

CRAWLING UNDER A BROKEN MOON



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CRAWLING UNDER A BROKEN MOON

Welcome to the Twelfth issue of *Crawling Under A Broken Moon*!

What happens when you put a clown, cannibalism, and cosmic power into a blender? A colorful new patron that is a fresh taste sensation that is sweeping the post-apocalyptic nation of Umerica! In every juicy bite of this issue you will find new tasty material to spice up your campaign and raise the weirdness meter way past 11.

Get ready to get your feast on, people! This issue is hot, fresh, and definitely bad for your adventuring party's health.

Reid "Reidzilla" San Filippo



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Submission Guidelines

Original submissions are welcome. Anything published will belong to the author, artist, and creator. For art submissions, please send a link to some samples. Old school style black and white line art is preferred. Anything post apocalyptic is always welcome. All contributors will get a free print copy of the zine. Email: crawlingunderabrokenmoon@gmail.com

The Origin of Buddy O'Burger

In the days before the cataclysm, there was a fast food restaurant named O'Burger. It was the most prolific restaurant in nearly every country. For almost a century people flocked to the big golden "O" signs for quick, tasty food. Generations grew up devoted to O' Burger, enjoying the antics of the beloved franchise's mascot Buddy O'Burger, a colorful and clever clown.

At first Buddy was just an advertising gimmick but soon the mascot was indispensable as the public adored him so much. As their love grew so did Buddy. Eventually everyone knew his name... and then came the apocalypse.

Centuries later, an abundance of the well constructed O'Burger restaurant buildings were still standing and had been repurposed many times. Few people actually remembered what the big "O" signs meant. They were just a remnant of a bygone era and the name of Buddy O'Burger had lost all significance.

It was but a few decades ago the original O'Burger was discovered after having been buried deep in the ashes of the cataclysm. Not much is known about the discovery except that there were three warring factions present and they fought a bloody conflict over the valuable find until one lone person was left.

Mortally wounded, the "winner" of the battle collapsed before a worn but still colorful statue of Buddy O'Burger, the first one ever made. As he lay dying he prayed to whoever would listen for help, even this goofy looking Buddy person immortalized in front of him. Then he heard a voice, cheerful yet powerful, call to him *"What is my name?"* The dying man jumped up in shock and looked at the nameplate at the base of the statue again. "You are the great Buddy O' Burger! Please help me, I do not want to die!" He called out. *"Eat the fallen and be renewed"* Buddy told him. *"Through the feasting of flesh I will anoint you to remind the world of who I am."* The man immediately fell upon the corpses of his fallen comrades and feasted. As he fed his body was miraculously healed and with that, the cult of Buddy O' Burger began.



The Second Coming of O'Burger

Over the following decades the old name of O'Burger began to spread across Umerica again as some of the old restaurants were rebuilt and new locations were opened. Some rumors say that a few of the locations literally appeared outside of communities over night where nothing had been before, cult employees and all.

They offered fresh and tasty food, served up by happy clowns, in return for a small donation and some passing attentiveness as a cult leader would preach the humor-filled gospel of Buddy O'Burger, the beneficent Burger god. Some locals would be moved by the messages and join the cult, leaving behind all family and friends, to move into one of the O'Burger locations, as all cult employees live within the restaurants.

Generally, the communities that have been "blessed" with an O'Burger restaurant church all feel fondly towards the cult and consider them to be good neighbors. In fact, communities with O'Burger restaurant churches seem to thrive better than other settlements by a significant margin.

Heretics and Food Critics

It is a rare individual that does not like the food served by O'Burger or that flat out refuses to ever eat at an O'Burger establishment. Those few that publicly oppose O'Burger tend to disappear mysteriously, along with other people that the community feel are "undesirable". Surprisingly, the increase in missing objectionable persons does not really strike these communities as an issue to be concerned about.

However, not everyone is completely at ease with the seemingly innocent beneficence of O'Burger and so they do what they can to find out the real motivations driving the cult. Though many of them are never heard from again, a few claim to have discovered the awful truth of O'Burger. Now they fearfully tell their tale to all who will listen as they flee across Umerica, always looking over their shoulder.

Here are a few of their rumors, roll 1d10:

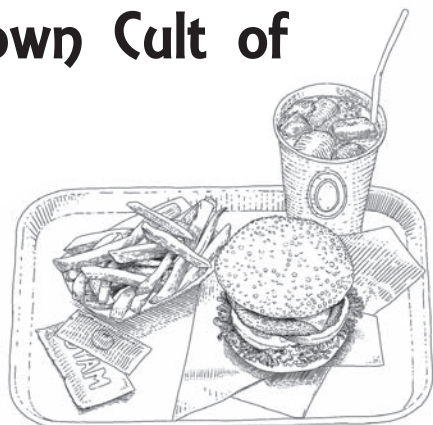
- 1 The being Buddy O'Burger is an alien demon here to destroy us.
- 2 All of the fresh meat served by O'Burger is people!
- 3 Everyone who eats the food served at O'Burger is cursed!
- 4 All the clowns in O'Burger are not people underneath the makeup.
- 5 Buddy O'Burger is just an imaginary being. The faith is just a lie.
- 6 O'Burger will send killer clowns after you if you publicly say anything bad about the food or the cult.
- 7 The food at O'Burger is all toxic. No one who eats there will live very long.
- 8 All of the O'Burger restaurants are connected by magic.
- 9 If you join the O'Burger clown cult you will lose your soul.
- 10 At night, the cultists of O'Burger hunt down all the stragglers they can find for meat.

The Cannibal Clown Cult of Buddy O'Burger

"Harvest the flesh, my children, for the people of this world hunger for my bounty and I for their love" - the words of Buddy to his clown disciples

Buddy O'Burger is a god, albeit a minor one, who has dominion over feasting, customer service, and cannibalism. Yes,

the majority of meat served at O'Burger is harvested from people, just not usually the people where the restaurants are located. Much of it comes from the wastes and small communities that Buddy has deemed unfit to love him. On occasion a non-believer will come too close to the truth and become part of the value menu the next day but Buddy does not like culling from his "beloved" communities.



A large number of his worshipers are just good people, dressed up as clowns, who believe in Buddy's call to feed the masses and bring happiness. They know nothing about where the fresh meat comes from as it seems to just "arrive" each day. In truth, much of the food, besides the meat, is spontaneously generated each day by Buddy's divine power. It is a known fact that the more worshipers a particular restaurant has, the bigger and better their menu selection will be.

Senior members of the cult are another matter entirely. They know that it is Buddy's will that only his chosen communities are special and that other people must be sacrificed for the good of the elect. While most of the other food appears anew each day, the fresh meat is sent via a magic gate from the main Burger Temple to each restaurant.

It is also true that not all of the cultist are wearing makeup. A few of the faithful have been touched by Buddy's divine gloved hand and are now permanently changed to appear as clowns with the stark white skin, colorful markings and crazy hair being their actual self. In addition, these "blessed ones" have a few other enhancements that make them capable of defending their restaurant homes and the faithful in times of need.

The cult is quite generous to those who aid them, especially adventurous individuals that can help them deal with problems that the cult would not like to be publicly associated with. In addition to offering free food as payment, they often reward exceptional service to the cult with JollyMeals, boxed meals that never spoil and contain some sort of random prize.

O'Burger Adventure Value Menu

A tasty selection of adventure hooks to add O'Burger into your campaign

A Tasteful Rescue - rescue a warlord's children that have been harvested for the O'Burger value menu. Requires following the truck to the nearest O'Burger restaurant and using the delivery gate to enter the High Burger Temple meat processing and distribution sanctuary. Once there, find the kids and get out before it is too late.

All You Can Eat - The party is approached by a O'Burger cult representative with an offer of free food for three months, redeemable at any O'Burger location, if they will deal with a few "problems" that are troubling the cult. These problems consist of another god's followers interfering with Buddy's plans in this part of Umerica.

To Serve Man - Players are approached by a cultist caravan transporting food to a nearby O'Burger restaurant. After a savage attack by nomads, the security of the caravan is at stake. Cultists of O'Burger feed the party and offer to hire them to escort the caravan the remainder of the journey. Delicious food and great coin make the job hard to refuse, but when one of the party members discover the cargo to actually be humans being taken to slaughter hard choices must be made...

Raiders of the Lost Buddy - Players are hired by the O'Burger cult to find and deliver an ancient artifact recently revealed to exist in a dangerous part of the wasteland. The artifact is a statue of Buddy O'Burger standing 10' tall. In ancient days the statue was used as a communication device for drive thru ordering, but now the statue is a direct link to the Patron of the O'Burger cult. Players must find a way to retrieve the statue, now being guarded by a band of primitive mutant cows-who see the artifact as an object of inherent evil. If the party is successful, they must resist the temptation to convert to the O'Burger cult as "Buddy" begins whispering to them through the device.

Just a Quick Bite - Players are taking a short rest from a recent excavation of local ruins in a small outpost. The short rest is interrupted when the outpost is assaulted by an O'Burger hit squad determined to cull the herd and stock up on meat. Players must use the small town to strategic advantage to fight the large contingent of O'Burger baddies.

The Quest for Frosties - Players are approached by a high ranking burger priest and asked to take on a perilous mission. The local O'Burger restaurants wish to offer a wider selection of ice cold beverages and treats. A map is presented leading "under-earth" to a legendary dimensional rift. The rift is rumored to be a gate to a frosty land of ice cream and snow cones. Players are hired to take a small artifact to this mythic land and set it up in a secure place. Once activated, the local O'Burger chain will have the ability to gate in unlimited frozen treats. A long and dangerous journey unfolds through under-earth, and once they enter the rift the group will find a tasty, icy tundra complete with its native creatures.

The Clownight

A new character class

Once you were human but now you have put on a happy face...

These disciples of Buddy O'Burger - god of feasting, customer service, and cannibalism - appear as humans wearing clown makeup except all of the garish coloration, bulbous nose, and outlandish hair are their actual body and facial features. They were once normal people that have been transmogrified after pledging their lives to Buddy. Although some that have been "blessed" become near-mindless drones for the church, known as Clownugs, the few who retain their wits join the elite ranks of the Clownights.

Hit Points: A Clownight gains 1d10 hit points at each level.

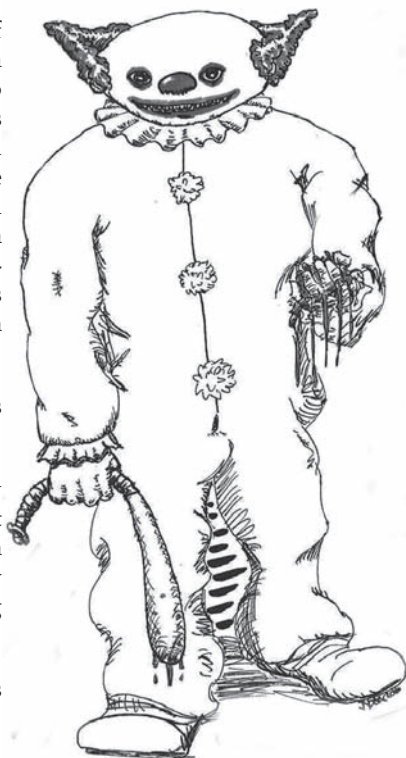
Weapon Training: Clownights can use any melee weapons or thrown weapons but generally avoid ranged weapons other than pistols and shotguns. They may employ any shields but never use armor, instead relying on their innate toughness.

Alignment: All Clownights are Lawful, as dictated by their god Buddy O'Burger.

Rubbery Hide: The skin of a Clownight is extremely tough and rubbery, granting them an AC bonus based on level, per Table CLWN-1.

Jaws that Bite: Clownights have been gifted with multiple rows of ever sharpening, flesh rending teeth and multi-hinged jaws. They can employ these in combat without suffering any penalties for attacking unarmed against foes armed with melee weapons. A successful bite causes damage based on level, per Table CLWN-1.

Gorge: Due to their unique physiology, Clownights can rapidly devour large amounts of fresh flesh (no more than an hour dead) and then immediately turn it into usable energy, which they can utilize to enter into a hyperactive state. It will take one minute to consume each 1 HD of flesh and a Clownight cannot eat more than twice its level in HD at any one time. After they have eaten their fill, they must utilize their meal within 1 turn (10 minutes) or it will pass too deep into their digestive system for immediate use.



If the flesh that was devoured was toxic or poisonous, a Fort save must still be made to avoid ill effects but at double the Clownnight's class Fort save bonus.

Foodrage: After filling their belly, a Clownnight can alchemically convert the flesh into pure fury. During this time they are considered to be in a state of Battle Rage (DCC RPG, pg 82) and gains the bonuses listed on Table FR-1. Once the Clownnight no longer gains a bonus to attack the Foodrage is over. Then they enter a state of stupor and are dazed (suffering -1 die step to all action dice) for a number of rounds equal to half of the HD they consumed.

Well Fed: if a Clownnight consumes a number of HD equal to twice their level throughout the day and allows it to digest normally, they will heal one 1d3+lvl hp with a good night's rest instead of 1hp.

Privilege: As long the Clownnight is in the "good" graces of Buddy O'Burger, they may ask for lodging and healing at any O'Burger restaurant. Should the Clownnight wish to extend this privilege to any non-O'Burgerite or Chaotic companions, they will need to offer some sort of restitution or service for the requested aid.

Disfavor: Similar to how a Cleric gains Disapproval for acts against their faith, Clownights must hold themselves to the tenets of Buddy or they will suffer.

- ▶ Feed and protect the chosen - A Clownnight can tell if a person is amongst Buddy's chosen by observing them for at least one minute. These persons should be protected from harm and fed without any compensation, although gifts for service may be accepted.
- ▶ Spread my glory to the world - Never forget to bring the joyful word of Buddy to place that has not been deemed unworthy. This is often done by throwing a feast in Buddy's name or otherwise serving the community.
- ▶ Harvest the heathen - Those that would harm the chosen or blaspheme the name of Buddy should not be tolerated. Rending and consumption shall be their fate.

Should a Clownnight fail to live up to these tenets, they will gain between 1-3 points of Disfavor based on the severity of the transgression. For every 10 points of Disfavor the Clownnight accumulates they suffer a +1 die step penalty to all action dice.

Disfavor does not dissipate over time. It can only be removed by making proper sacrifices or going on a holy quest. Sacrifices are usually done in 25gp increments of valuables that are donated to a local O'Burger restaurant church or shrine stand. Should one of these locations not be within 20 miles, the Clownnight can hold a 24 hour vigil during which time the valuables will be collected by happy Burgerbims and taken away. For every 25gp offered up the Clownnight's Disfavor is reduced by 1. A holy quest must be prayed for over the course of eight hours instead of sleeping. If the Clownnight passes a Luck check then Buddy will have revealed a quest to him during the vigil. Once completed, the successful quest will lower the Clownnight's Disfavor by 5-10, depending on the difficulty of the task.

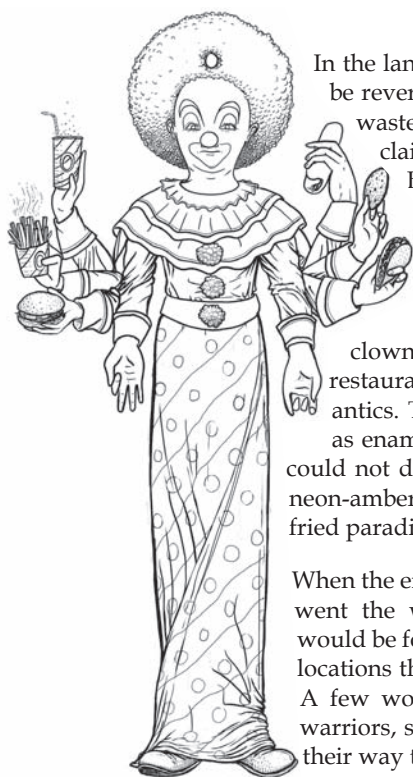
Table FR-1: FoodRage Effects

# of HD Eaten	Attack bonus die	Bonus Action Dice	# of HD Eaten	Attack and Damage bonus die	Bonus Action Dice
1	+1d3 for 1 round	1d12	11	+1d7 for 2 rounds, then -1 die step every round	1d20+1d14
2	+1d3 for 1 round, then 1d2 for 2 rounds	1d12	12	+1d8 for 1 round, then -1 die step every round	1d20+1d16
3	+1d3 for 2 rounds, then 1d2 for 2 rounds	1d12	13	+1d8 for 2 rounds, then -1 die step every round	1d20+1d16
4	+1d4 for 1 round, then -1 die step every round	1d14	14	+1d10 for 1 round, then -1 die step every round	2d20
5	+1d4 for 2 rounds, then -1 die step every round	1d14	15	+1d10 for 2 rounds, then -1 die step every round	2d20
6	+1d5 for 1 round, then -1 die step every round	1d16	16	+1d12 for 1 round, then -1 die step every round	2d20+1d14
7	+1d5 for 2 rounds, then -1 die step every round	1d16	17	+1d12 for 2 rounds, then -1 die step every round	2d20+1d14
8	+1d6 for 1 round, then -1 die step every round	1d20	18	+1d14 for 1 round, then -1 die step every round	2d20+1d16
9	+1d6 for 2 rounds, then -1 die step every round	1d20	19	+1d14 for 2 rounds, then -1 die step every round	2d20+1d16
10	+1d7 for 1 round, then -1 die step every round	1d20+1d14	20	+1d16 for 1 round, then -1 die step every round	3d20

Table CLWN-1: Clownight

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will	Bite Dam	AC Bonus
1	+1	1d10/III	1d20	+0	+1	+0	1d5	+2
2	+2	1d12/III	1d20	+0	+1	+0	1d6	+2
3	+2	1d14/III	1d20	+1	+2	+1	1d6	+3
4	+3	1d14/III	1d20	+1	+2	+1	1d7	+4
5	+4	1d16/III	1d20+1d14	+1	+3	+1	1d7	+4
6	+4	1d16/III	1d20+1d16	+2	+4	+2	1d8	+5
7	+5	1d20/III	1d20+1d20	+2	+4	+2	1d8	+6
8	+6	1d20/III	1d20+1d20	+2	+5	+2	1d10	+6
9	+6	1d24/III	1d20+1d20	+3	+5	+3	1d10	+7
10	+7	1d30/III	1d20+1d20	+3	+6	+3	1d12	+8

Buddy O'Burger: the godclown patron



In the lands of Umerica, several powers have come to be revered by the scattered survivors of the scabbed wastelands of the new world, but none can lay claim to filling empty bellies like the ever smiling Buddy O'Burger.

Before the end, O'Burger was a restaurant chain that had the world wrapped around its pie-filled finger. The O'Burger Empire could be challenged by no other. The fun loving clown that represented it only served to anchor the restaurant in every child's heart, through fun loving antics. The chain also ensured that adults were just as enamored, by delicious food served quickly. One could not drive three blocks without finding one of the neon-amber "O's" welcoming them to a 24 hour deep-fried paradise.

When the end came the majority of O'Burger restaurants went the way of the dinosaur. The remaining food would be fought over and subsequently devoured in the locations that remained standing through the bombing. A few would be used as shelter by sojourning road warriors, seeking cover from the glow-storms while on their way to the next scavenge.

One location in Umerica survived the holocaust mostly unscathed. The walls always seem untouched from the constant swirl of dust devils, as does the towering stoic statue that once symbolized the world's most beloved clown. The statue still shimmers oddly, as if it had been dipped in the most toxic of radiated lakes. Truth be known, Buddy was "Aware" and simply waiting and growing stronger during the early years of Umerica. Scattered survivors still loved and dreamed of the delicious fried delights they once only had to drive a short distance to enjoy. Dreams of Triple Piggy Stacks topped with Buddique Sauce often caused the empty stomach of many a lost soul to awaken its host and cause taste buds to yearn for the lost delights.

It would be during a violent clash between rival clans that Buddy would manifest and begin a new campaign against hunger. The clans all sought the unscathed O'Burger restaurant as a perfect bastion for shelter between raids. The battle would prove to get the worst of both clans, with only one survivor remaining and bleeding out. Half delirious, and desperate, the dying man looked skyward. The towering statue of the O'Burger clown glimmered in the setting sun. Believing the statue to be a savior of sorts, the man prayed to the monument in hopes it would

stave off Death's embrace. The wastelander's prayer would be answered this night as a voice spoke to the dying man. "Through the feasting of flesh you will be renewed. I will anoint you so you will be able to remind the world of who I am."

This would night would mark the rebirthing of the O'Burger legacy. The survivor would become the first Apostle of the O'Burger cult, and began a pilgrimage to feed the hungry while recruiting those who were deemed worthy of enlightenment. The way to a man's heart is through his stomach, and soon droves of survivors flocked to the burger-priests for nourishment and guidance in the harsh warscape of Umerica. The hungry masses soon began to resettle in communities around the O'Burger restaurants that began to appear almost overnight in the furthest most inhospitable lands of Umerica. Here, food is served to the faithful daily while Burger priests deliver positive sermons claimed to be delivered overnight in a "Happy Meal" straight from the God-clown's mouth.

The growing cult is for the most part what it claims to be. Buddy truly loves to feed the masses of the wasteland, but there is a price to be paid. With belief comes power, and that power fuels the Patron's wondrous abilities. Being able to raise restaurants practically overnight is one minor cantrip the godclown is capable of, but with the expenditure of these energies comes the need to "feed" for even a Patron must feed, and it is the power of belief that fills the belly of Buddy O'Burger. To properly keep his ever expanding flock well supplied in deep fried morsels the Burger priests are charged with spreading the "meaty word" all across the lands. Additional converts are needed to fuel the fires of expansion, and those that stand in the way must be erased from the glowing sands of Umerica.

Enemies abound in the lost lands, and not everyone is deemed burger-worthy by the Patron's apostles. Those on the wrong side of the bun often meet grisly fates. Each burger temple that manifests is magically charged by Buddy to provide nourishment, save for one needed component- that being meat. The meat provided to the faithful comes directly from those who would stand in the way of expansion, or who are judged unworthy of salvation.

There is no shortage of those condemned to the fry vats, and Buddy ensures a steady supply of meat by taking those most worthy of his meat stained glove, and gifting them with a deep fried taste of divine. Those gifted are transformed into a likeness of the clown himself, often with predatory upgrades to help them dole out justice - O'Burger style - to those chosen to "Go to the pasture" and feed the true believers.

Creed of the Burger Disciple

Followers of Buddy O'Burger are expected to adhere to the tenants of the Bargain Menu. Bringing a smile to the face of an empty stomach through a tasty nourishing meal while performing a trick, or reciting a humorous quip comes first and foremost. Those that oppose the path to the stomach are to be dealt with and used to feed the masses.

Invoke Patron check results:

- 12-13 Buddy is preoccupied, but sends a spark of the divine through the invoker allowing them to vomit a stream of skin melting fry grease at one unlucky target within 20' for 2d4 damage (Reflex DC 13 for half)
- 14-17 Buddy sends a plague of miniature versions of himself to harass the enemies of the invoker. The swarm arrives in 1d3 rounds and covers a 20x20 area. The tiny cackling clowns attack any enemy of the invoker and Buddy with tiny vicious bites for 1d6+CL rounds. Each target will need to make a Ref save (DC 13) each round or suffer 1d4 damage.
- 18-19 Giant gloved hands manifest and proceed to attack the enemies of the invoker and Buddy for 1d6+CL rounds. The gloved fists try to pummel the unbelievers into patty sized paste and act independent of the invoker.
- Gloved fists of Buddy:** Init +2; Atk punch +5 melee (dmg 1d12); AC 11; HP 30 (Each fist); MV flight 20'; Act 2d20 ; SV Fort +4, Ref +2, Will +0; AL L.
- 20-23 The earth beneath the chosen target opens up, transformed into a giant fry vat. Target takes 1d12 from grease burns on round one and must pass a DC 15 Reflex save or continue to burn in the vat for an additional 1d12 each round.
- 24-27 Buddy sends two Clownugs to dole out meaty justice to the enemy of the invoker or Buddy. The Clownugs will vanish after 4d4+CL rounds.
- 28-29 A swarm of meaty nugget-bats cover a 50x50 area blinding those in the area and taking tiny nibbles of flesh from enemies of the invoker and Buddy. Each target will need to make a Ref save (DC 13) each round or suffer 1d6 damage. The swarm also causes blindness to those within and those within the swarm act at -1d on the chain. The swarm will disperse after 4d4+CL rounds.
- 30-31 An avatar of Buddy appears in-between the invoker and its enemies. The towering clown stands 30' and will attack with two slamming fists before vanishing again with a throaty chortle. Each fist can be directed at one target, or two separate unfortunates. Each fist strike causes 5d6 damage, Ref save (DC 16) for half damage.
- 32+ 1d4+CL targets must immediately make Will saves (DC 15) or instantly be polymorphed into piles of edible food but still conscious and aware (Buddy burgers, mounds of nuggets, etc.) In addition, all enemies within 100 feet of the invoker must also make Will saves (DC 15) or immediately be overcome with ravenous hunger. Those who fail the save drop anything in their hands and immediately begin feeding. Those polymorphed remain in this state for one minute, helpless while they're eaten alive. Should a polymorphed target somehow survive, they will regain their normal form covered in bites and bleeding from the wounds they've suffered from the feed.

Patron taint:

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

- 1 Caster develops a strong odor of fast food (Burgers and fry grease) for 1d6 hours. While in effect the chance for random encounters are doubled for the duration. During times of stress when the caster would sweat, all within 20' of the caster must make a DC 10 Will save or be distracted by hunger suffering -1d on the die chain. If the result is rolled a second time, The duration is 1d6 days. If the result is rolled a third time, the caster permanently carries the unsettling mouth watering scent.
- 2 The caster will now smile all of the time, even when inappropriate to do so. If the result is rolled a second time, the caster's mouth grows disproportionately large and he speaks in a more sing song like voice that unsettles any person not a member of the burger cult (-1d on any Personality based checks). If the result is rolled a third time, the caster will begin loudly singing fragments of the O'Burger Two All Beast Patties Special Sauce song at inopportune times, Will save (DC 18) to avoid or stop singing.
- 3 Caster loses all body hair with the exception of strange tufts in bright colors on the head. If the result is rolled a second time, the caster also develops a pale alabaster-like skin color. If the result is rolled a third time, strange clown-like markings will appear on the caster's skin while the caster's nose is replaced by a squeaking bulbous object, effectively making him a clown. The caster will be attacked on sight by enemies of the cult but all who follow Buddy will welcome him with open arms.
- 4 The caster will begin hearing one of the O'Burger jingles playing in thin air at random times, just loud enough to be mildly distracting. If the result is rolled a second time, the caster will hear a jingle playing more often and it will be loud enough to cause a -1 to all of their action rolls unless they make a Will save (DC 10) each time the jingle starts up. If the result is rolled a third time, When other people speak to the caster, the caster will hear random bits of the conversation as an O'Burger jingle sung by the speaker. They must make an Int check (DC 12) during every conversation to fully understand what was spoken to them.
- 5 The caster has an increase in their appetite and requires 50% more food each day then a normal person to feel full, unless all they eat is O'Burger food. If the result is rolled a second time, the hunger increases and they must eat double a normal person's intake to fill sated. Should the proper amount of food not be eaten, the caster will suffer a -1 die step to all actions until satisfied and their stomach will growl loudly. At this point even eating all O'Burger food will still require 50% more each day then a normal. If the result is rolled a third time, at this point the caster is always ravenous and must consume three times a normal person's intake to curb the hunger. If enough food is not consumed, the caster will suffer a -1 die step to all actions and a -5 move penalty. In addition the growling of their stomach will be so vociferous that it will double the chances encountering wandering monsters. Eating only O'Burger food will lower this to only double the normal food required.



What is the prize in that JOLLYMeal BOX?

Pocket Compass - The big hand always points north. The small hand always points towards the nearest O'Burger restaurant.



Jingle Whistle - a complex looking kazoo that will play a random O'Burger jingle when you blow into it.



Grumpus Ball - Shake it and ask it a question. It will answer yes, no, or maybe with a 80% chance of being accurate.



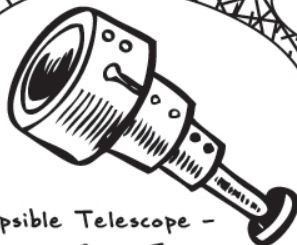
O'Burgerang - A throwing object that will bounce off walls and always return to the thrower (dam 1 hp).



Collectable Buddy action figure - Allows the owner to regain 1 point of Luck each week that they eat at least once at a O'Burger restaurant.



Collapsible Telescope - Acts as a x2 - x5 magnification scope.



* note that all JollyMeal prizes are constructed from cheap plastics and other flimsy materials used before it breaks. Also, anytime a prize is subject to trauma such as being dropped

Dr. Dippinstein's Famous Fizzy Tablets - a container with several cells containing one tablet each. When the cell is broken open and the tablet is dropped into a container of water no larger than a gallon, it is instantly purified and converted into a random flavor of soda pop.

24
hour
Luck
bonus!

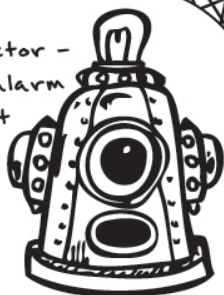


Collectable O'Krazy Kar toy - Allows the owner to reroll one failed vehicle control check each week that they eat at least once at a O'Burger restaurant.



O'Float Boat toy - when thrown into a body of water, it will transform into a full sized large rowboat for a number of hours.

Fry Spyz Intruder Detector - When set it will sound an alarm if it detects any movement within 30 feet.



Fry Spyz Goggles - gives the owner perfect night sight at a 20 foot range.



Fry Spyz Periscope - This twisty scope allows the owner to peer around corners without being seen.

Fryrate Treasure Map - Leads to a real treasure.

The value of the treasure and the dangers involved are based on the die roll.



materials. The number on the die (set by the GM) determines how many times it can be d, submerged in water, or rough use the owner must pass a Luck check or it is broken.

- 6 All food that the caster eats will seem dull and tasteless except O'Burger food and fresh humanoid flesh, which will taste amazing. If the result is rolled a second time, The caster will suffer moderate indigestion anytime they eat anything that is not O'Burger food or fresh humanoid flesh. If the result is rolled a third time, The caster will always regurgitate anything eaten that is not O'Burger food or fresh humanoid flesh.

Patron Spells

The Crave

Level: 1 Range: 60' Duration: varies Casting time: 1 round Save: Will

General: Buddy instills a ravenous, debilitating hunger within each of the targets.

Manifestation: (d6) 1-2 An O'Burger jingle beings playing from thin air loquaciously depicting the finest edibles from the value menu, 3-4 a tiny clown appears out of thin air and strikes the target's gut with a hammer creating the sound of a resounding gong, 5-6 loud ferocious growling erupts from the target's gut as their midsection writhes and churns.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 One target must save or be struck with hunger, causing a -1 die step to all actions for 1d5+CL rounds. The effect can be negated by spending 1d3 rounds doing nothing but eating.

14-17 As above but 1d3+CL targets are affected.

18-19 As above but 1d5+CL targets are affected and the effect lasts for 2d4+CL rounds.

20-23 As above but 2d4+CL targets are affected and the effect lasts for 2d6+CL rounds.

24-27 As above but the hunger is so great that it causes a -2 die step to all actions and an additional Will save (DC 14) must be made each round to avoid eating whatever food is within sight. The effect can be negated by spending 1d4+3 rounds doing nothing but eating.

28-29 As above but 2d8+CL targets are affected and the effect lasts for 2d8+CL rounds.

30-31 As above but 2d14+CL targets are affected and the effect lasts for 2d12+CL rounds.

32+ As above but the hunger is so crippling that it causes a -3 die step to all actions and an additional Will save (DC 16) must be made each round to avoid eating anyone or thing within reach. If no food sources can be found, the target will begin to consume themselves. The effect can be negated by spending 1d10+6 rounds doing nothing but eating.

Healing Feast

Level: 2 Range: 30' Duration: 2 hours Casting time: 1 turn Save: NA

General: A bounty of O'Burger edibles is summoned that not only fills the belly but restores health as well. Once the spell duration expires, the food will instantly vanish but any lasting effects will remain for their full duration.

Manifestation: (d6) 1-2 two giant gloved hands descend from above carrying the feast, 3-4 A burst of technicolor smoke erupts from the ground and dissipates to reveal the feast, 5-6 A small O'Burger stand materializes from thin air and a clown chef serves the feast up to order with a smile.

- 1 Lost, failure, and patron taint.
- 2-13 Lost. Failure.
- 14-17 Creates 3+CL super sized portions of tasty food, each portion will heal 1d3+CL points of damage as well.
- 18-19 As above but 6+CL portions are created.
- 20-23 As above but 9+CL portions are created and they each heal 1d6+CL hp.
- 24-27 As above but 12+CL portions are created.
- 28-29 As above but each portion also restores 1d3 points of temporary ability damage or cure one of the following conditions: paralysed, diseased, or poisoned.
- 30-31 As above but 18+CL portions are created and they each heal 1d8+CL hp.
- 32-33 As above but each portion also restores 1d5 points of temporary ability damage. In addition, each portion increases the consumer's action dice by one step for one hour.
- 34+ The Blessings of Buddy flow freely and a garishly colored, glowing font of feasting appears that serves up 6+CL super sized portions of tasty food every hour for the next 3d8+CL hours.

Meat Harvest

Level: 3 Range: 50'/CL Duration: varies Casting time: 1d4 rounds Save: Ref

General: A portal from the High Burger Temple meat processing and distribution sanctuary opens and several giant gloved hands reach forth to gather the caster's enemies for processing.

Restriction: This spell can only be safely cast once per week. Any castings beyond that have a cumulative 20+CL% chance of incurring Buddy's wraith, causing the caster to suffer 1d3 points of temporary attribute damage to each attribute.

- 1 Lost, failure, and patron taint.
- 2-14 Lost. Failure.
- 15-19 For ½ CL rounds the hands will grab CL Hit Dice of targets and attempt to toss them into the portal. Each target must make a Ref save or vanish through the portal, never to be seen again.
- 20-23 As above but the spell duration increases to CL rounds.
- 24-27 As above but the number of HD grabbed each round is now CL x1.5
- 28-29 As above but the number of HD grabbed each round is now CL x2
- 30-31 As above but the spell duration increases to CL x2 rounds.

32-34 As above but the number of HD grabbed each round is now CL x3

35+ A 30 foot tall avatar of Buddy O'Burger himself steps out of the portal wielding a giant scoop net. He cheerfully sings the finest of the O'Burger jingles as he scoops up CL x4 HD worth of the caster's enemies each round for CL x3 rounds before stepping back through the portal with a cheery wink and a smile.

Spellburn

When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

- 1 Buddy favors spellburners who offer up meat to help feed the needy, either from a willing follower of Buddy or the caster's own body is used (Expressed as ability loss should caster use his own form, or a "volunteer" who also worships Buddy).
- 2 Feed the maw. Expended ability points need not be immediately suffered. Caster may expend up to his normal amount, but if he can prepare and feed the hungry while preaching the virtues of Buddy the expenditure will be absorbed, at the rate of 1 point of spellburn for each family fed. If caster is unable to perform the selfless act within 24 hours the spellburned ability points will be lost from a random attribute.
- 3 Jingle and a joke. The caster may expend the normal amount of ability points but if it is followed by an O'Burger jingle and a joke the point loss will be offset by an amount based on how entertaining the jingle and joke was. Judges are encouraged to have the player actually come up with a catchy jingle and set of jokes. If the resulting performance really gets the fellow players laughing, consider giving a +1d on the chain for the next action in addition to offsetting the spellburn! Those who are too shy to perform can be asked to make a DC 12 Personality check to see how well the performance goes.
- 4 The caster must imbibe a poisonous concoction that weakens the body (expressed as attribute point loss) and forces the caster to suffer from Risus Sardonicus (a.k.a. a rictus grin) until the attribute point lost are healed.

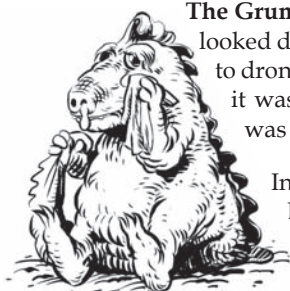


The Circus of Friends

The pantheon of the immortal servants of Buddy O'Burger

In the beginning Buddy was O'Burger's only mascot but soon the advertising department had created a group of friends for Buddy to pal around with, known eventually as the Circus of Friends. While none of the other characters gained anywhere near the popularity or adoration that Buddy did they still were loved enough to take on a life of their own.

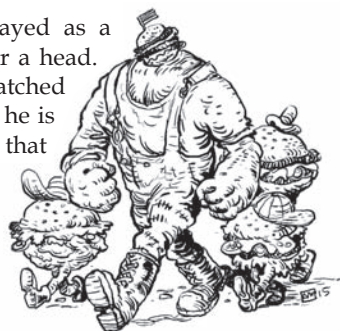
When the Cult of O'Burger began to grow in power, Buddy reintroduced his friends to his post apocalyptic patrons and thus the jolly pantheon grew. Now these being serve as Buddy's agents, helping promote that faith of O'Burger and protect its interests.



The Grumpus: A purplish, hippopotamus-like creature that always looked down in the dumps. The legends say that he had a tendency to drone out pragmatic prophecies that tended to come true. Also, it was said that the only thing that ever brought him true joy was a frosty O'Burger milkshake.

In reality, Buddy keeps the Grumpus locked in the High Burger Temple, surrounded by clown scribes that record every mutter he makes. Grumpus gets rewarded with milkshakes when his prophecies come true. Unknown to Buddy, Grumpus is not as apathetic or sedentary as he seems. The Grumpus' psychic awareness has reached far out into Umerica and secretly aids those attempting to thwart Buddy's darker plans.

Big Beef and the Burger Boys: Big Beef is portrayed as a muscular man with a anthropomorphized burger for a head. He always is wearing a brightly colored pair of well patched overalls. While not the sharpest knife in the drawer, he is the leader of the Burger Boys, a rowdy gang of beings that look like smaller versions of Big Beef. The legends say that Big Beef and his Boys would often act foolishly. Just when things were about to go very badly, Buddy would show up in the nick of time to help them out of the mess they made and deliver a cleverly worded life lesson to them.



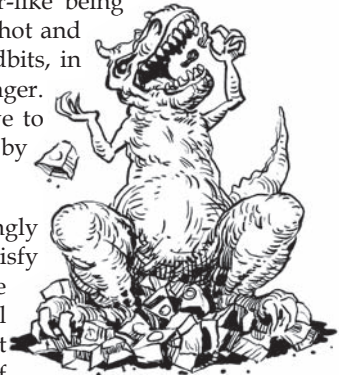
In reality, these cruel thugs are sent to deal with problems too daunting for Buddy's clown cult to deal with. They face all problems and opposition with the same solution: brutal violence with a cheery smile.



The Fry Filcher: This shady cloaked figure would lurk in the shadows and steal fresh and crispy french fries when no one was looking. Legends say that only Buddy O'Burger was clever enough to catch the Fry Filcher and thwart his nefarious plans to purloin his coveted crunchables.

In reality, the Fry Filcher is employed by Buddy as his spy. The filcher can assume any number of humanoid forms and speaks all languages. He does what he can to stretch Buddy's awareness and influence into areas Buddy cannot breach himself.

Nugg-a-saurus Rex: An enormous orange dinosaur-like being that was constantly on the hunt to fill its belly with hot and delicious O'Nuggets. Only these crispy and juicy tidbits, in large quantities, could assuage its voracious hunger. Legends say that the Nugg-a-saurus Rex was a slave to its hunger and Buddy O'Burger mastered the beast by satisfying its gluttonous cravings.



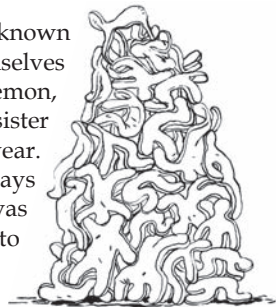
In reality, this beast is nearly feral and is only passingly loyal to Buddy because he provides it with food to satisfy its endless hunger. Buddy has it positioned as the guardian of the High Burger Temple but Rex will only leave its feeding area if the regular guard cannot handle the intruders. Buddy would like to rid himself of the beast but has not found a way to permanently kill it yet.



Doctor Dippinstein: A crazy-haired scientist that wore a neon green lab coat and was the master of creating new, magically delicious dipping sauces for O'Nuggets and fries. Legend says that of all of his friends, it was the good Doctor that Buddy trusted the most.

In reality, the Doctor is a font of esoteric and scientific knowledge that Buddy utilizes on a regular basis. He also creates wonderful and terrifying powerful magical foodstuffs that Buddy gifts to those that perform great deeds in his name.

The Pie Guys: These anthropomorphized pastry-men were known for their over-the-top acrobatic antics. Each referred to themselves in the third person by the names of their fillings: Cherry, Lemon, Apple, & Fudge. Legend says the Guys also had a little sister named Pumpkin Spice that only showed up a few times a year. She tried to keep up with her big brothers but was always getting in trouble due to her clumsiness. Buddy always was there to comfort her when she failed and encourage her to keep trying.



In reality, these clueless minions do not realize anything of the scope of Buddy's plans. They simply live to entertain and spread the "good will" of Buddy. Only their little sister Pumpkin Spice sees what Buddy has truly become and aids the Grumpus when she can.

The Delicious Artifacts of Doctor Dippinstein

The Double Death Deluxe Burger - This depravedly scrumptious sandwich is wrapped in an enchanted platinum foil that will keep the burger hot and fresh indefinitely. The burger itself crowned with a dark pretzel bun pocked with tiny skulls carved from dead sea salt. The double meat patties and strange condiments exude such a pungently delicious aroma that all beings within 200 feet capable of smelling can sense when the burger is removed from its arcane wrapper. They can follow the scent unerringly to its source.



Each bite taken from the burger will instantly kill 2d6 random 1HD creatures located within one mile of the consumer. Should the required number of 1HD creatures not be present within one mile, the remainder of the HD will be drained from the creature, or creatures, with the lowest HD in the area. The consumer may make a Will save (DC 13) to exclude a number of beings from the random death effect equal to their Intelligence score. The consumer will be acutely aware of the beings that died from the burger's death effect. Depending on one's faith, this may cause mental trauma and/or an alignment shift.

Each bite eaten permanently grants +1 point of Stamina and Luck to the consumer. They also heal all hit point damage, any diseases, and any poisonings they were suffering from plus they will need no further food or water for 1d3 days.

There are a total of 1d4+6 hot and juicy bites in a newly crafted Double Death Deluxe Burger. The remainder of the burger can be safely re-wrapped up in its arcane wrapper for future consumption.

The Endless Soda Cup - This seemingly ordinary extra large soda cup has a tiny portal in the bottom of the cup that is connected to the Fountain of Endless Soda at the High Burger Temple. Anytime it is more than half empty, it will refill itself with the same flavor of soda it contained before. The soda in the cup will always be ice cold and fresh. The owner can make a Will save (DC 12) to change the flavor up to once per day.

The cup and lid are much more durable than their cheap plastic appearance lets on. Even if a straw is inserted into the lid, the cup will not spill or leak when tipped over. It is possible for the owner to remove the lid. If the cup is lidless and tipped over soda will freely pour out, at the rate of one gallon per round (~10 gallons per minute), until the lid is replaced on the cup. There is a chance that the lid will come loose if the owner suffers a major inertial event, such as a fall or vehicular collision. If such event occurs, the owner must roll under their Luck to prevent the lid from coming loose.



With the lid removed, the owner can make a Will save (DC 12) attempt to make the soda burst out of the cup like a fire hose producing a 20-foot-long, 1-foot-wide stream at 30 gallons per round. The bubbling soda geyser causes considerable back pressure,

requiring the holder to make a Strength check (DC 10) to avoid being knocked down. The force of the geyser can be used as a weapon (1d3 damage per round plus Strength check (DC 14) or be knocked down) but can only affect one target per round. An additional Will save (DC 12) is required to reduce the flow of soda to its normal rate.

If the cup is placed into another extra dimensional container, such as a bag of holding, there is a 50% chance it is will explode and cause a rift to form for 1d4 turns. Anyone within 50 feet of the rift must make a Strength check (DC 14) to hold on to something or they will be sucked in. The same chance of rupture can occur the cup is taken through a dimensional gateway. Anyone pulled into the rift will usually end up deposited into one of the many pools of the Fountain of Endless Soda at the High Burger Temple where they will suffer the wrath of the many Soda Pop Elementals that dwell there.

The Pie Heart - This deep fried pastry is roughly heart-shaped and smells strongly of cinnamon. The owner of the Pie Heart will immediately know not to eat it. After it has been kept on the owner's person for at least seven straight days, the owner will automatically pass any Recovering the Body Luck checks (DCC rulebook, pg 93) they have to make, as long that the pie is still in their possession. They also do not suffer any permanent injuries as a result of being "nearly dead". The pie itself is quite durable and will remain flaky and delicious no matter what happens to the owner.

Should anyone or thing eat the Heart Pie after it has bonded to an owner, the owner must immediately make a Fort save (DC 18) or die. Should they make the save, they will still permanently lose 1d4 hit points and all Recovering the Body Luck checks are now made on a d24.

The O'Frosty Wand - Legend has it that the frosty wand actually belonged to a Buddy O'Burger statue in the days before Umerica. At some point, the statue was destroyed, except for the frosty wand. Those that survived the apocalypse often day dreamed about their favorite milk shakes and Dippin'stein harnessed the power of these desires to charge the ancient wand with incredible power.

The wand can be used to fill any container with a delicious treat resembling milk shakes of the ancients. The treat is not only delicious, but will heal those who have suffered wounds. A normal heal check must be made on 1d20. Cross reference the result with the alignment chart found in the DCC rulebook. The wand is Lawful in nature, and responds better to those of the same alignment. If a cultist of Buddy O'Burger is using the wand add any Personality modifiers in addition to a +1 for each CL or HD.

The wand can also be used once per day to emit a cone of cold for 4d6 damage (Reflex save DC 12 for half damage) and if a cultist of the O'Burger cult uses this power the effect is increased to 4d10.

The Psychic Spud - Easily mistaken for a normal, albeit large, potato, it is only upon close inspection that the owner will see a small opening on one side of the potato. The opening is circular and sealed in a clear crystal while the spud is hollow and filled with a mystic fry grease. Once per day the spud oracle can be asked a question about anything while being shook vigorously. If the crystal is viewed after being asked, a small message will appear with an answer to the question. Once the question is asked, make a secret roll using 1d20 plus the questioner's Luck Mod and consult the spell table for Second Sight (DCC rulebook, pg 267). The answer may be false, or even cryptic depending on the roll and nature of the question. Once the psychic spud has been used it must be buried in the earth for eight hours to be used again.

TWISTED MENAGERIE

Clownug



Clownug: Init +2; Atk bite +4 melee (1d7+3), fist +3 melee (1d4+3, subdual or lethal), or by weapon +2; AC 13; HD 2d10; MV 45'; Act 1d20; SP FEED!; SV Fort +4, Ref +2, Will +0; AL L.

Even in the weird world of post apocalyptic Umerica many people have an instinctual disquiet about clowns. Clownugs are one of the reasons why this is true. They are the "blessed" hench-beasts of Buddy O'Burger - god of feasting, customer service, and cannibalism.

While at first glance, these creatures appear just like "normal" clowns, their prodigious jaws filled with shark-like teeth quickly dispel any sense of safety. When encountered

outside of an O'Burger restaurant or temple their goal is usually to harvest "unworthy" people for processing or to deal with a threat to their faith. Within an O'Burger restaurant it is very difficult to distinguish them from a person dressed up in a clown outfit (Int check, DC 15).

When harvesting, they generally strike with their disproportionately large hands to subdue their prey as it is best to keep the captured livestock intact so as to insure the freshness of each day's scared meat delivery. If they experience any significant threat, they will indulge their ravenous appetites upon the resistance. Anyone caught will be placed in dumpster-like containers and wheeled into the vehicles or teleportation gates by which the Clownugs arrived.

Once a Clownug has slain a foe, There is a 50% chance it will immediately distend its jaws and begin to rapidly feed upon it in horrendous display of gore. Anyone witnessing this must make a Will save (DC 10) or flee in terror for 2d10 rounds. The feasting will take 1 round per HD the creature had. Upon finishing its meal, the Clownug will then receive +2 to all attacks and damage plus an additional 1d20 action die for a number of rounds equal to the number of HD it consumed.

Once they have completed their mission, the Clownugs will do an exceptional job of cleaning up after themselves. This makes investigating the captures and murders they commit very difficult (Int check, DC 15). Also, any "beloved" community members witnessing a Clownug's true nature must make a Will save (DC15) or they will only see a normal person in a clown suit instead of a monster.

Unless directly ordered by a superior or the sanctity of the restaurant is threatened, a Clownug will not attack a member of a community the Buddy O'Burgers has deemed "beloved". In fact, members of a "beloved" community can count on any

Clownnugs in the area to assist them in case of an attack or other emergencies. The cult of Buddy O'Burger does not deal lightly regarding threats against his "beloved" folk.

Clownnauts

Clownnauts (Giant Clownnug): Init -2; Atk bite +13 melee (2d8+6), fist +13 melee (2d6+6), or hurled object +6 missile fire (1d8+6, range 100'); AC 16; HD 8d10; MV 60'; Act 1d24; SP crit on 20-24, FEED!; SV Fort +10, Ref +5, Will +3; AL L.

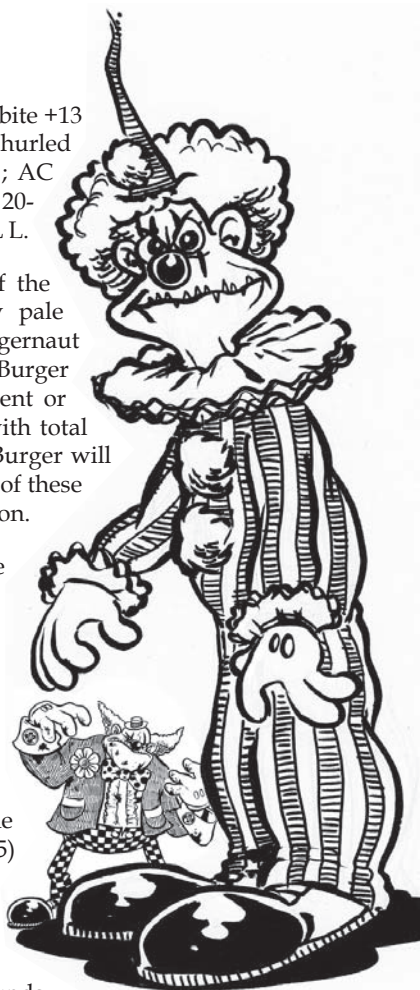
While the Clownnugs are the majority of the Cult of Buddy O'Burger's might, they pale in comparison to the outlandish juggernaut guardians that dwell in the High Burger Temple. Should an O'Burger establishment or a "beloved" community be threatened with total annihilation it is possible that Buddy O'Burger will deem it necessary to unleash one or more of these giants to deal with the impertinent situation.

As other Giant types, Clownnauts cause critical hits on any natural attack roll of 20-24 that also exceeds the target's AC and use the Giants crit table.

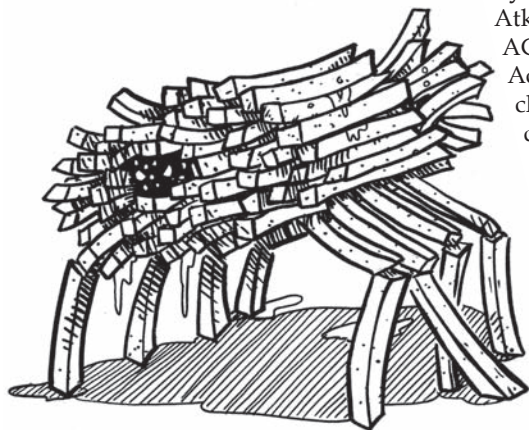
Once a Clownnaut has critically hit a human sized living foe with a fist attack, There is a 50% chance it will forgo rolling on the Giant crit table and immediately pop them into it huge, toothy maw to consume them. The victim gets a Ref save (DC 15) to avoid their grisly fate. If the save is failed, they immediately take damage from a bite attack and are swallowed. Anyone witnessing this must make a Will save (DC 12) or flee in terror for 2d10 rounds.

The Clownnaut will then receive +2 to all attacks and damage as a morale bonus for a number of rounds equal to the number of HD it has consumed. Additional noshing will extend the duration of this effect but not increase the bonus.

Should the swallowed victim survive its consumption, it is now trapped in the Clownnauts stomach where it takes damage each round thereafter equal to 1d8 acid and 1d8 constriction. A trapped victim can try to cut its way out with a small weapon (such as a dagger) by inflicting 15 points of damage against AC 22. If a victim does manage to cut its way free, the Clownnaut must make a Fort Save (DC 25) or spend the next 4d4 rounds clutching the exit wound and bellowing until they recover.



Fryder



Fryder (large potato arachnid): Init +2; Atk bite +2 melee (1d4+burning oil); AC 12; HD 1d8; MV 30' or jump 20'; Act 1d20; SP hot body, +3 to grapple checks, half damage from fire, double damage from cold; SV Fort +1, Ref +2, Will +1; AL C.

While Doctor Dippinstein has successfully created many wonderful and terrible things, even more horrendous and disastrous are his failures. The dread Fryder is one of them. It is unknown what the original intent was when the first Fryder was spawned but what emerged from the arcane fry vat was a being full of hate and starch.

Fryders are large dog-sized spider-like beings that seem to be constructs made from huge french fries. Contrary to their appearance, they are living, intelligent creatures that hate humanoids and enjoy feeding on them. They often wait in ambush until their prey is close enough to pounce on. Most of the time they will lair alone but in some cases (20% chance) a brood or 2-6 Fryders will nest together. The scent of freshly fried food is the only give-a-way that most victims will have before an attack.

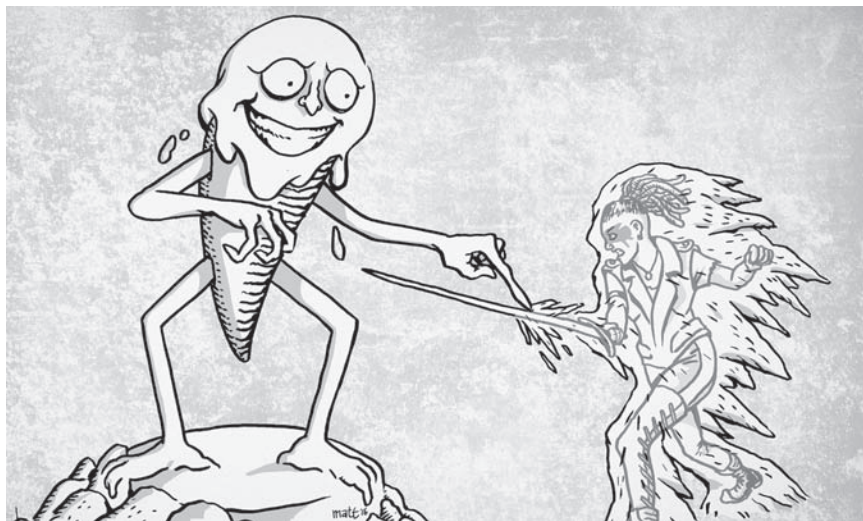
The body of a Fryder is searing hot, as if it had just emerged from a deep fryer. Anyone coming into contact with one will suffer 1d3 damage per round of contact. Fryders are aware of their burning advantage and will usually (80% of the time) attempt to grapple an opponent before biting them. If a Fryder is able to jump onto a target, it will gain an additional +3 to its grapple check that round.

The bite of a Fryder is extremely painful as in addition to the base damage they inject hot fry oil into their victims to cook them from the inside. Bite victims must make a Fort save (DC 11) or suffer -1 die step to all of their actions for 2d10 rounds due to searing pain. If anyone is bitten 3 or more times in a turn they must also make an additional Fort save (DC 11) or suffer 1d3 Sta damage from internal burns. This additional save must be made for every 3 bites the victim suffers within the turn.

Once dead, the Fryder's body will rapidly cool and can be eaten, providing enough food for 3d3 people. The corpse must be eaten within an hour. After that the remains become hard and tasteless.

Avatar Golems

The tools of the lesser mascot gods



While Buddy O'Burger may have been the one of the most well known mascots of the pre-cataclysm world, there were thousands more that dotted the landscape and fought for the populous' attention. While the majority have faded from existence in the current post-apocalyptic world there are those who have awakened as Buddy has and hunger for worship. Of these lesser mascot gods, few have come close to achieving any measure of power comparable with Buddy. In fact, most of them are only able to physically manifest in this world through the large mascot statues dedicated to them that have survived. These are generally known as Avatar Golems.

When creating an Avatar Golem for an encounter or campaign, start by considering the general appearance of the mascot, and notable traits, and its fictional history, if it has one. This will help create the look and possible abilities of the lesser mascot god.

As an ongoing example, we will create a mascot for the Taste-E-Cone ice cream parlor franchise.

Back in the day, there was a statue of Coney outside of every Taste-E-Cone location. He was an anthropomorphic ice cream cone with spindly arms and legs, a wide smile, and large blue eyes full of mirth. Humorous advertisements had him showing up amongst groups of people run down from the heat of summer and summoning up large quantities of ice cream treats to cheer them up.

With the basic concept of the mascot created, consider how these elements could manifest as abilities and powers it can use to further its goals. The scope of these powers should only be able to effect the area within a few miles of the

Avatar Golem's location at most, similar to other tutelary deities or local gods of mythology.

Coney is directly opposed to oppressive heat and will aid those who are suffering from heat exposure if properly venerated. He can summon huge quantities of flavored ices and ice cream either as a curative or as an attack. The area near his shrine are much colder than normal and frost may cover the ground year round near the shrine itself. Those who disrespect him or oppose his will are frozen alive and converted into Chilly Men, his frosty servitors.

The basic stat block of an Avatar Golem is as follows -

Avatar Golem: Init +3; Atk slam +7 melee (1d10+4); AC 15; HD 6d10; MV 20'; Act 3d20; SP ignore the first 1d3 points of damage from any attack, regenerate 2 hp per round; SV Fort +9, Ref +5, Will +11; AL varies.

This can then be modified by the elements specific to the mascot. Additional attack types base on its appearance or traits, magical powers, spellcasting abilities, etc.

Coney: Init +3; Atk slam +7 melee (1d10+4) or ice cream vomit +7 missile (1d8 plus an additional 1hp cold dam per round until cleaned off); AC 15; HD 6d10; HP: 33; MV 20'; Act 3d20; SP ignore 1d3 points of dam / attack; regen 2 hp/ round, Spellcasting (immune to corruption); SV Fort +9, Ref +5, Will +11; AL N.

Coney can cast the following spells at will:

Bless (DCC rpg, pg 255) - Casting roll 1d16+6. Manifests as a delicious sundae for the recipient to eat. Cast on Ally only.

Chill Touch (DCC rpg, pg 133) - Casting roll 1d24+6. Manifests as a sparkling glow around Coney's hands.

Food of the Gods (DCC rpg, pg 262) - Casting roll 1d16+6. Manifests as a feast of frozen treats.

Resist Cold and Heat (DCC rpg, pg 266) - Casting roll 1d20+6. Manifests as a sparkling glow around the subject. Resist Heat only.

Should those attacking Coney pose a significant threat, he will summon 2d3 Chilly Men to aid him. They will appear next to him on the round after they were summoned. This can be done once every 12 hours.

When this avatar of Coney is destroyed, its corpse will transform into a large pile of magical ice cream will heal 2d6 hp of anyone who eats it., up to 20 individuals. All consumers must make a Fort save (DC 14) or suffer a -2 to all actions for the next hour due to brain freeze. The magical ice cream will vanish in 1d3 turns.

Next, the followers or minions of the lesser mascot god must be considered. Cultists will most likely be 0-level commoners or Acolytes (DCC rpg, pg 432). For other beings pick a basic monster that can easily be adapted to suit the minion. As the power of these minor deities is quite limited, the number of minions it can call upon is usually no more than a dozen.

For the Chilly Men, the stat block of a Ghoul (DCC rpg, pg 414) will work as a start.

Chilly Men: Init +1; Atk claw +3 melee (1d4 plus paralyzation); AC 12; HD 2d6; MV 30'; Act 1d20; SP un-dead traits, paralyzation, chill aura; SV Fort +1, Ref +0, Will +0; AL N.

Chill aura (all within 100' take 1d4 damage; immune to fire spells).

Anyone struck by a Chilly Man's claws must make a DC 12 Will save or be paralyzed by cold, unable to move or take any physical action for 1d3 hours. When a Chilly Man has no opponents to attack or is ordered by Coney to retreat they will pick up any paralyzed victims for conversion into Chilly Men. Up to 2 victims can be carried at a time, per Chilly Man.

Finally, the goals of this Avatar Golem of the lesser mascot god must be established. Since their area of influence is limited to a few miles their goals will likely be based on locations, objects, or communities nearby.

Here are some possible goals the Avatar Golem is trying to achieve:

Roll 1d14 to determine the goal randomly or pick one.

1	To establish themselves as the main authority figure in the region.
2	To recruit worshipers in order to increase its power base.
3	To destroy a local temple that is interfering with its greater plans.
4	To gather materials to make a significantly more powerful avatar.
5	To destroy all intruders in its domain.
6	To exploit a hidden dimensional rift for more power on this plane of existence.
7	To gather enough people for sacrificial ritual that will allow it to ascend to a higher level of existence.
8	To "benevolently" guide the local populace to a greater level of civilization.
9	To destroy another lesser mascot god nearby.
10	To break into an ancient cryo-vault and awaken its sleeping flock.
11	To create a vessel that will allow the Avatar to travel freely without losing power.
12	To open a portal to escape from this ruined dimension and make a fresh start
13	To rebuild its franchise by any means necessary
14	Roll two times on this table, ignoring this result. Combine both goals

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- * Full deity and patron information including patron spells
- * Cult organization and restaurant data.
- * A new class for those blessed by the gloved hand of Buddy.
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