

The 2017 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



MEN AND MAGIC VOLUME 6 OF EIGHT BOOKLETS

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Dwarf Sapper



by Keith Nelson

You are a short, but sturdy demi-human with a view on life a bit more nuanced than that of your fellows. Not for you is the wild chaos of combat and crunching of foes beneath the hobnailed boots of your fellow heavily armed and armored warrior-miners. You know you can serve your clan and king better by being out past the front lines of any battle, scouting out the enemy and clearing the way for the dwarven clansmen who care for naught but gold and glory. They may sneer at you as you hide in the shadows or as you return from a long reconnaissance in the no-mans-land beyond the clan mineshafts, but when war comes, you're the first one they turn to for your knowledge and cunning. While you can stand toe-to-toe and fight, you're much better as a skirmisher, ambusher, and scout in the many battles above and below ground.

Dark caves and deep cities were once your home, but now you live a wandering life: you are an exiled defender selling your hard won-skills, a curious craftsman trading your talents, or a bitter renegade unwilling to settle for your lot in life. You are an object of suspicion to surface-worlders as well as other dwarves. Dwarven societies are rigid, orderly, and prescribed, with clearly defined roles and responsibilities bound by byzantine rules of age and occupation. Any dwarf who rejects this lawful model of insular defensiveness to pursue a vocation of gregarious curiosity is, to their fellows, a loose cannon or even a traitor. A dwarf sapper is already halfway there before they leave the dark warrens and caverns, but now you wonder if you could ever truly return.

Hit points: A dwarf sapper gains 1d8 hit points at each level.



Weapon training: A dwarf sapper is trained in these weapons: blackjack, blowgun, crossbow, dagger, garrote, short sword, hammer, mace, handaxe, club, pick, sling, and shortbow. Dwarf sappers can wear any armor, but are careful in their choice, as it affects the use of their skills, generally wearing nothing heavier than leather or studded leather. They can use shields, but do not gain the benefit of the shield bash.

Infravision: A dwarf sapper can see in the dark up to 60'.

Slow: A dwarf has a base movement speed of 20', as opposed to 30' for humans.

Underground Skills: Long life beneath the ground trains dwarves to detect certain kinds of construction. When underground, dwarf sappers receive an additional bonus to detect traps, slanting passages, shifting walls, and other new construction equal to their class level. Dwarf sappers also are considered trained (d20 for skill checks instead of d10) for any engineering associated skills. Additionally, a dwarf sapper can smell gold and gems as a dwarf. A dwarf can tell the direction of a strong concentration of gold or gems within 100'. Smaller concentrations, down to a single coin, can still be smelled but require concentration and have scent ranges as low as 40' (for a single coin or gem).

Thieving skills: A dwarf sapper learns certain thief skills that aid their chosen profession. A dwarf sapper can pick locks, find and disable traps (and set them at an equivalent skill level to disable), sneak silently, hide in shadows, and backstab, as well as one additional thief skill of the player's choice (except for reading magic scrolls, which cannot be taken). The dwarf sapper receives a bonus to their skills based on level, as shown in the table below. Just as a thief, the dwarf sapper needs tools to pick locks, find and disable traps, climb sheer surfaces, forge documents, and handle poisons. A 1st-level dwarf sapper must purchase a set of thieves' tools that allows them to use these skills.

Success when using the dwarf sapper skill of *disable/set trap* means the following:

Disable trap/set trap: A large, bulky trap is DC 10. This would include traps like a pit in the floor, a spring-loaded axe, or a dropped portcullis. More subtle traps are DC 15, DC 20, or even higher. A natural 1 on a disable/set trap check triggers the trap, causing damage to the dwarf sapper. Successful checks indicate the trap is set and damage can be estimated depending on the nature of the trap. The judge should keep in mind the time and materials necessary to set more complex and more damaging traps.

Luck and Wits: Dwarf sappers survive on their training and luck, and the most successful survive their dangerous profession on a mix of guts and intuition. A dwarf sapper gains additional bonuses when expending Luck, as follows (like a thief).

First, the dwarf sapper rolls a luck die when expending Luck. The luck die is determined by the dwarf sapper's level. For each point of Luck expended, roll one Luck die and apply that modifier to the Difficulty Check. For example, Murch, a 2nd -level dwarf sapper, burns 2 points of Luck and adds +2d3 to his d20 roll.

Second, unlike other classes, the dwarf sapper recovers lost Luck to a limited extent. The Luck score is restored each week by a number of points equal to their level. This process cannot take their Luck score past its natural maximum.

Alchemical Learnings: The dwarf sappers' most closely held secrets include training to make a variety of compounds similar to an alchemist's potions. These are, of course, produced from various common and uncommon ingredients found in the environment or procured as needed from other sources by the dwarf sapper. The primary forms of these are as follows:



Lumigoo: A bioluminescent sticky liquid made with certain rare mosses fermented until bacteria and yeasts destabilize them to the point where mixing with dwarven heavy ale causes a reaction resulting in a dim glow (5-10' dia) that lasts for 1-4 hours. Tales are told of a reaction made by the mixing of dwarven regal stout that produces an infrared glow that lasts for days, but this is, if anything a closely held secret. These are used for simple light purposes as well as formulating traps that mark those who trigger them.

Boommush: Dwarf sappers possess the closely held secret of boommush. They can formulate and mix, given access to appropriate reagents, a tarry solid that can, when exposed to fire, explode with devastating results. While most often used for mining, these can also be used in traps or to formulate crude grenades. Damage increases with level, as does the cost of formulation. Any non-dwarven sapper character must roll a Luck check when using boommush or dragonscat, and on a failed check, the item goes off in their hands/face, doing damage as normal (with a critical hit if 20 is rolled). A dwarven sapper can use these in setting traps as well. However, any critical failure while using these as grenades or for trap setting (versus for normal mining purposes) will result in a possible premature explosion (1-5 on a d10, modified by luck) as well as a roll on the fumble charts. Damage and cost are listed below.

Dragonscat: This variant of boommush will, when lit, burn with an intense heat, even to the point of burning underwater. Damage to individuals in contact with it is as listed in the table below, but it is primarily used for traps and mining purposes, as well as to occasionally brew a proper cuppa fungus tea while on a recon.



Action dice: A dwarf sapper uses their action dice for any normal activity, including attacks and skill checks.

Thief Skill Bonuses for Dwarven Sappers

Level	Backstab	Sneak Silently*	Hide in Shadows*	Pick Lock*	Find Trap†	Disable / Set Traps*
1	+1	+1	+1	+0	+3	+3
2	+3	+3	+3	+1	+5	+5
3	+5	+5	+5	+2	+7	+7
4	+7	+7	+7	+3	+8	+8
5	+8	+8	+8	+4	+9	+9
6	+9	+9	+9	+5	+11	+11
7	+10	+10	+10	+6	+12	+12
8	+11	+11	+11	+7	+13	+13
9	+12	+12	+12	+8	+14	+14
10	+13	+13	+13	+9	+15	+15

Thief Skill Bonuses for Dwarven Sappers

Elective Skills Selected from One of the Following

Level	Pick Pocket*	Climb Sheer Surface*	Forge Document*	Disguise Self‡	Read Languages†	Handle Poison
1	+1	+1	+0	+0	+0	+0
2	+3	+3	+0	+1	+0	+1
3	+5	+5	+1	+2	+1	+2
4	+7	+7	+2	+3	+2	+3
5	+8	+8	+3	+4	+3	+4
6	+9	+9	+4	+5	+4	+5
7	+10	+10	+5	+6	+5	+6
8	+11	+11	+6	+7	+6	+7
9	+12	+12	+7	+8	+7	+8
10	+13	+13	+8	+9	+8	+9

* The thief's Agility modifier, if any, also modifies checks for these skills.

† The thief's Intelligence modifier, if any, also modifies checks for these skills.

‡ The thief's Personality modifier, if any, also modifies checks for these skills.

Dwarf Sapper Progression Chart

Sapper Level	Attack Bonus	Crit Die/ Table	Action Die	Luck Die	Ref	Fort	Will
1	+1	1d10/II	1d20	d3	+1	+1	+0
2	+2	1d12/II	1d20	d3	+1	+1	+1
3	+3	1d14/II	1d20	d4	+2	+2	+1
4	+3	1d16/II	1d20	d4	+2	+2	+1
5	+4	1d20/II	1d20+1d14	d4	+3	+2	+2
6	+5	1d24/II	1d20+1d14	d6	+3	+3	+2
7	+6	1d30/II	1d20+1d16	d6	+4	+3	+2
8	+6	1d30+2/II	1d20+1d16	d6	+4	+4	+3
9	+7	1d30+4/II	1d20+1d20	d8	+5	+4	+3
10	+8	1d30+6/II	1d20+1d20	d8	+5	+5	+4

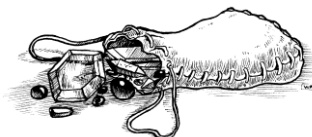
Dwarf Sapper Alchemical Learnings

Sapper Level	Alchemy Cost (gp)	Alchemy Product	Boommush/Dragonscat Damage
1	1	Lumigoo	n/a
2	3	Boommush	1d6 (5' diameter)
3	8	Boommush	1d8 (5' diameter)
4	10	Infrared Lumigoo	n/a
5	20	Dragonscat	1d4/round (1d4 rounds)
6	25	Boommush	1d12 (5' diameter)
7	35	Dragonscat	2d4/round (1d4 rounds)
8	35	Boommush	2d6 (10' diameter)
9	45	Boommush	2d8 (15' diameter)
10	60	Boommush	3d6 (15' diameter)



The Invincible Chicken

A New Class for DCC RPG



By Randy Andrews & Art by Jaiden Bornt

The invincible chicken is a class to play when the farmer who owned the chicken has died, but the chicken is still alive.

Hit points: An invincible chicken gains 1d6 hit points at each level. They are small but lucky.

Weapon training: A chicken may not wield any weapons but does 1d4 damage from a flurry of pecks and claws.

Communication: An invincible chicken can speak eagle as per appendix L of the DCC RPG Rulebook. At the judge's discretion, a chicken may pick a particularly dumb (Intelligence 6 or below) farmer, who is able to understand what the invincible chicken's clucks mean, though the farmer is the only person that can. This farmer does not gain the ability to understand eagle or any other birds for that matter.

Mounted combat: While being carried by a farmer who can understand the chicken, the invincible chicken is considered mounted on a trained mount (see DCC RPG p.87). Unfortunately if the farmer gets spooked by taking half its current hp in damage then the chicken can only roll a d10 for their riding roll.

Speed: The invincible chicken can move 20' per round.

Armor: An invincible chicken does not wear armor, but instead gets harder to hit at each level. At level 1 an invincible chicken starts with 12 AC. This increases by 1 for each additional level as they learn to dodge and move better in a fight.

Alignment: All invincible chickens are lawful.

Small size: Invincible chickens are a little larger than a normal size chicken, however, that still means they are small compared to most characters. This small size allows them to crawl into narrow passages, and through tiny holes.

Sander's blessing: In honor of the original invincible chicken, whenever an invincible chicken is in an inhospitable environment it receives a +2 bonus to Fort saves.

Stealth: Invincible chickens are quite good at sneaking around. They receive a bonus to sneaking silently and hiding in shadows depending on their class level as shown in the table below. This can be used in the same manner as the thief's abilities.

Fowl luck: An invincible chicken has the ability to make a judge re-roll any roll. They can use this ability once per gaming session at the cost of 1 point of Luck. The judge must accept the new result whether it is better or worse than the original.

Limited flight: An invincible chicken has limited flight capabilities. As a full round action, they can run, take off from the ground while flapping their stubby little chicken wings, and land. They can move up to 30' in this manner, 15' of which can be in the air. They cannot fly higher than 5' off the ground. In a situation where the invincible chicken is falling, they take damage as normal (1d6 for every 10 feet) minus 1d6. For example, if they were to fall 60' it would only take 5d6 damage.

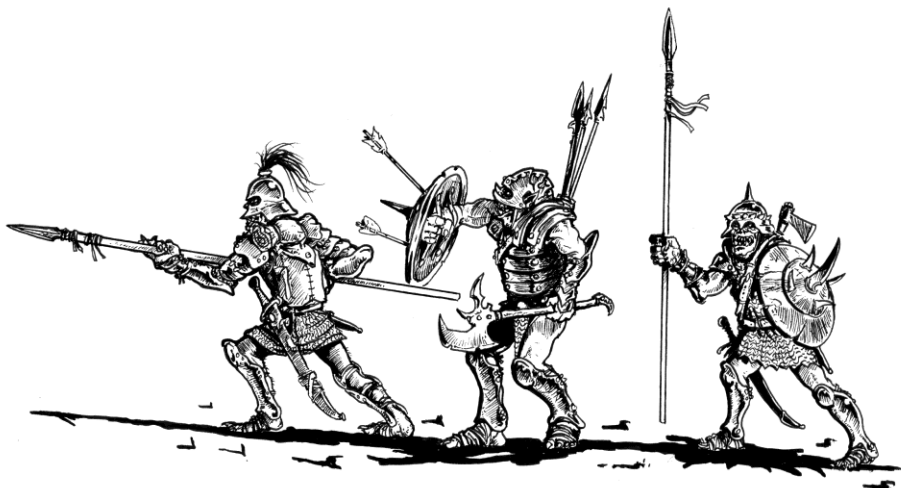
...With their head cut off: If and only if the chicken's head gets cut off, they can take 1d4 actions after the head is gone.

Table IC-1 Invincible Chicken

Level	Attack Bonus	Crit Die/ Table	Action Die	Ref	Fort	Will	Sneak & Hide
1	+1	1d8/III	1d20	+1	+1	+1	+3
2	+2	1d8/III	1d20	+1	+1	+1	+5
3	+2	1d10/III	1d20	+2	+1	+2	+7
4	+3	1d10/III	1d20	+2	+2	+2	+8
5	+4	1d12/III	1d20+1d14	+3	+2	+3	+9
6	+5	1d12/III	1d20+1d16	+4	+2	+4	+11
7	+5	1d14/III	1d20+1d20	+4	+3	+4	+12
8	+6	1d14/III	1d20+1d20	+5	+3	+5	+13
9	+7	1d16/III	1d20+1d20	+5	+3	+5	+14
10	+8	1d16/III	1d20+1d20+1d14	+6	+4	+6	+15



Orc and Half-Orc Classes and the Orc Berserker

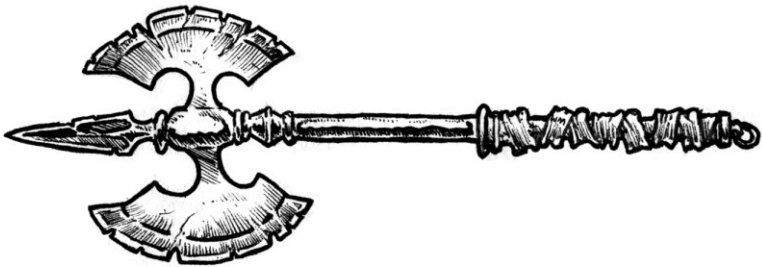


by Andrew Sternick

Orcs are monstrous, 7' tall humanoids with a boar-like visage, varied skin tones from green to gray, and savage ways. They live in forests, mountains, hills and barren places. Relations between orcs and humans and demi-humans varies, running the gamut from grudging tolerance including trade, to mutual genocidal hatred. Orcs are tribal and spend most of their energy fighting each other, though they can also band together to make war on all settled peoples. They found their hostility on ancient grudges, the particulars of which vary from tribe to tribe. Orcs revel in inflicting terrible wounds on their enemies, and love to celebrate those they have dealt and received, reliving and retelling them over and over in ritual story and war chants.

Half-orcs are usually the offspring of marauding orcs and human women, though less unhappy unions are not completely unknown. These half-breeds appear somewhere between orcs and humans, towering over most humans but not quite as large as full-bloods. Half-orcs may or may not admit to sharing the predilections of their full-blood parentage.

Hit points: An orc gains 1d12 hit points at each level. A half-orc gains 1d10 hit points at each level.



Weapon training: Orcs and half-orcs who live amongst orcs are trained in the use of battleaxe, club, dagger, spear, two-handed sword, shortbow, sling, and war hammer. Orcs and half-orcs prefer two-handed weapons, though this is not a requirement. They may wear any armor made for them, but orcs are rarely capable of creating anything other than leather armor themselves and should be equipped appropriately. Orc tribes view shields as cowardly, and they are never used.

Half-orcs who live amongst humans are trained with battleaxe, club, dagger, flail, hand axe, javelin, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Half-orcs that live amongst humans can be found wearing any armor but retain enough of their instinctual bloodlust that they never use shields.

Alignment: Orcs are chaotic by nature, rarely organizing in groups larger than bands, and will fight each other if no one else is around to prey upon. Perhaps 1 in 10 orcs is neutral and 1 in 100 lawful. These misfits may separate themselves from other orcs to survive, or, if very cunning, may achieve positions of power, forging a tribal confederation and threatening settled human or demi-human societies.

Half-orcs also tend toward chaos, but not as strongly as orcs. Chaotic half-orcs who grow up among humans (or any demi-humans that will tolerate them) who can keep their brutal nature in check may subsist at the margins of society. Neutral half-orcs can be well-integrated in tolerant societies, and lawful half-orcs might be driven to help defend human society against the depredations of their savage brethren. Perhaps once every few generations, a lawful half-orc hero might emerge in a relatively tolerant society. In orc tribes a half-orc's position varies greatly, from outcast to shaman to warband leader.

Attack modifier: When rolling to attack orcs and half-orcs use a rage die in place of a fixed attack bonus. The character rolls a rage die with each attack roll and applies it to attack and damage rolls.

Orc and Half-Orc

Level	Rage Die	Crit Die/ Table	Action Die	Ref	Fort	Will
1	d3	1d12/II	1d20	+1	+1	+0
2	d4	1d14/II	1d20	+1	+1	+0
3	d5	1d16/II	1d20	+1	+2	+1
4	d6	1d20/IV	1d20	+2	+2	+1
5	d7	1d24/IV	1d20	+2	+3	+1
6	d8	1d30/IV	1d20+1d14	+2	+4	+2
7	d10	1d30/V	1d20+1d14	+3	+4	+2
8	d12	1d30+2/V	1d20+1d16	+3	+5	+2
9	d14	1d30+4/V	1d20+1d16	+3	+5	+3
10	d16	1d30+6/V	1d20+1d20	+4	+6	+3

Rageburn: Orcs and half-orcs may expend one point of Personality or Intelligence to increase their crit range. A player must declare the intent to rageburn before rolling the attack die, similar to spellburn. Each point of rageburn provides a +1 modifier to the attack roll. If the attack lands, the character automatically scores a critical hit. Orcs and half-orcs may also rageburn one point of Personality or Intelligence after any critical hit, which allows them to add or subtract the value of the rage die from their crit roll result. This allows the player to choose among crit roll results. Each day an orc or half-orc does not rageburn, one point of Personality or Intelligence is recovered.

Failed rageburn: Any orc or half-orc who rolls a natural 1 on the attack die after declaring rageburn suffers the loss of one expended ability point permanently. Orcs who are so reduced to an Intelligence or Personality below 3 become orc berserkers (see below).

Block with head: If an orc or half-orc is successful on a Luck check when recovering the body the permanent injury can be lost from Intelligence or Personality in addition to Strength, Agility, or Stamina (determine randomly with d5).

Ferocity: Orcs who are reduced to 0 or fewer hit points may take one final attack action before losing consciousness. Half-orcs may use this action in any way they choose, rather than being restricted to only an attack action. This final action is resolved out of initiative order, immediately after the damage is dealt.

Infravision: Orcs have infravision 60', but they have poor vision in daylight, suffering a -1 penalty to attack rolls and skill checks associated with precise vision. Half-orcs have infravision 30' and see normally in daylight.

Luck: An Orc or half-orc's Luck bonus applies to fortitude saving throws.

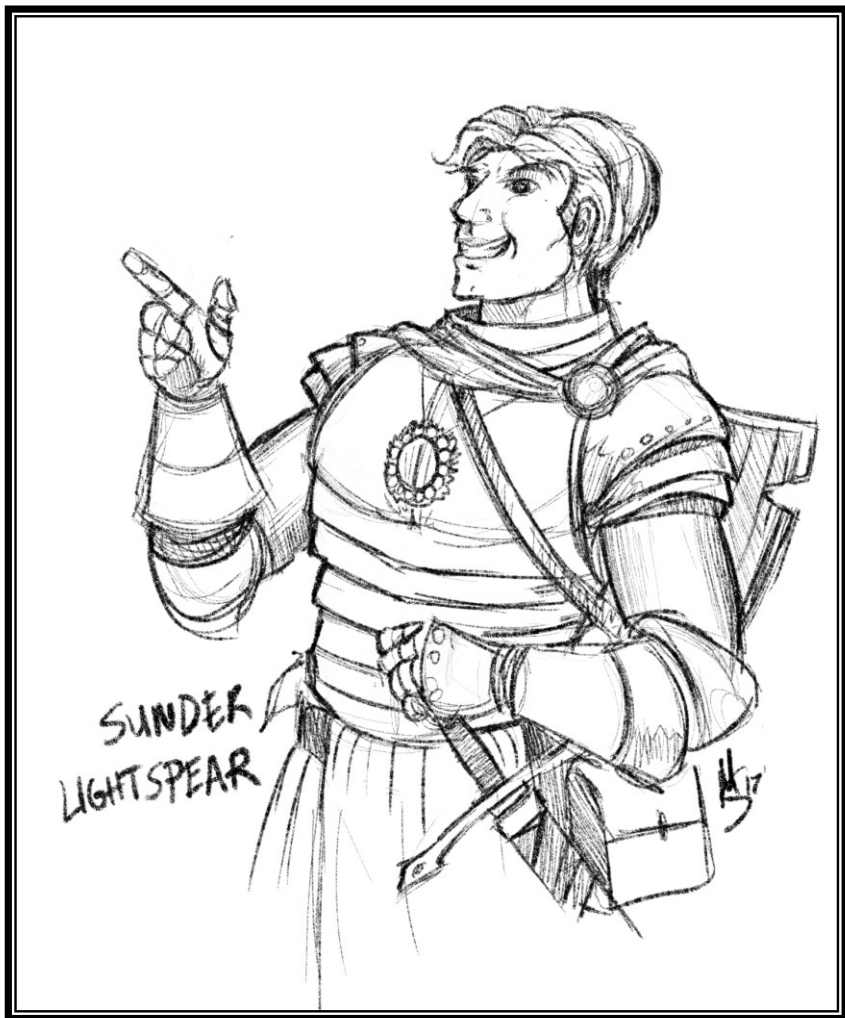
Languages: Orcs speak orcish, and leaders or exceptional orcs speak common if they live near humans. Half-orcs speak both orcish and common.

Orc berserker: Init +1; Atk battle axe +1d4+2 melee (1d10+1d4+2); AC 14; HD 3d12; MV 30'; Act 1d20; SP battle madness, expanded crit range 18-20, death throes; SV Fort +5, Ref +2, Will -1; AL C.

Orc berserkers are orcs (or half-orcs) whose minds have been so eroded by battle-fury that they are no longer capable of even the minimum of self-control necessary to participate in orcish society. Covered in gruesome scars and nightmarish self-mutilations, they roam the wastes in bloodthirsty bands, slaughtering and cannibalizing all who cross their path. Both ostracized and lionized by their tribes, their brethren consider them to be the recipients of special favor from the orc gods.

Similar to human berserkers, orc berserkers fight normally until wounded, when they undergo battle madness. While suffering from battle madness they attack the nearest being, friend or foe. Additionally, battle madness provides +5 hit points and an additional +2 to all attacks, damage, and saving throws. After 6 rounds this madness fades, when they lose the attack bonus and additional hit points. If this brings their total hit points below zero hit points, the orc berserker dies in a state of bliss, assured a place at the side of the orc gods. When orc berserkers are reduced to 0 hit points they are entitled to one last attack. This attack takes place outside initiative order, immediately before they fall.

Paladin of Gambrinus, “Bungstarter of the Faithful”



by Keith Nelson

Your faith in Gambrinus is strong. You have a deep, almost fanatical reverence and commitment to the power of the holy trinity of water, grain, and hops. You possess martial skills honed in the service of Gambrinus. You serve as a guardian of the bars, mills, fields, and breweries of Gambrinus' worshippers, protecting them with the strength of your belief. You are a conduit for a small bit of the divine ever flowing river of sacred beer that makes up his power. You smite the unrighteous and maintain the sanctity of the wort-tuns. Not for you is the peaceful blessing of the grain and ongoing natural progress of lager, bock, pils, porter, stout, and ale, but instead the fight against the ravager, the despoiler, the temperance fiends and those who can't stand a good party. You are the scythe of the unholy, the thresher of the grain, and the bungstarter of the faithful.

Hit Points: A paladin of Gambrinus gains 1d10 hit points per level.



Weapon training: A paladin of Gambrinus is trained in the holy weapons used by faithful followers of the god, the threshing flail (1d6), the harvest sickle (1d4 if one handed, 1d8 if two-handed scythe), and the bungstarter of peace (1d4+1). In addition, Gambrinus' paladins may use any of these weapons: battleaxe, club, dagger, handaxe, longsword, mace, short sword, two-handed sword, warhammer, longbow, shortbow, crossbow, and sling. Gambrinus' paladins may wear any armor and their spell checks are not hindered by its use. Shields may be used, and are often painted with the holy symbols of

Gambrinus, any one of a number of variants on the grains, hops, and cask motif. However, all his paladins also carry the holy bungstarter and a small cask, jug, or bottle that is seemingly never empty, and at least one mug, drinking horn, or cup for administering the sacrament.

Alignment: Gambrinus is the god of brewers, liquid refreshments, and conviviality, with a side interest in grain harvests and alcohol-fueled passions. Beer is the great leveler and thus Gambrinus is a god of the balance, favoring neither Law nor Chaos. Gambrinus' paladins are almost universally Neutral (see Brotherhood of the Wild Yeasts and The Bacchanals for rare exceptions on the Chaotic side or the Dark Lawyer-Monks of the Reinheitsgebot for the Lawful).

Smite: Paladins of Gambrinus have the ability to empower their bungstarter, flail, or sickle with divine power. Instead of a regular attack bonus, the paladin adds their smite die to attack and damage rolls. Smite is limited to those deemed unholy by Gambrinus such as defilers of hops and grains, teetotalers, and those who would destroy the sacred wort-tuns.

Magic: Like clerics, paladins may cast spells. They have similar chance for disapproval and can perform sacrifices to reduce disapproval ranges. A paladin uses their Personality modifier in their spellcasting die rolls. Gambrinus' paladin spell list is given below (individual paladins will only have some of these spells accessible to them, depending on the vision Gambrinus has of their service to him).

Level 1 – *blessing, food of the gods, resist cold, holy sanctuary, sleep* (as wizard spell), *strength* (as wizard spell).

Level 2 – *Neutralize poison/disease, restore vitality, divine symbol, forget* (as wizard spell), *phantasm* (as wizard spell).

Level 3 – *Banish, remove curse.*

Holy deeds: In addition to spellcasting, Gambrinus gives his paladins the ability to perform holy deeds. The devotion of their faith empowers a paladin with divine might to improve their battle prowess, lend aid to their battle companions, heal the injured, or even invoke the divine attention of Gambrinus himself (10% base chance, with modifiers as the judge sees fit). To use a holy deed, the paladin declares which deed they will be performing, quaffs a beer (and/or makes the recipient drink), and rolls on the holy deeds table. The holy deeds die roll is *action die + paladin level + Personality modifier + Luck modifier*. Holy deeds risk disapproval and each failure increases the chance of disapproval. Drinking for holy deeds purposes still runs the risk of drunkenness and the cumulative effects as detailed in this article.

Lay on hands: As with clerics, paladins have the power to heal the faithful. The paladin of Gambrinus accomplishes this by offering the faithful a drink from their holy cask and concentrating for 1 action. A drink must be taken for each HD of damage healed. The paladin's lay on hands works as the cleric's, in that it may heal specific conditions instead of hit points. (See cleric's *lay on hands* in the DCC RPG Core Rulebook, pg 30.)

Instill bravery: The paladin has the ability to instill bravery in others around them. This ability grants a bonus to saving throws versus fear effects. This bonus applies to saves versus dragons, outsiders, undead, magical and mundane sources that induce fear. The bonus gained and number of potential targets is shown in the holy deeds table. All targets must take a drink from the holy cask to gain the bonus. Duration is 2 minutes + 1 minute/paladin level.

Cause fear: The paladin has the ability to *cause fear* to the unholy of equal HD or less. Targets must make a Will save vs the caster's check result or flee for 1 round + round/paladin level away from paladin. The failed target(s) must run at the best speed away from

the paladin. The number of targets affected by the paladin's *fear* aura is shown on the holy deeds table.

Luck: A paladin's Luck modifier applies to holy deed die rolls. The holy deed Luck modifier remains fixed from the base value even if the paladin's Luck score changes over time.

Languages: At 1st level, a paladin automatically knows common as well as one additional language for every point of Intelligence modifier.

Action dice: A paladin can use their action dice for attack rolls or spell checks.

Paladin of Gambrinus – Holy Deeds

Lay on Hands			
Roll	(Same / Adjacent / Opposed)	Instill Bravery	Fear
1 - 11	Failure	Failure	Failure
12 - 13	1 dice / none / none	+1 bonus / 1 target	1 target
14 - 19	2 dice / 1 dice / none	+2 bonus / 1d4 targets	1d2 targets
20 - 21	3 dice / 2 dice / 1 dice	+3 bonus / 1d6 targets	1d3 targets
22 - 24	4 dice / 3 dice / 2 dice	+4 bonus / 2d4 targets	1d4 targets
25+	4 dice / 3 dice / 2 dice	+5 bonus / 2d6 targets	1d6 targets

Paladin Level Abilities - Table 1

Level	Attack	Smite	Crit Die	Action Die	Ref	Fort	Will
		Die	/ Table				
1	+1	1d3	1d8/III	1d20	+1	+1	+1
2	+1	1d4	1d8/III	1d20	+1	+1	+1
3	+2	1d5	1d10/III	1d20	+1	+2	+1
4	+2	1d6	1d10/III	1d20	+2	+2	+2
5	+3	1d7	1d12/IV	1d20+1d14	+2	+3	+2
6	+3	1d8	1d12/IV	1d20+1d16	+2	+4	+2
7	+4	1d8	1d14/IV	1d20+1d16	+3	+4	+3
8	+4	1d10	1d16/V	1d20+1d16	+3	+5	+3
9	+5	1d10+1	1d20/V	1d20+1d20	+3	+5	+3
10	+6	1d10+2	1d24/V	1d20+1d20	+4	+6	+4

Paladin Level Abilities - Table 2

Level	Known Spells (Total)	Maximum Spell Level
1	0	0
2	1	1
3	2	1
4	2	2
5	3	2
6	3	2
7	4	3
8	4	3
9	5	3
10	6	3



Drunkenness and the Paladin of Gambrinus: The Paladin is not required to drink to excess, but in the pursuit of their duty, may find imbibing overly much to be an occupational hazard. Gambrinus does not overtly promote drunkenness, but accepts it in his followers, if it does not impede their ability to serve him. The holy brew of Gambrinus is a potent one and the recipient (be they paladin or supplicant) must make a Fortitude save against a DC of 5+2 for every drink had that day, generally linked to the holy deeds described above.

Paladins of Gambrinus may also use their smite die when making this Fortitude save against drunkenness. A failed save results in all further actions for the day being done at -1d on the dice chain. This is cumulative if further checks are failed. A good sleep will remove this effect. Other alternate drunkenness effects may be implemented at the discretion of the judge.

Paladin of Gambrinus Disapproval Table

Roll as per DCC clerics: 1d4 per point of disapproval, modified by Luck

Roll	Effect
1	Until the paladin can sit down and share a cold brew or two with a convivial group of imbibers, they are at -1d for all smite die rolls.
2	Beset with a general feeling of love for their fellow man, the paladin is at -1 to actions until they spend 5 minutes extolling the virtues of how great people/things/activities are.
3	Feeling a bit woozy. At -1 to all spell checks until the paladin can rest for 1 turn.
4	Unquenchable thirst. The paladin must drink at least 1 gallon of non-alcoholic liquid for every 2 disapproval points. Fortitude save at DC 12+2 for each gallon to avoid vomiting and taking 1d4 damage (more for toxic/poisonous liquids, if that's all that is available). Drinking must be within 1 turn.
5	Fighting drunk. The paladin is ready to fight anyone, at any time for the next 1-4 hours. DC 15 Will save to not fight anyone available. At -2 to all actions, but +2 damage with melee weapons.
6	Melancholic introspection. The paladin is overcome with intense sorrow and begins weeping inconsolably for 1 turn. -1 to all actions for an hour as they continue to burst into tears at the slightest pretext.
7	Pounding headache. The paladin is at -1 to all actions until they have a lie down of 1-4 hours.
8	Room spins. The paladin suffers intense nausea and is at -1 to all actions for 1-4 hours, with a DC 15 Fort save each hour (failure results in loss of 1 hp).

- 9 Strange bedfellows. The next time the paladin sleeps, they awake with a naked stranger beside them that they don't remember. Roll 1d10: (1-2) amorous stranger; (3-4) angry and confused stranger; (5-6) amorous monstrous stranger; (7-9) angry monstrous stranger; (10) roll twice, ignoring all 10s.
- 10 The paladin must recruit at least one worshipper for Gambrinus. They are at -1 to all actions until they recruit one or a week has passed.
- 11 Blackout. The paladin loses all memory of the past 12 hours.
- 12 Unconsciousness. The paladin must make DC 12 Fortitude saves every 10 minutes or fall asleep for at least 2d4 hours. They can be roused, but will be at -1d for all actions.
- 13 The paladin is at -2 to all actions until they plant or harvest a new field of barley or hops for Gambrinus.
- 14 Broken/lost holy weapon. The paladin loses their smite die until they procure a new holy weapon. This should consist of a quest for sacred materials, blessings, service, etc.
- 15 Broken cup of Gambrinus. The paladin loses their spellcasting ability until they procure a new holy cup. This should consist of a quest for sacred materials, blessings, etc.
- 16 Broken cask/flask of Gambrinus. The paladin loses their ability to perform all holy deeds until they can procure a new cask or flask. This should consist of a quest for sacred materials, blessings, etc.



Bazaar of the Bizarre



By James A. Pozenel, Jr.

Pipes of the Nuclear Chaos



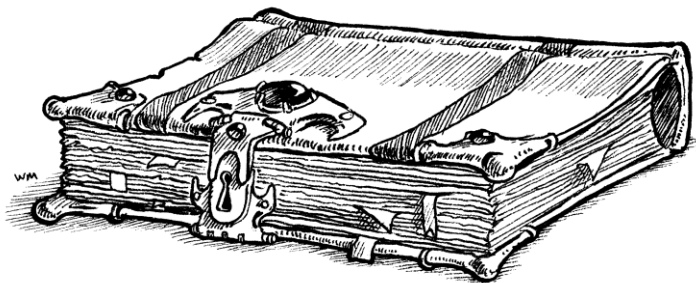
When found, these musical pipes seem as normal as any other. At first use, the timbre of the pipes is thin, the range of notes is quite small, and they evoke unearthly sensations when used together. After but a moment, a monotonous melody comes into the PC's mind and as they play their whole body begins to shudder. To the observer, the piper appears to be shaking or trembling. In the mind's eye of the musician, however, he is drawn into an alien and frightening cosmos, flying through a black abyssal gulf and hearing accompanists playing in harmony or counter-melody with his own piping. Images of alien orbs, cyclopean buildings, and disturbing creatures chaotically assault his mind.

As he approaches the center of the Ultimate Chaos, the musician must make a DC 12 Will save or become completely insane and unable to cast spells or use reasoning for the next 3d4 rounds. Regardless of the result of the will save, after the mental journey to the chaotic nucleus of the cosmos, the piper appears distorted and is difficult to hit with absolute surety. The distortion effect lasts for 3 turns and provides a +2 bonus to his AC. Additionally, the onset of the distortion is so powerful that for the next 1d10 rounds, the piper blinks, appearing in a random location and facing a random direction within eyesight. The user may play the pipes up to 5 times per day, and each time they must pass the DC 12 Will save or suffer a psychotic break with reality.

Learned members of the cults of the Outer Gods know the pipes have the ability bring the dead back to life. By repeatedly playing the queer monotonous melody of the Daemon Sultan over the body of the dead, the ceremony begins. During the hour long evocation, the piper transports himself and the corpse to the center of the Ultimate Chaos. As the piping rises to its terrible and mind sundering crescendo, the formerly dead subject rises shrieking in terror and must make a DC 12 Will save or be permanently insane. The piper and the newly risen must sign in their own blood in the book of Azathoth and take a new secret name. If either participant refuses, they are swept away by creatures with membranous wings and webbed hands never to be seen again. Using their secret name in future *patron bond* checks with the Old Ones confers a +2 bonus to the spell check. The musician and the resurrected return to their plane; the pipes are nowhere to be found.

While in possession of the Pipes of the Nuclear Chaos the owner is cosmically renounced by all the gods except The Outer Gods and The Great Olds Ones. The hit dice of healing granted by *lay on hands* suffer a -1d until the user disposes of the item. If the cleric incurs disapproval while using their *lay on hands* ability on the owner, add an extra 1d4 to the disapproval roll.

Thunderous Book of Agrizaneus



This book appears to be made of blackened metal plates of an oddly porous material, the holes of which seem to run the length of the book in an orderly parallel fashion. Incomprehensible sigils and geometric patterns adorn the covers and the thinner plates inside.

Whenever someone opens the book, it begins making a faint whirring or whistling sound, storm clouds suddenly coalesce, and rumbles of thunder can be heard nearby. After 1d6 rounds a stroke of lightning strikes the book, dealing 5d6 damage (DC 20 Ref save for half) to whomever holds it as well as anyone else within 10'. After the strike, the force of the blast hurls the book 2d20 feet in a random direction.

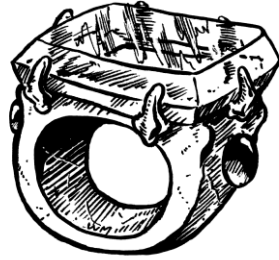
Careful analysis of the item and listening to the whirring, whistling, and clicking sounds of the book reveals that there is a "voice" uttering words amongst the sounds. If the owner interacts with the voice he realizes that it is not just sounds, but an intelligence. Once the book has established communication with the owner, it will teach him how to manifest a bolt of electricity. To do so, the possessor holds the book aloft and calls "Nomat." The resulting bolt of electricity strikes any one target of the user's choice within 100', inflicting 4d6 damage (DC 20 Ref save for half). Being used as a conduit in this way forces the holder to also make a DC 15 Fort save

or be exhausted until he can rest without interruption for 3 full turns (–2 penalty to all attack rolls, skill checks, and spell checks, and –10' to movement). The Thunderous Book of Agrizaneus may only be used once a day in this manner.

Unknown to all but the most esoterically educated, a Small Scion of Logos (see *Angels, Daemons & Beings Between, Volume 1* for details on Logos and his scions) named Nomat was hammered and ensorcelled into this form by the wizard Agrizaneus many centuries ago. It now seeks a humanoid conduit with which to restart its efforts to destroy the sun of this world. The intelligence in the book continually seeks to solicit the owner to *patron bond* with Logos in order to manifest this goal.

Ring of Gibdit the Great

This ring appears to be made of carved bone, crudely inscribed with characters from the runic alphabet. Those knowing goblin and passing an Intelligence check recognize the runes as crudely sounding out



goblin words and the name Gibdit. Outside of sages who have specialized on the race and its history, the name has no special importance. Amongst goblins, Gibdit was a great king who outlived four generations of his progeny (there is some debate if he had some of his grandsons and great-grandsons assassinated or sent on dangerous errands).

After the death of Gibdit his witchdoctor, Thrizgazit, fashioned rings from his skull and other bones. He hoped to sympathetically impart the remarkable hardiness and longevity of the dead goblin king upon himself and his allies. While worn, the ring grants the wearer a +1 bonus on saves versus magical diseases and +3 versus conventional diseases.

The Rings of Gibdit do have an additional side effect on non-goblins. While worn, the bearer speaks goblin flawlessly. While he may think in his native tongue, all the words and phrases come out as if he was a native born goblin. However, the ring does not grant the bearer the ability to understand goblin spoken by another creature.

Icon of St. Bhlad

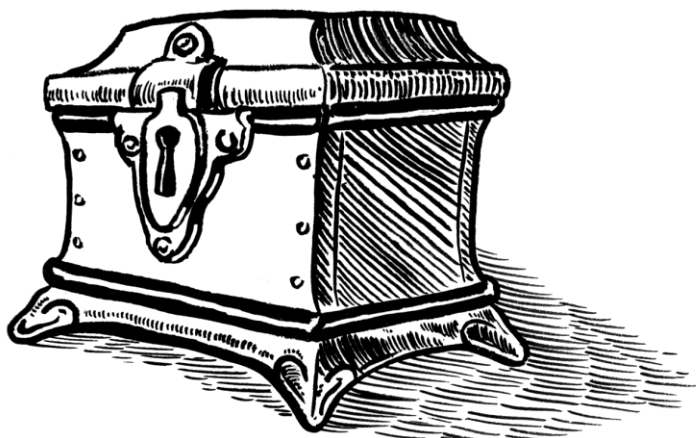
This square of wood has a figure of a saint painted on a background of gold leaf. The figure is dressed in a rich chasuble that would befit a cleric of Amun Tor. The pale coloration of the skin and the dark circles around the eyes would normally not give one pause excepting for the fact that the saint also seems to have fangs. Above his head is the name “Bhlad.”



Around the outside edge if the icon is an inscription in the Neutral alignment tongue. If the inscription is recited aloud, the words of St. Bhlad’s Prayer cause the painted figure’s eyes to glow red until rays strike the reader’s own eyes. As the affected eyes adjust from the intense erubescence light, the reader becomes more persuasive, strong of mind, and glib of tongue. He receives +2 Personality and an addition of +1 Will saves for 1 turn. The owner of the icon may read the prayer three times in any given week.

1d10 rounds after the prayer is spoken, the icon becomes surrounded by a swarm of vampire bats (see the *DCC Core Rulebook*, page 396) which attack all within its 20’ x 20’ space until dispersed or 1 turn passes. If the user is able to control the bat swarm in some fashion, he receives a +5 bonus to any relevant checks to control the swarm.

The Mad Merchant's Treasures



by Kevin White and Shyloh Wideman

As you travel down the road, an old bearded man bursts from the nearby woods, muttering to himself. His once violet robes are now a filthy, gangrenous black. Startled by your presence, he shouts indignantly, "You can't have my treasures! They're all gone! I threw them all out! Even my gold! See! All of it!" He flashes open his robes exposing his thin naked body. "But I hope you do find them! Yes, yes, I hope you do! See, the treasures are not as they once were. No indeed! Pandemonium got to them as it has gotten us all!" The man darts back into the woods, cackling as he disappears from sight.

The merchant has been trapped in Pandemonium most of his life and now lives as a hermit near where the party is travelling. Once encountered, the merchant cannot be relocated as he can easily avoid the adventurers. Pandemonium's chaotic magic corrupted his treasures over time and none of them work as well as they once did. The treasures may be removed from Pandemonium, but their corruption will remain. The merchant and his items can be placed in any adventure.

Tenophar, the Compelling

Tenophar is an ornate bronze nasal helmet in the shape of a forward-sloping cone. The cone is a finely detailed hawk, with small moonstones for eyes, a sharp beak, and every feather meticulously outlined. The base of the cone is a thick, flat band with a thin nosepiece and an extension of the eagle's tail-feathers that covers the back of the neck. An attached mail coif covers the rest of the neck and the sides of the face. It has a heavy patina, and inside the helmet is the mark of the dwarven clan Khaylstrom.



Background

Tenophar was commissioned by a long-forgotten king for use in the royal court during negotiation proceedings. It eventually garnered enough ill will that even friends of the king conspired to make it disappear. How or when this happened is lost to history.

Its last owner was the halfling Carroway Twelves-Toes, who snatched the helm from the head of the impossibly drunk Donagle the Frog-Knight. Carroway found Donagle sobbing in an ally, repeating to himself, "But I'm the life of the party. The ladies love me."

Carroway quickly realized his new talents while wearing Tenophar and started hiring himself out as a contract negotiator on behalf of various adventuring parties.

Setting

In a clearing in the forest is a flat 5' wide blood-stained stump surrounded by tall grass. Hanging half on this chopping block are the skeletal remains of a halfling. If inspected, one may notice the halfling has twelve toes. The halfling's skull, still wearing Tenophar, can be found in the grass about 5' away from the stump.

If Tenophar is removed from the skull, the skull will immediately begin insulting the party, while the headless skeleton reanimates and attacks and tries to reattach the skull to its severed neck. The skull has a scratchy, whispering voice and always laughs a wheezing chuckle after making an insult. If the skeleton is destroyed, it will reform in 1d4 rounds. Only destroying the skull will stop the skeleton from reforming and the barrage of insults to cease.

Halfling skeleton: Init +0; Atk fist +0 melee (1d4); AC 9; HD 2d6; hp 7; MV 20'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons, reanimates in 1d4 rounds unless skull is destroyed; SV Fort +1, Ref +1, Will -1; AL C.

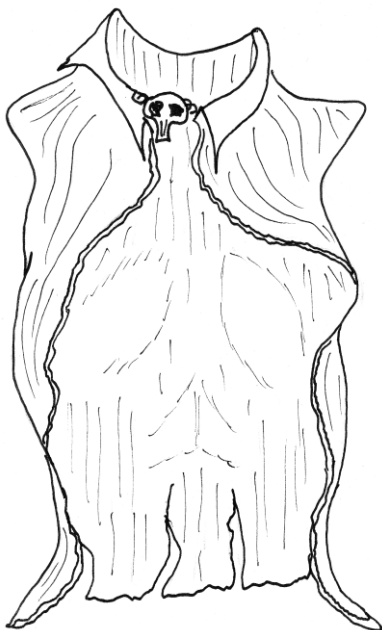
Powers

Original: Wearer receives a +2 bonus to Personality when speaking in a language understood by both parties.

Corruption: In addition to the original power, each time the wearer speaks, the player must roll 1d20. If a 1 is rolled, the wearer shouts out the most inappropriate and inciting thing for the situation they are in. Players should not be made aware of the corruption until they roll a 1.

Nellia, the Lonesome Surface Dweller

Nellia is a hooded cloak made of enchanted leather of a fish-like sea monster. This pale, ashen robe is rippled and scaly, swallowing much of the light that touches it. It is lined with black silk and is heavier and less flexible than most cloaks.



Background

Nellia was made from the scaly hide of the Beast of Marigold Harbor. This 15' long, fish-like creature had eyes on long stalks, a lamprey mouth, and scales of a hue purported different by each person reporting seeing it. The beast was harpooned by a young Lariss Skulkery, the now legendary angler from Marigold Harbor. After a long struggle, Lariss found herself victorious but pulled far out to sea. After a night and the best part of a day, she rowed her small craft back to shore with the monstrous beast in tow. The beast's hide was preserved and eventually purchased by Ochrebeard the Enchanter, a patron funding the renovation of Marigold Harbor. It is believed that Ochrebeard used a portion of the beast's hide to create Nellia.

Setting

The party is spotted by Eval Perceval, a frail human woodsman who has been lost in the woods for a number of days and is seeking a way out. Eval found the cloak in the woods and is using its chameleon-like properties to hide from the party, leery to approach them directly. He is virtually impossible to see unless someone from

the party comes within 10' of his hiding place. If the party makes camp, he will attempt to raid their food. He has only been alone since finding the cloak so is unaware that it may change colors if others get too close.

Eval Perceval: Init -1; Atk dagger +0 melee (1d4); AC 11; HD 2d6; hp 7; MV 30'; Act 1d20; SP camouflage; SV Fort +0, Ref +0, Will +0; AL N.

Powers

Original: When the wearer lies on or stands against a solid surface for 1 minute, they automatically are completely hidden by the cloak's camouflage ability.

Corruption: When someone else gets too near, the cloak will start responding to the wearer's nervousness and begin shifting colors depending on the wearer's mood, revealing them. Roll 1d20 when someone else is within 20', 1d10 when someone else is within 10', and 1d6 when someone is within 5'. On a roll of 5 or lower for any of these, the wearer is revealed.

Bethyl, the Maltlord

Bethyl is an enchanted beer stein crafted from the tip of a giant boar's tusk. It is black and ivory in color, and has a large, curved silver handle that runs its length.



Background

Bethyl was gifted by an ancient forest spirit to the barbarian Chieftain Fulkinem when he defeated the giant boar in a wrestling match. It remained in Fulkinem's bloodline until his people were conquered and forgotten. Since then it has passed through the hands of many treasure seekers, and is said to temporarily cease filling if one of insufficient courage drinks from it.

Setting

A shallow river runs through the forest with a shallow pool next to where the stream curves sharply. Bethyl is half buried in the sand at the bottom of the pool, but easily visible from the shore. Since its corruption, the tusk has been emitting a slow trickle of isopropyl alcohol into the pool and river. The pool itself is now so poisoned that it is devoid of animal or plant life, filled with sparkling clear water that gives off a faint acrid odor. Any creature drinking from this pool will suffer the same effects as if drinking directly from Bethyl itself.

There is a long-snouted, crocodile-like beast that lives just downriver from the pool. The giant gharial has taken to eating any carrion caused by the pool that floats its way. Continual exposure to the alcohol has damaged its vision and made it constantly drunk. If anyone moves to enter the pool or approach it, it will first thrash and hiss, then attack fearlessly if they do not back down.

Giant Gharial: Init -4; Atk bite -4 melee (2d6+2) or slam -6 melee (2d6+2); AC 14; HD 6d8; hp 25; MV 20'; Act 2d20; SV Fort +2, Ref -2, Will -2; AL N.

Powers

Original: Bethyl refills itself to the brim with a straw colored, high alcohol, skunky smelling ale.

Corruption: The liquor created by Bethyl now includes isopropyl alcohol, making the liquor twice as strong, adding an acrid smell and a slightly bitter and metallic taste. 3 turns after drinking from Bethyl, drinkers must make 3 Luck rolls for each full stein they consumed or 1 Luck roll for each sip. On failure, the consumer is poisoned and advances on the poison table below, suffering the consequences for each additional failure they suffer.

- First failure: heartbeat slows. -2 to attacks, damage, and saves. Recovery after a full night's rest.
- Second failure: temperature drop. Max speed 10'. Recovery after a full night's rest.
- Third failure: hypothermia. -4 Stamina. Recovery after 24 hours of rest and being kept warm.
- Fourth failure: seizures. Temporary paralysis. Recovery after 1d4 hours.
- Fifth failure: blindness. Recovery after 3d4 days.
- Additional failures: add 1d4 additional days to recover from the fifth failure.

Harrah, the Flowering Vine

Harrah is a 5' long walking stick, made from twisted rosewood vines with a rust red carnelian carved to look like a rosebud on the end. Its entire length is covered in small thorns.

Background

Harrah is an elven walking stick created as a gift for a rose gardener, able to be extended to 10', call water from the ground, and cause plants to grow quickly. It was said to have been stolen by a jealous lover and sold off to a traveling merchant.



Setting

The party notices the ground in the forest is starting to get soggy with standing water in places. Further ahead the party finds itself at the base of a shallow, rocky ravine. The ground is covered in small rocks and boulders and the wall of the ravine in front of the party is covered in a thorny bramble 5' high. The water runs from the top of the ravine, between the rocks hidden beneath the bramble, then spills out in front of the party where the bramble stops. At the top of the ravine where the water originates, Harrah is 'planted' in the ground. Fully extended to 10', the staff can be seen protruding from the vines, with the red carnelian standing out among the green.

To reach Harrah, the party will have to climb 30' up the ravine through the spiked brambles and over the difficult, rocky terrain (this is the same no matter the approach direction). If someone manages to reach the staff he will have to cut it from the ground, which will cause the water to cease flowing and the brambles coming off it to immediately brown and harden. The staff will immediately resize to 5' when cut, growing any additional length required from the piece with the carnelian rose.

Powers

Original: At the user's will, Harrah can be extended to 10' and, when forced into the earth, causes a small spring of water to trickle forth while making existing roses within a 15' radius to grow voraciously.

Corruption: The staff is covered in thorns and cannot be wielded properly without thick gloves. One round after being thrust into the earth, or after one minute of touching the exposed earth, a thorny, 5' tall entangling bramble will explode from Harrah and cover the ground in a 15' radius. If not removed, this will extend to a maximum 30' radius over the course of 24 hours. Water will also start slowly trickling from the earth where Harrah has rooted. To remove the staff, it must be cut from the ground, causing the water to stop flowing and the brambles created by Harrah to immediately turn brown and harden.

Mors Mercator



By Clayton Williams

Mors Mercator is a wandering NPC that pulls a wagon of wonders, wares, and weird things filled with objects she collects as she travels through rifts in time, space, and dimensional planes. She journeys to escape the maker of time, who, if he catches her, will freeze her between seconds for

eternity. Her only solace is in the trinkets and treasures she finds and the amusement she derives from them.

Throughout the millennia it looks like she has partaken in several of the interesting items she has found. Her visage of a beautiful woman is only made that much clearer compared to the weird appendages that are where a normal foot or a hand should be.

If characters happen upon Mors she will greet them to play a game with her. Games are fun, right? She cares not for money, but for entertainment and the trade of new and interesting things. “Care to play a game to entertain this weary traveler? There is a promise of power and wonder which most enjoy. Your options are simple. Solve a riddle or pay a price; you will still gain something to entice. Mayhaps you are able, you can entrust a gift to pique my interest and still be stable. If ye be crafty you may find another way to satisfy me.”

She will only be entertained up to 3 times before saying she is bored and moving on (or at judge’s discretion).

Riddles*

Q: I am something without an end and eyes just as deep, gather your courage if you wish to peek. What am I?

A: Abyss

Q: I can be found in every dimension and all around, but you can never get enough of me. What am I?

A: Space

Q: *I came before the chicken and the egg, devouring all the things said. What am I?*

A: *Time*

Q: *I am your best friend and your worst enemy. Most who push me will be sorry. What am I?*

A: *Luck*

*Or come up with your own.



Notes & Flavor

- She will try and be as vague as possible about the item offered for sale until the cost is paid....what fun is there without any surprises or mystery?
- If attacked she becomes incorporeal and cannot be touched. If angered she can choose to open a dimensional rift beneath the party (judges can use this NPC to move a party to other settings and environments).
- If the PCs choose to try and entertain her instead of paying a cost before rolling they may do so. At the judge's discretion they may increase the percentile success range. Base range is 5%.
- While Mors has travelled far, she has not seen normal humans, dwarfs, or elves in a very long time.
- All items when received are consumed/ worn/ or otherwise effective immediately, are permanent, and can cannot be removed unless the PC is willing to take a 1d5 Stamina loss.
- Pets and scrolls can only be commanded or read by those they are given to unless a PC attacks and kills its owner.
- At the judge's discretion, replace anything in the table with something you want.

Item Offered by Mors

Roll

d10 Item (No Duplicates)

-
- 1 Gear. Roll 1d12: (1) football helmet, +2 AC, -2 Intelligence. You are more likely to charge into battle without a plan (team logo at judge's discretion). You like slapping random people on the butt, especially after an encounter, and you cannot explain why; (2) baseball cap. You are good with clubs/maces (+2 attack rolls, -2 attack rolls to all other weapon types, team logo at judge's discretion); (3) bulky white helmet, -3 to ranged attacks, +1 ranged damage, enemies incur a -2 initiative as you shuffle onto the field of battle; (4) pink headband, +2 Stamina, hair turns red, grows out, and curls. 20% chance to break out into an exercise routine twice a day for 30 minutes or at judge's discretion; (5) black karate gi, +1 Agility, +2 attack and damage rolls for fists, nunchaku, and staffs, -2 to all other weapon types, PC has a faint yellow glowing aura. PC must greet all enemies and allies with politeness; (6) black sound box, it has mesh sides and a dial that goes to 11. Once per day, enemies within 100' must make a DC 12 Will save or break out dancing (-4 to all checks). Allies must make a DC 8 Will save or break out dancing. The PC must dance as well. This lasts 1 round (player/judge discretion for what it plays). May only be used by the one who originally received it; (7) "vike" shoes, +1 initiative, +2 to climb checks, +10' to speed. PC has an urge to tell people to just DO IT; (8) fingerless gloves, +2 Personality, must dance for 20 minutes twice a day; (9) board that hovers. Must use one foot to push forward, glides 60', can be used by anyone, DC 11 Agility check to ride. Counts as mounted combat. 50% chance that when riding a large gong pile exists around the next corner; (10) biker jacket with skull on back, +2 attack when mounted, +1 Personality, -1 attack when flat footed; (11) catcher mask, +2 AC vs ranged attacks. Must start all battles in crouched position; (12) two wheeled headless horse with basket in front and metal gears. Imbued with *feather fall* cast with a +6 spell check. However, player must sing an appropriately embarrassing song about flying (judge's discretion) while using.

- 2 Vial of liquid. Roll 1d8: (1) vial of black liquid - black blood of the dirt. PC is reduced in size to a small half-humanoid wingless dragon. The PC is reduced in height by a foot, and receives +2 AC, +2 Strength, +1 Stamina, -2 Personality. The PC can also fire spit twice a day (+2 attack, 1d8+2, 5' splash damage). In addition, the PC can no longer wear standard armor; (2) vial of blue liquid - creature from dark colored pond. PC gains webbed hands and feet, a scaly face, enlarged ears, and the ability to breathe underwater for 30 minutes; (3) vial of green liquid. PC grows thick dark dreadlocks made of skin, mandible mouth, and gains melee weapon knowledge +2 attack rolls with all melee weapons, but loses the ability to speak common, instead makes clicking sounds; (4) vial of teal liquid. PC's skin turns blue, grows tall, large eyes, feels the heartbeat of trees. Moving through forests, jungles and swamps is easy. Once every 3 hours, PC can ask the trees a question. There is a 75% chance PC understands the answer and it is not vague; (5) vial of white liquid. PC's skin turns pale white and they now hunger for live flesh and must consume 10 lbs at least once every 2 days. The PC also now regenerates 2 hp every 6 hours, and their limbs can grow back over 2 days, but is hard to wake up when sleeping. If not fed PC will attack closest living being; (6) vial of yellow liquid. PC's feet become hooved and hairy, facial features become more cow like, 2 small horns grow from the PC's head. A short tail also grows. +2 Strength, +1 Stamina, -1 Intelligence, easily enraged, loves puzzles and mazes; (7) vial of pink liquid. PC's skin turns hard and clear like tough glass, the interior of the body is visible and moves like liquid. +2 AC, +3 to break doors or walls. If the PC is damaged, add +1 as skin cracks like glass and vitals leak out; (8) vial of brown liquid. PC grows brown hair over entire body. PC must make guttural sounds at the beginning of most conversations. The PC receives +1 to ranged attacks, +1 Strength, Intelligence, Luck, and -1 Personality. PC gets annoyed easily by incompetence.
- 3 Body augmentation. Cost is always #1. Roll 1d12 (1) large frog leg. PC's leg is replaced by a large frog leg, gaining the ability to swim and jump 10', but is -10 to regular movement and has constant fish odor; (2) Black eye with tendrils inside. Once per

day gain *second sight* at result 20, [SECRETLY] gain desire to worship Cthulhu; (3) crab arm. Claw attack +1 melee (1d4 dmg +2), +1 AC, cannot use 2 handed weapons; (4) long golden horn affixed to the middle of forehead. PC gains the ability to communicate with horses and +1 to spell checks. 50% chance that PC craps pants twice a day unless wearing assless chaps. You no longer eat with your hands. PC gains desire for apples; (5) void face with dangling eye. PC's face is replaced. Face can be used as storage for small things, item weight and quantity does not matter. Voice projects from the void. Immune to gas based attacks. Loss of taste and smell; (6) chainsaw attached to arm. It has been modified to run on alcohol. +3 attack, 1d10 +1 dmg + 1d3 bleeding per round. PC gets drunk with continued use and receives a temporary -1 to Intelligence every 2 uses. Must rest 12 hours to regain all Intelligence lost (if loss of Intelligence is > 6, the next day the PC also temporarily loses -2 Strength); (7) Left hand with mouth and eyes. It has a personality that makes fun of the host. It has two features/functions. It can perform a sucking gulp. This sucks in the surrounding air for 10 seconds, including small projectiles, bugs, leaves etc. It can also use digestive regeneration, spend time consuming over 100 lbs of dirt or flesh to regain 1d6 hp. One of these functions can be performed once per day; (8) silk spider butt. Shoot tough spider silk string from butt up to 300' per day or in a 10' arc 100' long. Holds 800 lbs, DC 20 Strength check to break; (9) hand becomes 3 large chunky fingers and a hole emerges on PC's palm that squirts green ink (one target), 3 times a day. Ink has a chance to blind targets for 1d3 rounds that fail a DC 15 Fort save; (10) large tail with hard ball sack on the end. Move really slow at only 10'. Appendage can crush rocks but is hard to swing (-1 attack, 1d10+1 damage); (11) large fly wings. PC can fly short distances carrying up to 250 lbs in additional weight, flying speed is 20'. PC craves very sweet things all the time; (12) Metallic skeletal arm. +4 Strength checks, -1 Personality. Add personality trait of either misinterprets conversations or hard to reason with.

- 4 Pet. Roll 1d10: (1) two ferrets, always looking to cause mischief for enemies and allies alike, but always help PC when things

look down. Init +3; Atk N/A; AC 15; HD 2d8; hp 9; MV 20'; Act 1d20; SP prank (if successful causes a detriment to ally or enemy); SV Fort +0, Ref +4, Will -1; AL C; (2) 3 tiny robots that help fix or build things. Cannot be commanded, but will follow PC. AC 17; HD 1d10; hp 8. They tend to work on things the PC wants to work on or fix and do things when no one is looking or expecting; (3) green tiger. Acts scared most of the time, only when mounted does it act fierce. Init -2; Atk whimper (0) or maul +3 melee (1d10+1); AC 13; HD 3d10; hp 16; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will -6; AL N; (4) buzzard vulture. Init -1; Atk peck +1 melee (1d6); AC 13; HD 2d10; hp 12; MV fly 40'; Act 1d20; SV Fort +1, Ref +1, Will -1; AL C; (5) spirit/haunting. Looks like a child, can pass through walls, pacifist. Init +3; Atk SP; AC 14; HD 2d6; hp 8; MV float 20'; Act 1d20; SP immune to non-magical attacks, polite scare (DC 8 will save or target is baffled for 1d2 rounds, result of 1 target runs away scared); SV Fort N/A, Ref N/A, Will -3; AL L; (6) gelatinous bear. Bounces toward enemies. Init -1; Atk ricochet tackle +2 melee (1d3+1); AC 14; HD 2d10; hp 12; MV bounce 40'; Act 1d20; SV Fort -2, Ref +6, Will -2; AL N; (7) yellow creature imbued with lightning. Init +2; Atk shock +2 melee (lighting 1d6+ DC 15 Fort save or stun 1d2 rounds); AC 12; HD 2d8; hp 10; MV 30'; Act 1d20; SP Immune to electrical attacks; SV Fort -1, Ref +4, Will -1; AL C; (8) big fluffy red monster. Likes to call people "George." Yes, George. Init 0; Atk hug +2 melee (1d3, upon successful hit, target is grappled and snuggled); AC 13; HD 2d12; hp 16; MV 30'; Act 1d20; SV Fort +3, Ref -1, Will -2; AL C; (9) talking bat. Somewhat crazy. Init +1; Atk SP; AC 14; HD 2d8; hp 10 hp; MV 30ft (flying); Act 1d20; SP flying rant/tangent (DC 13 Will save or target is baffled for 1d2 rounds), can drop small objects while flying, immune to electrical attacks; SV Fort -1, Ref +3, Will +3; AL C; (10) cruel white rabbit. Must be kept in a box and only released under dire conditions. Stats unknown.

- 5 Mors pulls out a spray can and douses the PC. Roll 1d10: (1) pig snout. The PC's features change to that of a pig snout. They can now dig with their face and have enhanced smell; (2) poison glands. The PC's skin secretes a horrible poison that causes 1d4

dmg for every round of contact. Being affectionate is now dangerous. (3) slime secretion. PC's skin secretes a lubricating red slime. Running and attacking become difficult, but they are quick and hard to hit. -10' MV, -3 all attacks, +3 Ref saves, +3 AC; (4) face and arms on chest. A small face and arms grow out of the PC's chest. It has a personality of its own, can wield a dagger, and adds to PC's AC and hp. Init -1; Atk dagger -2 melee (1d4-2); AC +3; hp 6; Act 1d20; SP shares damage with host; AL random; (5) porcupine hair. PC cannot wear cloth shirts without difficulty. Shoot quills once every 2 days, 40' radius from PC, afterwards the PC is exhausted for 1 round (each creature within range suffer 3 attacks each at +3, 1d4+1 damage); (6) all thumbs. Ranged weapons are difficult to use (grapple +3, -4 attack); (7) bat ears. If the PC makes a sound whistle, growl, yell, etc...they can roughly interpret the size, shape, and distance of objects within a 100' radius; (8) udders. PC grows 6 udders on their chest. The udders produce milk that gives those who drink it renewed vigor, adding +1 to all attacks and spell checks for 1d4 rounds. The milk has addictive properties; (9) porcelain touch. PC's hands turn a milky white. Objects the player touches have a 30% chance of slowly turning into porcelain. PC loses feeling in hands; (10) 3 more eyes. Init +3, but the PC finds it hard to sleep.

- 6 Weapon. Roll 1d8: (1) hidden walking stick katana (attack +1, 1d8+2); (2) dark glasses/shades (*detect evil* +3, any creatures that would harm you appear with black hollow eyes and blue skin tint); (3) knife gloves and a striped long sleeve shirt (attack +1, 1d6+1 plus DC 10 Will save or target is frightened). Once put on they can never come off. PC suffers sleepless nights, all benefit from rest is halved; (4) large gold 5-point throwing star that folds up. Returns to PC with a thought +4 (1d8+4, range 60', 10% chance it gets stuck in what it hits); (5) giant sword of the berserker. 6' long, 17+ Strength to wield without penalty (attack +4, 1d12+2, 20% chance to cut off limb of target); (6) hockey stick (+1 AC, attack +1, 1d8+1); (7) severed hand with 3 hard metal claws coming out (attack +2, 1d6+2, ignores armor, never breaks); (8) yellow belt with explosive grappling wing gun and winch (150') holds 350 lbs total.

- 7 Scroll. Roll 1d8: (1) scroll of wild magic. Random level 2 or 3 wizard or cleric spell with 1d20 spell check; (2) scroll of instant pit trap. Pit is 50' wide and 100' deep. 1% chance it opens underneath caster. Trap DC = spell check; (3) scroll of summon random creature. PC must make a Personality check in order to control what is summoned; (4) scroll of hinderance. Targets drop to bottom of initiative order and receive -2 all rolls. Spell check 15-16 = 1 target, 17-19 = 2 targets, 20-22 = 3 targets, 23+ = 5 targets; (5) scroll of madness. All enemies see random illusions of what they hate the most. Allies must make a DC 5 Will save or suffer the same effect; (6) scroll of teleport. Teleport to any location the PC can see or remember. Spell check 15-16 = 1 target, 17-19 = 2 targets, 20-22 = 3 targets, 23+ = 5 targets. Non-wizards take -2 Stamina damage when casting; (7) scroll of annoy a god. Roll randomly against either gods/deities that have an interest in the current party/quest or against the tables in the DCC rule book. 50% chance the god decides to help you or negatively affect everyone including enemies (judge's discretion); (8) scroll of rot and rust. All iron weapons within 30' of caster turn to dust and all living organisms take 1d4 damage. 25% chance the caster is included in the affect.
- 8 Ranged weapon. Roll 1d6: (1) tiny trebuchet that has a small phrase engraved on it. Once per day saying the phrase will change the size from tiny to normal or vice versa. The trebuchet weighs 700 lbs, and requires a combined Strength of 36+ to move at 5' rate (range 150', +7 Atk, 3d10); (2) a black Y-shaped metal tube. Shoots green burst when the trigger is clicked, PC must make a DC 14 Intelligence check to operate (target must make a DC 18 Will save or fall asleep, 12 shots total); (3) small red and white ball. When thrown and hits something a 3' size very cranky plant monster emerges and attacks what was hit (Atk vine whip +4 ranged (1d10+1, 50'); AC 10; hp 10); (4) sling-shot. It is very fast granting the PC two attacks a round (attack +1, 1d4+1); (5) pistol (attack +5, 1d10+2, 4 shots, DC 22 Intelligence check and 24 hours to make 4 more bullets); (6) attack doll with red hair and cooking knife. When thrown it latches onto enemy and attacks each round. Stares at PC while they sleep (attack +6, 1d3+1, DC 12 Strength check to throw it off).

- 9 Book of spells. Each book allows a PC the chance to learn 1 result (DC 15 Intelligence check, wizards get a +1 bonus). All spells listed require a spell check of 12+ to be cast. Roll 1d6:

(1) Book of dung beetles

- * *Summon giant dung beetle*. Init same as PC; Atk +1 flip melee (1d3) or charge +2 melee (1d6); AC 14; HD 2d12; hp 16; MV 30'; Act 1d20; SP 0; SV Fort +3, Ref -4, Will -2; AL N.
- * *Bug language*. Ability to speak and understand bugs.
- * *Transform into beetle* (1/day; 1d4 rounds, PC is exhausted 2 rounds after, +4 AC, +10 hp).

(2) Book of poisons

- * *Create poison*. Roll randomly on poisons table in DCC rule book. If the PC fails the spell check, they take 1d3 damage plus adds a scar to their hands.
- * *Perfect immunity*. PC is immune to all poisons.
- * *Summon giant scorpion*. Init same as PC; Atk +1 sting melee (1d3 + poison) or claw +1 melee (1d6+1); AC 13; HD 2d10; hp 12; MV 30'; Act 1d20; SP 0; SV Fort +1, Ref -4, Will +1; AL C.

(3) Book of slime

- * *Slime shield* (+2 AC, soaks 1d10 worth of damage before melting away).
- * *Slime wall* (+3 AC to allies within 5', soaks 3d10 worth of damage before melting away).
- * *Summon giant slime*. Init same as PC; Atk envelop +4 melee (1d3 per round, DC 13 Strength to escape); AC 9; HD 3d10; hp 20; MV 30'; Act 1d20; SP 0; SV Fort -2, Ref -4, Will +4; AL N.

(4) Book of birds

- * *Summon random bird* (AC no higher than 15 and hp no higher than 20).
- * *Bird language*. Can speak to birds.
- * *Flock of seagulls*. PC brings forth a flock of seagulls. Area becomes really noisy and accumulates bird excrement. Init +1; Atk peck +2 melee (1d8); AC 13; HD 3d10; hp 16; MV 30'; Act 1d20; SP 0; SV Fort -3, Ref +6, Will -1; AL C.

(5) Book of ghosts

- * *Interrogate ghost/dead.* Once per day, the PC can force information out of the recently dead. If successful, a ghost appears that can only tell the truth. Lasts for 20 minutes.
- * *Summon random specter.* PC summons an incorporeal being from another time period. Specter acts in favor of the party, but does not have to like it. Lasts for 2 hours. Init +1; Atk heart squeeze +1 melee (1d3); AC 17; HD 2d10; hp 12; MV 30'; Act 1d20; SP takes only half damage from physical attacks; SV Fort N/A, Ref -1, Will -1; AL N/A.
- * *Phase shift.* PC becomes transparent for 2 rounds and can pass through solid objects. Can be used twice a day.

(6) Book of Bees

- * *Honey rain.* PC can call a storm cloud that rains thick honey on a 20' area. Targets caught in this area must make a Strength check each round as the honey hardens DC starts at 7 and goes up by 2 every round. Failure results in -8 to all ranged and melee attacks. It can only be cast once per day and if the spell check is failed, the spell is lost for 3 days.
- * *Summon swarm.* PC brings forth a swarm of bees. Init +1; Atk sting +3 melee (1d10); AC 15; HD 3d10; hp 20; MV 30'; Act 1d20; SP 0; SV Fort -2, Ref +6, Will -1; AL C.
- * *Hive mind.* PC shakes butt at target and they become in tune with the PC's thoughts. PC can stay connected with up to 3 entities.

- 10 Viands. Roll 1d8: (1) spice from red sand planet. Provides limited *telekinesis*, range 50' and 50 lbs, temporary -1 Stamina on each use; (2) drink me. Every time the PC drinks a liquid they get 10% smaller and receive -1 to all physical stats. After 6 hours they become extremely thirsty. Wears off after 8 hours; (3) eat a box of sweets. +2 initiative, if player runs they must run for at least 3 hours; (4) grainy thick green pastries. Gain +1 Strength

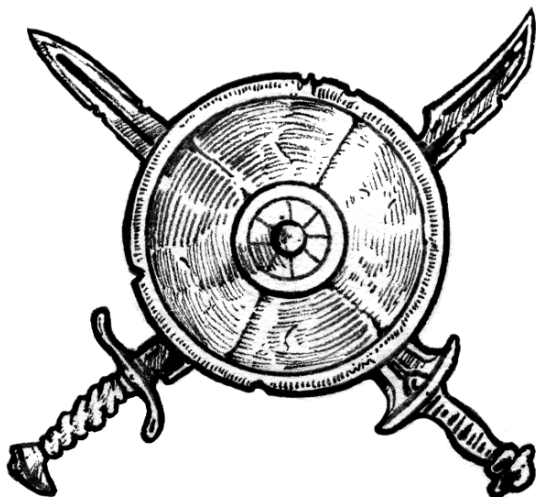
and Stamina, and -1 Luck. Other food just doesn't have a good flavor anymore. PC starts to wonder what the character next them would taste like grilled with some pepper. Given the option to eat human flesh (not from a live human) they must do so; (5) eat me. Every time the PC eats they get 10% bigger and receive +1 Strength and Stamina. After 5 hours they become extremely hungry. Wears off after 8 hours; (6) glowing chicken leg. PC gains memories of the last 10 minutes of the thing that was eaten right before it died; (7) tiny wings. PC gains the haunt of a fairy that can cast any level 1 wizard spell twice a day with a +1 spell check. PC must appease the fairy's whims daily; (8) black meat. PC turns into a weremutt when they wear any significant amount of clothes (weapons/backpacks/belts/jewelry do not count). PC cannot handle man-made weapons or tools in weremutt form, otherwise +3 Strength, +2 Stamina, +3 AC, Atk claw +2 melee (1d6+1) or bite (1d8+2), must eat meat once a day or become rabid and uncontrollable.



Cost for What the PC Gets from Mors

Roll 1d16	Effect
1	Limb. PC loses -2 Stamina.
2	Random sense. Roll 1d3 for effect: (1) lost; (2) diminished; (3) extremely over-sensitive. Roll 1d5 for sense: (1) sight; (2) hearing; (3) smell; (4) touch; (5) taste.
3	Love lost. Roll 1d5: (1) food; (2) people; (3) nature; (4) money, (5) hygiene.
4	A night in bed with Mors (gain minor mutation at judge's discretion).
5	Life Force (-1d3+1 from random physical attribute).
6	Gain hatred for random character in the party or loved one back home.
7	Major corruption.
8	PC's attacks gain mercurial magic effect (-10% to die roll on mercurial table).
9	PC falls head over heels in love with random ally, present or not.
10	Phobia. Roll 1d8: (1) scared of blood; (2) dark; (3) spiders; (4) horses; (5) strangers; (6) light; (7) water; (8) judge's choice.
11	Roll 1d3: (1) cannot lie; (2) cannot steal; (3) cannot tell the truth.
12	PC becomes emotionally sensitive.
13	Weakness. Roll 1d3 (1) Fort -2; (2) Will -2; (3) Ref -2.
14	Sleep disorder. Roll 1d2: (1) narcolepsy; (2) nocturnal.
15	PC attracts enemies in combat (50% chance).
16	PC becomes allergic to iron and mithril (2' radius).

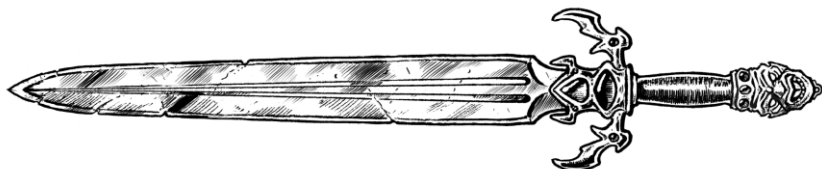
Weapon Variants



By R.S. Tilton

The mighty deed is one of the great innovations of Dungeon Crawl Classics. On page 92 of the *DCC RPG* rulebook weapon specific deeds are mentioned, but not many players create their own weapon deeds. A weapon may have the exact same damage, and even the same weight, but in the hands of the well-trained each weapon performs differently. This article presents three entirely unique weapon specific deeds based on the following long sword variants:

Weapon	Damage	Cost in gp
Broadsword	1d8	15
Katana	1d8	50
Scimitar	1d8	12

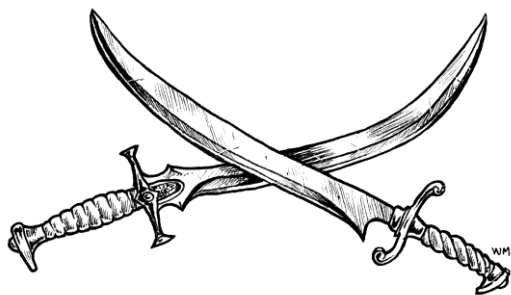


Broadsword: *a heavy bladed military sword, with a basket hilt. The basket hilt could be used to deliver a heavy handed punch when blades were locked.*

Result	Description
Critical Failure	The basket hilt of your weapon is damaged. -1 to attack rolls until it can be repaired.
3	You bash your opponent in the face with the basket hilt. Blood streams into their eyes, blinding them for 1d4 rounds.
4	After you strike, you drop into a defensive stance. Gain +1 AC until the end of the next round.
5	You rain down blows on your enemy driving them back 1d4 x 5'.
6	A brilliant feint leaves your opponent confused. Foe falls to the bottom of the initiative count.
7+	You bring the blade down with your full weight, driving your opponent to their knees. Inflict an additional +2d4 damage and foe must spend half their movement regaining their feet next turn.
Critical Success	You drive your weapon deep into your enemy's chest. With a vicious twist you wrench the blade free, inflicting +2d6 additional damage.

Katana: *the classic Japanese longsword, later era katana had the steel folded hundreds of times, honed to a razor sharp edge.*

Result	Description
Critical Failure	The blade binds in the opponent's clothing or armor and is wrenched from your grasp. You are disarmed.
3	You duck below your foe's attack and slice across the foe's legs. -5' movement until healed.
4	A heavy two-handed attack. +1d damage.
5	You slip to the side of the enemy as you cut. Foe suffers a -2 penalty to their next attack against you.
6	The blade of your katana slices through your foe's weapon, cutting it in half (magic weapons are immune to this effect).
7+	You dance around your enemies. Make another attack against another foe at -1d attack/damage.
Critical Success	Two strikes, one cut. With blinding speed, the wielder strikes, and then immediately strikes the same location again. Roll an additional attack against the same target ignoring armor.

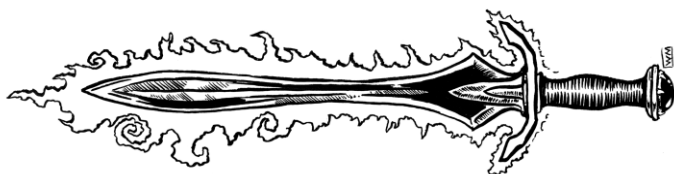


Scimitar: *the classic Middle Eastern single edged curved sword, commonly used from horseback. When used from horseback, the scimitar gains a +1 bonus to the deed roll.*

Result	Description
Critical Failure	Your sword is embedded in a shield, wall, or tangled in clothing, effectively disarming you.
3	You force your opponent back 5' with the power of your attack.
4	You let loose a rallying war cry, providing allies a +1 bonus to morale checks for the remainder of the round.
5	An enemy, up to the same size as your mount, is over-run. +1d6 trample damage and knocked prone.
6	Furious assault drives enemy into an adjacent foe's weapon, inflicting damage on the target.
7+	A brilliant strike slices open the throat of the opponent. Target bleeds for 1d3 damage each round until dead or healed. Foe suffers a -1d3 to all spellcasting attempts.
Critical Success	Riding high in your stirrups, you let loose a mighty whoop as you decapitate your opponent with a single strike.

Unique Magic Items

By using the idea of the deeds table, magic items become even more unique. If a magic item has an activation die, then the die indicated in the table is rolled. Activation dice may not be modified by Luck.



Hellblade: *this vicious weapon appears to be fire-scorched upon first appearance, the blade blackened and beyond repair. When gripped, the pommel is scalding, and brands an unknown sigil on the hand (1 hit point of damage, should the damage kill the wielder, the body will burst into flame, consuming body & soul). Beings immune to fire will not be scarred, but will be unable to unlock the powers of the blade.*

Once branded its true form is revealed, a heavy black blade etched with infernal runes that glow with a hellish light. The branded wielder gains a d6 activation die, which triggers the effects listed below. The weapon and wielder detect as evil or chaotic when viewed with the appropriate spell.

Result	Description
1	The blade inflicts searing pain, which distracts the target. Foe is -1 to hit on their next attack.
2	The scent of charred flesh assaults you as the Hellblade bites deep into your opponent, causing the flesh to blacken and smoke. Inflict 1d4 additional damage.
3	The overwhelming heat from the Hellblade ignites the target's clothing. Foe suffers 1d6 damage until spending 1 round putting out the flames.
4	The screams of the souls bound within the weapon chill your enemy's heart. Make a DC 15 Will save or immediately flees the area at maximum speed. The scare lasts only one round; on the round following the failed save, the creature recovers its wits.
5	You are enveloped in an aura of hellfire. Any creature which attacks you (or is grappled by you) suffers 1d6 damage. This effect lasts for 1d4 rounds.
6	The Hellblade summons a hellhound (DCC RPG rulebook p. 417) which will obey the commands of the wielder for 1 turn before it returns to the infernal realms.
Critical Success	The blade drains the target's soul, healing the wielder of 1d6 hit points of damage, but gaining the nightmares of the victim for 1d6 nights.

Check out my www.patreon.com/EPICMEANDERINGS for more unofficial DCC RPG madness wherein I continue to create weapon variants, explore unarmed combat styles, and expand upon a new campaign setting.

A special mention of Marzio Muscedere and the *Steel and Fury* book produced by Purple Duck Games for his excellent idea of deed fumbles and criticals. If you can only afford ONE 3rd party supplement, I heartily recommend *Steel and Fury*!

SGT Dave's Table of Books



by SGT Dave

The next time a player wants to check out the bookshelf while looting a sorcerous snuggery, refer to this table to find a quick title. Pick a category and roll 1d10 to thumb through a specific subject, or roll 1d100 while perusing an entire library.

d%	Title	Subject
00	<i>The Confabulation Powder Health Index: How to Achieve Deeper Healing of Chronic Ailments with the Art of Mind-Body Consciousness</i>	Alchemy
01	<i>The Alchemist's Bible: 1001 Transmuted Potions and Everything You Need to Know to Set Up Your Home Laboratory</i>	Alchemy
02	<i>Higher Consciousness through Alchemy</i>	Alchemy

03	<i>Sweedle's Guide to Household Mutagens</i>	Alchemy
04	<i>But Can Your Philosopher's Stone Do This?</i> Advanced Transmutation Techniques	Alchemy
05	<i>The Feng Shui Guide to Beastmorphing Your Home Décor</i>	Alchemy
06	<i>Dr. Chong's Guide to Self-Pharmacopsychiatry</i>	Alchemy
07	<i>Spendelard's Cure for Acid Breath</i>	Alchemy
08	<i>Holistic Treatment for Lesser Orb Syndrome</i>	Alchemy
09	<i>The Ungol Dust Addiction Recovery Guide</i> , Revised Edition	Alchemy
10	<i>Necrocomicon ex Dorkis</i> (The Book of the Socially Awkward Dead)	Necromancy
11	<i>Necroshalamadingdongacon ex Vir Meus</i> (The Book of Otis Day of the Dead)	Necromancy
12	<i>Necrowrathaconicon ex Secundus</i> (considered the best of the Necronomicon sequels)	Necromancy
13	<i>Necrokebobacon ex Mortidelectis</i> (The Book of Recipes of the Dead)	Necromancy
14	<i>Necrospoticon ex Canis</i> (The Book of Dead Pets)	Necromancy
15	<i>Nercobalmacon ex Lenis</i> (The Book of the Moisturized Dead)	Necromancy
16	<i>Necroblondacon ex Stultus</i> (The Book of the Dead for Dummies)	Necromancy
17	<i>Necropheninonicon ex Quartus</i> (The Fourth Most Unlikely Book of the Dead)	Necromancy
18	<i>Necropawnicon ex Parcus</i> (The Book of the Second-hand Dead)	Necromancy
19	<i>Necrogetofmylawnnocon ex Veteris</i> (The Book of the Middle-aged Dead)	Necromancy
20	<i>Summoning Demons for Fun and Profit</i>	Demonology
21	<i>A Demi-demon is Better Than No Demon at All</i> by Visto the Sufficient	Demonology
22	<i>Lolth Out Loud: an Arachnidan Biography</i>	Demonology
23	<i>Legion-a-Day: Make a Demonic Slave Horde Out of Common Household Items</i>	Demonology
24	<i>Read Between the Lines: The Layman's Guide to Demonic Pacts, Long-term Leases, and other Civil Contracts</i>	Demonology
25	<i>Coping with the Easily Possessed</i>	Demonology
26	<i>Animate, Inanimate? Possess It!</i>	Demonology
27	<i>Puppets with Pizazz: Easy to Make, Fun to Animate Through Unholy Possession</i>	Demonology

28	<i>Good Lord! What Have I Done!?</i> The Unauthorized Biography of Dagomourne the Summoner	Demonology
29	<i>The Paerliryon House of Style</i>	Demonology
30	<i>A Clinical Guide to Premature Prismatic Spray Prevention</i>	Evocation
31	<i>Five-Fingered Techniques for Less Magic, More Missile</i>	Evocation
32	<i>Bowgentle and Tenser's Guide for the Chronically Lazy</i>	Evocation
33	<i>Ekim's Mystical Mask and Other Paper Mache Handicraft Projects</i>	Evocation
34	<i>Snilloc's Ice Cube and Other Useless Spells</i>	Evocation
35	<i>100 Things You Shouldn't Touch with Your Decastave</i>	Evocation
36	<i>Detect, Disguise, and Illuminate Your Undead</i>	Evocation
37	<i>Overcoming the Stigma of Inappropriate Sympathetic Vibrations in Public Places</i>	Evocation
38	<i>Spendelard's Guide to Punjar Nightclubs</i>	Evocation
39	<i>The 41st Quartoseptcentennial Ioun Stone Price Guide</i>	Evocation
40	<i>How to be Critically Feeble-minded: a Psychological Analysis</i>	Enchantments
41	<i>Otto's Top 40 Irresistible Dance Hits</i>	Enchantments
42	<i>Power Word: Fun!</i>	Enchantments
43	<i>The Charming Book of Charming Charms</i>	Enchantments
44	<i>The Idiot's Guide to a Touch of Idiocy</i>	Enchantments
45	<i>The Madman's Guide to a Touch of Madness</i>	Enchantments
46	<i>Dazed and Confused: Charmed or Just a Great Night on the Town?</i>	Enchantments
47	<i>Hideous Laughter is the Best Bad Medicine</i>	Enchantments
48	<i>How to Enthrall Friends and Dominate People</i>	Enchantments
49	<i>The Bedeviled Confessions of Airar the Impressionable</i>	Enchantments
50	<i>A Pocket Guide to the Prison Planes</i>	Divination
51	<i>Grandell's Common to Shoggoth Dictionary, 4th Edition</i>	Divination
52	<i>Crystal Balls to the Wall</i> by Udo Shortshank	Divination
53	<i>The Good, Evil, and Invisible: Radon Gas Detection Handbook</i>	Divination

54	<i>Madam Endora's Guide to Greater Scrying for Your Future Special Someone</i>	Divination
55	<i>Speaking with Plants: Don't Believe Everything that Rhododendron Says</i>	Divination
56	<i>Dweomer Analysis for Personal Financial Management</i>	Divination
57	<i>The Awkward Augurist's Guide to Breaking the Ice at Social Engagements</i>	Divination
58	<i>Madam Endora's Guide to Safe and Sensual Telepathic Bonding</i>	Divination
59	<i>Communing with Nature and Other Alternative Lifestyles</i>	Divination
60	<i>Lurkers, Trappers, and Other Benefits to Outdoor Living</i>	Husbandry
61	<i>Buzzworthy Howler Wasp Honey Recipes</i>	Husbandry
62	<i>The Vegepygmy Miracle Diet</i>	Husbandry
63	<i>Qunicey's Enchanting Uses for Leftovers</i>	Husbandry
64	<i>101 Uses for a Dead Flumph</i>	Husbandry
65	<i>Hold Your Nose, Open Your Mouth: the Stench Kow BBQ Bible</i>	Husbandry
66	<i>La Varenne's Flail Snail Escargots à la Bourguignonne</i>	Husbandry
67	<i>Bordello's Guide to Goodberry Wine Country</i>	Husbandry
68	<i>Tips for Removing Glitterdust</i>	Husbandry
69	<i>Taste the Rainbow: the Senmurv Cookbook</i>	Husbandry
70	This hollowed out book contains a flask of hallucinogenic liquid (DC 15 Fort save if swallowed). Successful saves result in the character seeing brilliant colors and possessing a false sense of self-importance for 1d4 hours. Failed saves result in the judge feeding that character false descriptions for 1d8 hours.	Traps & Curses
71	When exposed to light, the pages burst into green flame for 1d6+fire damage (DC 10 Ref save for half).	Traps & Curses
72	This book attaches itself to the face of the reader, laying an egg in his stomach (DC 10 Ref save to dodge). If failed, 1d10 hours later, a creature of the judges choosing will burst from the reader's chest, killing him instantly. If the judge chooses an unintelligent monster, it will immediately attack the rest of the party. If it is sentient, the	Traps & Curses

	judge may allow the player of the deceased character to continue to play as the creature.	
73	This book of limericks causes the reader to only speak in rhymes for 1d7 days. The player may not communicate to any other characters except in rhyming verse (minor curse).	Traps & Curses
74	The text of this book dissolves, permanently reappearing on every inch of the reader's skin (minor curse).	Traps & Curses
75	The reader loses his vocal chords, but his words magically appear as text in this cursed book (moderate curse).	Traps & Curses
76	The ink is laced with enhanced viper poison, deadly to the touch (DC 16 Fort save to lose 1d3 Stamina instead).	Traps & Curses
77	The book contains allergens from around the world. Reader breaks out in itchy hives (DC 20 Fort save or -2 Agility until poison is neutralized).	Traps & Curses
78	The soul of the author possess the body of the reader, and the reader's soul becomes imprisoned in the book until the next reader comes along (DC 15 Will save to resist possession). The player must roll new Intelligence and Personality scores for this new persona.	Traps & Curses
79	The reader's memories from the last 1d24 hours are permanently stripped from his mind, now appearing as text in the book.	Traps & Curses
80	<i>Prophylactery of the Soul: the Clinical Benefits of Safe Swapping</i>	Miscellaneous
81	<i>The Dark Overlord & Me: My Life as Hepsoj's Nameless Minion</i> by Nameless J. Minion	Miscellaneous
82	<i>Punjar Enquirer</i> , Issue 302: 20 Celebrity True Names That May Shock You	Miscellaneous
83	<i>Pranklopedia: From Cantrips to Ventriloquism</i>	Miscellaneous
84	<i>Lokerimon's Elderly Assistance: Casting Spells After Retirement</i>	Miscellaneous
85	<i>Nythuul's Amazing Technical Porcupine Coat: the Musical!</i> (1st draft)	Miscellaneous
86	<i>11 Balms and Ointments to Treat Fecund Fungi</i>	Miscellaneous
87	<i>The Book of Ropework: How to Tie 200 Practical Knots</i>	Miscellaneous
88	<i>The New Complete PKC Eldritch Hound Book: Official Breed Standard</i>	Miscellaneous

89	<i>Punjar Code of Criminal Justice: Article 58. Magic Mouth Offenses and Other Misdemeanors</i>	Miscellaneous
90	<i>Advanced Treatment for Giant Beaver Infections</i>	Zoology
91	<i>The Vermiculturist's Guide Purple Worm Farming</i>	Zoology
92	<i>Gelatinous Dodecahedrons: Their Behaviors and Misbehaviors</i>	Zoology
93	<i>Birdmammal: Beyond Owls and Bears</i>	Zoology
94	<i>Rolling with Laughter: How to Train a Roving Mauler</i>	Zoology
95	<i>Squarknado 4</i>	Zoology
96	<i>The Punjar Audubon Field Guide to Stirgewatching</i>	Zoology
97	<i>Skiurids Stole My Nuts!</i> by Castrioli the Eunuch	Zoology
98	<i>Wereplatypi and Other Lycanthropes of the Southern Hemisphere</i>	Zoology
99	<i>Giant Beavers, and Other Exciting Uses for Your New Decastave</i>	Zoology



d60 Primitive Names

by Terra Frank

d60		d60	
1	Creb	31	Brun
2	Grug	32	Nurk
3	Aba	33	Sanna
4	Uka	34	Omá
5	Grod	35	Rouka
6	Atouk	36	Oop
7	Loana	37	Bork
8	Kané	38	Guri
9	Paytoh	39	Lakar
10	Goov	40	Aak
11	Lana	41	Tonda
12	Tumak	42	Kingsor
13	Ulido	43	Ahot
14	Ullah	44	Faum
15	Ayla	45	Kek
16	Lar	46	Ock
17	Sakana	47	Khaku
18	Ayak	48	Tohana
19	Sura	49	Hourk
20	Faru	50	Ack
21	Tala	51	Mikr
22	Akoba	52	Gammla
23	Gung	53	Tsor
24	Ammon	54	Durg
25	Ika	55	Vog
26	Broud	56	Tavawa
27	Gog	57	Nhet
28	Nupondi	58	Mawg
29	Yalar	59	Yorg
30	Amoukar	60	Zara

-Ah (child of)

-Nar (enemy of)

-Nok (friend of)

-Narn (servant of)

Level	Exp. Points	Equipment and Notes
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Languages

Alignment

Personality

Strength

Luck

Agility

Intelligence

Staining

Lucky Roll

Fort

Reflex

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Combat!

Weapon in hand

armor worn

Fumble Die Check Pen.

Action Dice Crit table + Die

1

1000

Hit Points Speed

Hit Points



Level	Exp. Points	Equipment and Notes
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Languages

Alignment

Personality

Strength

Luck

Agility

Intelligence

Staining

Lucky Roll

Fort

Reflex

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Combat!

Weapon in hand

armor worn

Fumble Die Check Pen.

Action Dice Crit table + Die

1

111

Hit Points Speed

Hit Points



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