Useful Charts for the 0-level DCCRPG Enthusiast

Attack Roll Modifiers

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is…		
Short range	–	–
Medium range	–	-2
Long range	–	-1d
Attacker is…		
Invisible	+2	–
On higher ground	+1	–
Squeezing	-1d	-1d
Entangled	-1d	-1d
Untrained	-1d	-1d
Firing into melee	–	-1
Defender is…		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless	+1d	+1d
Kneeling, prone	+2	-2

Weapons

Type	Damage	Range(s/m/l)
Battleaxe	1d10	
Blackjack	1d3/2d6	
Blowgun	1d3/1d5	20/40/60
Club	1d4	
Crossbow	1d6	80/160/240
Dagger	1d4/1d10	10/20/30
Dart	1d4	20/40/60
Flail	1d6	
Garrote	1/3d4	
Handaxe	1d6	10/20/30
Javelin	1d6	30/60/90
Lance	1d12	
Longbow	1d6	0/140/210
Longsword	1d8	
Mace	1d6	
Polearm	1d10	
Shortbow	1d6	50/100/150
Short sword	1d6	
Sling	1d4	40/80/160
Spear	1d8	
Staff	1d4	
2-H sword	1d10	
Warhammer	1d8	

Equipment

Item	Cost
Backpack	2 gp
Candle	1 cp
Chain, 10’	30 gp
Chalk, 1 piece	1 cp
Chest, empty	2 gp
Crowbar	2 gp
Flask, empty	3 cp
Flint & steel	15 cp
Grappling hook	1 gp
Hammer, small	5 sp
Holy symbol	25 gp
Holy water, 1 vial	25 gp
Iron spikes, each	1 sp
Lantern	10 gp
Mirror, hand-sized	10 gp
Oil, 1 flask	2 sp
Pole, 10-foot	15 cp
Rations, per day	5 cp
Rope, 50’	25 cp
Sack, large	12 cp
Sack, small	8 cp
Thieves’ tools	25 gp
Torch, each	1 cp
Waterskin	5 sp

Criticals (roll d4 modified by luck)

Roll	Result
0 or less	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the init count next round.
4	Strike to foe’s kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10’ penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.
7	Smash foe’s hand. Inflict +2d3 damage witt this strike. You break two of the enemy’s fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.

Fumbles (Die to roll: No armor: d4 Light armor: d8 Medium Armor: d12 Heavy armor: d16 all modified by luck)

Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for thenext round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.

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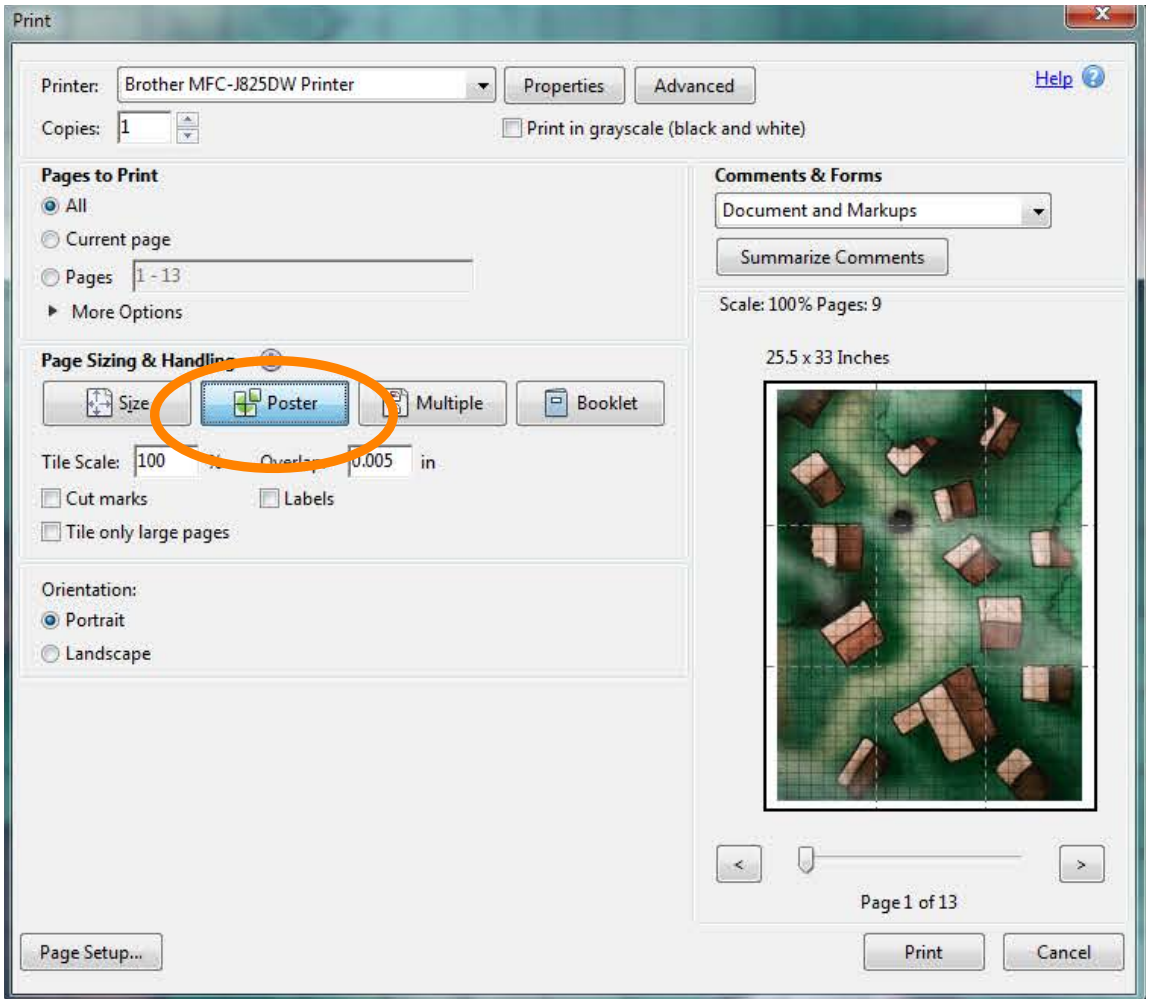
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Battlemaps

To print out the battlemaps at the correct size, just select ‘Poster’ in the Adobe Acrobat print dialog box, and the files will be tiled properly across multiple pages.

After printing, simply trim away the white space and either tape the pieces together or mount the sheets to posterboard, etc.

If you’re printing on regular paper, as opposed to matte photo paper (and with the number of pages required, that’s what I do!) then I’ve often found it’s helpful to print in draft mode to avoid putting too much ink on the page to avoid puckering and warping the paper. (And it saves ink.) Usually the quality is still acceptable for maps that will only be used a couple of times... and compared to dry-erase scribbles, they still look awesome.)



Name: _____


AC


HP

Occupation:

Alignment: Law Neutral Chaos

	mod
Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Saves

Reflex	
Fortitude	
Will	

Speed **Init**

Equipment

Weapons

Notes

XP

Name: _____


AC


HP

Occupation:

Alignment: Law Neutral Chaos

	mod
Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Saves

Reflex	
Fortitude	
Will	

Speed **Init**

Equipment

Weapons

Notes

XP

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Occupation:

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Luck	

Saves

Reflex	
Fortitude	
Will	

Speed **Init**

Equipment

Weapons

Notes

XP

Name: _____


AC


HP

Occupation:

Alignment: Law Neutral Chaos

	mod
Strength	
Agility	
Stamina	
Personality	
Intelligence	
Luck	

Saves

Reflex	
Fortitude	
Will	

Speed **Init**

Equipment

Weapons

Notes

XP

Name:

AC (10) HP (5)

Occupation: Opossuman spy

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	8	-1
Agility	12	0
Stamina	13	1
Personality	8	-1
Intelligence	9	0
Luck	10	0

Saves

Reflex	0
Fortitude	1
Will	-1

Speed 30 **Init** 0

Weapons

- Javelin -1 (1d6-1)

Equipment

Starting Funds: 40cp
trained pidgeon
Candle (1 cp)

Notes

Lucky Roll: Struck by lightning (Reflex saving throws) (0)
Languages: Common
Opossuman traits: Plays dead on fumble, low-light vision

XP

Name:

AC (10) HP (4)

Occupation: Opossuman yodeler

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	12	0
Agility	12	0
Stamina	14	1
Personality	12	0
Intelligence	5	-2
Luck	8	-1

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 **Init** 0

Weapons

- Club +0 (1d4)

Equipment

Starting Funds: 43cp
wooden shield
Thieves' tools (25 gp)

Notes

Lucky Roll: Lived through famine (Fortitude saving throws) (-1)
Languages: Common
Opossuman traits: Plays dead on fumble, low-light vision

XP

Name:

AC (10) HP (2)

Occupation: Opossuman chicken thief

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	7	-1
Agility	9	0
Stamina	10	0
Personality	12	0
Intelligence	8	-1
Luck	10	0

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 **Init** 0

Weapons

- Club -1 (1d4-1)

Equipment

Starting Funds: 35cp
Chicken
Iron spike (1 sp)

Notes

Lucky Roll: Warrior's arm (Critical hit tables) (0)
Languages: Common
Opossuman traits: Plays dead on fumble, low-light vision

XP

Name:

AC (12) HP (2)

Occupation: Opossuman hole digger

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	12	0
Agility	16	2
Stamina	7	-1
Personality	5	-2
Intelligence	10	0
Luck	9	0

Saves

Reflex	2
Fortitude	-1
Will	-2

Speed 30 **Init** 2

Weapons

- Club +0 (1d4)

Equipment

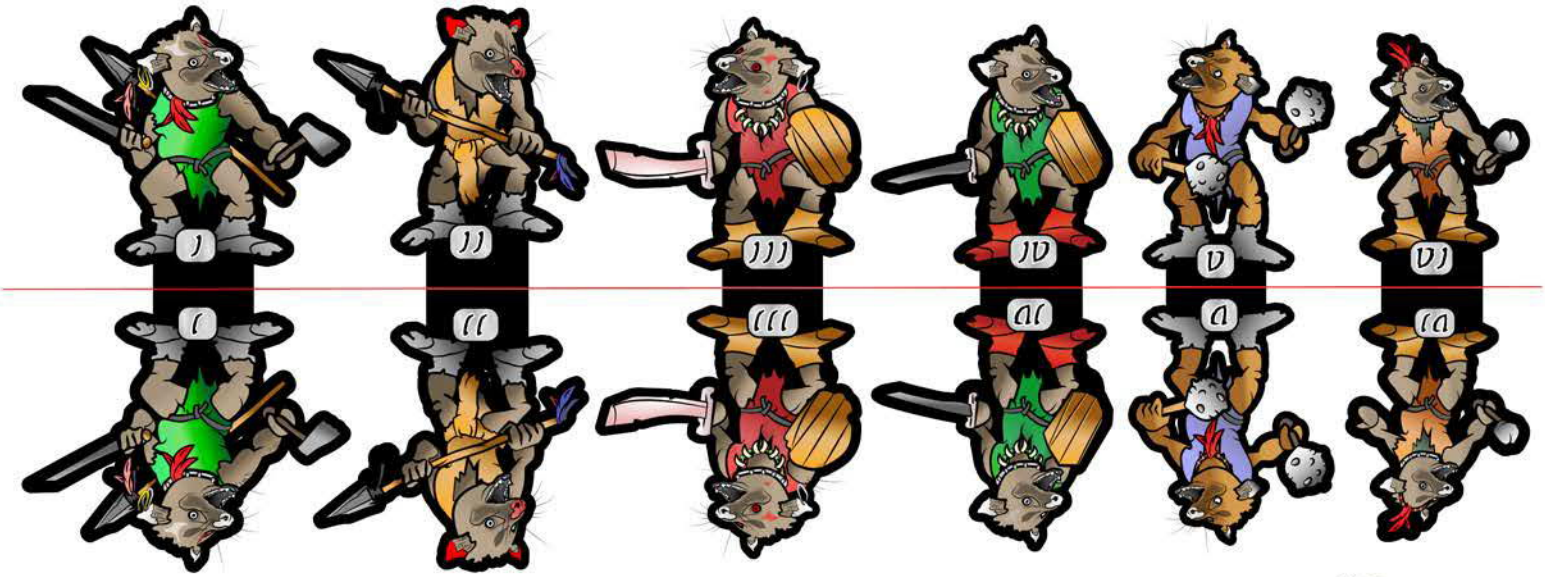
Starting Funds: 27cp
old shovel
Sack (large) (12 cp)

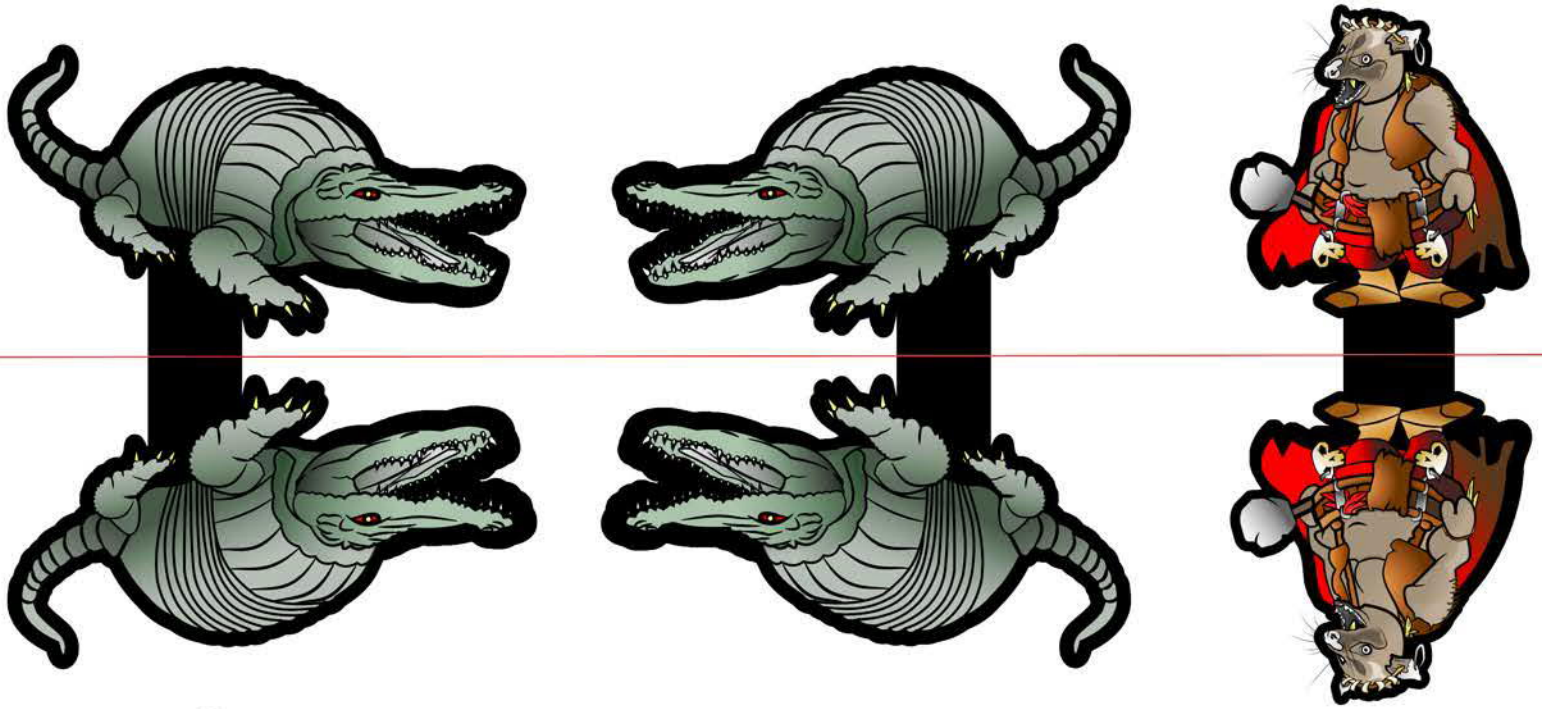
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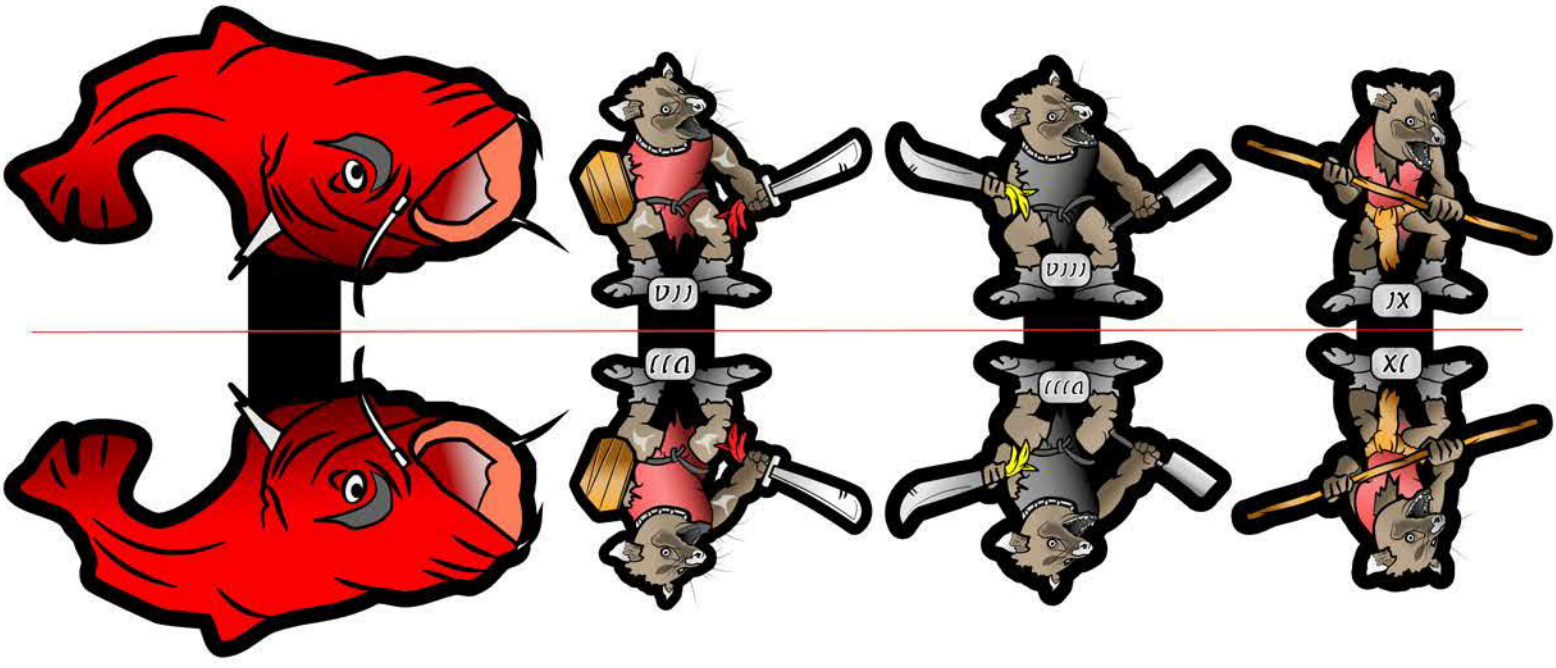
Lucky Roll: Born on the battlefield (Damage rolls) (0)
Languages: Common
Opossuman traits: Plays dead on fumble, low-light vision

XP

(TIPS FOR PREPARING THE MINIATURES AND CREATING BASES CAN BE FOUND AT PURPLESORCERER.COM)





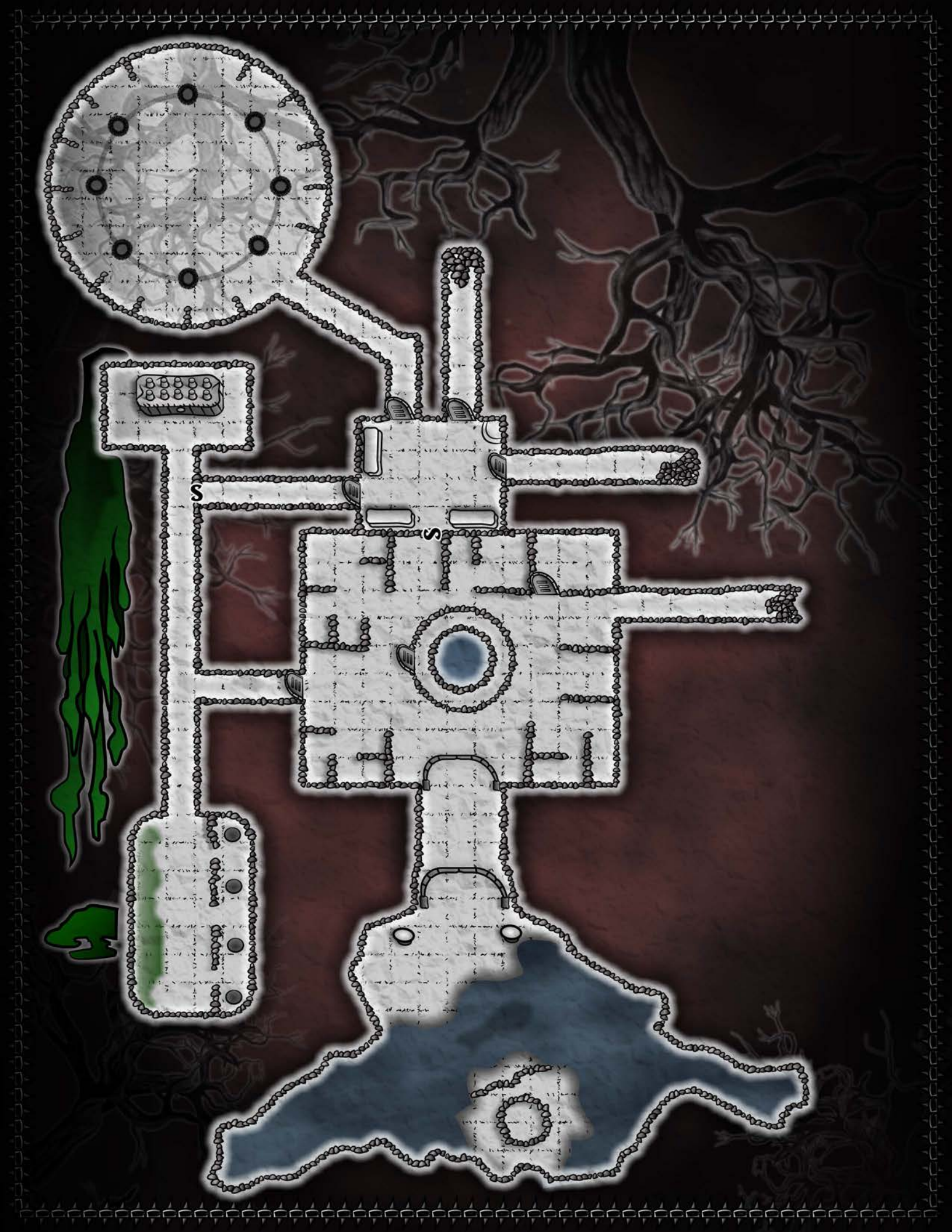


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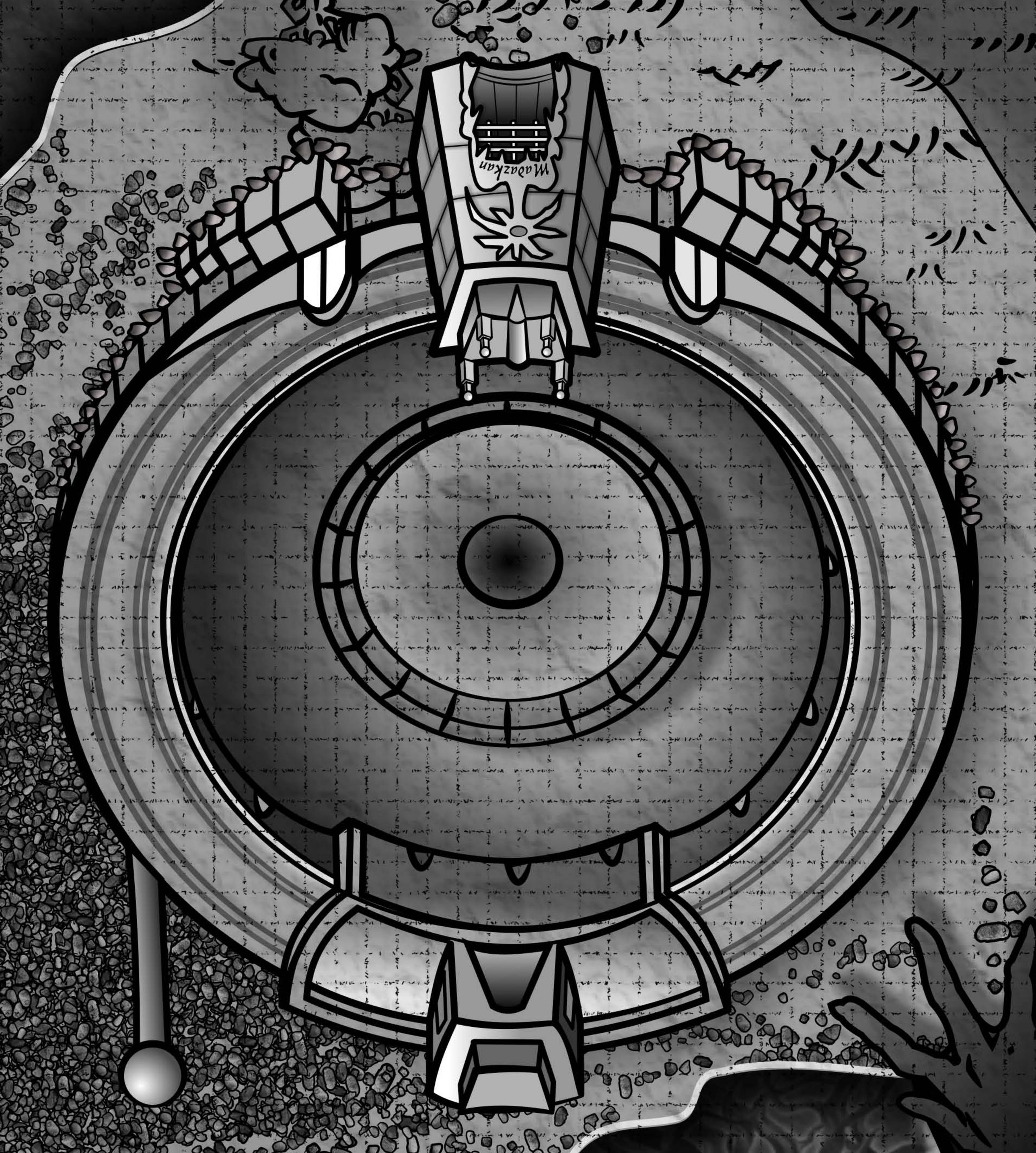
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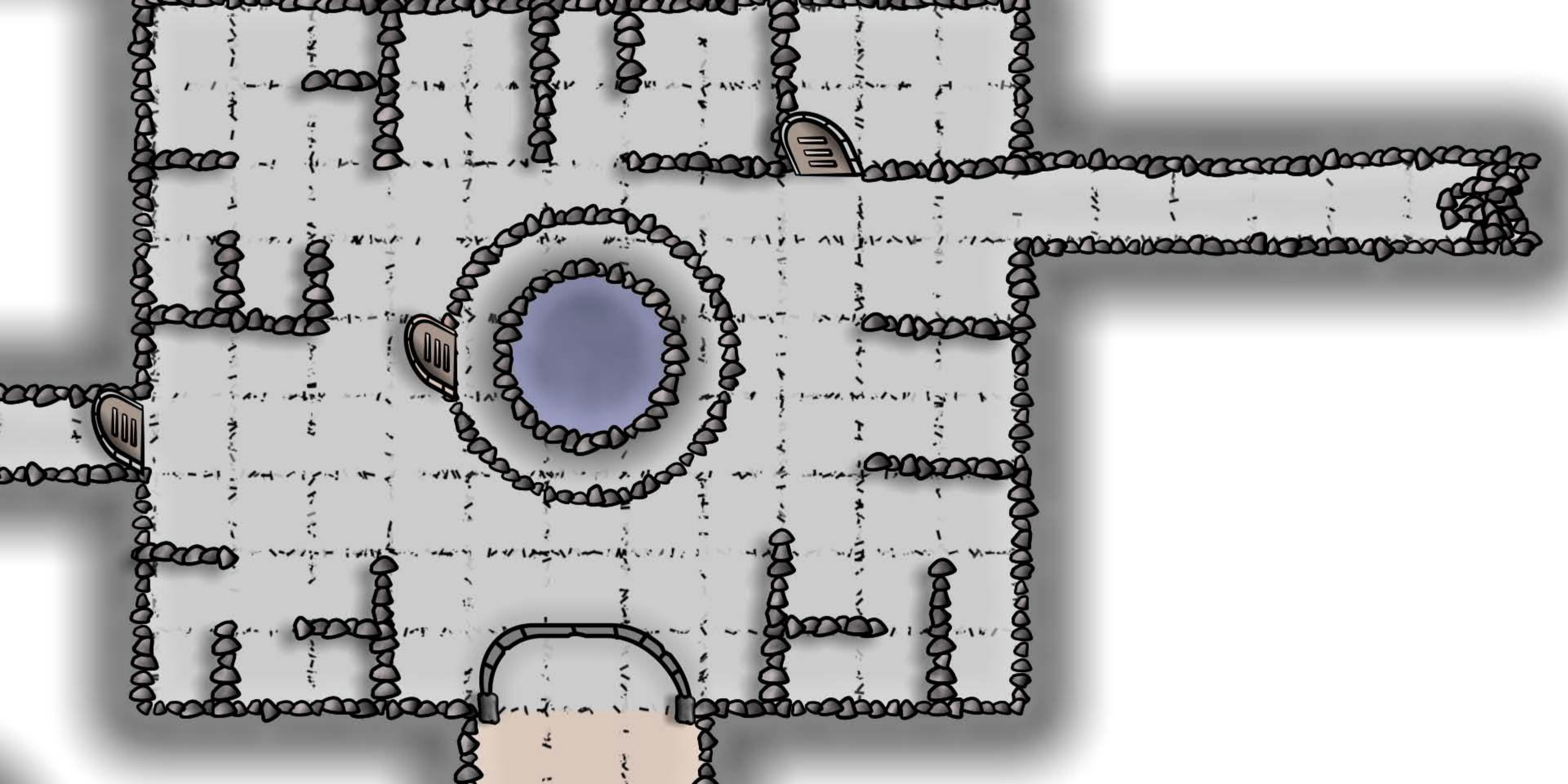

The
Soiled Dove

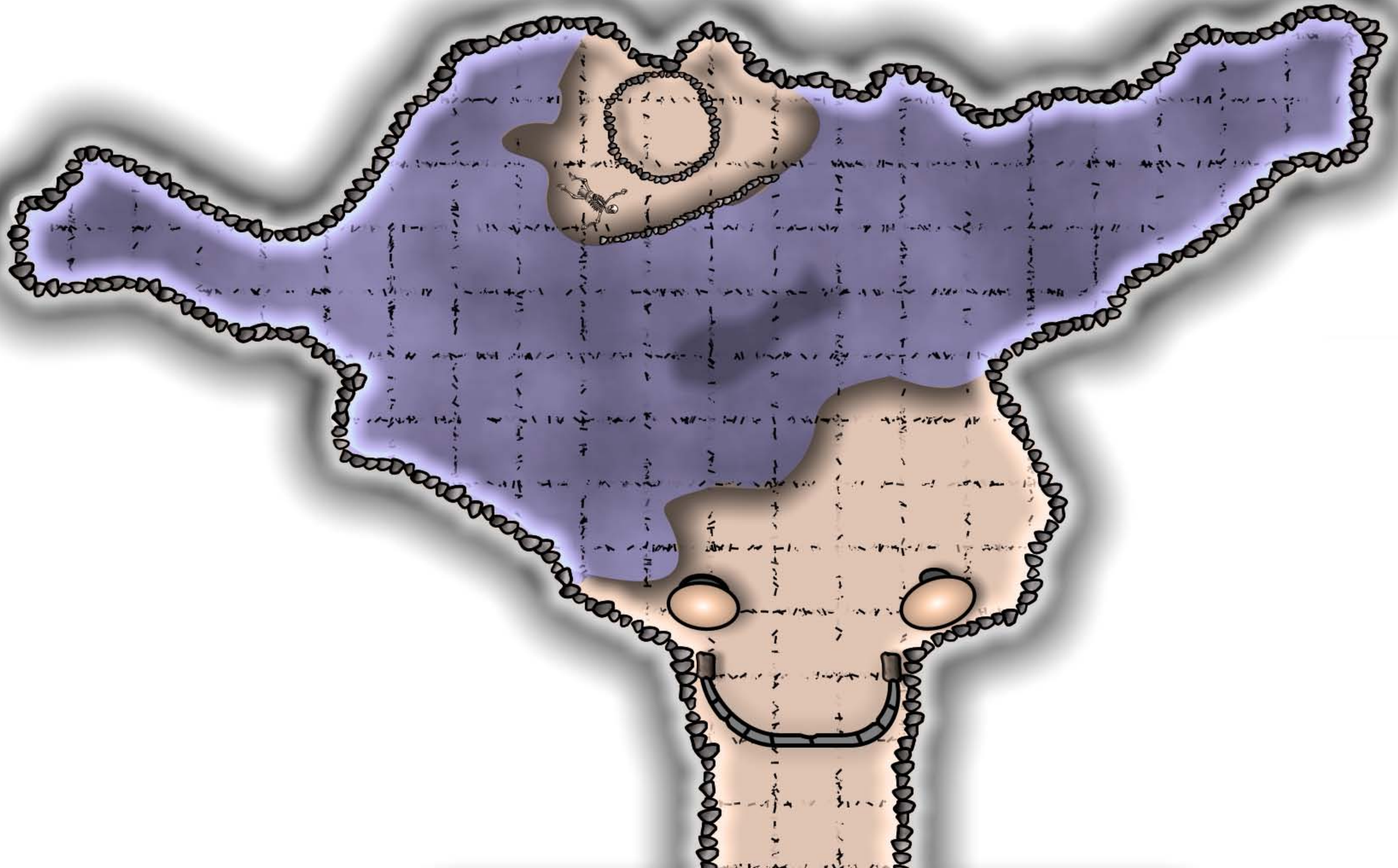

Madaz Kan

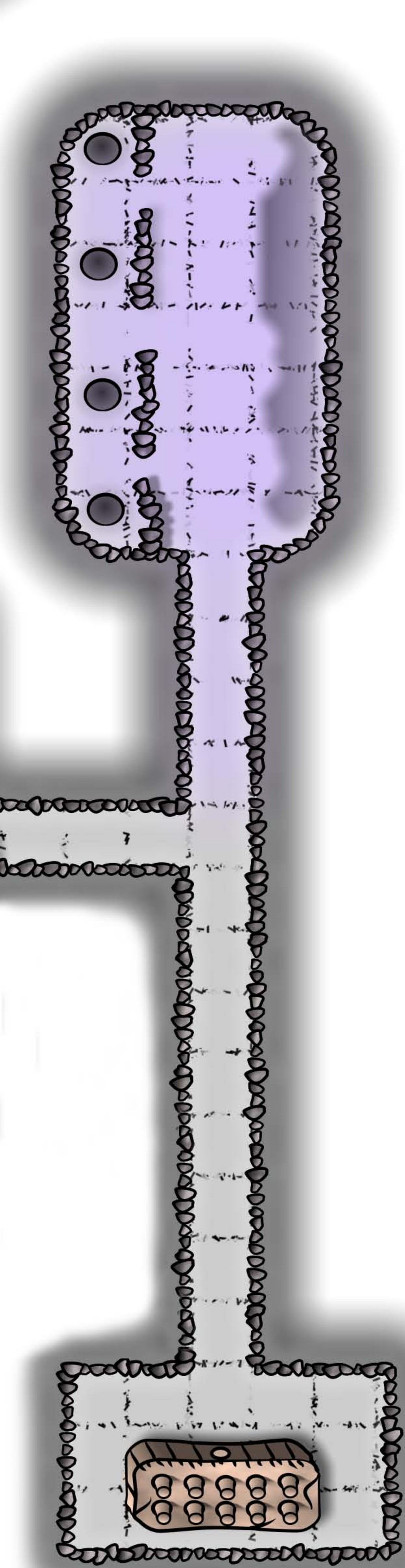

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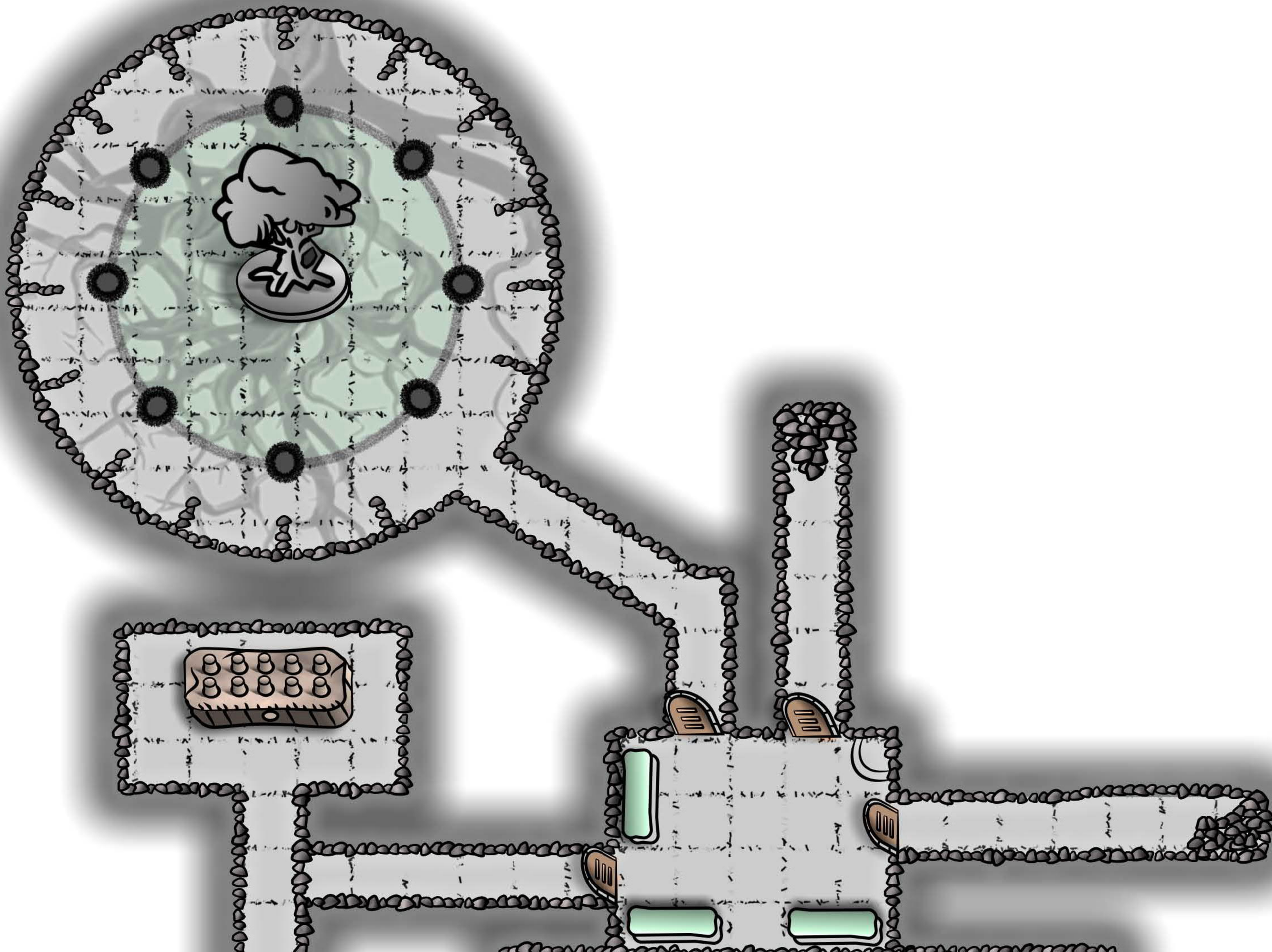

Mabazkan


Maazkan









Appendix A: Rumors

The following conversational tidbits can be picked up by players as they roam Slither's End. Many will be picked up during the fair, so print these out, cut them into individual snippets, and distribute them whenever it seems appropriate as the player talk with folks and gather information.

Overheard in Slither's End: Juggler at Fair

Nice to see some other travelers at the fair. Everyone here's a local... in most towns you usually see more folks coming in from outside for shindigs like this!

Overheard in Slither's End: Fiddle Player

Slither's End? This place has a strange reputation, I must say. When our piper heard we were coming here he refused... wouldn't say why.

Overheard in Slither's End: Flute Player

They tell strangers to stay out of the water in these parts. I wonder why? I've haven't seen any crocs or turf-hurdlers here, and usually the mire is crawling with them!

Overheard in Slither's End: Tumbler

These little ones give me the creeps! Usually me best audience, but here they stare at me like a spider under glass!

Overheard in Slither's End: Band Leader

Last month my brother lost half his performing troupe to those blasted river bandits! Do you know how expensive it is to replace a dancing bear?

Overheard in Slither's End: Muck Melon Farmer

Had a great crop this season... but it's difficult to get everything in with the lack of workers. The council's got to get this figured out!

Overheard in Slither's End: Old Timer

We've got to get those trade lines open again! Demons in the mist? Raiders on the river? I've always held we needed some way to deal with distant threats... like during the militia days when they patrolled from here to Rook's Crossing! No one remembers anymore...

Overheard in Slither's End: Pig Farmer

Onus One-Arm who runs the exchange, has been in some kind of mood! We've got too much product, and not enough market! Prices are falling through the floor!

Overheard in Slither's End: Pig Farmer

What with all the folks vanishing and all, I don't know who's going to be bringing in the next crop for me hogs! And what's up with that 2nd born business? Wait, who are you?

Rumors: Page 2

Overheard in Slither's End: Pig Farmer

You traveled here by the STONE OF DEATH? By Salissak's 30 all-seeing eyes you must be brave or stupid!

Overheard in Slither's End: Trapper

Are you adventuring types here to do something about Redhelm and his gang on the river? Cleaning out that nest of thieves should get you a tidy pile in stolen loot!

Overheard in Slither's End: Local Teen

The eyes of the swamp are on you strangers. Always. Oh, and try the muck-cakes, they're delicious.

Overheard in Slither's End: Butcher

Oh, if you head up toward the river, say hi to my Aunt May. But don't piss 'er off,
she's a tad unrestrained with that honking crossbow of hers...

Overheard in Slither's End: Pig Farmer

There was another collapse along The Slither last week... with that and those things in the mist, I'm not sure where my next supply of hogs is going to go.

Overheard in Slither's End: Townie

Jonas Gralk, yeah he's the gravedigger. Been acting strange of late! He was digging my Gram's grave and just stopped! What are we supposed to do, bury her half way? They've got her packed in salt down by the hogs, but how long can we keep that up?

Overheard in Slither's End: Townie

Yeah, the Gralks live over by the graveyard, Jonas is the grave digger don't you know. His mom runs an herb shop out of the house. I hear the place is empty now since they took off so sudden.

Overheard in Slither's End: Children Whispering

Thirty eyes for every day, thirty souls shall come his way.
Wrapping, wrapping, one by one, every year the feast will come.

Overheard in Slither's End: Hunter

When you're outside of town, watch yourselves!
Death comes from above on giant wings it does! From above!

Appendix B: Clues

As players explore Slither's End, they'll pick up lots of information. Here's a list of locations where key clues can be found to help them unravel the mystery of Slither's End and the Gralks. Check them off as the information is delivered to players.

- [ ] **Gralk's house:** There are many signs in Clotilda's workshop that it has been recently cleaned out of nearly all glassware, equipment and supplies. Clotilda labels everything very clearly, and missing items stand out like sore thumbs in her orderly shop.

- [ ] **Gralk's house:** Portions of the workbench have recently been stained a bright, bilious green. Characters with an apothecary background have a 50% of recognizing the shade as indicative of the rare Viper's Lilly – which has a powerful narcotic effect.

- [ ] **Gralk's house:** In the upper bedroom area of the Gralk house, a shrine of sorts has been built around the picture of a young girl. Many items are clearly missing from the display.

- [ ] **Graveyard:** A half dug grave lies open to the skies. Inside are the shattered remains of an ancient disintegrating wooden box.

- [ ] **Graveyard:** The farther one goes north toward the water, the older the gravestones appear to be. The half finished grave is near the oldest section.

- [ ] **Near open water:** A crocodile swims toward the players, then suddenly vanishes under the water in a cloud of bubbles.

- [ ] **Near open water:** A very small child stand near the edge of the swamp, as if listening to something no one else can hear.

- [ ] **Near the edge of town:** Players discover a gigantic feather. Characters with the right background might be able to identify it as coming from an owl.

- [ ] **Pork Complex - Onus One-Arm:** 'Yeah, I saw Jonas Gralk dragging his mother out of town. Strangest thing I've ever seen. Usually it only takes a whisper from Clotilda to get her boy jumping. Can't imagine what's got into him, but it's mighty suspicious with the recent goings on.'

- [ ] **Fair:** Almost half the older folk are wearing mourning garb. Players overhear bits of numerous conversations mentioning the 'missing ones', 'second born' and 'Jonas Gralk'.

- [ ] **Fair:** Many of the folk will make strange 'slithering hand' motions as 'ward off evil' gestures during conversations. Most will seem completely unaware they're making them.

- [ ] **Fair/In Town:** Many villagers will unconsciously refer to Salissak during conversation (' by Salissak's grasping scales', 'by the Bog Lord's 30 all-seeing eyes', etc. But no one will actually discuss him in any way, other than 'that's just a local saying...'

- [ ] **Fair/In Town:** Questions about Clotilda will invariable mention what a quiet, sad women she is. If pressed, most will mention her lost daughter, but stories of how the girl was lost will vary widely. 'Left with strangers', 'eaten by a rogue croc', 'lost in the mire': there are as many tales as tellers.

Appendix C: Slither's End on 5 Smiles a Day!

As Miriam give the players a tour of town, she will enthusiastically describe all the major locations. Characters from the city or larger towns will notice that most of the structures in town have seen better days: many have probably been in decline for over fifty years.

The Fair: *The Happy Harvest Hoedown is our way of saying thanks to all above and below for another successful crop! Folks stream in from all the surrounding farms... it's a lot of work to organize, but when you look at those smiling faces (pointing at morose, blank faced children) you know it's worth it!*

Pork Complex: *This is where they gather the latest harvest of Golden Water Plums, and prepare the hogs for market. Half of the town works here in some way or another, though everyone but Onus One-Arm the manager is off enjoying the fun!*

The Central Pool: *This is where the town gathers, to share... to learn from each other... to grow! It's the beating red heart of our community!*

The Fallen Tower: *In times past, we had need of a powerful garrison, but no more! Peace reigns from one end of the swamp to another!*

The Asp and Tattles: *You won't find a finer meal between Rook's Crossing and Bountiful Up-River! Ask about the perch, it's delicious!*

Vokas's Tower: *One of our most notable resident lives there. Word is Vokas was quite the charmer in his day! Though don't go visiting unannounced! Two years ago someone tried to sneak in and they had to clean him up with a broom! Naughty boy!*

The Mayor's Manse: *There it is, the finest home in all Slither's End. I love how Mayor Beecham cultivates a retiring, rustic charm about the grand place. That's not mold, it's character!*

The Gralk's House: *Beyond that small house is the resting place of our departed forebears. Folks have lived in Slither's End for generations without number...*

The Bridges North: *That's our lifeline to The Flow, a mighty river that carries Slither's End pork to the world! We've got a small tower up by the river, you'll have to visit sometime! Say hi to May and Rosie for me!*

Appendix D: Tollybogs!

Tollybogs' speech is stuffed full of halfling wisdom and homilies. Here's a few of his favorite sayings:

- *I felt it from my curly head down to my curly toes!*
- *You big folk and your fancy shoes!*
- *There's always room for seconds!*
- *Careful boys, you never know where that road is going to take you!*
- *I'm just a small man in a big world, what do I know?*
- *That there swamp be fair teeming with danger!*
- *And me without elevenses!*
- *You folks been acting like you've got hold of some peculiar pipeweed!*
- *Avoid boats and large women.*

Appendix E: Villagers at the Fair

Try to keep the fair games moving as quickly as possible. If you have to, make up rules on the spot to keep things going! The challenges can be lots of fun, but you'll likely have lots of characters you'll want to introduce, so each game should be concluded with a few dice rolls if possible.

Sample Prizes:

A muck melon stem carved in the shape of a coiling snake
5 pounds of pork jerky
A woven basket of reeds filled with swamp apples
A brightly colored ribbon embroidered with a smiling crocodile head
A wooden cup engraved with gold leaf in the shape of a muck melon
A hand carved flute

Notable prizes:

A twisting dagger with ironwood handle
A barbed iron spearhead mounted on a sturdy ash pole
A pair of fine leather gloves

Top Local Participants: (And their prime stat)

Strong/Tough:
Ogan the Melon Chucker: 14 Str
Bodus Broadarms: 13 Str
Brint the Not Soft: 12 Str
Uggles the Badger: 13 Sta
Kova the Brick: 14 Str

Fast/Nimble:
Hamshire the Speedy: 13 Ref
Horix Six-Fingers: 11 Ref
Emil Blurfoot: 12 Ref
Jals Dreadstrider: 14 Ref
Pimco Preels: 12 Ref

Lucky:
Emiline Toose: 11 Luck
Aspiril GoldClover: 12 Luck
Baddle Quickens: 15 Luck

Charismatic:
Fenstin the Unwise: 12 Per
Tooshy the Fair: 14 Per
Osgood Slaughter: 13 Per

Smart:
Lacie Jane: 12 Int
Pordaz Grint: 11 Will
Lethan Hithcolo: 15 Int

Appendix F: The Mist Men

The folk of Slither's End hardly need another challenge, but the mysterious Mist Men are proving to be a deadly nuisance.



These strange outsiders first appeared six months ago, seemingly out the mists. They arrive without warning from the direction of The Slither, surrounded by the uncanny red/black fog that seems to follow their every action.

Their behavior is completely unpredictable. Sometimes they arrive and simply observe farmers as they work. Sometimes they steal livestock. Occasionally they raid farms and drag off every inhabitant to some unknown location.

Nothing is every left behind when the Mist Men depart, all bodies and items vanishing into the mist as they go. The Slither's End town council would love to examine the strange artifacts the Mist Men bear: the metal tubes that shoot darts almost too small to see, but entirely deadly in effect; the leather and metal masks that cloak their faces; or the unusual wooden bladders that seem to supply some type of vapor to the masks.

No one from Slither's End has ever seen a Mist Man without its mask, but they fear the worst. The head seems too long, the limbs ill proportioned. Mist Men move awkwardly, like a toddler mastering the art of walking, but with a man's strength and speed. Villagers have learned that cutting the flexible pipe between the bladder and the mask will stop a Mist Man in its tracks while it attempts to repair the damage.

Of most concern to the villagers is that the Grimmels (or 'bubblers' as they call them) cannot seem to detect the Mist Men in any way. Normally the slightest new vibrations or smells will bring a pack of Grimmels to investigate, but the creatures seem completely unaware of the Mist Men's presence. Either that, or the Grimmels have some great reason to fear the new enemy, and keep their distance out of self-preservation.

Regardless, the village has no real way to deal with this threat, and if the Mist Men raids increase in either frequency or intensity, unless a new power arrives to offer the hamlet aid, the Village of Slither's End is all but doomed.

(If you find the Mist Men too futuristic seeming for your campaign, simply 'skin' them with a personality that fits. For example, you could convert the Mist Men into a race of deep swamp dwellers, who's cultic activities have so addicted them to powerful herbs that they must wear masks linked to ceramic containers on their backs filled with crushed flowers. Instead of metal tubes, they wield sharp javelins tipped with either stunning, or killing concoctions. The mist could be a sign of the presence of their dark god; their strange behaviour the result of their drug-fueled state. Let your imagination rule the day!)

Name: _____

AC (9) HP (1)

Occupation: Pig Slaughterer

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	9	0
Agility	7	-1
Stamina	9	0
Personality	14	1
Intelligence	14	1
Luck	10	0

Saves

Reflex	-1
Fortitude	0
Will	1

Speed 30 Init -1

Weapons
- Handaxe +0 (1d6)

Equipment
- Starting Funds: 36cp
- Set of nucklebones
- Torch (1 cp)

Notes
- Lucky Roll: The bull (Melee attack rolls)(0)
- Languages: Common

XP

Name: _____

AC (10) HP (3)

Occupation: Pig Farmer

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	13	1
Agility	9	0
Stamina	16	2
Personality	11	0
Intelligence	11	0
Luck	13	1

Saves

Reflex	0
Fortitude	2
Will	0

Speed 30 Init 0

Weapons
- Club +1 (1d4+1)

Equipment
- Starting Funds: 36cp
- 40 ft of rope
- Rope - 50' (25 cp)

Notes
- Lucky Roll: Survived the plague (Magical healing)(+1)
- Languages: Common

XP

Name: _____

AC (8) HP (5)

Occupation: Swamp Hunter

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	7	-1
Agility	5	-2
Stamina	15	1
Personality	8	-1
Intelligence	11	0
Luck	16	2

Saves

Reflex	-2
Fortitude	1
Will	-1

Speed 30 Init -2

Weapons
- Short bow +1 (+1)

Equipment
- Starting Funds: 37cp
- waterproof boots
- Thieves' tools (25 gp)

Notes
- Lucky Roll: Pack hunter (Attack/damage rolls for 0-level weapon)(+2)
- Languages: Common

XP

Name: _____

AC (10) HP (3)

Occupation: Stevedor

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	10	0
Agility	12	0
Stamina	8	-1
Personality	10	0
Intelligence	16	2
Luck	7	-1

Saves

Reflex	0
Fortitude	-1
Will	0

Speed 30 Init 0

Weapons
- Club +0 (1d4)

Equipment
- Starting Funds: 40cp
- Wooden tiki doll
- Chalk - 1 piece (1 cp)

Notes
- Lucky Roll: Survived the plague (Magical healing)(-1)
- Languages: Common

XP

Roll Mode: 3d6 | Average: 10.5 | Mod Sum: +0

Name:

AC (10) HP (1)

Occupation: Whitewasher

Alignment: Law Neutral Chaos

		mod
Strength	13	1
Agility	12	0
Stamina	11	0
Personality	11	0
Intelligence	7	-1
Luck	11	0

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Weapons

- Club +1 (1d4+1)

Equipment

Starting Funds: 46cp
Paint brush and buck of white paint
Pole - 10-foot (15 cp)

Notes

Lucky Roll: Four-leafed clover (Find secret doors)(0)
Languages: Common

XP

Name:

AC (11) HP (4)

Occupation: Frog Hunter

Alignment: Law Neutral Chaos

		mod
Strength	11	0
Agility	14	1
Stamina	12	0
Personality	5	-2
Intelligence	6	-1
Luck	11	0

Saves

Reflex	1
Fortitude	0
Will	-2

Speed 30 Init 1

Weapons

- Spear +0 (1d8)

Equipment

Starting Funds: 28cp
Collection of dried frog skins
Mirror - hand-sized (10 gp)

Notes

Lucky Roll: Conceived on horseback (Mounted attack rolls)(0)
Languages: Common

XP

Name:

AC (10) HP (4)

Occupation: Swamp Chopper

Alignment: Law Neutral Chaos

		mod
Strength	11	0
Agility	11	0
Stamina	13	1
Personality	13	1
Intelligence	14	1
Luck	10	0

Saves

Reflex	0
Fortitude	1
Will	1

Speed 30 Init 0

Weapons

- Handaxe +0 (1d6)

Equipment

Starting Funds: 46cp
3 nice logs
Waterskin (5 sp)

Notes

Lucky Roll: Born on the battlefield (Damage rolls)(0)
Languages: Common

XP

Name:

AC (10) HP (2)

Occupation: Muck Melon Farmer

Alignment: Law Neutral Chaos

		mod
Strength	13	1
Agility	10	0
Stamina	4	-2
Personality	6	-1
Intelligence	10	0
Luck	14	1

Saves

Reflex	0
Fortitude	-2
Will	-1

Speed 30 Init 0

Weapons

- Spear +1 (1d8+1)

Equipment

Starting Funds: 49cp
2 muck melon pies
Chest - empty (2 gp)

Notes

Lucky Roll: Fox's cunning (Find/disable traps)(+1)
Languages: Common

XP

Name: _____

AC (11) HP (4)

Occupation: Grass Puller

Alignment: Law Neutral Chaos

		mod
Strength	8	-1
Agility	13	1
Stamina	9	0
Personality	11	0
Intelligence	16	2
Luck	14	1

Saves

Reflex	1
Fortitude	0
Will	0

Speed 30 Init 1

Weapons
- Dagger -1 (1d4-1)

Equipment
- Starting Funds: 19cp
- Leather gloves
- Hammer - small (5 sp)

Notes
- Lucky Roll: Fox's cunning (Find/disable traps)(+1)
- Languages: Common

XP

Name: _____

AC (10) HP (4)

Occupation: Moss Collector

Alignment: Law Neutral Chaos

		mod
Strength	9	0
Agility	11	0
Stamina	11	0
Personality	15	1
Intelligence	5	-2
Luck	13	1

Saves

Reflex	0
Fortitude	0
Will	1

Speed 30 Init 0

Weapons
- Sling +0 (1d4)

Equipment
- Starting Funds: 20cp
- Big ball of moss
- Lantern (10 gp)

Notes
- Lucky Roll: Conceived on horseback (Mounted attack rolls)(+1)
- Languages: Common

XP

Name: _____

AC (9) HP (2)

Occupation: Pig Farmer

Alignment: Law Neutral Chaos

		mod
Strength	3	-3
Agility	8	-1
Stamina	12	0
Personality	8	-1
Intelligence	14	1
Luck	9	0

Saves

Reflex	-1
Fortitude	0
Will	-1

Speed 30 Init -1

Weapons
- Club -3 (1d4-3)

Equipment
- Starting Funds: 28cp
- 10 lbs of bacon
- Lantern (10 gp)

Notes
- Lucky Roll: Four-leafed clover (Find secret doors)(0)
- Languages: Common

XP

Name: _____

AC (10) HP (5)

Occupation: Swamp Hunter

Alignment: Law Neutral Chaos

		mod
Strength	13	1
Agility	9	0
Stamina	13	1
Personality	11	0
Intelligence	9	0
Luck	9	0

Saves

Reflex	0
Fortitude	1
Will	0

Speed 30 Init 0

Weapons
- Short bow +1 (+1)

Equipment
- Starting Funds: 30cp
- waterproof boots
- Hammer - small (5 sp)

Notes
- Lucky Roll: Birdsong (Number of languages)(0)
- Languages: Common

XP

Name: _____

AC (9) HP (2)

Occupation: Pig Farmer

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	9	0
Agility	7	-1
Stamina	5	-2
Personality	15	1
Intelligence	7	-1
Luck	12	0

Saves

Reflex	-1
Fortitude	-2
Will	1

Speed 30 Init -1

Weapons
- Club +0 (1d4)

Equipment
Starting Funds: 33cp
40 ft of rope
Crowbar (2 gp)

Notes
Lucky Roll: Hawkeye (Missile fire damage rolls)(0)
Languages: Common

XP

Name: _____

AC (11) HP (3)

Occupation: Pig Farmer

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	11	0
Agility	12	0
Stamina	11	0
Personality	11	0
Intelligence	11	0
Luck	15	1

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 Init 0

Weapons
- Club +0 (1d4)

Equipment
Starting Funds: 22cp
40 ft of rope
Pole - 10-foot (15 cp)

Notes
Lucky Roll: Charmed house (Armor Class)(+1)
Languages: Common

XP

Name: _____

AC (10) HP (3)

Occupation: Muck Melon Farmer

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	9	0
Agility	9	0
Stamina	13	1
Personality	11	0
Intelligence	10	0
Luck	12	0

Saves

Reflex	0
Fortitude	1
Will	0

Speed 30 Init 0

Weapons
- Club +0 (1d4)

Equipment
Starting Funds: 44cp
5 large sacks
Torch (1 cp)

Notes
Lucky Roll: Struck by lightning (Reflex saving throws)(0)
Languages: Common

XP

Name: _____

AC (10) HP (1)

Occupation: Pig Farmer

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	9	0
Agility	11	0
Stamina	9	0
Personality	7	-1
Intelligence	10	0
Luck	16	2

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 Init 0

Weapons
- Club +0 (1d4)

Equipment
Starting Funds: 36cp
23 sp
Mirror - hand-sized (10 gp)

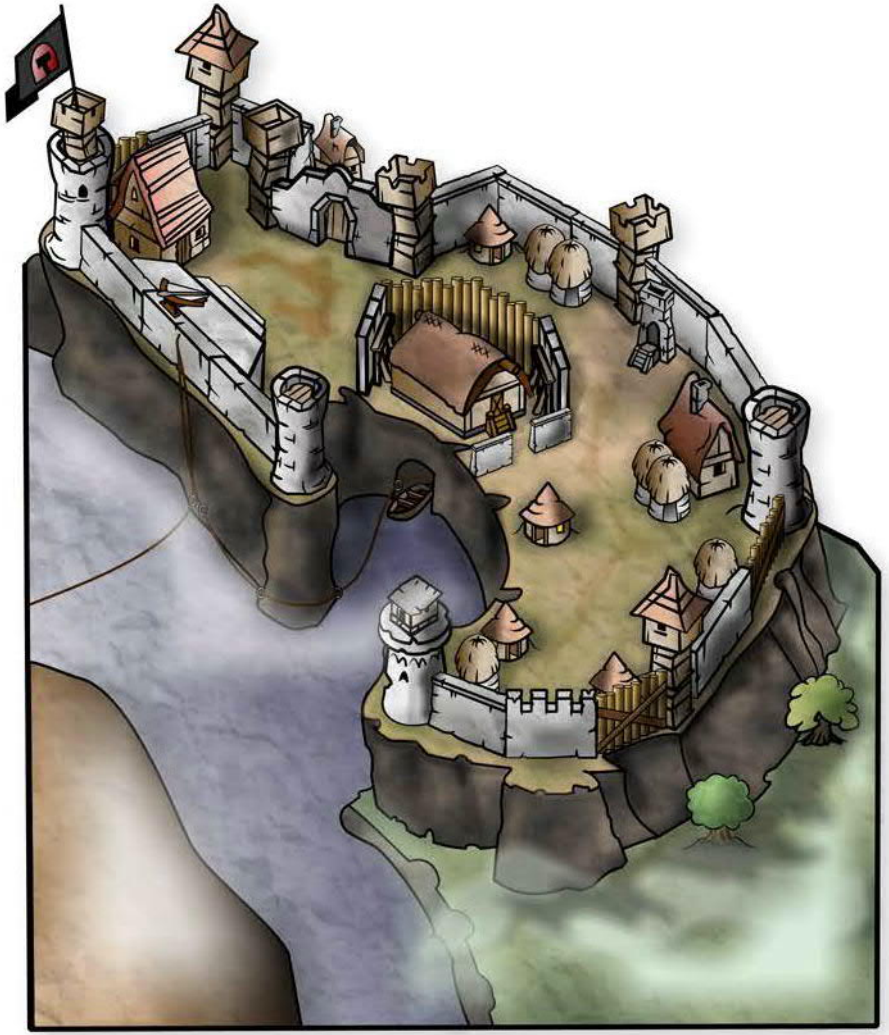
Notes
Lucky Roll: Conceived on horseback (Mounted attack rolls)(+2)
Languages: Common

XP

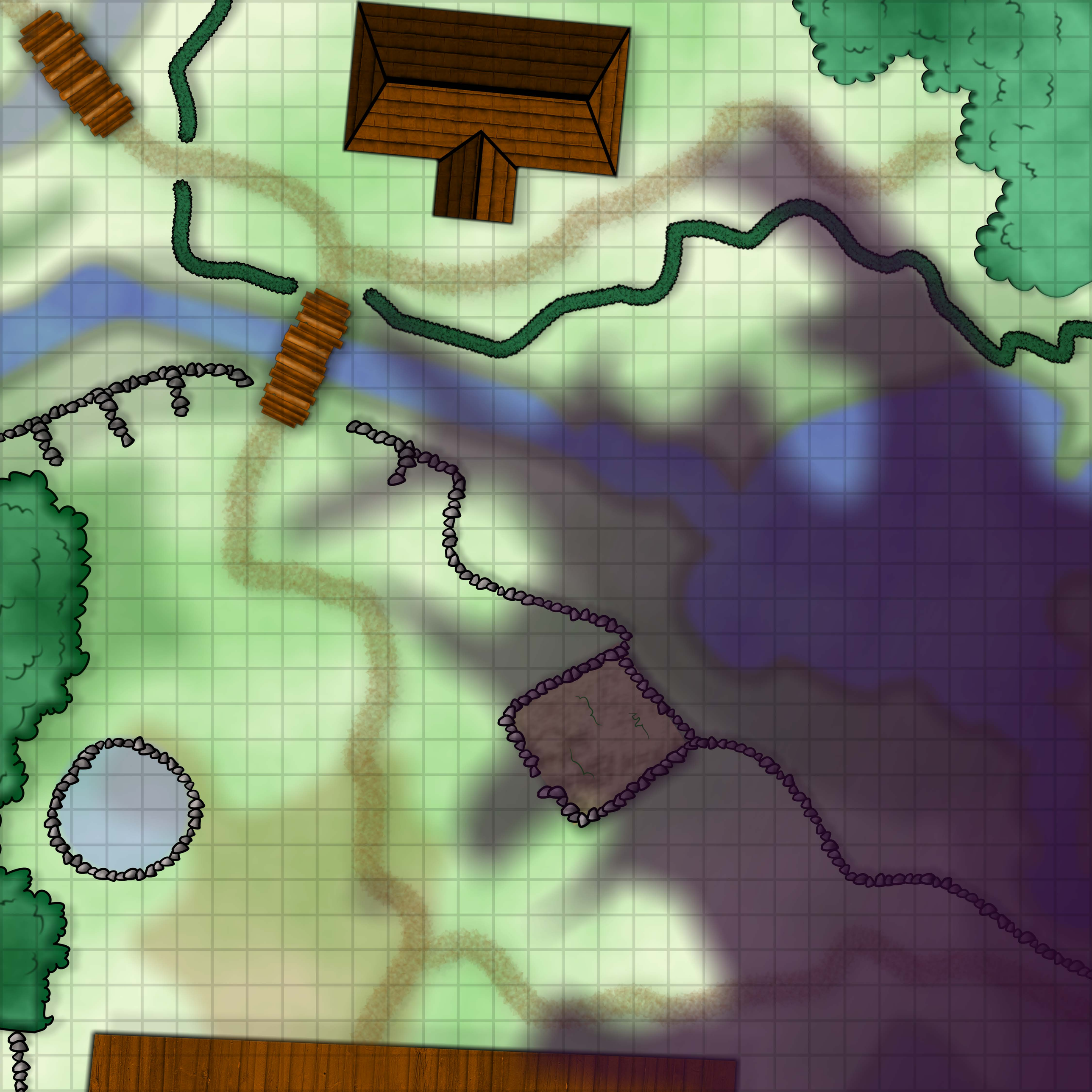
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XI
XII


Slither's End

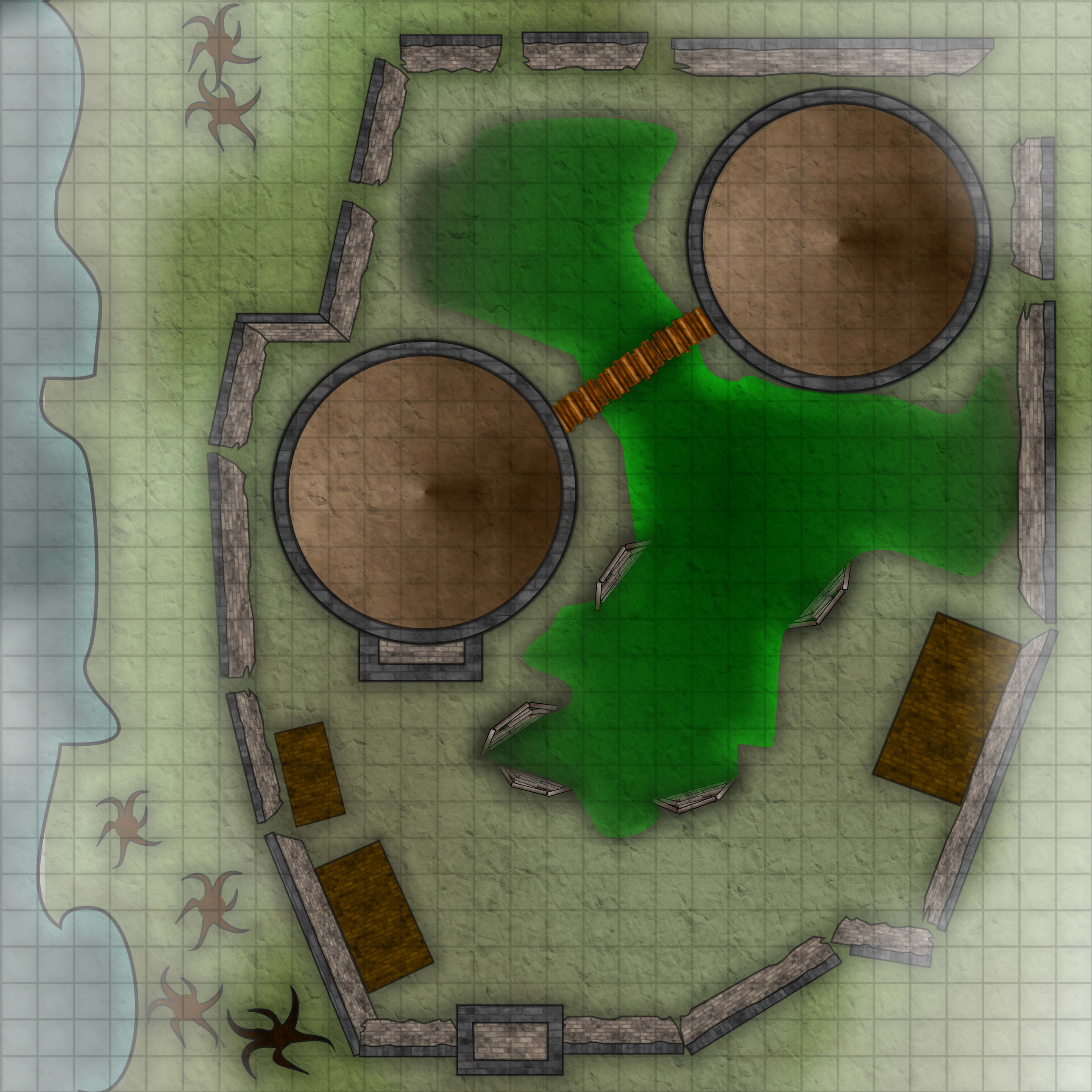


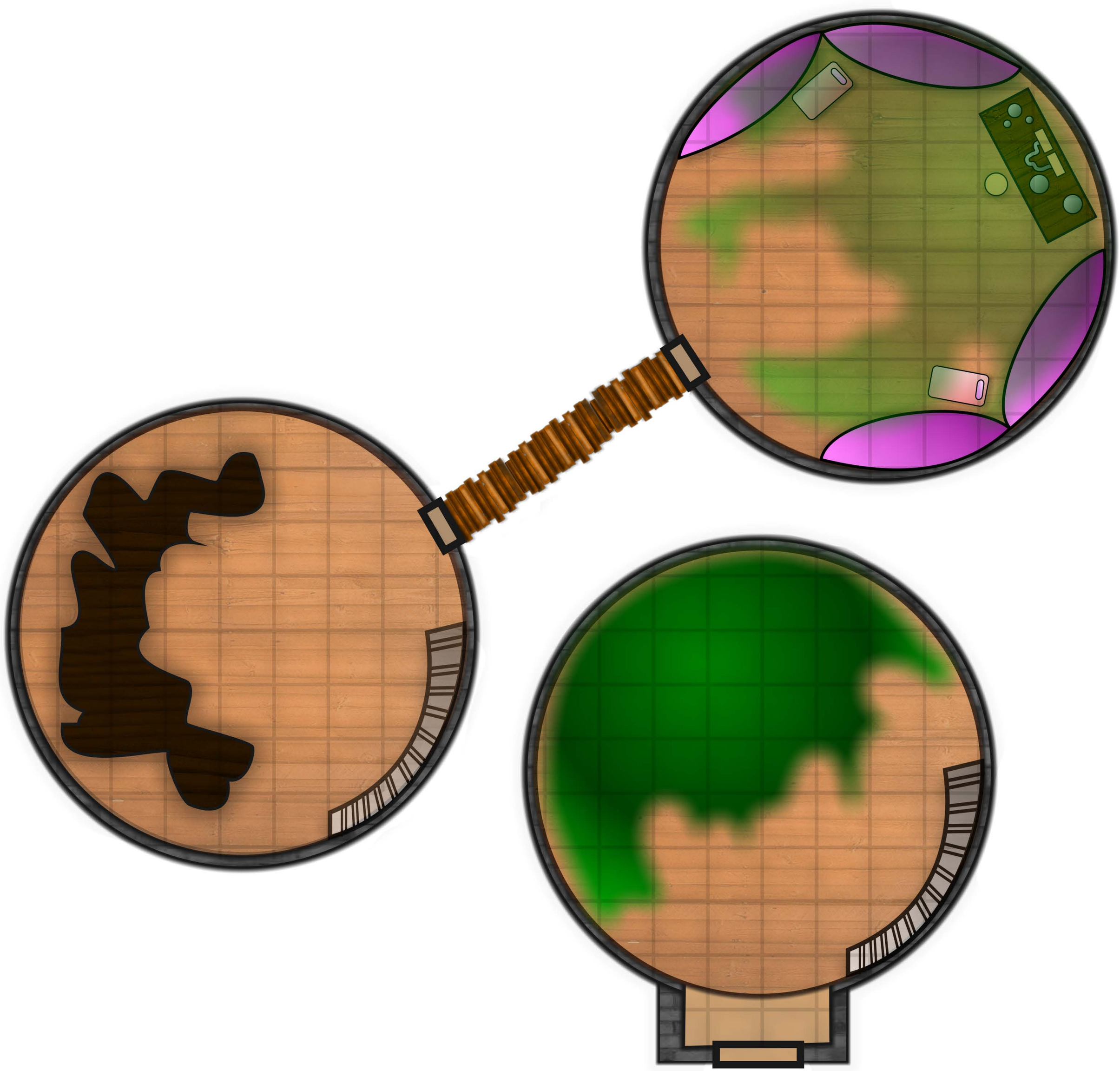












A Gathering of the Marked: Appendix A: Rumors

"Yer' one of the marked? It's bad luck to be speaking to the likes of you! Your kind go through that cursed stone and are never seen again. It's the Lady of Luck's way of protecting her own."

"You ever notice how none of the marked ever have a pa around? It's a curse on the mum for her loose ways!"

"Rumor has it that you marked are sent to a damned village where the trees walk about like giants. They pluck off your heads for sport! Would you like to buy an axe?"

"My gran tells me she once had a friend who had the marking and left. Many years later at the coronation of the Lady of Silver Towers she saw her in the crowd. She was carrying a sword. and the way she moved she seemed to know how to use it! No one in our village had a sword… gran didn't know what to think!"

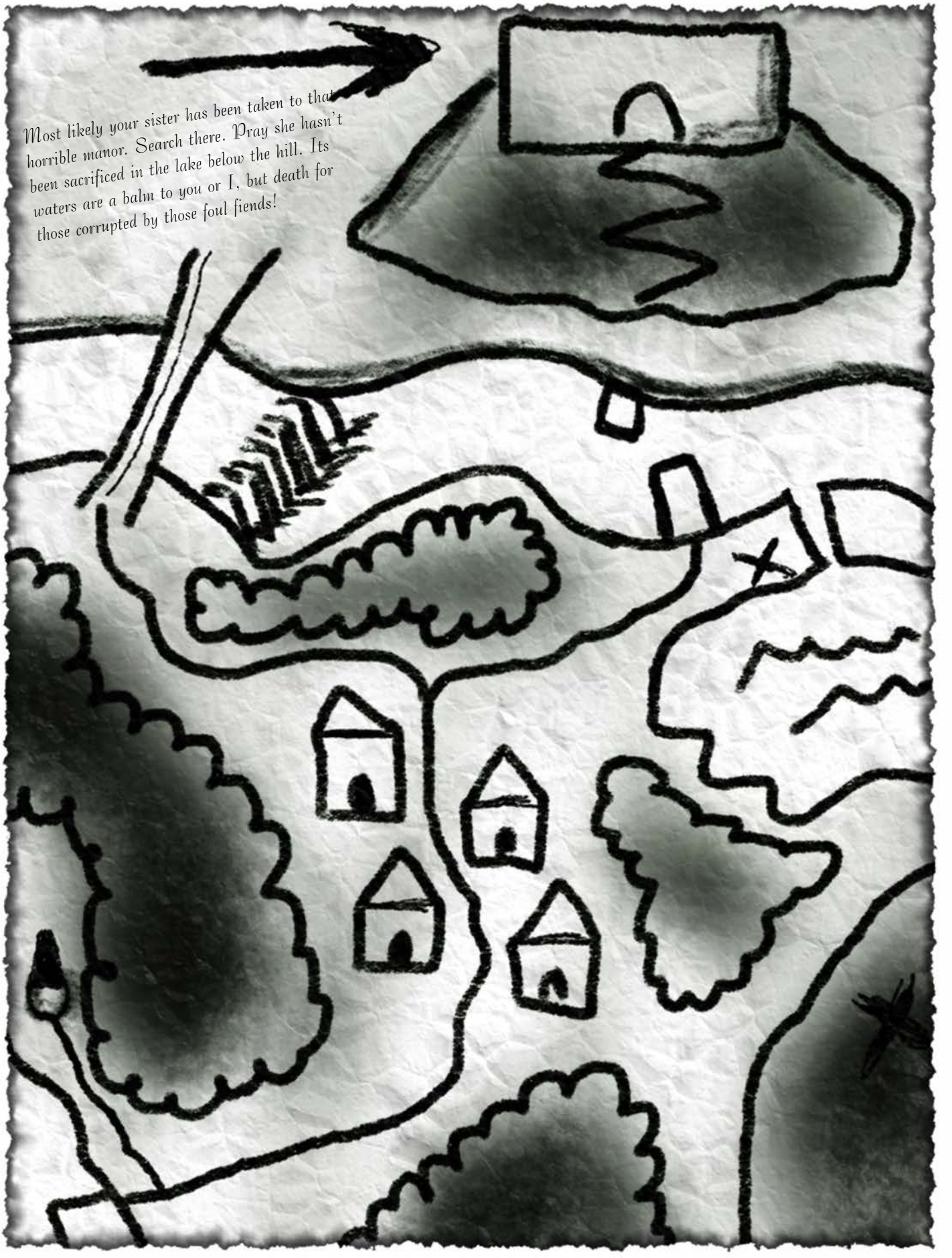
"I once saw one of the marked from my village many years after touching the stone! A minstrel he was in the Great City, singing like he had not a care in the world! Tried to talk up my niece until I sent him off. Pretended not to know me, but I knew him: he was Ginger Colton's boy no mistake."

"You must hurry to the stone! I once knew someone who tried to hide away and pretend he wasn't marked. They found him a week later in the woods… he'd carved away the top of his head piece by piece with a skinning knife. Can't think of a worse way to go…"

"They say the the demon of the stone always sends your kind to the same place, though no one knows where that is. Don't know how they'd know that, truth be told, but it was my understanding the demon never does the same thing twice.

"Wherever you go, get yourself back here! This mystery has been going on since before my Grandpa's time, and it's not right that so many of our son's and daughters are taken away without word or story. It's just not right!"

A Gathering of the Marked: Appendix B: Rough Map



Appendix C: Images



The Sending Stone



Gus and Commodore Teak



Wings of Athax



Forest Wraith



The Thing Under The Pier



Shambling Horrors



Greta the Homely Wheat Farmer Charges the Priest of Athax



Grasp of Athax



The Manor: River Approach



The Manor: The Back Way



Beauregard the Swamp Ogre



Lobar, Krattice, and Fire Kobold



Strangle Snake



The Gibleter



Bronze Head and Golden Tray



Boneflenser



The Tunnels



Culler



High Priestess



The Statue

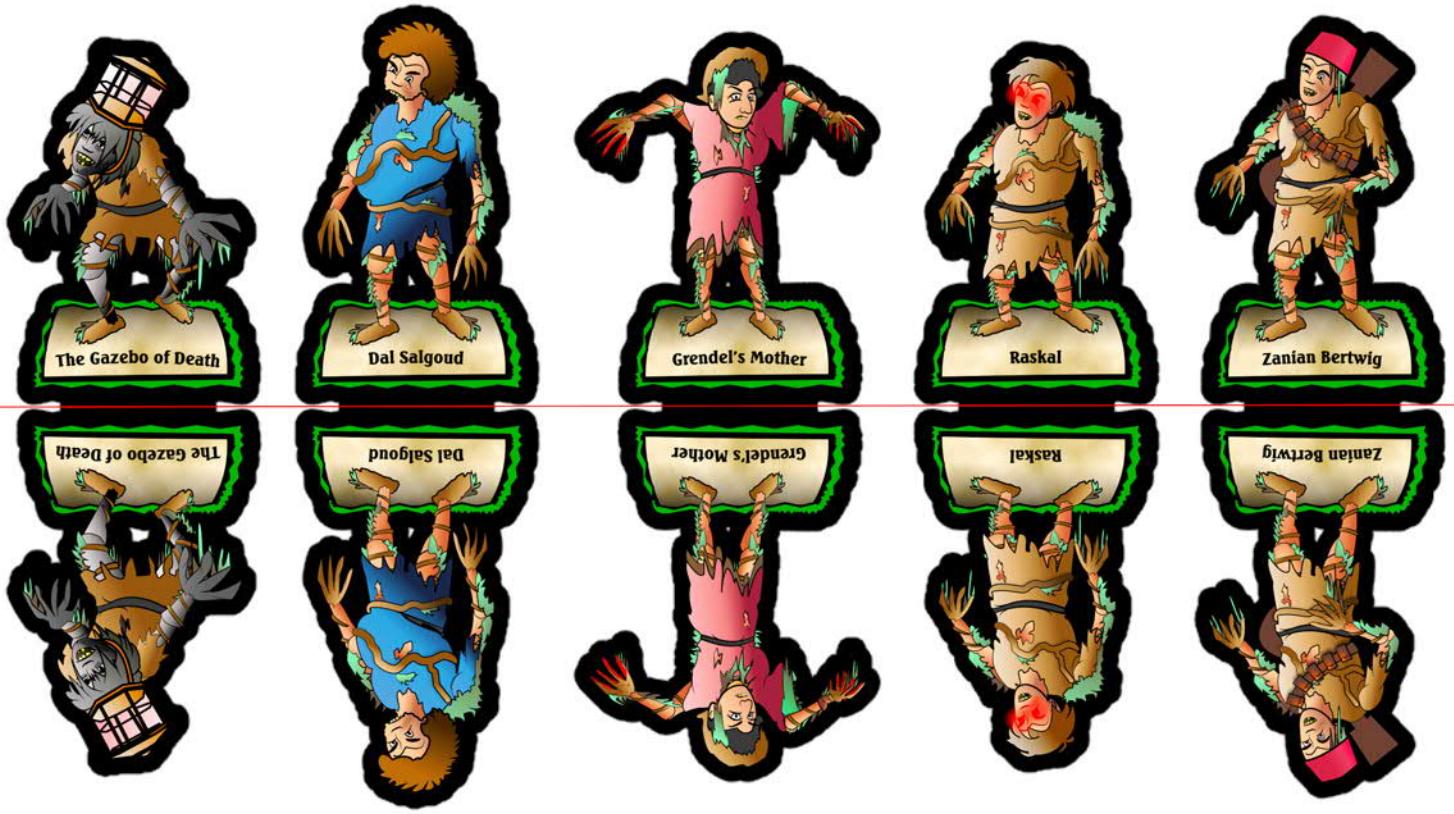
Appendix D: Paper Miniatures

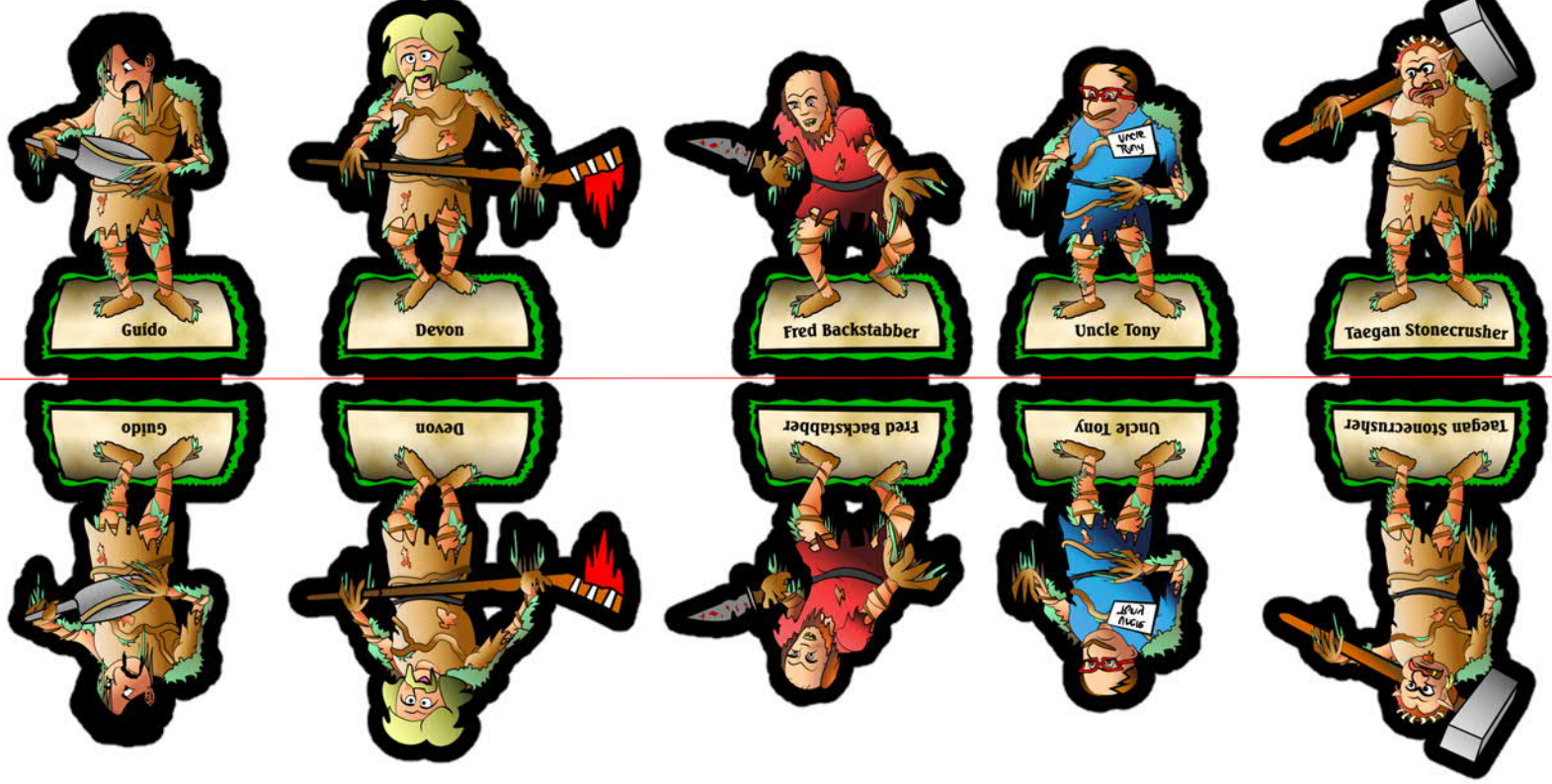
A Gathering of the Marked

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(Thanks to all the Crawler's Companion Kickstarter backers who are the inspiration for this bizarre mob of Shambling Horrors!)

(Visit purplesorcerer.com/minis for tips on preparing these for play!)

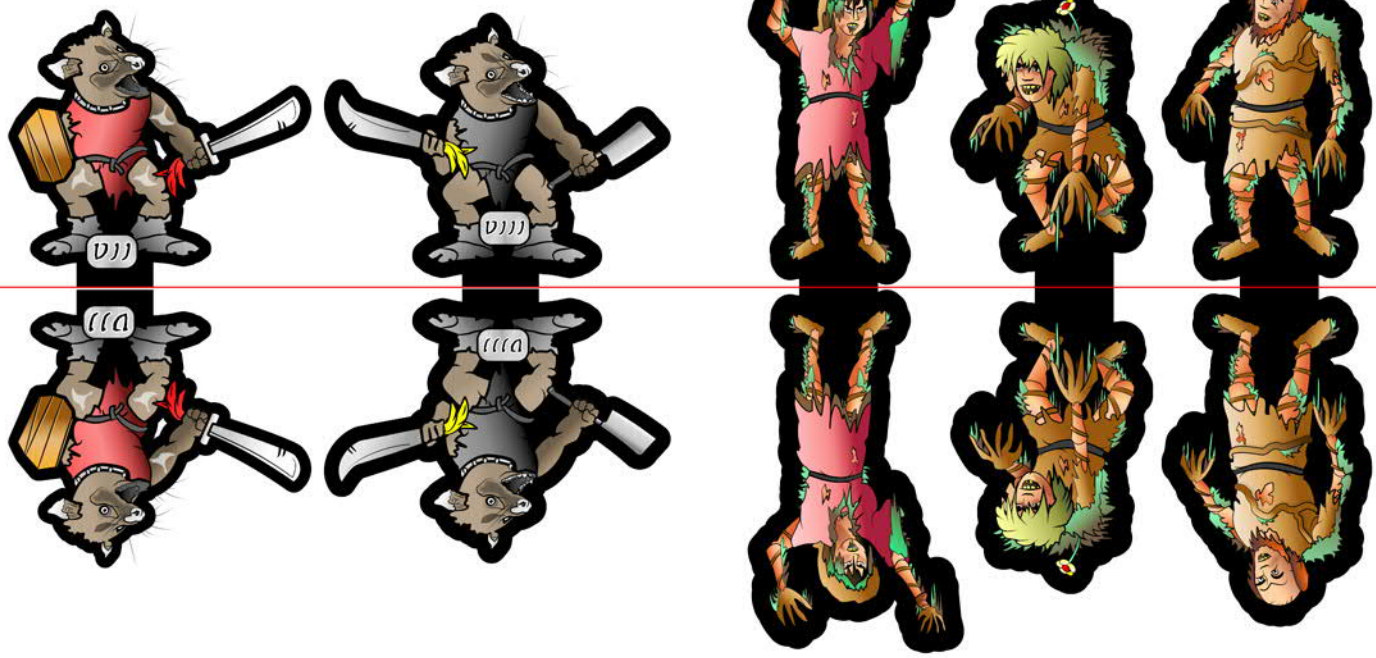


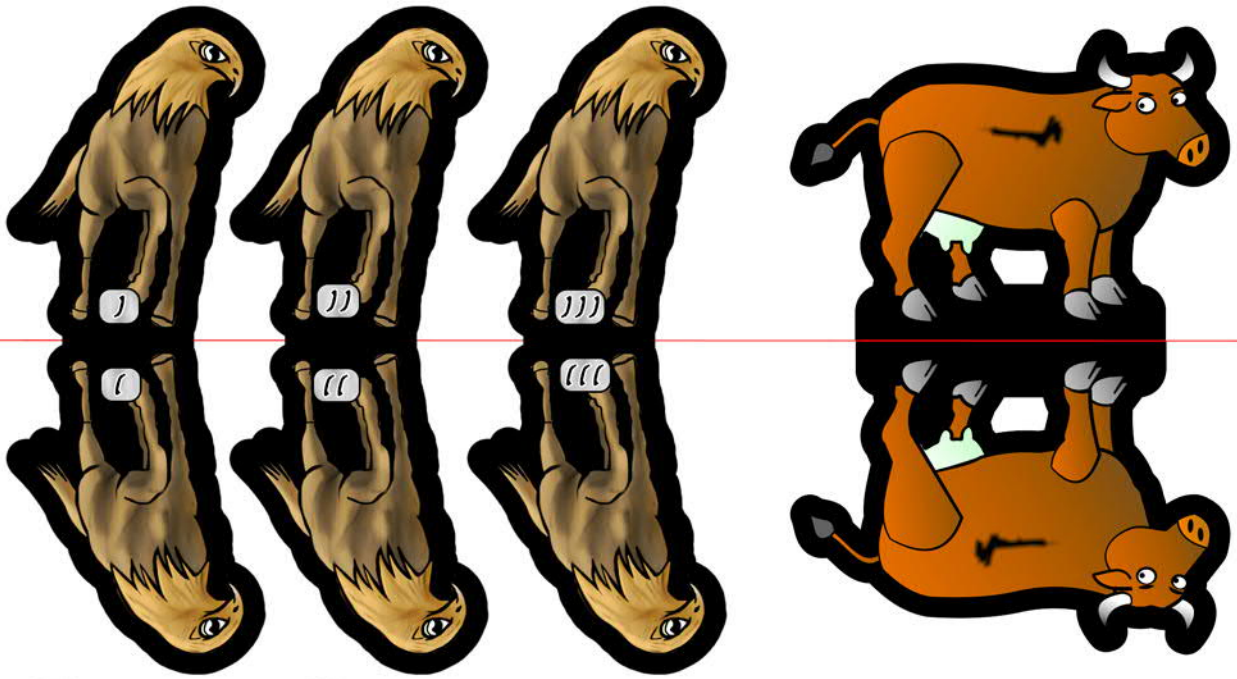


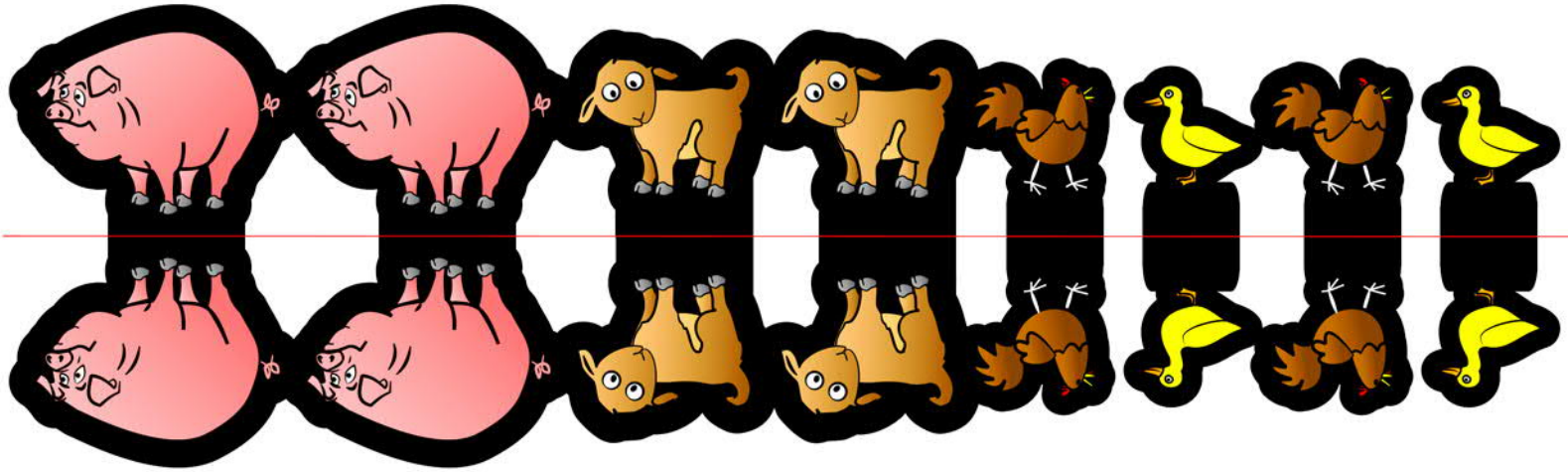
Hybban
Nar'ulth of the Bleeding Court
Wilryn
Horror of the Great Swamp
Sarista

Ryan
Alcionne
Grizshag
E-monster
jbrhymer
Lollipuss







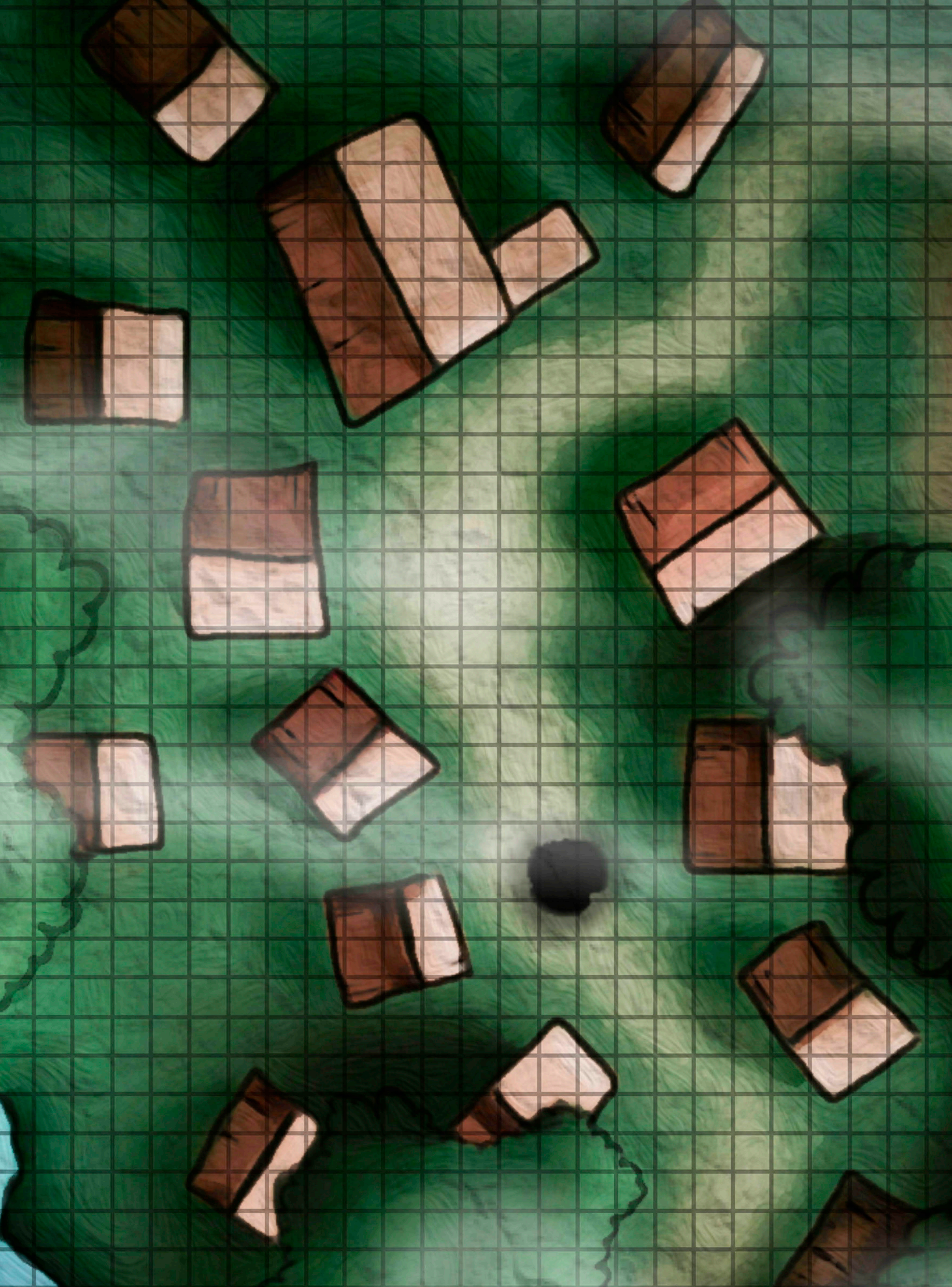


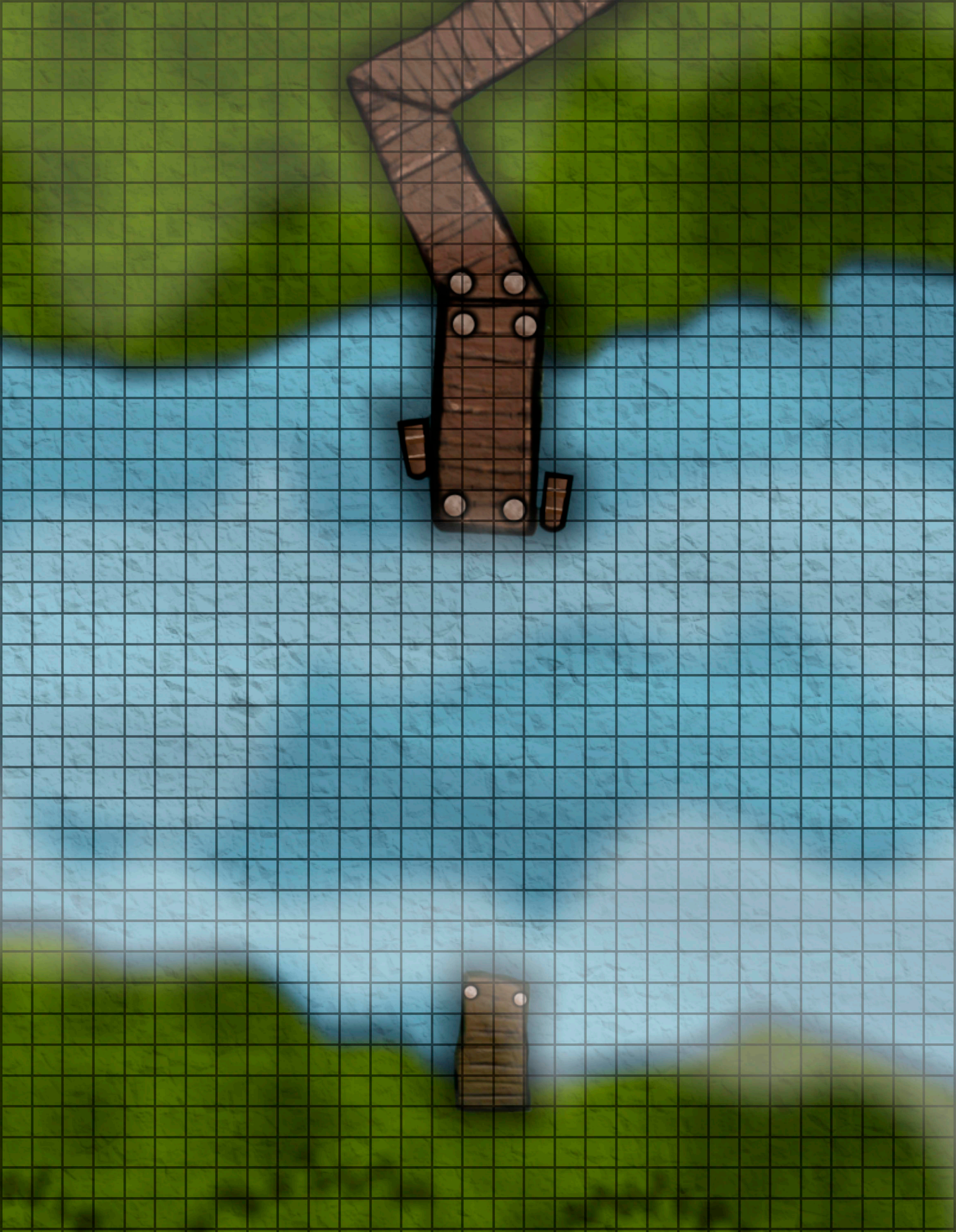




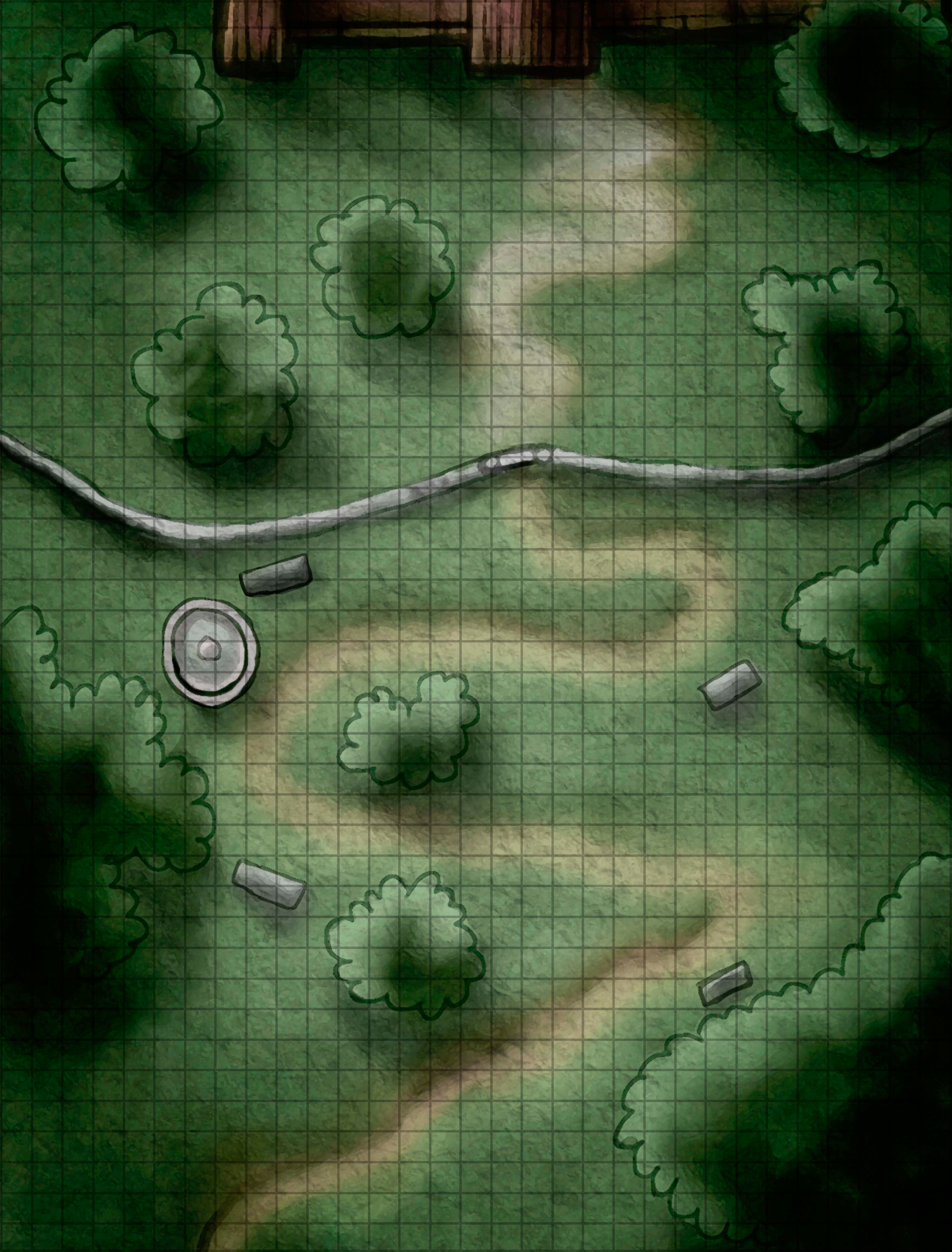


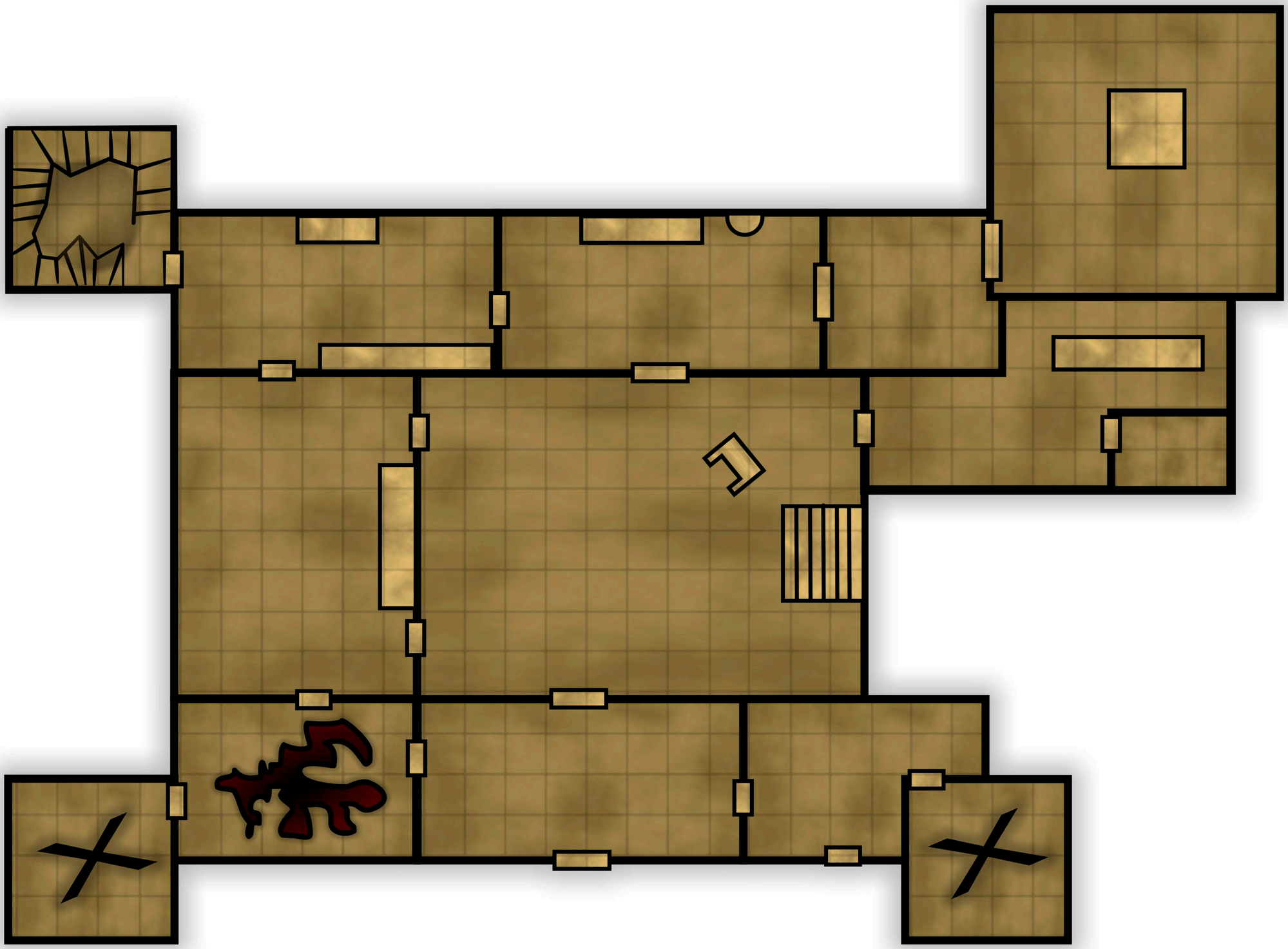


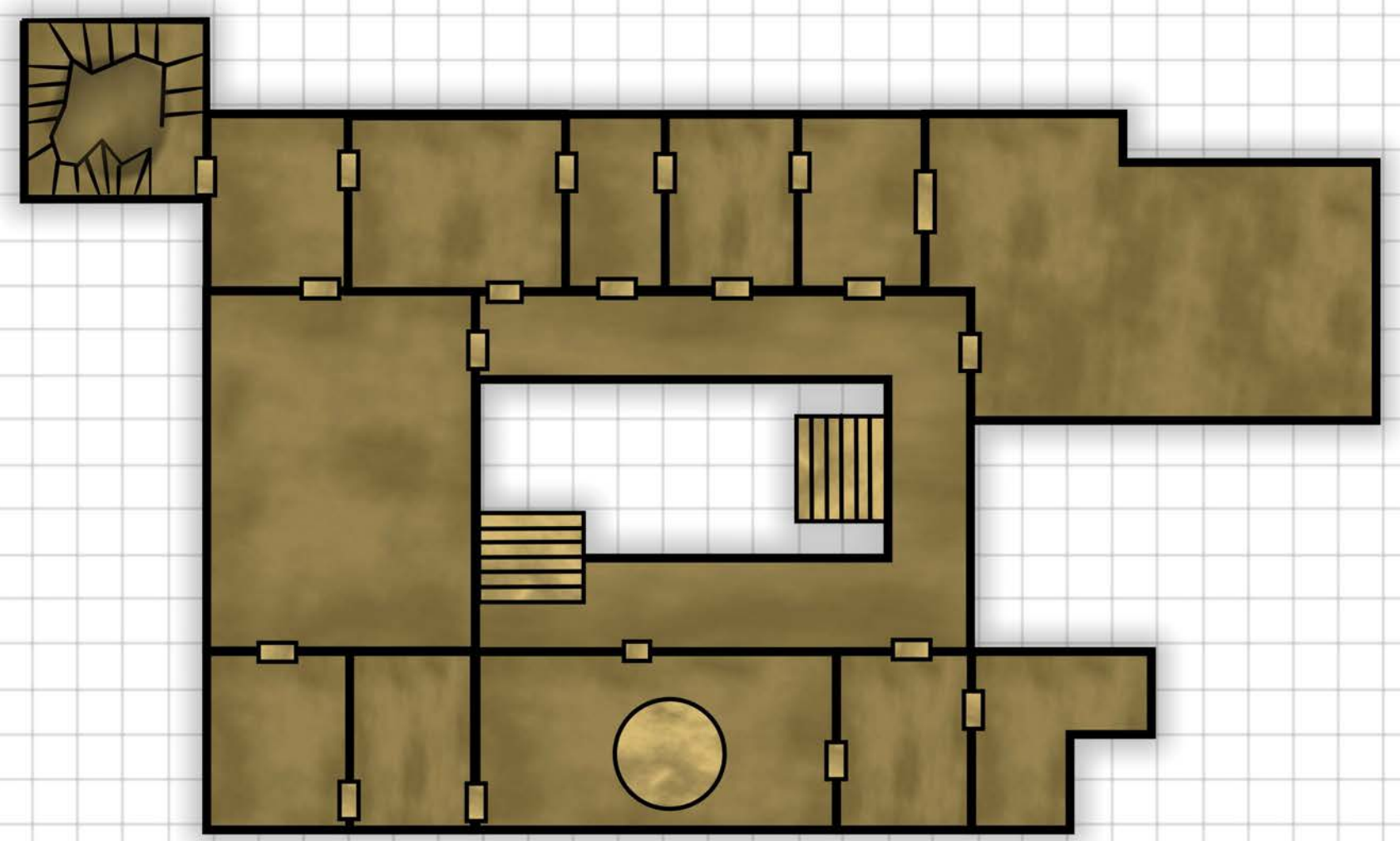


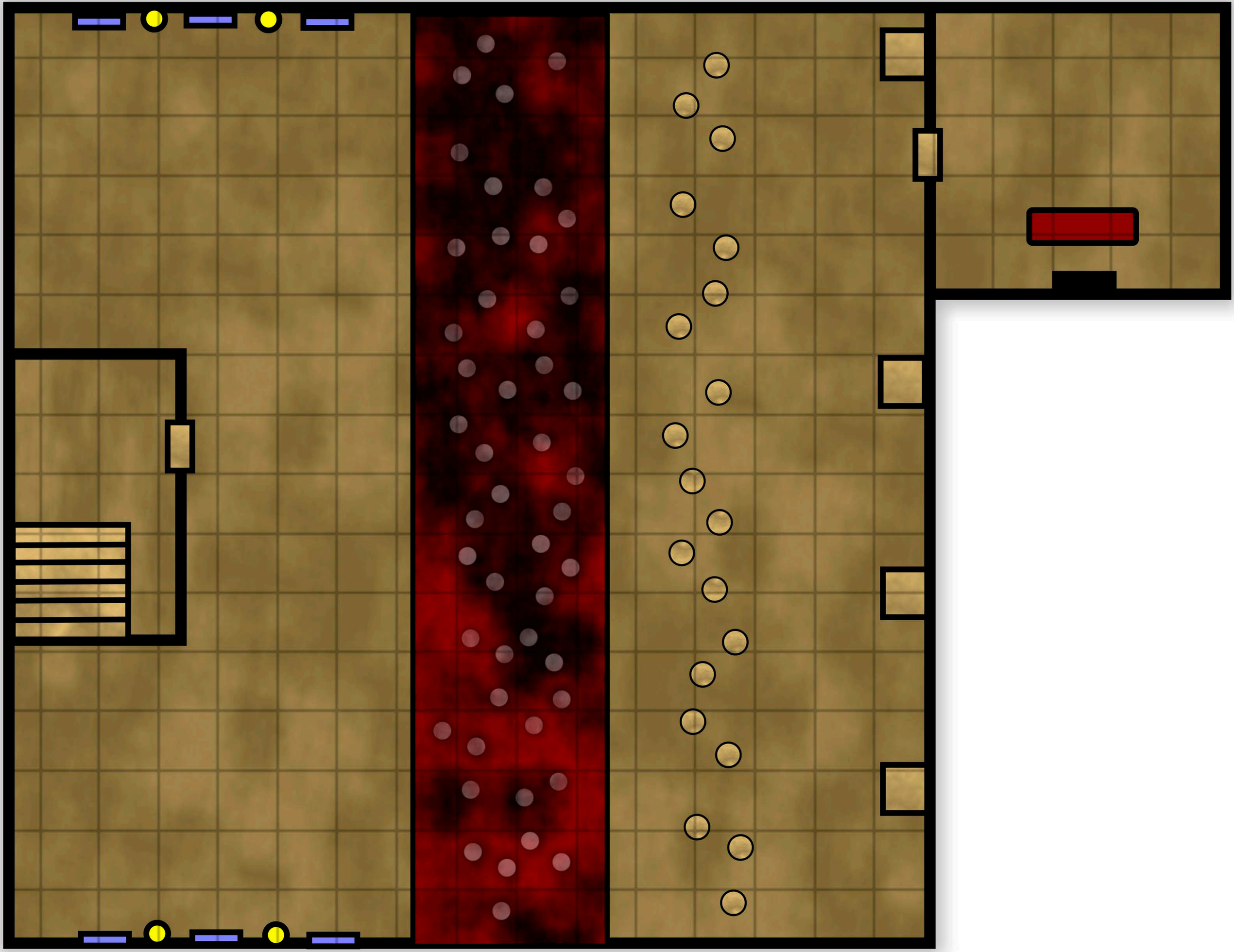


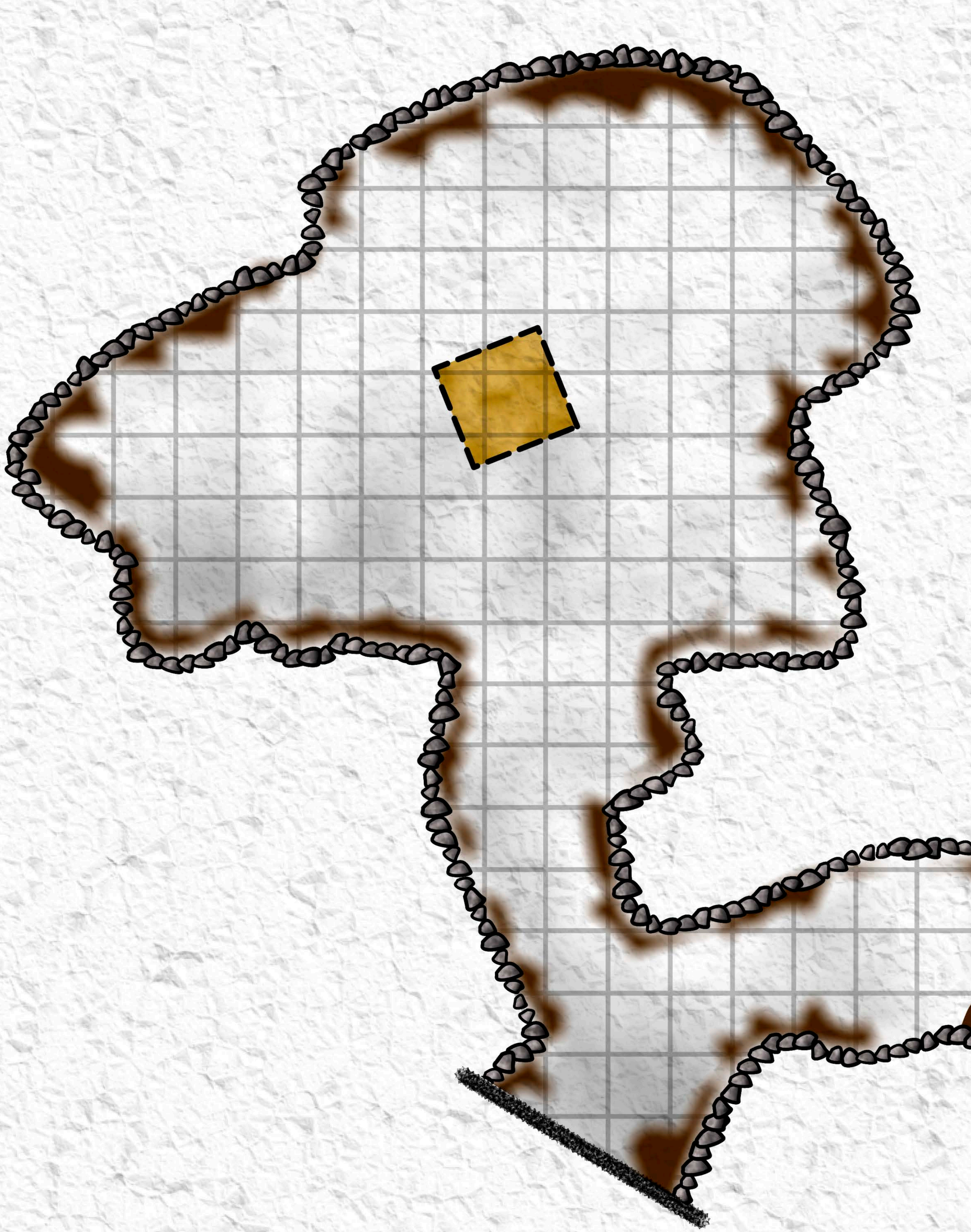


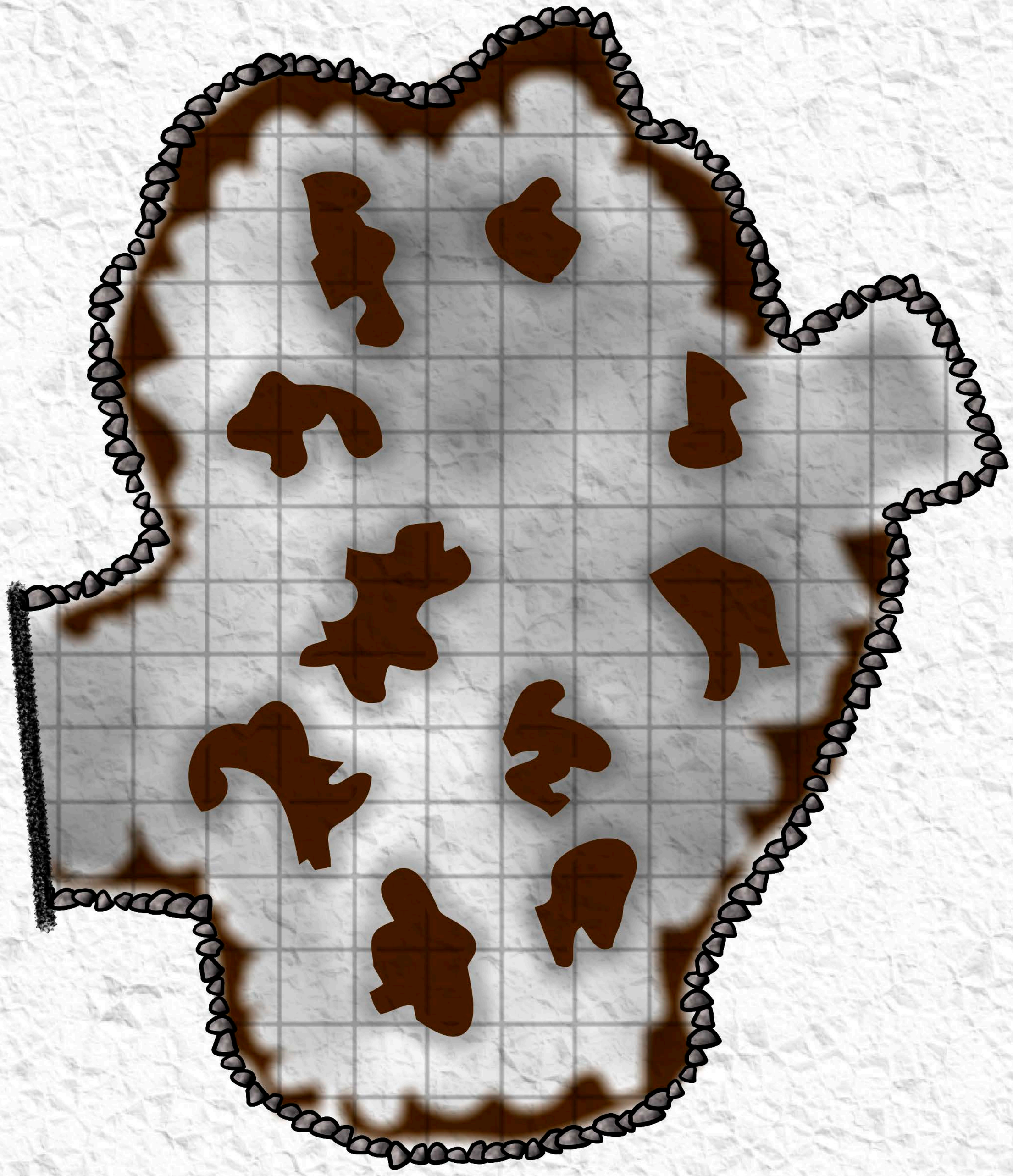














Name: _____

AC (11) HP (2)

Occupation: Fisherman

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	8	-1
Agility	13	1
Stamina	8	-1
Personality	7	-1
Intelligence	9	0
Luck	8	-1

Saves

Reflex	0
Fortitude	-1
Will	-1

Speed 30 Init 1

Weapons
- Dagger -1 (1d4-1)

Equipment
Starting Funds: 29cp
Torn breeches
Hammer - small (5 sp)

Notes
Lucky Roll: Struck by lightning (Reflex saving throws)(-1)
Languages: Common

XP

Name: _____

AC (10) HP (1)

Occupation: Fisherman

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	13	1
Agility	12	0
Stamina	5	-2
Personality	10	0
Intelligence	6	-1
Luck	12	0

Saves

Reflex	0
Fortitude	-2
Will	0

Speed 30 Init 0

Weapons
- Dagger +1 (1d4+1)

Equipment
Starting Funds: 32cp
Torn breeches
Mirror - hand-sized (10 gp)

Notes
Lucky Roll: Born under the loom (Skill checks, including thief)(0)
Languages: Common

XP

Name: _____

AC (9) HP (3)

Occupation: Fisherman

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	11	0
Agility	8	-1
Stamina	7	-1
Personality	12	0
Intelligence	14	1
Luck	13	1

Saves

Reflex	-1
Fortitude	-1
Will	0

Speed 30 Init -1

Weapons
- Dagger +0 (1d4)

Equipment
Starting Funds: 43cp
Torn breeches
Iron spike (1 sp)

Notes
Lucky Roll: Fox's cunning (Find/disable traps)(+1)
Languages: Common

XP

Name: _____

AC (11) HP (4)

Occupation: Fisherman

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	16	2
Agility	13	1
Stamina	12	0
Personality	12	0
Intelligence	8	-1
Luck	7	-1

Saves

Reflex	0
Fortitude	-1
Will	-1

Speed 30 Init 1

Weapons
- Dagger +2 (1d4+2)

Equipment
Starting Funds: 29cp
Torn breeches
Sack (large) (12 cp)

Notes
Lucky Roll: Lucky sign (Saving throws)(-1)
Languages: Common

XP

Name: _____

AC (10) HP (3)

Occupation: Ropemaker

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	8	-1
Agility	9	0
Stamina	11	0
Personality	12	0
Intelligence	10	0
Luck	8	-1

Saves

Reflex	0
Fortitude	0
Will	0

Speed 30 **Init** 0

Weapons
- Knife -1 (1d4-1)

Equipment
Starting Funds: 41cp
Rope (100')
Candle (1 cp)

Notes
Lucky Roll: Fox's cunning (Find/disable traps)(-1)
Languages: Common

XP

Name: _____

AC (11) HP (3)

Occupation: Blacksmith

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	6	-1
Agility	15	1
Stamina	12	0
Personality	8	-1
Intelligence	12	0
Luck	7	-1

Saves

Reflex	0
Fortitude	0
Will	-1

Speed 30 **Init** 1

Weapons
- Hammer -1 (1d4-1)

Equipment
Starting Funds: 35cp
Steel tongs
Holy symbol (25 gp)

Notes
Lucky Roll: Struck by lightning (Reflex saving throws)(-1)
Languages: Common

XP

Name: _____

AC (10) HP (2)

Occupation: Mendicant

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	11	0
Agility	9	0
Stamina	6	-1
Personality	10	0
Intelligence	8	-1
Luck	14	1

Saves

Reflex	0
Fortitude	-1
Will	0

Speed 30 **Init** 0

Weapons
- Club +0 (1d4)

Equipment
Starting Funds: 34cp
Cheese dip
Oil - 1 flask (2 sp)

Notes
Lucky Roll: Fox's cunning (Find/disable traps)(+1)
Languages: Common

XP

Name: _____

AC (10) HP (5)

Occupation: Woodcutter

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	9	0
Agility	10	0
Stamina	14	1
Personality	15	1
Intelligence	12	0
Luck	14	1

Saves

Reflex	0
Fortitude	1
Will	1

Speed 30 **Init** 0

Weapons
- Handaxe +0 (1d6)

Equipment
Starting Funds: 42cp
Bundle of wood
Thieves' tools (25 gp)

Notes
Lucky Roll: Fox's cunning (Find/disable traps)(+1)
Languages: Common

XP

Name: _____

AC (11) HP (2)

Occupation: Noble

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	16	2
Agility	15	1
Stamina	9	0
Personality	6	-1
Intelligence	7	-1
Luck	11	0

Saves

Reflex	1
Fortitude	0
Will	-1

Speed 30 **Init** 1

Weapons
- Longsword +2 (1d8+2)

Equipment
- Starting Funds: 31cp
- Gold ring worth 10 gp
- Sack (large) (12 cp)

Notes
- Lucky Roll: Raised by wolves (Unarmed attack rolls)(0)
- Languages: Common

XP

Name: _____

AC (9) HP (3)

Occupation: Turnip Farmer

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	9	0
Agility	6	-1
Stamina	11	0
Personality	9	0
Intelligence	11	0
Luck	11	0

Saves

Reflex	-1
Fortitude	0
Will	0

Speed 30 **Init** -1

Weapons
- Pitchfork +0 (1d8)

Equipment
- Starting Funds: 37cp
- Goat
- Sack (large) (12 cp)

Notes
- Lucky Roll: Conceived on horseback (Mounted attack rolls)(0)
- Languages: Common

XP

Name: _____

AC (10) HP (2)

Occupation: Elven artisan

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	10	0
Agility	11	0
Stamina	7	-1
Personality	13	1
Intelligence	8	-1
Luck	7	-1

Saves

Reflex	0
Fortitude	-1
Will	1

Speed 30 **Init** 0

Weapons
- Staff +0 (1d4)

Equipment
- Starting Funds: 27cp
- Clay (1 lb.)
- Holy symbol (25 gp)

Notes
- Lucky Roll: Survived a spider bite (Saving throws against poison)(-1)
- Languages: Common, Elven
- Elven traits: Heightened senses, iron vulnerability

XP

Name: _____

AC (10) HP (4)

Occupation: Halfling dyer

Alignment: ☐ Law ☐ Neutral ☐ Chaos

		mod
Strength	14	1
Agility	12	0
Stamina	9	0
Personality	13	1
Intelligence	12	0
Luck	7	-1

Saves

Reflex	0
Fortitude	0
Will	1

Speed 20 **Init** 0

Weapons
- Staff +1 (1d4+1)

Equipment
- Starting Funds: 36cp
- Fabric (3 yards)
- Thieves' tools (25 gp)

Notes
- Lucky Roll: Raised by wolves (Unarmed attack rolls)(-1)
- Languages: Common, Halfling
- Halfling ability: Infravision

XP

Name:

AC (11) HP (1)

Occupation: Blacksmith

Alignment: Law Neutral Chaos

		mod
Strength	8	-1
Agility	13	1
Stamina	12	0
Personality	11	0
Intelligence	11	0
Luck	15	1

Saves

Reflex	1
Fortitude	0
Will	0

Speed 30 Init 1

Weapons
- Hammer +0 (1d4-1)

Equipment
- Starting Funds: 30cp
- Steel tongs
- Rations (1 day) (5 cp)

Notes
- Lucky Roll: The bull (Melee attack rolls)(+1)
- Languages: Common

XP

Name:

AC (11) HP (3)

Occupation: Radish Farmer

Alignment: Law Neutral Chaos

		mod
Strength	14	1
Agility	13	1
Stamina	8	-1
Personality	9	0
Intelligence	14	1
Luck	7	-1

Saves

Reflex	1
Fortitude	-1
Will	0

Speed 30 Init 1

Weapons
- Pitchfork +1 (1d8+1)

Equipment
- Starting Funds: 44cp
- Goose
- Flint & steel (15 cp)

Notes
- Lucky Roll: Four-leafed clover (Find secret doors)(-1)
- Languages: Common

XP

Name:

AC (10) HP (3)

Occupation: Rutabega Farmer

Alignment: Law Neutral Chaos

		mod
Strength	12	0
Agility	10	0
Stamina	13	1
Personality	12	0
Intelligence	8	-1
Luck	10	0

Saves

Reflex	0
Fortitude	1
Will	0

Speed 30 Init 0

Weapons
- Pitchfork +0 (1d8)

Equipment
- Starting Funds: 26cp
- Cow
- Rope - 50' (25 cp)

Notes
- Lucky Roll: Survived the plague (Magical healing)(0)
- Languages: Common

XP

Name:

AC (10) HP (2)

Occupation: Wizard's apprentice

Alignment: Law Neutral Chaos

		mod
Strength	7	-1
Agility	12	0
Stamina	12	0
Personality	10	0
Intelligence	11	0
Luck	13	1

Saves

Reflex	1
Fortitude	0
Will	0

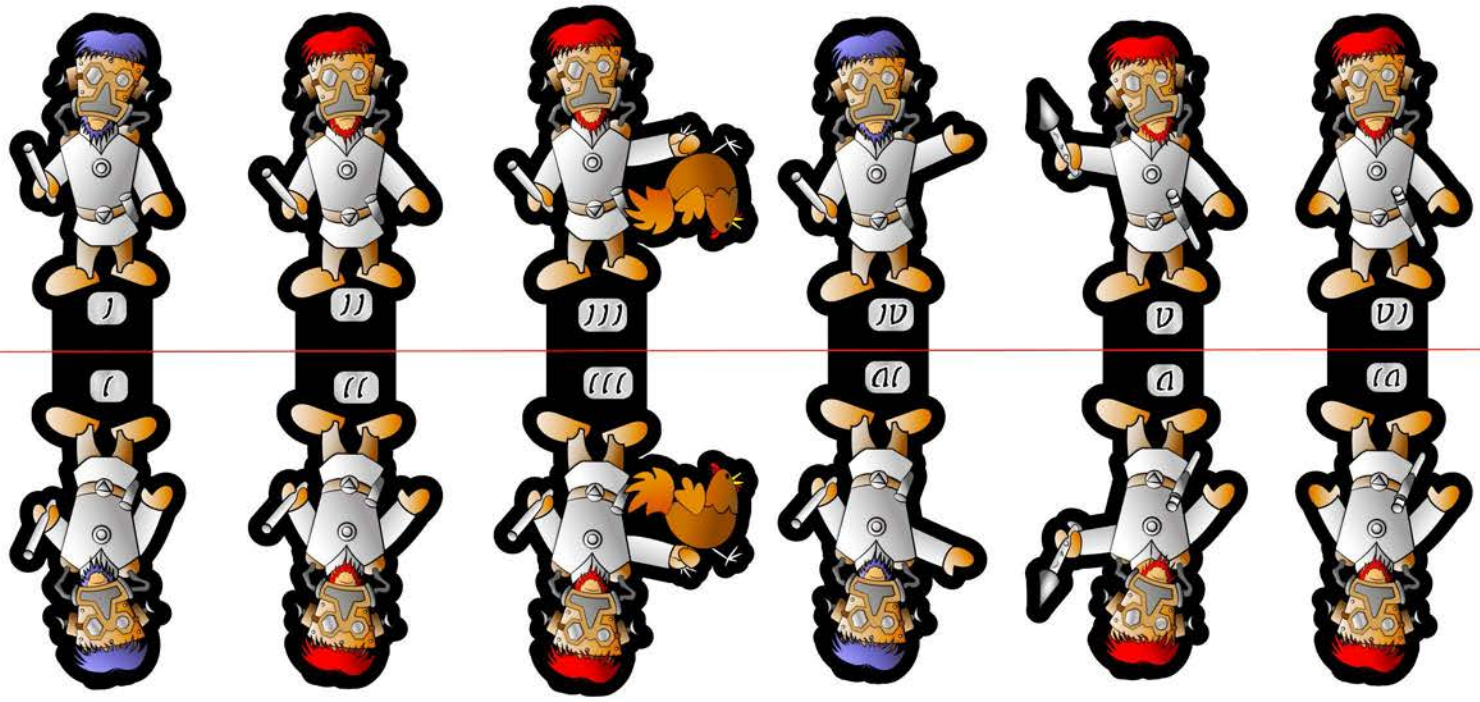
Speed 30 Init 0

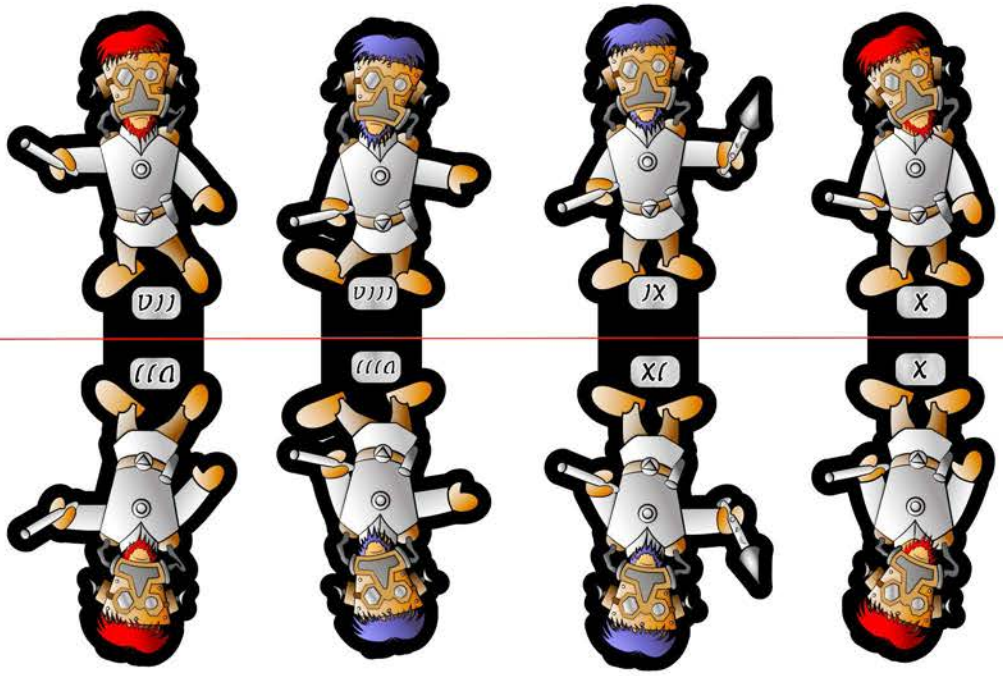
Weapons
- Dagger -1 (1d4-1)

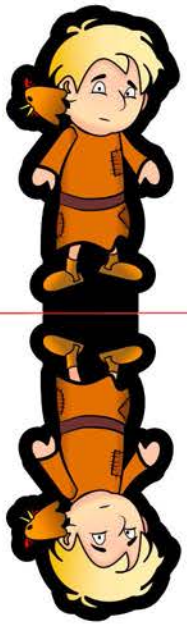
Equipment
- Starting Funds: 43cp
- Black grimoire
- Chain 10' (30 gp)

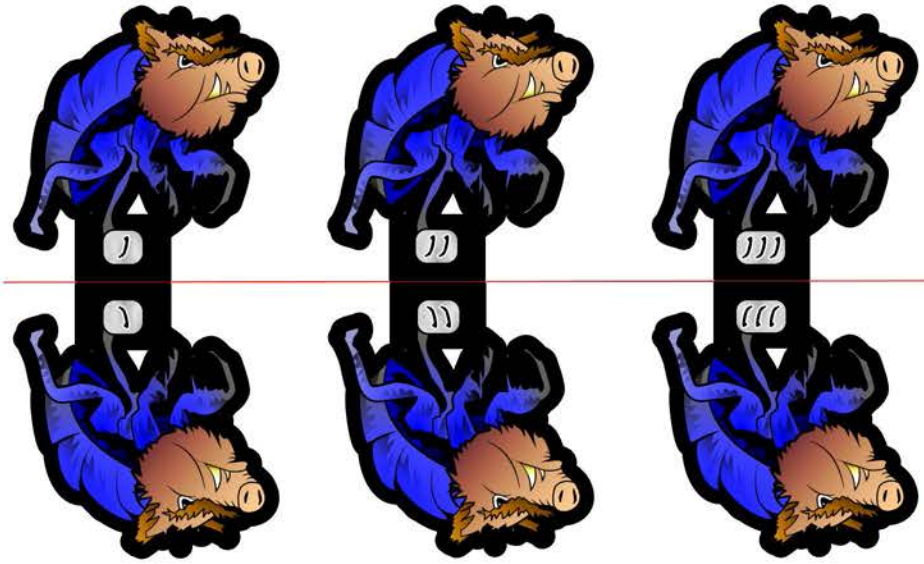
Notes
- Lucky Roll: Struck by lightning (Reflex saving throws)(+1)
- Languages: Common

XP







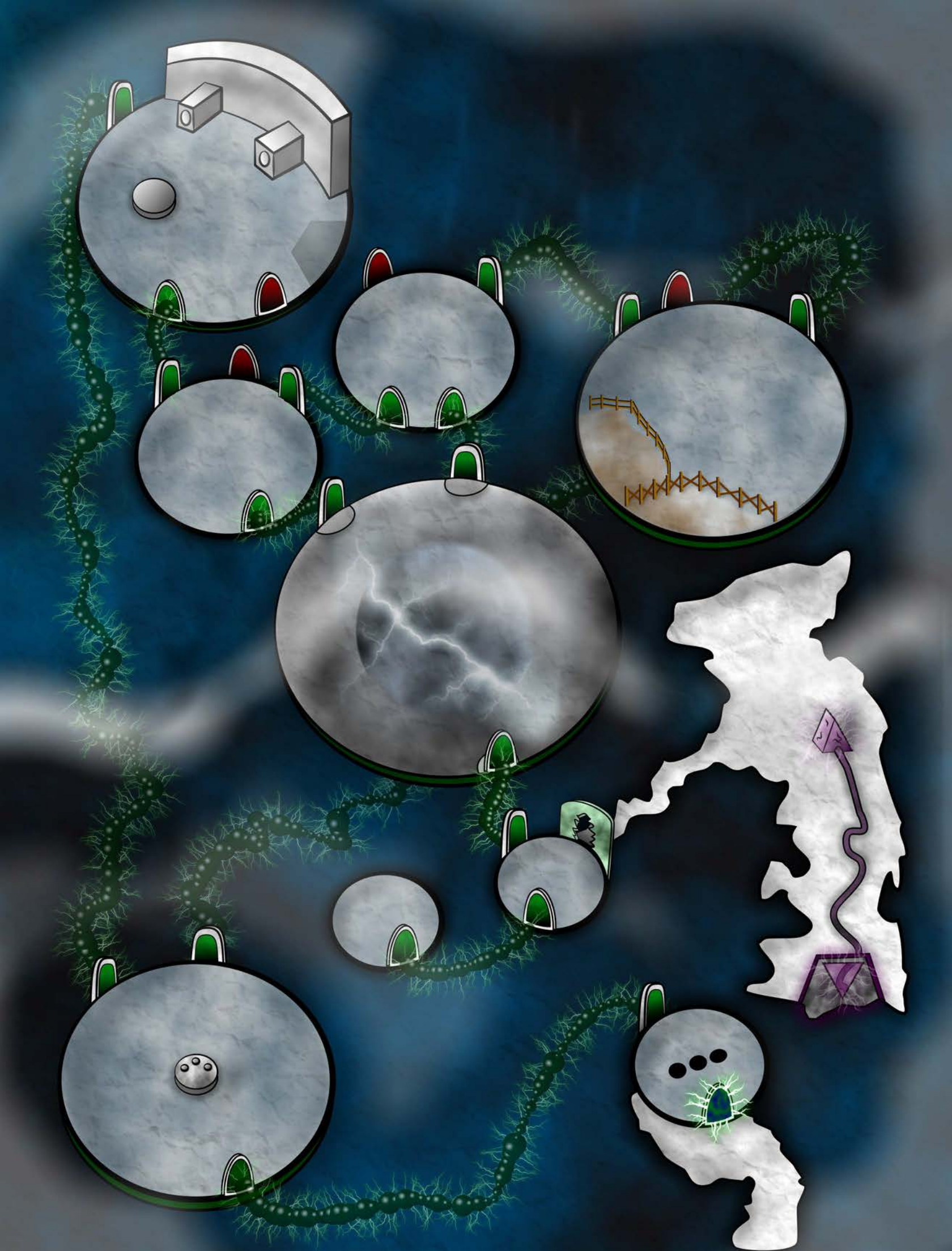




Lair of the Mist Men

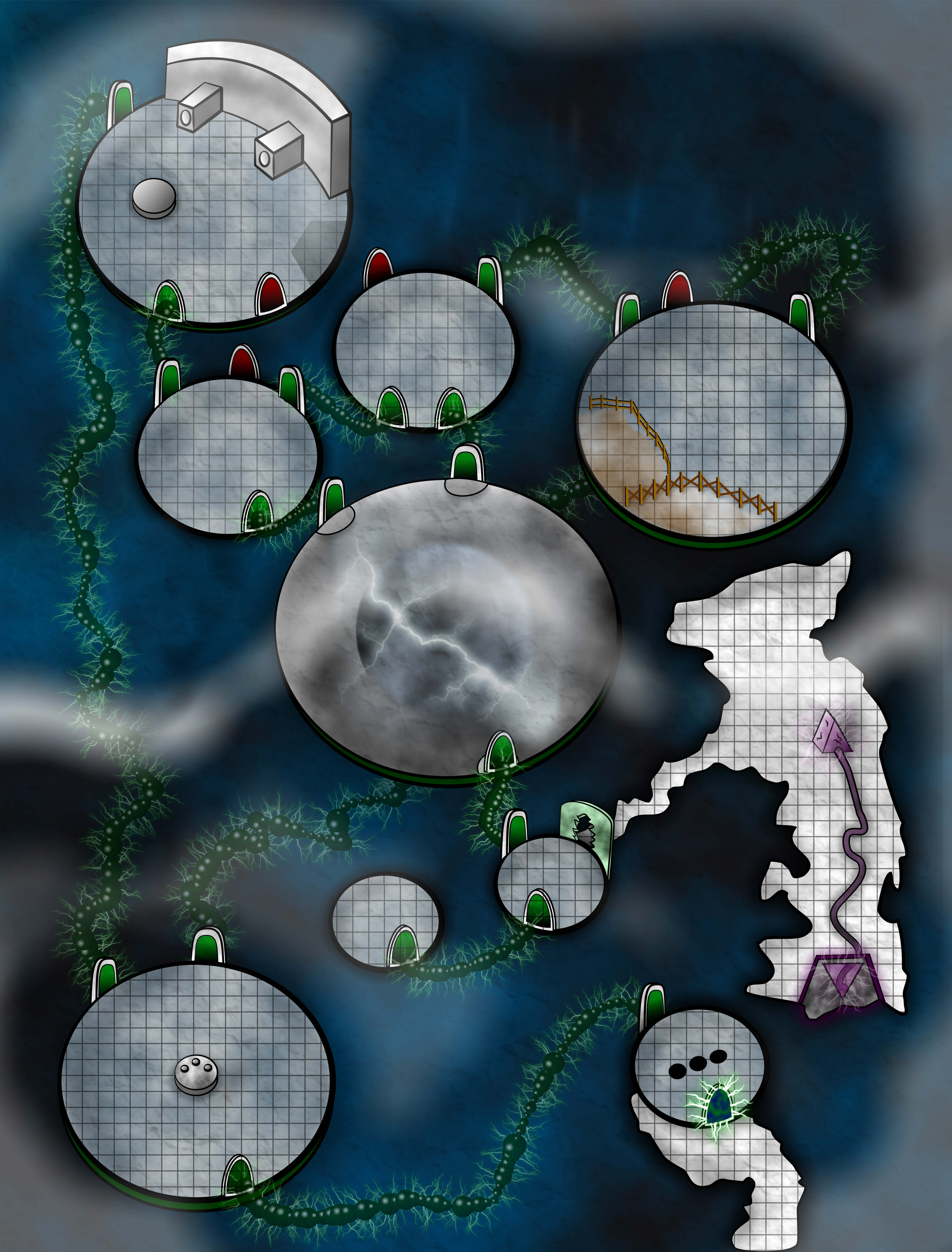
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50 ft rise
30 ft drop



Roll Mode: 3d6 | Average: 11 | Mod Sum: +1

Name:

AC (9) HP (4)

Occupation: Barber

Alignment: Law Neutral Chaos

		mod
Strength	12	0
Agility	8	-1
Stamina	11	0
Personality	12	0
Intelligence	10	0
Luck	11	0

Saves

Reflex	-1
Fortitude	0
Will	0

Speed 30 Init -1

Weapons

- Razor +0 (1d4)

Equipment

Starting Funds: 30cp
Scissors
Hammer - small (5 sp)

Notes

Lucky Roll: Pack hunter (Attack/damage rolls for 0-level weapon)(0)
Languages: Common

XP

Name:

AC (10) HP (3)

Occupation: Wheat Farmer

Alignment: Law Neutral Chaos

		mod
Strength	13	1
Agility	12	0
Stamina	8	-1
Personality	8	-1
Intelligence	11	0
Luck	5	-2

Saves

Reflex	0
Fortitude	-1
Will	-1

Speed 30 Init 0

Weapons

- Pitchfork +1 (1d8+1)

Equipment

Starting Funds: 23cp
Cow
Holy water (1 vial) (25 gp)

Notes

Lucky Roll: The Broken Star (Fumbles)(-2)
Languages: Common

XP

Name:

AC (10) HP (5)

Occupation: Caravan guard

Alignment: Law Neutral Chaos

		mod
Strength	7	-1
Agility	12	0
Stamina	13	1
Personality	13	1
Intelligence	14	1
Luck	9	0

Saves

Reflex	0
Fortitude	1
Will	1

Speed 30 Init 0

Weapons

- Short sword -1 (1d6-1)

Equipment

Starting Funds: 31cp
Linen (1 yard)
Rope - 50' (25 cp)

Notes

Lucky Roll: Four-leafed clover (Find secret doors)(0)
Languages: Common

XP

Name:

AC (10) HP (1)

Occupation: Miller/baker

Alignment: Law Neutral Chaos

		mod
Strength	13	1
Agility	10	0
Stamina	8	-1
Personality	15	1
Intelligence	13	1
Luck	15	1

Saves

Reflex	0
Fortitude	-1
Will	1

Speed 30 Init 0

Weapons

- Club +1 (1d4+1)

Equipment

Starting Funds: 33cp
Flour (1 lb.)
Holy water (1 vial) (25 gp)

Notes

Lucky Roll: Unholy house (Corruption rolls)(+1)
Languages: Common

XP