidic digestive bile), then the slime stalks will wrap around the PC's arms, legs, head and torso, excreting flesh-dissolving acid each turn they are trapped. Any party members attempting to save the PC must make a DC 6 Ref save or suffer the same fate.

Manky ditch weed: Init +0; Atk special; AC 6; HD 1d4; MV 0';
Act 1d20; SP flesh-dissolving acid (DC 16 Fort save or 1d3
damage each round); SV Fort +0, Ref +0, Will +0; AL N.



mutitan



reanimator slime

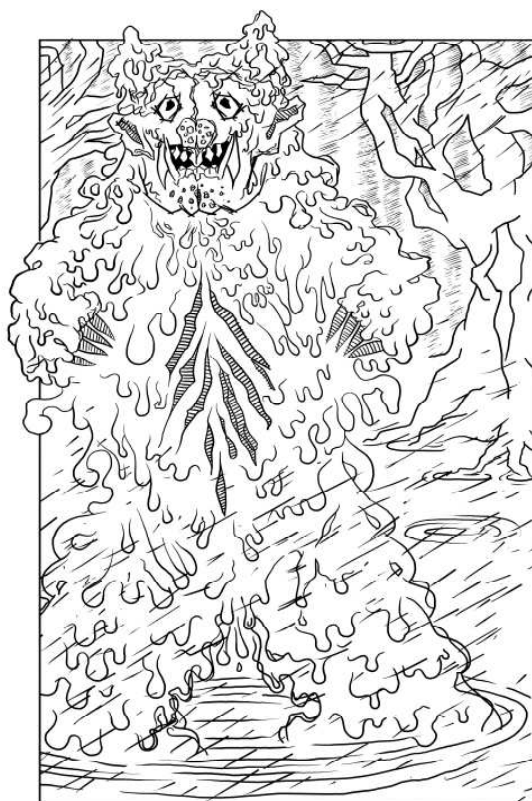
- 27 **Reanimator slime** - this is a semi-sentient crud that Astro-Alchemists believe has astral origins. An 'extremophile', this slime can survive any conditions including fire and extreme arctic sub zero cold. The reanimator is known for its ability to grow itself around the remains of animals and humans, whether skeletal or decaying corpses, and animate the bodies through its own control over the limbs. The slime is also able to merge multiple remains into massive hybrid creatures of bone, decaying flesh, thick layers of fibrous slime and anything else it can meld together for its ferocious and aggressive attacks. To randomly determine the body type of a reanimator slime, use the sub-table that appears after this d30 table (pg 38). Assume that the slime has a minimum of two legs that can support its weight, movement, and stability.

Reanimator slime: Init +4; Atk as body part type +2 melee; AC 11; HD 1d5 for each body the reanimator has merged, MV 20'; Act 1d20+1d14 for each additional body merged; SV Fort +6, Ref +3, Will +7; AL C.

- 28 **Whistling widowmaker** - the whistling widowmaker is a dense fungi that is shaped like a tall spiraling cylinder, wider at the base and narrowing towards the top. It is bright white until it spreads its two large flaps, which look somewhat like bird wings. When it does so, it exposes a dark bloody-looking area, which makes it look somewhat like a wounded bird. It gets its name from the crying, whistling sound it makes from gasses escaping through orifices at the top of its body to attract victims looking for easy prey. Once an animal or human is close enough, it releases a deadly cloud of spores and noxious gas (DC 16 Fort save or 2d4 damage). The spores attach themselves to the victim and grow into more widowmakers that devour the body over time, then devour each other until only one survives. Victims that survive attacks still have spores on their bodies and spread the whistling widowmaker to other areas. Attack survivors must make a DC 7 Fort save to see if attached spores are present 3 days later. A failed save causes 1d3 damage due to the spores eating their flesh and the save must be repeated again 3 days later for every failed save. If the save is successful, consider the spores removed.

Whistling widowmaker: Init +4; Atk special; AC 6; HD 1d8; MV 0'; Act 1d20; SP deadly cloud of spores and noxious gas; SV Fort +0, Ref +0, Will +0; AL N.

hagbear



- 29 **Hagbear** - hagbears are found in swamps, underground streams, and stagnant lakes and pools. These hairless creatures, when mature, are the shape and size of adult grizzly bears but their faces resemble that of blobfish. They have no bones except their massive skulls which house incredibly strong jaws and shark-like rows of teeth. The beasts are never encountered out of the water because their limbs, while strong and inescapable in the water, lack of a skeleton making them incapable of supporting their weight on dry land. Fast, angry, and aggressive, it attacks by bite or uses its long sharp claws to tear into and snag its prey. It will then voraciously drag the victim to it, squeezing its prey in its arms and using its teeth and jaws to crush the head of its victim. The hagbear exudes massive amounts of slippery slime through its pores to make its body super slick and thus avoid capture. The slime and lack of bones also makes it adept at squeezing through narrow passages and crevasses. It can fit through any passage large enough for its head.

Hagbear: Init +3; Atk bite +3 melee (1d3) or claw +3 melee (1d3) + special; AC 10; HD 2d8; MV swim 30'; Act 1d20+1d16; SP drag victim (upon a successful attack, victim is pulled in and squeezed for 1d4 additional damage and crushed by the hagbear's jaws for 2d5 additional damage); SV Fort +2, Ref +1, Will +0; AL N.

- 30 **Eckson's sludge mire** - this fungus was found growing in sub-zero arctic climates during Captain Ekson's arctic quest and brought back on their return. The fungus actually grows inside ice. During the expedition it was discovered to be edible and nutritious, though not very tasty. This was fortunate for the expedition party since they were quickly running out of rations, but after their return, many became ill and eventually unable to eat, experiencing bloating and impossible weight gain. The sludge mire was growing inside of their intestinal system as it could not only thrive inside of ice, but also grow rapidly among gastric acids in the bellies of the crew. It continued to grow inside the crew's bodies until their torsos burst open.

Ekson's sludge mire is an extremophile, a lifeform capable of thriving in conditions thought to be completely inhospitable to life (extreme subzero cold and ice, gastric acids, inside rock, etc.). Upon contact with the air, ekson's sludge mire spews spores infecting people and animals within 20'. Breathing or ingesting spores requires a DC 12 Fort save, an unsuccessful saving throw means the PC has a fungus growing in their lungs or stomach. Rolls a 1d4 to determine growth rate: 1) slow growth. -1 Strength every 3 months, 2) moderate growth. -1 Strength each month, 3) quick growth. -1 Strength each week, 4) very rapid growth. -2 Strength every week. Once a PC's Strength drops below zero, the PC's body has exploded open, killing the PC and potentially infecting everyone within 10' of the body.

Eckson's sludge mire: Init +0; Atk special; AC 4; HD 1d3; MV as wind speed; Act 1d20; SP spore infection; SV Fort +0, Ref +0, Will +0; AL N.

Reanimator Slime Body-type Determination Sub-table

- a Body type (1d3): 1) single humanoid, 2) single animal, 3) multiple bodies. If multiple, roll the number of bodies (3d4): odd result) animal bodies, even result) human bodies.
- b Animal body parts. Roll 1d24 for each animal body to determine type, then roll 1d3 for each type to determine condition: 1) recently killed, 2) decomposing, 3) skeletal:
 - 1 Vulture head and neck (bite/1d3-1 damage)
 - 2 Deer legs (kick/1d3-1)
 - 3 Snake head and body (bite/1d3-1, poisonous venom DC 12 Ref save)
 - 4 Turkey talons (claw/1d3-1)
 - 5 Wolf head (bite/1d3)
 - 6 Wolf legs (claws/1d3)
 - 7 Extra-large goat head (horn ram/1d3, or bite/1d3)
 - 8 Bear arms and claws (claw/1d6)
 - 9 Bear head, neck and shoulders (bite/1d6+1)
 - 10 Mouse torso and head (special: this body part will always be attached to an appendage that can come in contact with an opponent and it is always a recent kill that was rabid and can still infect others. Bite/DC 17 Fort save or contract rabies)
 - 11 Extremely large eagle wings, eight foot wingspan (no attack or damage).
 - 12 Deer stag head, neck, and shoulders (stab with horns/1d5, or bite/1d3-1)
 - 13 Octopus tentacles (I don't know how it got them, but it did. Must be recent. Crush/1d3)
 - 14 Mountain lion legs (claw/1d3)
 - 15 Mountain lion head, neck, and shoulders (bite/1d3+1)
 - 16 Unknown arms (gorilla-like, maybe sasquatch (hit/1d2, or crush/1d4)
 - 17 Unknown head, neck and shoulders (gorilla-ish but a bit human like (bite/1d3)
 - 18 Huge 4' lamprey eel-like body and 2' mouth with massive rows of teeth (bite/2d4)

- 19 Shark head (bite/2d5)
 - 20 Massive snail head and portion of torso. Size of a pony's head with tall eye stalks. Must be recent. (bite/1d2)
 - 21 Alligator head (bite/2d4)
 - 22 Alligator tail (club/1d4)
 - 23 Cow head (bite/1d2)
 - 24 Egret head and neck (stab with beak/1d3)
- c Human body parts. Roll 1d7 for parts, then roll 1d3 for each type to determine condition: 1) recently killed, 2) decomposing, 3) skeletal:
- 1 Woman's head, neck and shoulders (bite/1d2)
 - 2 Man's head, neck and shoulders (bite/1d2)
 - 3 Child's head, neck and shoulders (bite/o)
 - 4 Adult arms (hit/1d2)
 - 5 Child's arms with sharp jaw bone knife (knife/1d3)
 - 6 Adult legs (kick/1d3)
 - 7 Child's legs (kick/o)

What's This Crap!?

d50 Crud Color and Texture Calculator

When using this chart for powdery molds, use only the colors described unless other parts of the description are applicable. Do not be afraid to mix and match, or roll a few and combine favorite parts from each description.

d50 Color and Texture

- 1 Translucent blue viscous material embedded with multiple tiny black orbs (eyes).
- 2 Translucent green slime with network of fibrous nerves and fleshy nodules (various gastrointestinal, pulmonary and/or tiny brain like organs). Nerves sparkle with electricity the closer the PCs get to it.
- 3 Translucent bile in shades of orange and yellow shimmering and rippling as it expands and contracts.
- 4 Glistening khaki slug flesh with lime green leopard spots.
- 5 Iridescent pearl white slime with clusters of pink red pustules that occasionally squirt a viscous white fluid up to 10'.
- 6 Undulating slab of grey worm flesh.
- 7 Texture and color of a human lung.
- 8 Thin sinewy red and black fibers intertwined, moving in slight but jumpy skittering motions.
- 9 Camouflaged with with surroundings.
- 10 Oily black liquid with a slowly swirling rainbow sheen.
- 11 A small greenish-brown powder cloud that floats in the air by expanding and contracting like a jellyfish swimming in water.
- 12 Red grainy sand-like surface with black shiny irregular spots that expand and contract.
- 13 Glistening white with gray green streaks and spots. It can only be seen from the PC's peripheral vision.
- 14 Thin grey membrane dripping acidic bile.

- 15 Texture of excrement, brown with streaks of black.
- 16 White powdery mushroom caps that squirt and drip a blood-like liquid if disturbed.
- 17 Silvery reflective pool with mucus-like bubbles on it's surface that reflects the surroundings, but not exactly as the surroundings actually are. None of the scenarios reflected in the pool are necessarily real or have any future consequences for the PCs, unless the judge decides so. Roll 1d3: 1) reflection displays one PC murdering another in the current environment; 2) displays local environment decayed and decimated, a future apocalyptic environment with PCs aged and dying. One or more PCs may not be present in this reflection; 3) the reflection of the current environment is accurate but there are large angelic, yet hideous-looking beings hovering over the party in a threatening manner.
- 18 Fungal network of thin fibrous squirming stalks that bend towards anything moving within 20'.
- 19 Large mound of clear jelly that appears to have a member of the party trapped and struggling inside. The first PC to gaze on the jelly has their image absorbed by it. At that point, the party will become blind to the PC and will only be able to see the image struggling in the quivering mass of jelly. Magic can be used to dispel this effect.
- 20 Mold spores that glow in unison in ever changing colors and patterns. Roll 1d4: 1) spores are attracted to the most odiferous member of the party; 2) the spores are attracted to the party member possessing the most metal; 3) the spores are attracted to magic users in the party and/or members possessing magic items; 4) the spores swarm the entire party. When the spores swarm a member or the whole party they cling to the targeted PCs causing no damage, but they will continue to glow in unison. If an attempt is made to brush or wipe them off, the glowing effect is intensified and spread over larger areas of the body. Fire is the only way to completely destroy the mold.

If it is not destroyed, the colony will continue to grow at a rate of 50% per week. Washing will only reduce the colony size by 7% once per day.

- 21 Thick rubbery skin that inexplicably can be felt from up to 10' away without contact. The texture is telekinetically felt by the observer in an unpleasant manner and in no specific area of the body.
- 22 Sickly greyish green layers upon layers of scab-like material that breaks off in flakes only to be replaced by more and bigger layered flakes. As flakes snap off making a scratchy, hollow cracking noise, each PC believes they hear their individual name in a hideous dry crackling whisper.
- 23 Dark purple with glittering stars. [FA]
- 24 Thick, translucent outer skin surrounding red, blood-like smears. [FA]
- 25 Gritty viscous fluid, like quicksand, glows blue underneath. [FA]
- 26 Cottony fibers laced through clear jelly. [FA]
- 27 Smooth white streaked with various grays and black, like marble. [FA]
- 28 Texture of tree bark, bright yellow on surface, ochre underneath. [FA]
- 29 Scabrous, weeps blood from under the crust. [FA]
- 30 Bright blue plasticine skin with bright yellow "beads" in irregular strands. [FA]
- 31 Stone-like skin in rectangular red bricks over dark gray putty. [FA]
- 32 Tiny black spores connected by thin light gray tendrils, like a wispy rain cloud. [FA]
- 33 A fine mist that somehow stays together in one body. [FA]
- 34 Rubberly dark gray riddled with holes that ooze orange paste. [FA]
- 35 Bumpy, yet glossy, off-white surface that continually undulates. [FA]
- 36 Man-sized squash-like tube, bright green with dark green

crevasses. [FA]

37 Black blob with bubbles that grow, then burst in phosphorescent green splatters. [FA]

38 Looks like a simple puddle of water. [FA]

39 Shiny chrome-like skin that reflects everything perfectly - except vampires. [FA]

40 Flesh-colored blob that assumes the shape of any person it touches for 1d4 Rounds, then melts back into a formless mass. [FA]

41 Bronze-colored lumpy mass with sharp crystals continuously growing out, then collapsing back in on the main mass. [FA]

42 Vibrating translucent blue jelly, continually in frantic motion. [FA]

43 Rubbery cylinder that flashes through 200 shades of bright electric colors each minute. Mesmerizing. Always wins initiative. [FA]

44 Very thin film, like ragged sheets floating in the wind. [FA]

45 Like a self-contained river of molten gold whose “waves” continually “leapfrog” over one another, propelling it. [FA]

46 Pink, with regular bumps and tiny hairs growing out of each bump, like chicken skin. [FA]

47 Purple-gray, like a giant liver, that puffs up with air, tears, releasing noxious air, deflates, then puffs up again, as if “breathing”. [FA]

48 Black vessels, like a giant system of blood vessels without any attached body. Crawls along floor and up walls and can climb on ceilings. [FA]

49 Brain-like yellow-green blob that oozes navy blue liquid from its grooves. [FA]

50 Continuously “exploding” green slime that bursts into a mushroom cloud, splatters all over the room, then re-gathers itself, every round. [FA]

What's This Crap!?

d50 Crud Effects Machine



Roll d50 and apply the effect. The judge may need to use a bit of imagination when creating a random crud. Plan sensible adjustments that will apply these effects in a manner consistent with any previously determined crud type, color, and texture.

d50 Crud Effect

- 1 Magic Nulling Property. Within sight of the crud, no matter what the distance, all effects of magic are nullified.
- 2 Blindness. Afflicted PC loses sight for 1d6 turns (-4 Agility, automatically loses all initiative rolls).

- 3 Diminished Eyesight. PC loses partial eyesight for 1d6 turns (-2 Agility, -2 to initiative rolls).
- 4 Deafening. Afflicted PC loses hearing for 1d6 turns (-1 to initiative rolls).
- 5 Anxiety. PC is overcome with dread for 1d6 turns (-2 to initiative rolls, loses any Intelligence bonus, and nervous shaking causes -2 to Agility).
- 6 Disoriented. For 1d6 turns PC experiences a -2 to Intelligence, Strength and Agility.
- 7 Sleep. PC falls asleep and cannot be woken for 1d8 turns.
- 8 Exhaustion. For 1d6 turns, PC suffers -3 to Strength, -2 to Agility and Stamina, and -1 to initiative rolls.
- 9 Speeding Effect. For 1d6 turns the PC experiences +2 to initiative rolls and Strength, +3 Agility, and +1 Stamina. After the effect ends, they incur -2 to initiative rolls, Strength, Agility and Stamina, and -3 Personality until fully rested.
- 10 Stinging. DC 10 Ref save or victim is stung by the crud. Afflicted area becomes swollen, red, and painful. The PC must succeed on a DC 13 Fort save or the judge rolls 1d4 to determine severity of sting: 1) Deadly. Swelling spreads from point of contact throughout the victim's body. Each turn a new extremity is affected and can no longer be used. Within 6 turns the PC cannot move, their eyes and mouth are swollen shut, and they can barely breathe. The victim will remain in this condition for 24 hours; 2) The swelling begins in the afflicted area and spreads to the nearest limb on that side (right or left) of the victim's body. Swelling takes a full day to subside. During that time the affected limbs cannot be used; 3) The stung limb/body part becomes swollen and cannot be used for half a day; 4) The PC suffers painful swelling in the area stung, but no additional effects. The antidote for this stinging poison is to be stung again in

the same spot. If the afflicted PC touches the stinging crud a second time, the swollen area will heal within 2 turns. If the stinging crud is touched a third time, the above effects recur but cannot be healed with additional stings.

- 11 Vomiting. The PC is unable to act for 1d4 rounds and suffers a -4 penalty to AC. [FA]
- 12 Clairvoyance. The PC has breathed, touched, or eaten some crud that causes clairvoyance for 1d24 hours. The player rolls 1d7 to determine the number of times they can access this ability. To use this power, the player asks a yes or no question pertaining to the game environment out loud (for example: Is anyone hiding behind this door? Is there an exit down this corridor? Are we being watched? etc.) and then rolls 1d24. The judge also secretly rolls 1d24. If the judge's roll is different than the player's, the judge indicates a truthful answer, yes or no, on a piece of paper and passes it to the player. If the judge rolls the same number as the player, the clairvoyance ability conveys incorrect information. The judge writes the opposite answer on the paper and hands it to the player without letting the player know it's incorrect. When the player is made aware of the clairvoyance ability they should be informed there is a very small chance that an answer could be incorrect.
- 13 Singing Nettles. The PC is slightly drugged by the crud (breathing in spores, eating or touching it) and for 24 hours whenever the PC becomes nervous or anxious they sing at the top of their lungs. This includes every time a save roll needs to be made, during combat, or anything that might be stressful. The affected PC will also loudly break into song when the party is trying to hide or sneak up on something, announcing where they are, or that they are creeping up. While afflicted, the PC automatically loses all initiative rolls as they sing details of how they are going to attack, and

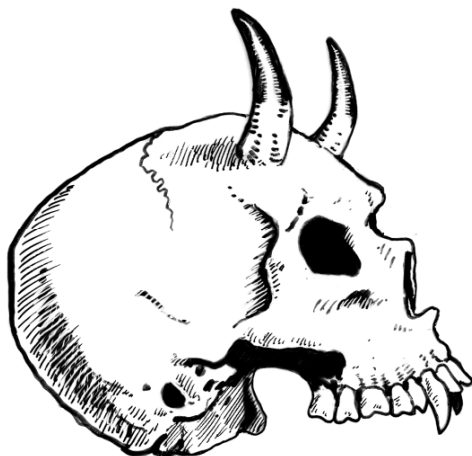
- suffers a -2 Agility.
- 14 Incredible Strength. The PC experiences +1d5 Strength for 1d10 turns.
- 15 Healing Power. The PC self-heals all damage immediately for 2 days. Actually, they just think they do. In reality they have been drugged with a poison that blocks any feelings of pain and clouds their ability to understand the seriousness of any wound.
- 16 Edible But Causes Uncontrollable Farting. The PC finds the crud tasty and nutritious, but it causes extremely foul smelling gas and breath starting 3d3 turns after consumption (-2 Personality for 1d24 turns). Each time the PC attempts to hide, sneak, charm, or any other activity that requires extreme quiet or discretion, they must make a DC 15 Ref save to avoid accidentally farting loudly.
- 17 Time Disruption. The party experiences intermittent time dyslexia. The judge rolls a 1d5 every turn until the party has left the vicinity of the crud causing this effect: 1) The PCs go back in time to when they entered the encounter area and begin the encounter again; 2) The PCs suddenly find themselves leaving the encounter area with no knowledge of what happened, and possibly affected by the type of crud color and texture. For example, "You are stumbling away from the room you had entered. You are sweaty, disoriented and exhausted and covered in a glowing powdery substance (color and texture result 20) ; 3) The PCs repeat the last turn, including suffering from damage and effects incurred during previous time traveling events prior to this one; 4) The party is transported to a previous period of time within the current or recent game session when a conflict occurred. The event reoccurs and any changes are now their new history. They still have their memories of everything that occurred from that point on and can make new choices

based on that knowledge. Any party members that were injured or killed are where they were stat wise when this area was first encountered. Any items or magic effects obtained after this encounter are no longer in the possession of the PCs; 5) The PCs lurch forward in time an untold number of turns. Choose another nearby area in the vicinity where a conflict might take place or a trap might be sprung. Tell them they have no idea how they just arrived here. Let them roll for initiative, look for traps; whatever they choose, they do at a -1 disadvantage due to being disoriented. They also have any residual effect from the previous encounter to deal with, if any. Within 1d5 turns the party suddenly finds themselves transported again. Roll 1d5 again to determine where according to this chart. If “5” is rolled again continue and repeat as necessary.

18 Causes Paranoia. The PC must make a DC 16 Personality check for each person in the room or the PC thinks that the person is trying to kill them. [FA]

19 Causes Irrational Anger. DC 15 Personality check or for 1d10 turns the PC loses themselves in an all-consuming anger directed at the party, including attacking one or more members. During this heightened anger, the PC has +2 to Strength, Stamina, and Agility. Furious screaming, yelling, and insulting ensues regardless of how sensitive the overall situation the party is involved in.

20 Causes Extreme Fear. DC 17 Personality check or for 1d4 turns the PC becomes paralyzed with fear with no idea what it is from. The PC refuses to do anything the party requires regardless of the situation or how desperate any needed action is. If forced to do anything, even getting picked up and carried, the PC will scream and cry.



- 21 Temporary Change to Strength. This is a crud magic effect. After contact, the PC's Strength changes by $2d3-1$ (50/50 chance for either loss or gain) for 1d24 hours. If a "24" is rolled, the PC is affected for a full day plus an additional 1d24 hours, continuing to add days as needed.
- 22 Temporary Change to Stamina. This is a crud magic effect. After contact, the PC's Stamina changes by $1d3+2$ (50/50 chance for either loss or gain) for 1d24 hours. If a "24" is rolled, the PC is affected for a full day plus an additional 1d24 hours, continuing to add days as needed.
- 23 Temporary Change to Intelligence. This is a crud magic effect. After contact, the PC's Intelligence changes by 1d4 (50/50 chance for either loss or gain) for 1d24 hours. If a "24" is rolled, the PC is affected for a full day plus an additional 1d24 hours, continuing to add days as needed.
- 24 Temporary Change to Agility. This is a crud magic effect. After contact, the PC's Agility changes by 1d5 (50/50 chance for either loss or gain) for 1d24 hours. If a "24" is rolled, the PC is affected for a full day plus an additional 1d24 hours, continuing to add days as needed.
- 25 Temporary Change to Personality. This is a crud magic

effect. After contact, the PC's Personality changes by 1d4+1 (50/50 chance for either loss or gain) for 1d24 hours. If a "24" is rolled, the PC is affected for a full day plus an additional 1d24 hours, continuing to add days as needed.

- 26 Temporary Change to Luck. This is a crud magic effect. After contact, the PC's Luck changes by 1d6 (50/50 chance for either loss or gain) for 1d24 hours. If a "24" is rolled, the PC is affected for a full day plus an additional 1d24 hours, continuing to add days as needed.

- 27 Paralysis of Exposed Limb. Upon contact of any body part with this crud, the PC must make a DC 12 Fort save or suffer paralysis of that part lasting for 1d24 turns. When rolling 1d24, if the result is 8 or over, the PC must make another DC 10 Fort save at the halfway point of the effect duration or the paralysis spreads to an additional nearby body part for the balance of the effect duration.

- 28 Temporary Omniscience. After ingesting crud orally or from breathing in spores, mold, or vapor, the PC must make a DC 16 Fort save or develop temporary omniscience. When the PC comes in direct contact through touch with an item or NPC, the omniscient PC instantly knows all there is to know about it/them. This includes magic items, how an item functions, understanding any language or symbols, ancient forgotten knowledge, NPC motives, plans, health, true feelings...everything, but only if there is direct contact. An item belonging to an NPC will not reveal knowledge of the NPC, only information about the item's own history, which includes belonging to the NPC. This effect lasts for 1d24 hours. If in a structure, the PC can touch the walls of the structure and know the layout of the building (plus traps built into it, when it was built, by whom, how long it took, materials, etc.), but not what each room contains or where NPCs might be within it.

- 29 Temporary Omnipresence. After ingesting crud orally or from breathing in spores, mold, or vapor, the PC must make a DC 16 Fort save or develop temporary omnipresence. The PC is overwhelmed with information as everything within 1d5 miles is known and felt simultaneously. Parsing this information is impossible. The PC is reduced to a quivering mess for 1 turn as they deal with suddenly sensing, feeling, seeing, smelling, hearing, knowing everything happening over a wide area all at once. This effect lasts 1d12 hours. After the first turn the PC is able to communicate with the party. The PC can answer questions about what is happening at the exact moment asked. Precise answers are given but interpretation of the info is impossible for the PC. The judge will supply the answers to the PC who will decide what to divulge, if anything at all. For example, Q: Where is the Napalm Golem right now? A: 1500 feet away. Q: Is it heading this way? A: It is facing north (PC can only see where it is in that split second). Q: Is it moving our way? A: It has moved (PC is only able to compare this second to the previous second). Q: Is there an exit from here? A: There are many exits from this building (PC is unable to think of the question in reference to themselves and their immediate surrounding since they are now present everywhere, mentally occupying every space within miles of where their physical body is).
- 30 Duck Lips. Crud slime sprays or spores blast from mold or fungi. DC 17 Ref save or the PC's lips are painfully drawn tight, harden, turn orange, and become elongated in the course of 1d3 turns, like a duck bill. The effect lasts for 1d14 turns. During this time, the PC suffers a -4 to Personality, finds drinking and eating difficult, and their speech is slurred and hard to understand.

- 31 Extra Dimensional Communication. After ingesting crud

orally or from breathing in spores, mold, or vapor, the PC must make a DC 14 Fort save or immediately become cognisant of extra dimensions. The PC becomes incapable of navigating their environment for 1d6 turns as they now see incomprehensible angles and perspectives and colors that do not exist, hear sounds that are felt like emotions, feel textures without touch but which are instead experienced as taste, if taste was a mathematical equation calculated through pain. While affected, the PC feels the presence of an unseen entity outside of the party's present dimension that is trying to give the PC an item, which appears to be a small, hyper-dimensional, brass colored metal key. If the PC rejects the item or attempts to fight the presence, the entity curses the PC then leaves, resulting in -3 to Luck and corruption of a random body part. Roll 1d5 for the body part: 1) right leg; 2) right arm; 3) head; 4) left arm; 5) left leg. Roll 1d4 for the corruption: 1) limb replaced by, or head covered with, fleshy squid-like tentacles; 2) 1d8 horn like shafts; 3) bubbling pustulant raw always burning flesh; 4) body part is growing volcanic rock that must be chipped back down to normal size at least once a week. All corruptions cost the PC -3 to their Personality. If the PC accepts the item, they have accepted the most destructive tool that has ever existed in this dimension in all of history. The key acts as an anchor for the extra dimension tethering it to this one. Seven keys need to be planted here to successfully open a permanent portal from that dimension to this. The key acts as a beacon, attracting the attention of chaotic mages. Parties that these PCs don't want to ever run into are already aware that the first key is here. Many want to be its keeper. The PCs now top the most wanted list of the most chaotic evil entities in this universe, but have no clue what the key is and never will until it's much too

- late...unless somebody sniffs some omniscience goo.
- 32 Causes Difficulty Breathing. For 1d10 turns the PC has difficulty breathing: -3 Stamina, -2 Strength, -2 Agility, and -1 Intelligence.
- 33 Causes Complete Fearlessness. DC 17 Fort save or victim does not have the ability to assess risk. All bonus modifiers are doubled for 1d10 turns (this means a +2 bonus becomes +4, but a -2 penalty becomes -4, etc.).
- 34 Causes Seizures. The PC loses consciousness and control of their body. DC 12 Fort save or they suffer 1d3 damage from the fall and seizures.
- 35 Psychedelic. The PC is unable to do anything but stare at psychedelic hallucinations for 1d8 turns. Intelligence and Personality are temporarily halved, rounded up, and the PC utters strange phrases like “far out, man” and “Dave’s not here, man”. [FA]
- 36 Catatonic State. The PC is unable to move for 1d10 turns, after which the PC moves at 1/2 normal movement for another 1d10 turns.
- 37 Caustic to Touch. Any part of a body that touches the crud will be damaged immediately, no saves. If a PC initiates contact it causes 1d4 damage to that PC. If somehow the crud initiates contact, the judge rolls 1d5 to determine the severity of the contact, rolling 1d4 the number of times indicated on the d5, then tallying the results. If the total exceeds the PC’s current hit points, the entire limb afflicted is dissolved and the PC has passed out. If the PC’s head or torso is afflicted, sorry, the PC is dead. Yeah, it sucks, I know.
- 38 Target Falls In Lust With First Person/Creature They See. The PC has no self-control for 1d6 turns. [FA]
- 39 Sensation of Bugs Crawling Underneath Skin. [FA]
- 40 Tickling. The PC is affected by a feeling of extreme

tickling. [FA]

- 41 Loses Memory of Previous Hour. This includes any memorized spells. [FA]
- 42 Uncontrollable Screaming. The PC screams uncontrollably for 1d6 turns, but without any other fearful symptoms. [FA]
- 43 Complete Loss of Bowel and Bladder Control. The PC suffers -2 to Personality until cleaned. [FA]
- 44 Muscular Necrosis. DC 15 Fort save or muscles in area of contact begin to die and the affected area turns black. The PC suffers -1 Stamina and -1 Strength every two months until either healed by magic or affected limb is amputated. If not resolved after four months the necrosis moves to an additional body part. [FA]
- 45 Extreme Hunger. The PC will eat the nearest anything with abandon for the next 1d6 turns. [FA]
- 46 Electrical Shock. The PC takes 1d12 damage and must make a DC 12 Fort save or be stunned for 1d4 rounds. [FA]
- 47 Instantly Rusts Metal. [FA]
- 48 Break Out in Itchy Pustules. The PC suffers -1 Agility and -2 Personality for 1d6 turns. [FA]
- 49 Hemorrhagic Reaction. The PC loses 1 hp/round for 1d4 turns. [FA]
- 50 Allergic Reaction. The PC's eyes swell shut, and mucous abounds causing -4 to attacks for 1d6 turns [FA]



What's This Crap!?

d50 Cruds Odor Description Generator



Roll a 1d3: even = no odor present; odd = create a smell by rolling on the following d50 table.

Roll two or more times. Multiple rolls add layers of complexity to the smell description. Excrement may be bad enough, but a 'peppery excrement-like odor with undertones of petroleum' is more suffocating and ghastly. So is a malty halitosis odor. Not every creature will smell bad. Some vile creatures use pleasant aromas to lure prey to them.

If judge desires, roll 1d4 for intensity:

d4 Cruds Odor Intensity

- | | |
|---|---|
| 1 | Barely perceptible. You just caught a slight whiff, you're not sure where it is coming from. |
| 2 | Smell catches their attention. You have a general idea of what direction it is coming from. What the hell is that smell? |
| 3 | Strong identification of smell. OMG! You can tell exactly where it is coming from. DC 10 Fort save or nausea and gagging occurs causing -2 to initiative rolls. |

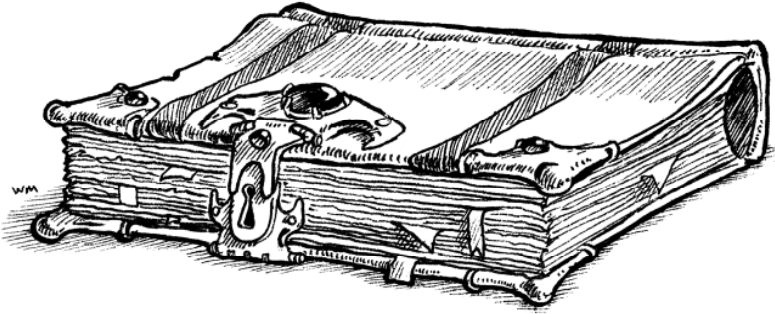
- 4 Utterly repulsive, suffocating. AAGGGHHH!!!! You gotta get outta there! DC 14 Fort save; failed save causes one of the following (1d4): 1) migraine headache for 1d3 turns (moves at half normal, -2 to attacks, -5 to initiative, -1 to all saves); 2) gagging and retching for 1d4 turns (-6 to initiative, -3 to attacks, -3 to all saves, -3 to spell checks); 3) choking for 1d5 turns (cannot do anything but cough and gasp for air); 4) passes out for 1d6 turns.

Note: even pleasant aromas at obnoxiously intense levels will cause the above reactions.

d50	Cruds Odors	d50	Cruds Odors
1	Dead Fish	26	Sickening Sweet
2	Fresh Seaweed	27	Musk
3	Decaying, Rotting Wood	28	Moldy
4	Mossy Odor	29	Dirt
5	Excrement	30	Patchouli
6	Sulphurous	31	Burning Rubber
7	Decaying Flesh	32	Peppermint
8	Rotten Eggs	33	Lemon
9	Sour	34	Extreme Dirty Foot Stench
10	Vomit	35	Swampy
11	Stomach Bile	36	Cedar
12	Sweet Pastry	37	Pepper
13	Burnt Coffee	38	Crushed Ants
14	Yeasty	39	Malty
15	Alcohol	40	Banana
16	Petroleum	41	Hydrochloric Acid
17	Burnt Chocolate	42	Parmesan Cheese
18	Rancid Meat	43	Musty
19	Swiss Cheese	44	Halitosis
20	Rotting Citrus	45	White Vinegar
21	Garlic	46	Skunk
22	Onion	47	Urine
23	Baby Diarrhea	48	Cabbage
24	Rotting Food Grease	49	Cinnamon
25	Honeysuckle	50	Gardinia

What's This Crap!?

d50 Crud Naming Device



Simply roll a d50 twice. The judge decides which result to assign to the prefix and suffix. Go with whatever order sounds the most doomed and diseased!

d50	Prefixes	Suffixes
1	Devouring	Wort
2	Mud	Naut
3	Wurm	Stalk
4	Mourning	Cap
5	Death	Drool
6	Skull	Face
7	Fly	Lace
8	Stink	Stool
9	Drooping	Lick
10	Scarlet	Monger
11	Pearl	Hand
12	Fire	Dust
13	Null	Stone
14	Puffy	Crumb

d50	Prefixes	Suffixes
15	Slippery	Wax
16	Poison	Spit
17	Toad	Bile
18	Crimson	Ooze
19	Fever	Monk
20	Ear	Sac
21	Dread	Fist
22	Doom	Jelly
23	Necrotic	Pudding
24	Deadly	Shade
25	Night	Curtain
26	Weeping	Dirt
27	Dripping	Seepage
28	Silt	Coat
29	Ebony	Blanket
30	Blood	Skin
31	Unctuous	Pelt
32	Glassy	Glop
33	Powdery	Muck
34	Creeping	Sludge
35	Evil	Must
36	Demon	Rot
37	Crawling	Mire
38	Prickly	Fat
39	Sour	Oil
40	Bubbling	Jam
41	Flatulent	Nits
42	Molten	Veil
43	Feather	Jacket
44	Hairy	Crust
45	Downey	Shank
46	Slug	Treacle
47	Porcupine	Clabber
48	Milky	Honey
49	Fink	Horn
50	Devil's	Cup

Dungeon Crawl Classics Character Record Sheet



Occupation Class Level Exp. Points
Equipment and Notes

Title Alignment Languages

Strength ☐ ☐ Personality ☐ ☐

Agility ☐ ☐ Luck ☐ ☐

Stamina ☐ ☐ Intelligence ☐ ☐

Lucky Roll

Fort Reflex Will

Combat!

Weapon in hand



armor worn

Fumble Die Check Pen.

Action Dice Crit Table & Die

Hit Points Speed

AL

Credits

Contributing Authors – VOLUME 7

Forrest Aguirre, Victor Garrison, Mike Markey

Cover Illustrator – VOLUME 7

Doug Kovacs

Title Page Illustrator – VOLUME 7

Marc Radle

Contributing Illustrators – VOLUME 7

David Coppoletti, Anna Costa, Rick Kammer, Billy Longino,
Danny Prescott, Shield of Faith Studios/Matt Jordan
Some artwork copyright William McAusland, used with permission

Editors

Forrest Aguirre, Steven Bean, Daniel Bishop, Jon Carnes,
Keith Garrett, Jason Hobbs, Tony Hogard, Michael Jones,
Duncan McLastName, Jonathan Nichol, James Pozenel,
Jim Skach, Tim Snider, Noah Stevens, Doyle Tavener,
David VC, Laura Rose Williams, Paul Wolfe

Proofreaders

Reece Carter, Samuel Dester, Jason Hobbs, Tony Hogard,
Aaron Koelman, Ryan Moore, Jonathan Nichol, Jim Skach

Printing Offset Contributors

Forrest Aguirre, Steven Bean, Julian Bernick,
Eric Fields, Laura Rose Williams, and the
patrons of the G+ GFA community

Creative Vision & Direction, Layout and Graphic Design

Doug Kovacs, Harley Stroh, Jon Hershberger
Marc Bruner, Matt Hildebrand, Michael Jones

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A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



TABLES & TOOLS PART II

VOLUME 8 OF EIGHT BOOKLETS

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1d50 NAMES

FOR YOUR ZERO-LEVEL CHARACTERS

compiled by

bygrinstow

Yet MORE randomization for your Zero-Level character creation!

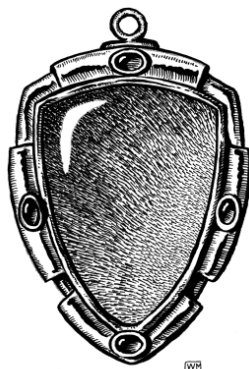
True, there is a shortage of female names on the list (I blame the publishing industry of the 20th Century) – feel absolutely free to tweak the names to suit your mood and preference.

- | | | |
|----------------|----------------|---------------|
| 1. John | 18. Margaret | 35. Rice |
| 2. Leigh | 19. Gardner | 36. Fritz |
| 3. Edgar | 20. Howard | 37. Brackett |
| 4. Lyon | 21. Plunkett | 38. Andre |
| 5. Anderson | 22. Fred(eric) | 39. St. Clair |
| 6. Merritt | 23. Carter | 40. Wade |
| 7. Farmer | 24. Alice | 41. Zelazny |
| 8. Roger | 25. Jack | 42. Robert |
| 9. Lin | 26. Bellairs | 43. Ervin |
| 10. Brown | 27. August | 44. Lovecraft |
| 11. Fletcher | 28. Tolkien | 45. Vance |
| 12. Jose | 29. Arthur | 46. Ronald |
| 13. Andrew | 30. Fox | 47. Moorcock |
| 14. De Camp | 31. Derleth | 48. Sprague |
| 15. Drax | 32. Norton | 49. Reuel |
| 16. Phillip(s) | 33. Poul | 50. Burroughs |
| 17. Leiber | 34. Michael | |



bygrinstow 16

50 Cursed Magic Trinkets



By Jon Hershberger

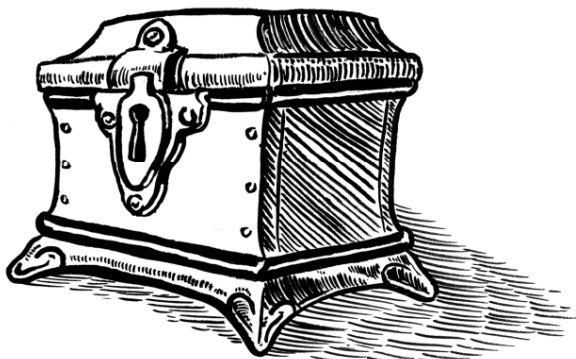
d50 50 Cursed Magic Trinkets

- o *Amulet of Immolation* - This enchanted device appears like any other of its beneficial kin, until adorned to one's cloak, robe or other apparel. The device requires a period of attunement of up to 24 hours, as it seeks to align itself with the wearer's aura. Once that is done, the amulet will burst into flames unexpectedly within 24 hours of becoming attuned, igniting whatever consumable materials are close-by. The immolation will continue for up to five rounds (d5), causing burning damage to the wearer, if left unchecked. This immolation will continue to occur randomly once per week until the curse is removed and the amulet disposed of.
- I *Armature of Talia* - This maleficent contraption appears as either a metal or wooden box with a series of metal gears, spindles, bolts, shafts, and posts on both the inside and the outside, and at least one crank handle adorning the exterior surface of the box. Used to generate a low-watt current of "magical" electricity for alchemical experiments and other minor innocent purposes, this device can be re-configured to deliver dangerous or even lethal doses of electricity to the unsuspecting helper, patient, or user.

- 2 *Bandolier of Potion Negation* - This leather, over-the-shoulder, bandolier is constructed of the finest hides available. It features a large brass buckle, and numerous leather holders for securing potion bottles or vials. However, the longer that potions are left in the security holders of the bandolier, the higher the probability that the bandolier will leach off the inherent magic of the potions, rendering them less and less effective.
- 3 *Belt of the Muskrat* - This wonderfully crafted belt shows the craftsmanship of a Master Leatherworker. But, within 24 hours of being adorned, the belt will start releasing its wild musk smells, which will be so strong as to be offensive to other humans and demi-humans nearby, and will act as a musk-lure for all manner of wildlife.
- 4 *Beans of the Many-tentacled Beast* - These magical beans appear like normal, non-magical beans. However, when cast upon or planted in the ground, within 24 hours they will grow to become a multi-tentacled black creature from the dark recesses of the mind. The creature will be mindless, uncontrollable, and will seek to feed immediately, preferring the soft flesh of humans and demi-humans.
- 5 *Boots of Quicksand* - These magically dweomered boots don't reveal their magical properties when examined or studied. Rather, their properties must be discovered through wearing them. The boots do not restrict the movement or speed of the wearer in any way when traveling normally or walking calmly. But, as soon as the wearer attempts to run, flee, or take action at an accelerated pace, he will find that the boots have him held in place as if the wearer was standing in knee-deep quicksand. Movement will be so restricted until the wearer regains their composure and attempts to slowly walk away from the scene. *Remove curse* will also enable regular movement, for a time.
- 6 *Boots of Stumbling and Tripping* - These magically dweomered boots don't reveal their magical properties when examined or studied. Rather, their properties must be discovered through wearing them. The boots do not restrict the movement or speed of the wearer in any way when traveling normally or walking calmly. But, as soon as the wearer attempts to run or flee, the wearer will begin to stumble and trip, resulting in a movement rate that is one-half to one-fourth the normal movement rate. *Remove curse* will allow the wearer to resume normal movements.

- 7 *Bottle of Lightning Attraction* (“lightning in a bottle”) - This magically charged clear bottle contains a strange dark liquid. When studied for a period of time, the observer will note that there appears to be a mini thunderstorm taking place in the bottle. Otherwise, the bottle seems unimpressive. However, whenever the bearer of the *bottle of lightning attraction* is near to a lightning source, whether that source is a naturally occurring lightning or a magically triggered lightning, the bearer has increased chances of being struck by the lightning as the lightning bolts seek to find their ‘home’ in the bottle.
- 8 *Brazier of Noxious Aromatics* – This magical device appears to be a normal holder for burning coals or incense, or making sacrifices. But, when a fire is started within the brazier, the burning coals or incense will give off large clouds of dark smoke which contain noxious fumes that will render all within the cloud cover nauseous to the point of vomiting and losing consciousness. The fire and smoke will continue until the combustible fuel is consumed. Remove curse will squelch the burning fuel and render those subject to the noxious fumes merely weak and needing rest.
- 9 *Candles of Irritation* - These candles are indistinguishable from their magical and non-magical kin. However, when lit, and continuing until extinguished, these candles will give off an aroma that at first seems soothing but within a round or two will start to irritate the eyes of all those nearby. The irritation may be so significant as to render those affected blind until treated for blindness or until the curse is removed.
- 10 *Chalice of the Crown Prince* - This magically endowed chalice does not reveal its magic properties until a fine wine is drank therefrom. Once wine is consumed from the magical vessel, the imbiber goes through a mental transformation, in his or her own mind, in which he or she believes their Personality is raised to 18 and they believe they are of royal lineage. The character should be advised that they consider themselves above most others they encounter, including their fellow countrymen and close companions.





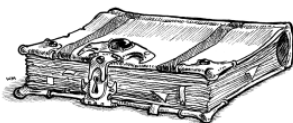
- 11 *Chest of the Money Changer* - This small wooden-and-metal chest appears to have been the property of one of the City-State's prominent money changers. However, it is really the creation of an ingenious and greedy wizard, whose ambitions led him to the four corners of the known world. Coins placed in the chest are, for a 12-24 hour period, converted to another form of currency, as directed by the chest's owner (gold to copper, copper to silver, silver to gold, etc.). After the conversion period expires, however, the coins previously changed will revert to their original form. The wizard that created this item became immeasurably wealthy and wanted on three continents.
- 12 *Cloak of the Assassin* - This seemingly normal traveling cloak will over time seek to corrupt the wearer into believing they are a trained assassin. Left unchecked, the subtle brainwashing-cloak will start to impart thoughts and ideas to the wearer in an attempt to pervert their self-awareness, causing the wearer to seek advantages in conflicts that play to their strength as an assassin. The cloak will also begin to impart impressions of distrust and contempt for those close to the wearer.
- 13 *Crystal Shard of Rending* - This innocent looking shard of crystal is extremely beautiful and will foster a desire to own it, or at least carry it, under any circumstance. However, handling or carrying this shard in an unprotected hand will cause 1d3 points of damage per round as its edges are razor sharp.

14	<i>Decanter of Fouled Fluids</i> - This plain-looking vessel will appear slightly magical if being detected for such properties. If the lid or stopper is removed, the decanter will discharge one of a variety of fluids designed to cause dizziness, mild illness, nausea, vomiting, and worse. Examples include fetid and stale water, foul chum and seawater, tainted swamp water, smoking red blood (red dragon), black ichor (demon blood), radioactive water, etc.
15	<i>Eyes of Truth</i> - The <i>eyes of truth</i> are a pair of crystal optics not unlike the eyes of the eagle or the eyes of charming. Their magical characteristics are hidden from detection until and unless the <i>eyes of truth</i> are affixed to ones face. If the cursed optics are donned, the effect is instantaneous: the wearer will begin to see the 'truth' in every situation, with the 'visible truth' being left to the discretion of the judge.
16	<i>Eyes of Blind Man</i> - The <i>eyes of blind man</i> are a pair of crystal optics not unlike the others of its kind. Their magical characteristics are hidden from detection until and unless the <i>eyes of the blind man</i> are affixed to ones face. If these cursed optics are donned, the effect is instantaneous: the wearer is immediately and irrevocably blinded until the curse is lifted and the blindness cured.
17	<i>Gem of Echoes</i> - These cursed gems appear as normal gemstones but for their magical emanations. However, when carried or in the possession of a character or creature, these devilish little gems will pick up and re-transmit sounds from any nearby sources, with an double or treble increase in the sounds' volumes.
18	<i>Harp of the Harpies</i> - This magical music instrument appears to have been constructed from some of the finest natural woods available, and the music it produces is quite beautiful to the human and demi-human hearing abilities. However, playing the harp also summons forth, after 1d3 rounds of playing, a flock of harpies (1d4) which attack any and all within sight of the harp.
19	<i>Helm of Ignorance</i> - This helm appears to be nothing more than an ordinary piece of armor for protecting the head - a helm - of polished iron, steel, or silver. However, when donned, the helm's magic takes effect immediately; the helm can only be removed, and the magic properties can only be countered, by casting a <i>remove curse</i> upon the helm. Once donned, the unlucky character so donning the helm will lose 1d4 points of Intelligence.

- 20 *Helm of Irresistible Repartee* - This helm also appears to be nothing more than an ordinary piece of armor for protecting the head – a helm – of polished iron, steel, or silver. However, when donned, the helm’s magic takes effect immediately; the helm can only be removed, and the magic properties can only be countered, by casting a *remove curse* upon the helm. Once donned, the wearer will have the irresistible urge to engage all characters encountered, both player characters and non-player characters, in an endless stream of witty repartee, irrespective of circumstance or situation.
- 21 *Horn of Gehenna* – This powerful magic item resembles in most respects its distant relative, the *horn of Valhalla*, in that this horn is also able to summon forth a fighting force from beyond the Prime Material Plane to serve the possessor of the horn in his time of need, without hesitation or question. This horn’s curse cannot be detected; the true nature of this horn can only be determined through use. However, unlike the good horn, this horn does not summon berserkers from the planes of Gladsheim. No, this horn summons lesser devils to do the wielder’s bidding until dispatched, dismissed or until the wielder is overpowered by the devils themselves: barbed devils, bone devils, bearded devils, horned devils, Erinyes, Lemures, Abishai, spined devils, and other minor powers from the Lower Planes.
- 22 *Horseshoes of Sinking* - These magical horseshoes appear, when affixed to the hooves of any horse, to enable the horse and rider to cross bodies of water as if they were traversing land, with the hooves seeming to never touch the water’s surface. However, 1d3 rounds after leaving land, the horseshoes will simply cease to function, causing both horse and rider to sink below the surface.
- 23 *Hourglass of Misdirection* - This seemingly well crafted hourglass will be perceived to be quite an accurate timepiece for the aspiring alchemist or sorcerer. However, the hourglass will not accurately measure time, providing the user with a time measure that is either 10-30% shorter (1-3 on 1d6) or 10-30% longer (4-6 on 1d6) than desired.
- 24 *Incense of Irritation* - These cursed sticks of incense act in all respects like the *candles of irritation* referred to above.



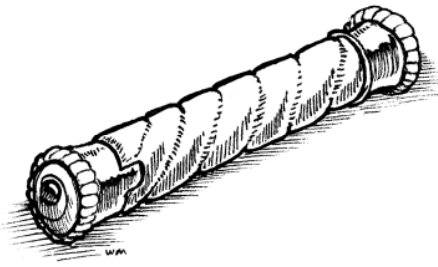
- 25 *Ioun Stone of Misfortune* - This seemingly innocent-looking gemstone has magical properties that mask its true nature until deployed or in the possession of a character. As such, it appears like another specimen of the beneficial *ioun stone* category. However, this stone casts a negative Luck effect upon whomever has the *ioun stone* deployed (i.e., floating around their head) or in their possession. The Judge should roll $1d3$ to determine the number of Luck points negated by the magical properties of this magic gemstone.
- 26 *Javelin of Rebounding* - The otherwise normal looking javelin has the bizarre effect of rebounding back upon the wielder of the javelin; if a hit occurs upon the rebound, normal damage is caused to the wielder as appropriate.
- 27 *Jug of Poisons* - This magical vessel appears to be a normal looking whiskey jug. However, unlike an *alchemy jug*, this jug does not pour forth a variety of liquids upon command. Rather, this jug will transform water (up to one gallon) into various types of poison if left in the jug over night. No additional components or ingredients are required for this transformation.
- 28 *Kingsman's Ointment of Inflammation* - This magical salve appears to be one of several other curative ointments commonly known to adventurers. However, instead of drawing poison, curing disease, or healing damage, this ointment instead causes a low- to medium-grade inflammation wherever it is applied, also causing soreness, swelling and the like. Additional damage in the amount of $1d3$ to $2d6$ follows the inflammation until the ointment is removed or a *remove curse* is cast.
- 29 *Libram of Forgetfulness* - This accursed tome of dark magic will be completely indistinguishable from other magical manuals that may tempt the unwary. Its magical properties will only be discernible through reading at least 50% of the *libram's* contents, after which time the unsuspecting reader will lose $1d3$ points of Intelligence. The Intelligence lost can be regained through the casting of a *remove curse* or a restoration spell.



- 30 *Manual of Woe* - Like many other magical tomes and manuals, the specific nature of this accursed magical book will only be revealed through extended study and meditation. Once the reading is complete, the reader will slowly sink into a pit of immeasurable depression and potentially even insanity.
- 31 *Necklace of Disfigurement* - The *necklace of disfigurement* is a terrible magic item, born out of hatred and revenge. Crafted of gold and bedecked with gemstones of obvious worth, this necklace will be scorned by all who encounter it. When donned, the necklace will seemingly lift the wearer's spirits, provide confidence and a sense of empowerment. However, 106 hours after donning the necklace, horrific disfigurements will suddenly appear on the face and body of the wearer. Naturally these will reduce the wearer's Personality, and will continue to do so until the necklace is taken off and a *remove curse* is cast.
- 32 *Obelisk of the Oracle* - This miniature obelisk is constructed of black marble and has no obvious openings or such. Intricate symbols and geo-figures have been carved into each surface, giving the obelisk an other-worldly appearance. When carried, the *obelisk of the oracle* causes the unlucky character doing the carrying to question everything about everything, as more and more knowledge is sought. This should lead to all sorts of fun role-playing opportunities...for the PC doing the carrying!
- 33 *Organs of the Priest Mage* - The *organs of the priest mage* are the actual organs (the heart, liver, kidney, etc.) of the evil Priest Mage Zan-Tar who removed several of his physical organs during the dark rituals cast in his transformational journey in becoming a lich. Each of the organs were preserved in liquid-filled jars and supposedly secreted away by the lich himself where no mortal could retrieve them. Supposedly. The adventurers that find one of the organs will rue the day of their discovery, for each of the organs act as a magnetic force to bring the Priest Mage looking for his missing organ. And of course, being a lich, time and distance are of little concern to Zan-Tar.
- 34 *Pole of the Boatman* - This magical pole is a kindred item to the infamous boat paddle used by the Boatman himself to ferry lost souls across the rivers Styx and Acheron on the way to the underworld. When a character comes to possess this cursed item, they will begin to feel (psychologically) that death is imminent and will be inexplicably motivated to seek out Charon and the afterlife.

- 35 *Robe of the Harlot* - This robe is made of the finest materials and shows that great skill was used in its construction. By all accounts, this robe should be of great worth. However, when worn, the wearer will begin the mental transformation into a 'woman of the night' (a harlot, a slut, a prostitute) and will lead the unsuspecting wearer to take up 'her' new profession as if her life depended on it. The effects can only be reversed with the casting of a *remove curse*.
- 36 *Rope of Knots* - This seemingly normal coil of magic rope appears to be of great strength and quality. However, when someone tries to use the rope, for whatever purpose, the rope mysteriously ties itself into a tangle of knots that will take 1d6 rounds to untangle. Similarly, if the rope is deployed for climbing or rappelling, the rope will coil itself up and begin the knotting process again. Treat the rope as having a Strength score of 18 for purposes of breaking or untangling the rope.
- 37 *Rug of the Acrobat* - This cursed version of the *flying carpet* will challenge even the most agile and dexterous adventurer, for while the *rug of the acrobat* will fly just as a *flying carpet* will fly, it will occasionally buck, flip and/or roll in flight, causing all riding thereupon to make some sort of ability check, skill check, or saving throw to avoid being dumped in mid air and left to suffer their fate.
- 38 *Scarab of Missile Attraction* - This magical jewelry acts in some ways like a *missile attracting shield*, in that it increases the wearer's chances of being struck by missiles of all types. However, this cursed scarab does not affect the wearer's armor class, per se. Rather, it provides a "to hit" bonus of +2 for any missiles drawn to the wearer by virtue of the scarab's magics.
- 39 *Scarab of Whispers* - This scarab of magic appears like a normal piece of jewelry or heraldry. Until, that is, it is affixed onto one's garments. Once attached to the garments of an unsuspecting character, the scarab of whispers will start emitting soft but distracting whispers inside the head of the wearer. The language of the whispers will be unrecognized by the wearer. The level of distraction will build gradually over time, reaching such a level that spellcasting will be impossible and insanity may well be around the next corner.





- 40 *Scroll Tube of Erasing* - This seemingly innocent scroll tube can be a mighty costly item to find, as when magic scrolls are placed inside its form, the magic and ink from the scrolls are consumed by the scroll tube, leaving the parchment intact, but otherwise utterly valueless.
- 41 *Signet of Cassius the Sly* - This simple signet ring appears nothing more than a well made circle of solid silver, apart from the royal signet emblazoning the surface of the ring. However, when donned, the unsuspecting character will begin the transformation into Cassius the Sly, a street-wise thief of noble birth who fell under the effects of a charming female were-rat and was disowned by King and Queen.
- 42 *Sling Bullets of Rebounding* - These otherwise normal looking sling bullets have the bizarre effect of rebounding back upon the wielder of the sling used to throw these bullets; if a hit occurs upon the rebound, normal damage is caused to the wielder as appropriate.
- 43 *Sling of Contrariness* - This sling-staff appears to be a normal missile weapon upon inspection. However, when used in combat, the sling bullets or pebbles discharged by this cursed weapon will be far more likely to hit allies of the wielder than his enemies. In fact, those missiles are two to three times more likely to strike one's friends than to strike one's enemies. Damage is dealt normally for such a weapon.
- 44 *Soupstone* - This large, smooth river rock will give off a magical aura. When placed in a stewpot with warm to hot water and left for several hours, the *soupstone* will transform simple water into a robust and aromatic stew that is sure to put down even the sharpest hunger. But, within 12 hours of consuming the magically-produced stew, those partaking in the feast will come down with a severe case of food poisoning, vomiting and diarrhea.



- 45 *Talisman of Chaos* - Much like the *helm of opposite alignment*, this talisman's effects take place as soon as the talisman is affixed to the garments of the possessor. Regardless of the alignment of the possessor at that point, they will immediately sustain a radical transformation...as they shift to an chaos alignment. The effect can only be reversed or removed by the casting of *remove curse*.
- 46 *Talisman of Fear* - This gem-encrusted talisman will increase the wearer's susceptibility to the *fear* effects of any creature or item that produces such affect by a factor of 200%.
- 47 *Talisman of Indecision* - This magical brooch will cause the unsuspecting wearer to start to be unable to make decisions and unwilling to commit to one course of action or another, rendering the wearer to appear to be a flip-flopper on matters of direction, conviction, or agreement.
- 48 *Tome of Fear* - This magical tome is covered in green hydra hide. The specific magic it imbues to the reader will not be revealed until the reader reaches the mid-point of the tome, by which point the reader will be too engaged to stop of their own accord. *Remove curse* will free the reader from the compulsion felt to finish the work. However, should the reader complete the reading of the entire tome, they will forever after be subject to the *fear* spell and/or magic ability, at no save to avoid.

Trident of the Eel – This seemingly powerful magic trident has a terrible curse woven into its magical properties. When wielded on land, the trident serves as a +2 *spear*. But when grasped by someone in water, or when held by someone and plunged into water, the trident emits a magical electrical charge sufficient to cause 1d4 points of damage per round until the trident AND the character are removed from the water. While contact is maintained, the trident may not be released unless a *remove curse* is cast.

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d50 Fantasy Foods



By Keith A. Garrett

Sometimes a judge needs a quick and easy idea for a weird food item. If that's you, and you have a fancy 50-sided die, use this table! (For more in-depth options, use the related Fantasy Food Generator article located in the Gongfarmer's Almanac 2016, volume 1.)

d50	50 Fantasy Foods
0	9th level of the Abyss chili
1	all-you-can-eat troll loin
2	behemoth tail (serves 10-12)
3	blackened salamander
4	bottled water elemental
5	braised basilisk
6	bugbear
7	centaur sausages
8	chilled elder brain
9	cockatrice parmesan
10	deep one gumbo
11	deviled devil dog
12	ectoplasm brûlée
13	Elven-baked cookies
14	faerie fondue

- | | |
|----|-------------------------------|
| 15 | gelatinous cube shots |
| 16 | giant bee honey |
| 17 | Gnomish ale |
| 18 | gremlin puffs |
| 19 | griffon and dumplings |
| 20 | hippogriff with dressing |
| 21 | juvenile hydra with meatballs |
| 22 | kraken scampi |
| 23 | lotus-fruit salad |
| 24 | mandrake tea |
| 25 | manticore skewers |
| 26 | mermaid roe |
| 27 | minotaur brisket |
| 28 | mummy jerky |
| 29 | oliphaunt steak |
| 30 | orc chops |
| 31 | ouroboros rings |
| 32 | periyton venison-wings |
| 33 | phoenix drumsticks |
| 34 | pickled eye of the beholder |
| 35 | pixie pie |
| 36 | pot pie of holding |
| 37 | roasted satyr |
| 38 | roc egg omelet |
| 39 | sautéed shrooman |
| 40 | sea serpent stir fry |
| 41 | self-heating dragon ribs |
| 42 | Sezrekan's stout |
| 43 | slime dip |
| 44 | sprite with lemon and lime |
| 45 | treant salad |
| 46 | unicorn kebab |
| 47 | warg stew |
| 48 | wyrm casserole |
| 49 | yeti milk |



d50 Memorable Personality Quirks



By R.S. Tilton

d50	50 Memorable Personality Quirks
0	happily angry
1	violently lovestruck
2	bloodthirsty coward
3	penniless philanthropist
4	angrily happy
5	dispassionately motherly
6	casually daring
7	caringly casual
8	disgustingly cleanly
9	morbidly curious
10	curiously morbid
11	murderously wanton
12	violently pacifistic
13	strangely normal
14	uncaringly greedy
15	larcenous donor
16	lusty nihilist
17	vengeful gambler
18	fastidious critic
19	unerringly unkempt
20	ignorant scholar

21	magnanimous sadist
22	sycophantic boor
23	crass nobility
24	slovenly dapper
25	poignantly unattached
26	enviously content
27	vulgar virgin
28	meticulously inefficient
29	boisterous bravo
30	viciously benign
31	antisocial dilettante
32	reckless coward
33	honorably malevolent
34	deadly honorable
35	deliriously heroic
36	corrupt hero
37	dignified beggar
38	truant caretaker
39	profiteering patron
40	patronly antagonist
41	adversarial admirer
42	critical advisor
43	sadistic humanitarian
44	cut-throat libertine
45	apologetic bigot
46	inferiority God-complex
47	ignorant know-it-all
48	dogmatic iconoclast
49	roll twice and select two characteristics



d50 Smells



By James A. Pozenel, Jr.

A vial is unstoppered. A player asks, "What does it smell like?" Grateful for this list, you roll a d50:

d50	50 Smells
0	sulfuric (i.e. rotten eggs, sewage, etc.)
1	fresh-cut wood
2	old sweat
3	green banana
4	oiled leather
5	peppery
6	earthy – roll 1d3: (1) rich, (2) wet, (3) dusty
7	musky
8	minty – roll 1d3: (1) peppermint, (2) spearmint, (3) wintergreen
9	garlic
10	bread – roll 1d5: (1) freshly baked, (2) sourdough, (3) toasted, (4) pumpernickel, (5) moldy
11	old beer
12	metallic
13	floral – roll 1d6: (1) rose, (2) honeysuckle, (3) lavender, (4) marigold, (5) wisteria, (6) poppy
14	sour milk
15	moldy gym socks
16	rusted iron
17	cat urine
18	frosted cake

- 19 onions
 20 citrus – roll 1d4: (1) lemon, (2) orange, (3) grapefruit, (4) lime
 21 fried potatoes
 22 wet forest
 23 cut grass
 24 spicy chilies
 25 pine
 26 rotting – roll 1d4: (1) flesh, (2) wood, (3) cloth, (4) vegetal matter
 27 cooked mushrooms
 28 cedar
 29 vanilla
 30 fresh hops
 31 herbal – roll 1d8: (1) anise, (2) rosemary, (3) thyme, (4) basil, (5) oregano, (6) cumin, (7) cloves, (8) ginger
 32 odorless – don't roll again, even if instructed to do so; any previous results are also ignored.
 33 stale tobacco
 34 wild fermented fruit juice
 35 smoky
 36 burnt – roll 1d8: (1) sugar, (2) hair, (3) wood, (4) flesh, (5) oil, (6) feces, (7) metal, (8) rubber
 37 nutty – roll 1d5 (1) peanuts, (2) pecans, (3) walnuts, (4) hazelnuts, (5) almonds
 38 alcohol
 39 rancid cooking oil
 40 melon – roll 1d3: (1) cantaloupe, (2) watermelon, (3) honeydew
 41 fetid swamp
 42 fishy
 43 ozone
 44 vinegar
 45 fresh fruit – roll 1d6: (1) berries, (2) apples, (3) plums, (4) pears, (5) peaches, (6) pineapple
 46 vomit
 47 stagnant water
 48 dried fruit – roll 1d5: (1) apricot, (2) raisins, (3) cherries, (4) figs, (5) dates
 49 Roll 1d3+1 and roll on this table a number of times equal to the result and combine the resulting smells. Ignore this result if rolled again.

50 Tavern Names and their Crusty Crotchety Proprietors



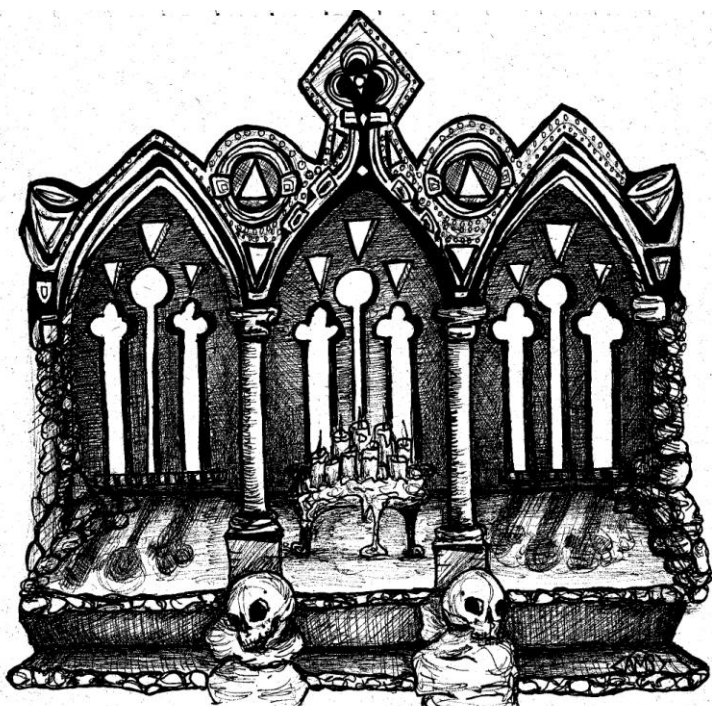
By Jon Hershberger

d50	Tavern Names	Proprietors
0	The Bottom's Up	Klaus Underhill
1	The Two-Headed Ogre	Otto Grunwald
2	The Night's End	Sylvia
3	The Knight's Inn	Sir Reginald Scott
4	The Trail's End	Godfrey Moggs
5	The Slippery Nipple	Isabel Trippe
6	The Brass Griffin	Oswald Cobb
7	The Brass Ass	Rafe Knapp
8	The Grey Griffin Inn	Edmund Walker
9	The Hungry Hippo	Francis Riddell
10	The Boar's Head Inn	Marcus of Holcombe
11	The Rusty Spoon	Henrik Moller
12	The Rusty Spittoon	Tobias Rasmussen

13	The Tippy Tankard	Else Nygaard
14	The Thirsty Stirge	Heidi Thorstensen
15	The Salty Pelican	Jens Haugland
16	The Double Down	Persi Torres
17	The Blue Moon	Millicent Windermere
18	The Tankard and Board	Augustus Yarborough
19	The Salt Mine	Ned Diggins
20	The Other Place	Miles Scroggs
21	The Crooked Crocodile	Felix Hardcastle
22	The Armadillo's Hole	Mo Crawford
23	The Electric Cactus	Pete Jepson
24	The Hitchin' Post	Clark Murfin
25	The Day's End Inn	Simon Ryxx
26	The Fjord's Crossing Inn	Nikolai Brevik
27	The Ent's Hollow	Sibyl de Ville
28	The Gorgon's Gullet	Baldwin Witherden
29	The Hungry Halfling	Marco Tallfellow
30	The Kilted Yak	Albin Nutt
31	The One-Eyed Troll	Emma Olivair
32	The Smuggler's Inn	Colin MacEnroe
33	The Traveler's Tap Room	Evan McCurry
34	Riverside Inn	Happy Carlisle
35	The Ram's Horn	Albert the Stout
36	The Marooned Mermaid	Raphael Stott
37	The Crow's Nest	William of Brightwood
38	The Anchor Inn	Sandy Crenshaw
39	The Port O'Call	Sebastian Peake
40	Trader's Tavern	Piers Bainbridge
41	The Salty Dog	Walker Fitzroy
42	Two Stoned Trolls	Winifred Radcliffe
43	Sailor's Landing	Captain O'Malley
44	Black Bear Lodge	Ortolf the Tall
45	Pilsner Haus	Jorge Schroeder
46	Beck & Company	Johan Beck
47	Paddy's	Paddy O'Conner
48	Mutton Hollow	Gibbs McKee
49	Bock's Inn	Fredrick Bock

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d50 Treacherous Temple Name Generator



By Jon Hershberger
Illustration by Aileen Snyder

Instructions: To randomly generate a Treacherous Temple name, roll your handy d50 die once each on **Tables A, B, and E**, and once each on **EITHER Table C or Table D**. Arrange the resulting words to suit your purposes. If you're not happy with one of the resulting words or not satisfied with the generated name altogether, reroll any or all of the resulting words as needed. Also, be sure to include words or phrases such as "the", "of", or "of the" as appropriate.

d50	Table A Location Adjective	Table B Location Noun	Table C God-Figure Adjective	Table D God-Figure Verb (action or state of being)	Table E God-Figure Noun or Subject
0	Abandoned	Abbey	Absolute	Aching	All-Father
1	Alabaster	Basilica	Adorable	Agonizing	Bosom
2	Arctic	Bethel	Alien	All-caring	Boy-King
3	Baleful	Castle	Ample	All-hearing	Brother
4	Black	Cathedral	Angelic	All-seeing	Crown-Prince
5	Blessed	Cathedral	Angry	Alluring	Darkness
6	Bright	Chapel	Beloved	Beguiling	Demon-King
7	Buried	Chapel	Bewitched	Bleeding	Dragon-King
8	Concealed	Church	Black	Blinking	Dwarven King

d50	Table A Location Adjective	Table B Location Noun	Table C God-Figure Adjective	Table D God-Figure Verb (action or state of being)	Table E God-Figure Noun or Subject
9	Crystal	Cloister	Blessed	Bloodied	Elven King
10	Cursed	Convent	Blind	Charming	Elven Queen
11	Damp	Cradle	Bloody	Crowning	Emperor
12	Dazzling	Demesne	Bountiful	Crying	Eye, The
13	Deserted	Edifice	Bright	Dancing	Fairy-Queen
14	Dreadful	Fane	Broken	Dreaming	Father
15	Enchanted	Fane	Bulbous	Dripping	Fountain
16	Ethereal	Friary	Condemned	Ever-dying	Goddess/God
17	Eternal	Grotto	Cursed	Falling	God-Mother

d50	Table A Location Adjective	Table B Location Noun	Table C God-Figure Adjective	Table D God-Figure Verb (action or state of being)	Table E God-Figure Noun or Subject
18	Forgotten	Hermitage	Damned	Faltering	God-Son
19	Fortified	House	Denying	Frightening	Half-Blood
20	Frightful	Jarl	Dreadful	Grieving	Half-Brother
21	Ghostly	Kastle	Evil	Groaning	Half-Sister
22	Gleaming	Keep	Fated	Harrowing	Host
23	Hallowed	Kirk, the (Scottish)	Forsaken	Haunting	Jackal
24	Hidden	Lake	Frigid	Killing	King
25	Holy	Manse	Ghostly	Leering	Lamb
26	Joyous	Masjid (mosque)	Green	Limping	Lizard-King

d50	Table A Location Adjective	Table B Location Noun	Table C God-Figure Adjective	Table D God-Figure Verb (action or state of being)	Table E God-Figure Noun or Subject
27	Lost	Monastery	Hated	Maddening	Master
28	Luminous	Mosque	Holy	Mourning	Minotaur King
29	Masked	Nunnery	Innocent	Never-resting	Most-High
30	Mournful	Oratory	Impish	Never-sleeping	Mother / All- Mother
31	Mystical	Pagoda	Joyous	Punishing	Old Men
32	Obsidian	Palace	Masterful	Questioning	Prince
33	One (Once)	Palace	Mindless	Returning	Princess
34	Radiant	Parish	Radiant	Rising	Princess Bride
35	Rotating	Presidio	Rapt	Slithering	Queen

d50	Table A Location Adjective	Table B Location Noun	Table C God-Figure Adjective	Table D God-Figure Verb (action or state of being)	Table E God-Figure Noun or Subject
36	Sacred	Pyramid	Royal	Suffering	Queen-Mother
37	Scorned	Rotunda	Sacred	Suffocating	Ransomed King
38	Screaming	Sanctuary	Scaly	Taunting	Rat King
39	Secret	Seat	Scarred	Teetering	Serpent/Serpent King
40	Shimmering	Sepulcher	Scornful	Tempting	Sister
41	Shining	Sepulcher	Silent	Twisting	Sorcerer
42	Silent (Silence)	Shrine	Sorrowful	Unflinching	Sorcerer- Queen
43	Smoky	Shrine	Tattered	Unloving	Sorcerer-King
44	Sparkling	Synagogue	Terrible	Unmoving	Thrall

d50	Table A Location Adjective	Table B Location Noun	Table C God-Figure Adjective	Table D God-Figure Verb (action or state of being)	Table E God-Figure Noun or Subject
45	Three (Thrice)	Tabernacle	Troubled	Unsleeping	Thrall-King
46	Two (Twice)	Temple	Twin	Vengeful	Undying King
47	Veiled	Temple	Unloved	Watching	Victor
48	Woeful	Vessel	Venerated	Weeping	Witch-King
49	Wondrous	Ziggurat	Willful	Wishing	Witch-Queen

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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. The number of ‘zines currently available stands at thirteen, and includes the following: Black Powder Black Magic, CRAWL!, Crawling Under a Broken Moon, Crawljammer, D.A.M.N.!, Dungeon Lord Prayers of the Forgotten, The Gongfarmer’s Almanac itself, The Metal Gods of Ur-Hadad, and the newest ‘zines to hit the scene – Myassari, Sanctum Secorum, and The Cities of Zorathi!



This Index incorporates all currently released issues of these thirteen DCC RPG ‘zines as of July, 2016.

Bonus content: At very nearly the 11th hour before the completion of the present Index, your humble editor came into possession of certain knowledge about a forthcoming publication – the 2016 Doug Kovacs Sketch Book – which contains DCC RPG information that would be suitable for inclusion in the ‘Zine Index. Accordingly, the Sketch Book has been mined for content and index entries referencing that content have been included herein.

The Index presents the ‘zine articles alphabetically under the following Categories:

Adventures

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:

ZZZZYYXX, 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:

‘Zine Name	Name Abbreviation
Black Powder, Black Magic	BPBM
The Cities of Zorathi	CZOR
CRAWL!	CRWL
Crawling Under a Broken Moon	CUBM
Crawljammer	CJMR
Crawljammer Demon Drums	CJDD
D.A.M.N.!	DAMN
Dungeon Lord	DLRD
The Gongfarmer’s Almanac	GA##
The Metal Gods of Ur-Hadad	MGUH
Myassari	MYAS
Prayers of the Forgotten	POTF
Sanctum Secorum	SSEC
Sanctum Secorum Christmas Bonus	SSCB
The 2016 Doug Kovacs Sketch Book	DKSB

Note: the completed Gongfarmer’s Almanac articles and other content have been added to the list of Index entries as these articles are available and have generally been assigned their page numbers. Where those page numbers are yet to be determined, the page numbers have been left blank (to be added with a future Index update). The Gongfarmer’s Almanac zine entries in the Index are referenced as follows ZZZZ = GA## (Gongfarmer’s Almanac Year Number), YY = volume number, and XX = beginning page number.

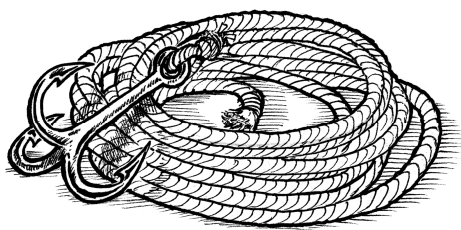
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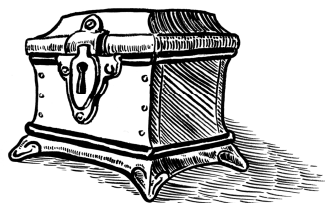


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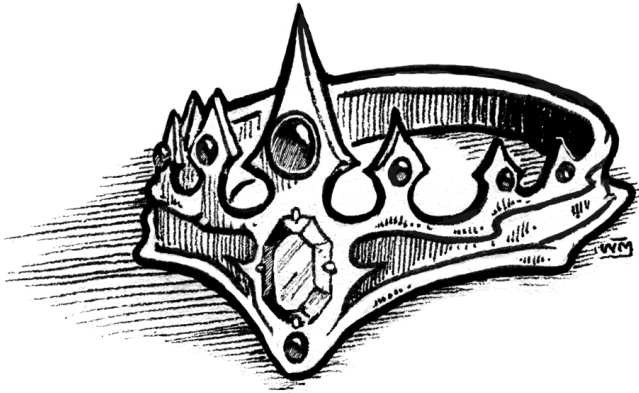
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Adwick (Dwarf)	DAMN0145
Aggor, Ape-Man Priestess	CJMR0727
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Alberic	CRWL0418
B'Groll B'Nukk, Beetle Wizard	CJMR0229
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Grandpa Ike Curwen	CRWL0922
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H'Grunth H'Grugthorr	GA160631
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In'Sada (undead lord)	DAMN0121
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Junior Curwen	CRWL0916
Kaspar	DLRD0231
Knight Commander Armand Tergen, Paragon of the Knights Bethine	GA160446
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Longstrider, Baddy Long-Legs, the Long-Limbed	GA160528
Lord Kulemides	DAMN0139
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Mai, Priestess of the Hidden Lord	DAMN0139
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Pridestar	DLRD0229
Prince Nesbitt	DLRD0229
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Queldo, White Martian Technomancer	CJMR0330

Richter	CRWLo419
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Atraz A'Zul	MGUH03o4
Bakemono (demon)	GA15o619
Billy Jack	SSECo6o9

Black Tommy (demon)	BPBM0331
Blessed Saint Osthene the Pure	POTF0109
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(Buddy) O'Burger Adventure Value Meal	CUBM1206
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Solomon Ghi (John Henry)	BPBM0222
Sperato	CJMR0510
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Battle Chanter	CUBM1420
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Con Troll	DLRD0217
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Yolovar, The	CJMR0602

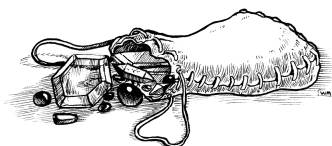


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Random Tavern Generator	GA160137
Roguelike Fountains	CRWL0707
S is for Scavenging	CUBM0912
Self-Generating Crud Toolkit	GA160707

Some Ziggurat (poem)	DLRDo105
Spare Change	CUBMo719
Strange Loot (random table, Black Powder, Black Magic)	BPBMo315
Strange Space Encounters	CJMRo202
Street Foods of Ur-Hadad	MGUH0323
T is for Trading Post	CUBMo914
Tales of Travels, Trials & Chance Meetings	GA150450
Talisman Generator	SSECo805
Tavern at the End of Time, The (poem)	DLRDo304
V is for Vapors	CUBMo918
W is for Weather of the Wastelands	CUBMo920
Wayne Con 2015 Program Guide.	DLRDo223
What's Under the Hood	CUBMo612



Where to Get the Goods:

Black Powder Black Magic.	stormlordpublishing.com
The Cities of Zorathi!	(TBD)
CRAWL!	crawlfanzine.blogspot.com
Crawling Under a Broken Moon	crawlingunderabrokenmoon.blogspot.com
CrawlJammer	crawljammer.blogspot.com
D.A.M.N.!	DrivethruRPG.com
Dungeon Lord. (Death Machine Press)	DrivethruRPG.com
The Gongfarmer's Almanac	the G+ GFA community
The Metal Gods of Ur-Hadad	www.kickassistan.net

Myassari. orderofthequill.com
Prayers of the Forgotten stormlordpublishing.com
Sanctum Secorum sanctum.media/blog

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Compiled by: Jon Hershberger
Edited by: Natalie Hershberger, David Pier, and Marc Bruner
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--- NOTES ---

Credits

Contributing Authors – VOLUME 8

bygrinstow, Keith Garrett, Jon Hershberger,
James Pozenel, Ron Tilton

Cover Illustrator – VOLUME 8

Doug Kovacs

Title Page Illustrator – VOLUME 8

Marc Radle

Contributing Illustrators – VOLUME 8

Todd McGowan, Aileen Snyder

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Editors

Forrest Aguirre, Steven Bean, Daniel Bishop, Jon Carnes,
Keith Garrett, Jason Hobbs, Tony Hogard, Michael Jones,
Duncan McLastName, Jonathan Nichol, James Pozenel,
Jim Skach, Tim Snider, Noah Stevens, Doyle Tavener,
David VC, Laura Rose Williams, Paul Wolfe

Proofreaders

Reece Carter, Samuel Dester, Jason Hobbs, Tony Hogard,
Aaron Koelman, Ryan Moore, Jonathan Nichol, Jim Skach

Printing Offset Contributors

Forrest Aguirre, Steven Bean, Julian Bernick,
Eric Fields, Laura Rose Williams, and the
patrons of the G+ GFA community

Creative Vision & Direction, Layout and Graphic Design

Doug Kovacs, Harley Stroh, Jon Hershberger
Marc Bruner, Matt Hildebrand, Michael Jones