

The Gongfarmer's Almanac



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The 2019 Gongfarmer's Almanac: A Dungeon Crawl Classics RPG Zine

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



MCC APOCALYPSE DROP! VOLUME 4 OF FOURTEEN BOOKLETS

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Table of Contents

Volume 1: DCC Survive the Funnel #1

The Gig at the Wizards Tower (Level 0)	5
--	---

Volume 2: DCC Survive the Funnel #2

12,000 to 0 (Level 0).....	5
Cavern of the Cannibal Crone (Level 0)	20
The Void Corpse of Amann Uur (Level 0).....	41

Volume 3: DCC Level Up

The Heist for the Royal Jewels II (Level 1)	5
Spoils of Temptation (Level 2)	19
Sun Smith's Forge (Level 3)	31

Volume 4: MCC Apocalypse Drop!

The Desert Gardens (Level 0).....	5
Life Finds A Way (Level 0)	20
Haxors	29
Computer Programs in DCC RPG	31
Technological Mishaps	32
Malicious Code	38
Exploit.....	44
Quarantine.....	48

Volume 5: Dark Trails Bonanza! #1

A Dark Trails Primer: Funnel Quickstart	5
Emergent Class Abilities for Dark Trails	14
Picnic Among the Pines on the Rocky Mountain Stage Line (Dark Trails Funnel, Level 0)	21
The Demon Hills (Dark Trails, Level 1-2).....	34
Dark Trails Character Sheet.....	55

Volume 6: Dark Trails Bonanza! #2

Dark Trails Carousing	5
The Trickster (Coyote, Fox) (Patron).....	11
Mike Fink (Patron).....	16
Dark Trails Creatures (Monsters).....	21
Dark Trails Character Sheet	35

Volume 7: Third Party Special

The Handoff (Bronx Beasts Funnel, Level 0).....	5
Wrath of a Dead God (TCC Funnel, Level 0).....	20

Volume 8: DCC Patrons & Deities

The Great Ak.....	5
Aslan	12
Erhyta.....	16
Lady of Shadows.....	23
Baba Jędza	29
Midwinter's Maker	35
On the Altar of Neutrality	46

Volume 9: Monster Mash

Beastomatic.....	5
------------------	---

Volume 10: Monsters & Artifacts

The Skin Thieves (Monsters).....	5
The Digit Demon a.k.a. "Ladyfingers" (Monsters).....	15
Gadgols (Monsters).....	18
Fossil Anomalies (Monsters)	19
The Blood Stone	27
The Head of Aharise	31
Five Antediluvian Artefacts	38

Volume 11: Classes & NPCs

The Anti-Cleric (Character Class)	5
The Cambion (Character Class).....	10
Children of the Wild (Character Class).....	14
Godling (Character Class).....	18
Fater (Character Class)	22
Hirelings!	27
Henchmen, Hirelings, Allies & Adversaries	35

Volume 12: You be the Judge #1 (Rules & Tables)

The Known Realms Hexcrawl Starter	5
Making an Effort	40
Legacy Points - XP for Players	41
Twist of Fate	44
Big Ol' List o' Gonzotronic Professions	46

Volume 13: You be the Judge #2 (Rules & Tables)

Are you entertained!	5
Prayer Burn, Blood Magic	8
Meanwhile - A Narrative Downtime Subsystem	23
Seek the Hag in the Woods	39
DCC Classless.....	49

Volume 14: 2019 Master 'Zine Index

DCC RPG Master 'Zine Index.....	5
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The Desert Gardens

A 1st Level Mutant Crawl Classics Adventure

By Tim Snider

Artwork by Ray Frenden

BACKGROUND

In the days of the Ancient Ones, the Cullen Botanical Gardens were a popular tourist destination for those who enjoyed viewing a wide variety of rare and unusual plantlife. The Gardens were built to be self-contained and self-sufficient with solar-emitting panels in each room and a water-recycler that kept the greenery thriving regardless of the actual atmospheric conditions outside. When The Great Disaster scrubbed the lands clean, the Gardens were instead buried under the radioactive and poisonous sands, where it continued to thrive and grow over the centuries as an oasis of plantlife.

INTRODUCTION

Over time, The Desert Gardens has become a place of rumor and legend. Many have claimed to seen it or to have made a pilgrimage there, but no one seems able to describe where it's located. Plantients consider it a holy place and speak of it in reverent tones. Healers claim herbs and weeds with miraculous healing properties grow wild there. The Gardens are supposed to be overflowing with edible fruits and vegetables as well. All that is known for certain is that The Gardens' location is somewhere in the Sharpsand Desert, so named for the dangerously jagged shards that make up the arid wastelands.

Most of these rumors surrounding The Gardens are true. Because of the self-sufficiency of the facility, the plantlife in The Gardens has grown unchecked and unmolested for centuries. However, much of the plantlife have also been warped and mutated due to the seeping poisons and ambient radiations of Terra AD, so dangers now lurk within the structure.

SMELLING LIKE A ROSE

Yesterday, you were gathered before the tribal elders of your village and briefed on an amazing discovery made by the village's eldest plantient, Kaloolon. In a voice like rustling leaves, Kaloolon described how he "smelled" the pheromones of Ancient plantlife coming from The Sharpsand Desert. It can only mean that the location of the long-forgotten Desert Gardens have been located!

(The Judge should use the earlier Introduction to remind players of the rumors and legends of this mystical place.) Taking the strength of the detected pheromones, wind direction, and other factors into consideration, Kaloolon has been able to work out the approximate direction and distance of The Desert Gardens. The elders have tasked your team with investigating Kaloolon's conjecture and bringing back specimens that would prove valuable to the community.

Your group of Seekers now stands at the edge of the Sharpsand Desert – a gleaming morass of blue-white, razor-sharp grains as far as the eye can see. You check your leather-bound feet to ensure you're safe against the sands, which would slice any unprotected flesh into ribbons in moments. According to Kaloolon's notes, the Desert Gardens lie 2 miles away to the east, deep in the midst of the Sharpsand Desert.

The journey to The Gardens is a fairly straightforward trek across the Sharpsand Desert. The 2-mile walk should take about an hour across the shifting, sliding sands. Any contact with the sands on unprotected flesh will result in 1d4 hp damage. As long as the players walk at constant rate, there is no danger of slipping and falling or tumbling. Near the of their journey, the players will see a large dune in the distance with what appears to be a cavern opening in the side. These are the ruins of The Desert Gardens now long-since buried under the shifting sands of the desert. The “opening” is actually the exposed Cacti & Succulents room. One wall has fallen away over the years, but the sun-dwelling plantlife within has managed to thrive exposed to the desert elements.

When the players first see the “cave” opening in the distance, they will also hear a faint “tinkling” that sound like wind chimes or bells deep underground. This sound marks the approach of a Silane Serpent that is now fast approaching the Seeker party (MCC Rulebook, page 196). The Silane Serpent will explode out of the ground in 5 rounds to attack the party. It will break off its attack once the players are inside the “cave” due to the amount of water that still flows freely within the structure.

Silane Serpent (1): Init +5; Atk bite +3 melee (5d6); AC 18; HD 10d6; MV 40' burrowing; Act 1d20+5; SP swallow victims whole, takes 1d12 damage per pint of water splashed on it; SV Fort +4, Ref +2, Will -4.

If the players run, they can make it to the entrance in 4 rounds. However, for each round of running, a player will need to make a DC 5 Reflex save to keep from tripping and falling, taking 1d4 from the Sharpsand cuts. Any player not under cover will be attacked by the Silane Serpent. (During combat in the desert, Judges may want to also have players make a DC 5 Reflex save to stay on their feet each round, otherwise falling and taking the 1d4 cutting damage.)

ROOM 1: CACTI AND SUCCULENTS

The mouth in the dune actually opens into a large cavernous artificial cave – a room in an Ancient structure! Artificial sunlight glows down from panels on the ceiling above, supplanting the glare from the natural sunlight outside. This room's floor is covered with sand – some sand from the spillover from outside, but most of the sand seems to have already been here from the Ancient days. Manmade paths wind through the room where an assortment of cacti, nettles, and succulents are planted in a haphazard manner throughout. The room seems arid as though designed to nurture the desert-dwelling plantlife found here.

This area of The Gardens housed the cacti exhibit. When the east wall crumbled away, the plants housed here continued to thrive without any obvious mutations or changes over time. However, found within the plantlife in this room is a nest of large mutant Sandflies. These blood-sucking mosquito-like insects have grown to 6 inches in size. Normally they live on the rare lizard or bird that chances through the area, but the Sandflies now have the Seeker team to feast upon. The Sandflies will swarm out once the Seeker team is well within the confines of the room. If a Sandfly successfully hits, it will drain 1d3 hp of blood from the victim, then remain attached, automatically draining 1d3 additional hp of blood each round until killed or the victim dies.



Sandflies (5): Init +3; Atk bite +3 melee (1d3); AC 11; HD 1d6; MV 30' flying; Act 1d20; SV Fort +0, Ref +2, Will +0.

ROOM 2: CORPSE FLOWER DISPLAY

This small room is filled by one large plant that nearly fills the center of the room. It stands nearly 5 feet tall, and looks like a giant thin tulip. A stomach-clenching stench of death and decay fills this room, bringing tears to your eyes.

This room houses an Ancient corpse flower in bloom. There is nothing unusual about the plant, as it uses its carrion odor to attract flies, which it uses for pollination. However, after being sealed up in one small room for years, the fetid smell of rotting flesh it emits has become overwhelming. All players who pass through this room – unless holding their breath – must make a DC 15 Willpower save or they will lose 1 hp each round as they violently retch until they leave the room. The doorway to the south is unlocked and can be opened easily. The door leading to the north is sealed and will require either a combined DC 20 Strength check to force open or 20 hp of damage to break open.

ROOM 3: CARNIVOROUS PLANT EXHIBIT

This large room feels very humid and hot, and everything in here seems to shimmer with moisture. The plants overrunning this room seem unusual even by Terra AD standards. One plant's stems seem to drip with a clear fluid. Another has large leaves that also glisten with an abundance of sap. Still another appears to have fluid-filled cups on the end of each branch. In the corner is another large shrub with numerous large red leaves that seem to have “teeth” around the edges.

The players have now entered the carnivorous plants exhibit. All of the plants within require a humid atmosphere which explains the constant dampness within. The descriptions above are for a sundew, butterwort, pitcher plant, and Venus fly trap, respectively. (The players will likely be overly cautious in this room, certain that everything within is out to eat them.) Although much larger than the typical Ancient versions of these plants, none of them are hazardous to the players, except one...the overgrown butterwort near the western exit. One of the plant's leaves – the size of a large rug – now lays on the ground across one of the paths. Any player who steps on it will find their foot “adhered” to the leaf's sap-like mucilage. Pulling loose requires a DC 15 Strength check. While they struggle, the leaf will slowly begin to curl and wrap around the stuck appendage, while other leaves begin to slowly move in toward the trapped PC. Each additional leaf that makes contact with the PC also requires a DC 15 Strength check to pull free. Once three leaves have wrapped around the victim, the leaves will constrict and begin

crushing its prey for 1d6 hp damage each round unless freed.

NOTE: Hidden throughout this room's plantlife are tendrils of The Sentinel plantient in Room 7. See Room 7 for more about The Sentinel.

ROOM 4: ORIGINAL ENTRANCE AND GIFT SHOP

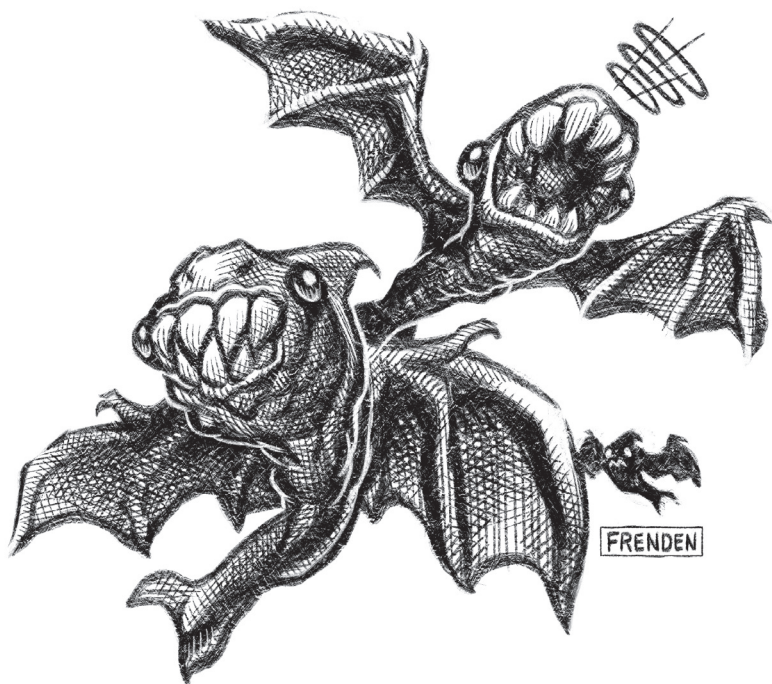
This large domed chamber is the largest one you've entered. With the exception of a few potted palm trees, there doesn't appear to be any plantlife here. There is a large circular stonework counter in the center of the room, and a message on one wall bears an ominous message in the language of the Ancients. This room is much darker than the others you've been in, almost dim by comparison. A small antechamber can be seen in the north.

This geodesic dome was the main entrance for visitors to the botanical gardens. If any of the PCs can read Ancient script, the message reads "Welcome to the Cullen Botanical Gardens". The entry doors to the south are buried under tons of sand and are unopenable. The dome here isn't dark, but rather it has typical ambient lighting rather than the sunlamps found in the other rooms. It may take the PCs a few moments for their eyes to adjust. While they become accustomed to the light, a small swarm of Piranha Bats lurking in the ceiling's shadows swoop in to attack. Due to their chaotic flight patterns, they cannot be targeted by area of effect weapons or mutations and must be dealt with one-by-one.

Piranha Bats (10): Init +2; Atk bite +5 melee (1 hp); AC 10; HD 1d4; MV 35' flying; Act 1d20; SP mutation check +2 Enhanced Senses (echolocation); SV Fort +0, Ref +2, Will +0.

The circular granite countertop was the reception desk for The Gardens. Underneath the counter is an assortment of Ancient flyers and pamphlets that may be of interest to members of The Curators or others who collect Ancient writings. One of the flyers is a visitor's map to the Cullen Botanical Gardens. (The Judge should sketch out a simple map for the PCs of the facility marking each room's primary "exhibit" from the Ancient days.)

Also, in case of emergency first aid for any visitors, the Ancient receptionist kept a Medishot under the counter (TL 4; CM 3; immediately cures any poison, disease, radiation effects, or 2d8 hp physical damage).



The alcove to the north is The Garden's gift shop. Amongst the various half-rotten t-shirts and moldy books on gardening and flower identification are the following items of interest: 2 Photonic Torches (TL 2; CM 1; acts as a flashlight with 20' beam); 3 cans of Scarlet Oxen stimdrink (gain +1d4 Strength for 1 hour); and 13 packets of assorted vegetable seeds, which are still viable after all these years.

ROOM 5: AQUATICS DISPLAY

An elevated walkway is suspended over the room's floor which is covered in brackish, green water. Patches of algae hang along the walkway edges and room's walls, and floating on the surface are an assortment of lily pads, water lilies, cattails, and other aquatic plants. Small water striders and other insects skim the surface or zip

around your heads as you pass through the room. The water in this room has an odd acrid odor to it.

There is a thin film of algae on the walkway making walking troublesome. Any PC who makes a sudden movement will need to make a DC12 Reflex save or slip and fall into the water below. (Anyone who swats at one of the troublesome insects will need to make the save.) The water recycler to this room has been malfunctioning for years, and the room's water has become mildly acidic in nature. (The plants in this room have evolved to the acidic nature of the water and are not affected by it.) Contact with the water will burn the skin for 1d3 hp damage for each round it isn't washed off. The water in the room is actually fairly shallow – only 4 feet at its deepest – but it will require another DC 12 Reflex save for a PC to pull themselves up due to the algae on the walkway. Anyone attempting to pull someone onto the walkway will also need to make the save or risk slipping and tumbling in themselves.

NOTE: Hidden throughout this room's plantlife are tendrils of The Sentinel plantient in Room 7. See Room 7 for more about The Sentinel.

ROOM 6: RAINFOREST/EVERGLADES ROOM

Walking into this chamber is like walking into a jungle crossed with swampland. Large rubber trees loom overhead, strewn with hanging mosses and ivy ropes. Monstrous leaved bushes line the path, and a steady drizzle of rain falls from above. A marshy bog runs along one half of the room, and you think you see something swimming below the surface of the water. You can also hear unusual birdcalls and small animals chattering in this area.

This room combines elements of the Amazonian rainforest with the Floridian Everglades. The steady rain is an effect of The Garden's watering system, and the birdcalls and animal noises are prerecorded sound effects coming from hidden speakers throughout the area. The rippling water is another special effect – a soft light holographic alligator programmed to swim lazily back and forth in the bog water. The soft light hologram (MCC rulebook, page 156) is

now defective, and the “alligator” will attack the PCs if they get too close to the water’s edge.

Soft Light Hologram (Alligator): Init +4; Atk bite (holo-flail) +4 melee (1d6 subdual); AC 18; HD 1d6; MV 30’; Act 1d20; SP immaterial; SV Fort +4, Ref +4, Will +4; AI recog 5.

NOTE: Hidden throughout this room’s plantlife are tendrils of The Sentinel plantient in Room 7. See Room 7 for more about The Sentinel.

ROOM 7: IVYS AND MEDICINAL PLANTS

Unlike other rooms you’ve encountered in The Gardens, this room doesn’t appear to have a theme or setting. Rather the plants in this room are planted in elevated beds at chest level allowing visitors to wend their way amongst the various rows. Some of the plant labels are Aloe Vera, Basil, Ginseng, Meadowsweet, etc. Also in this room are various types of climbing ivies, which seem to have run rampant over the centuries and have overtaken the walls, ceiling, and floor of the room.

The various plants in the elevated beds are a wide assortment of medicinals, which will be of great value to any Healer. There are at least 30 different species of medicinal plants here, all as pure as they were in the Ancient days. Any medication, poultice, tonic, or balm made from these plants will be twice as effective in the hands of a skilled Healer. Donations of these plants to The Holy Medicinal Order would also place the PCs in their highest regards, allowing them to call upon The Order at some time in the future.

Amongst the English, Irish, and Japanese ivies growing wild in this room lurks another ivy – an ivy plantient that has gained sentience over the centuries. This plantient, which calls itself The Sentinel, believes itself as the guardian and protector of the plantlife within this facility. It has extended its ivy tendrils throughout The Garden’s ventilation system and has been spying on the PCs in various rooms throughout the complex. (The Sentinel’s tendrils are in Rooms 3, 5, 6, 7, and 8.) It has been watching the PC’s actions to learn all it can about them (who is the strongest amongst them, what weapons they have, what is their intent, if there are any other plantients, etc.).

If the Sentinel has seen them wantonly destroying any plantlife within The Gardens without provocation, it will consider the PCs as enemies and will attack them upon entry into its inner-most sanctum here. The Sentinel attacks with numerous ivy ropes and tendrils, which it uses to grapple and strangle its victims to death. If the PCs manage to escape this room, The Sentinel will continue to press its attack in any other room it has overtaken (Rooms 3, 5, 6, 7, and 8) until it has been killed.

The Sentinel (Ivy Plantient): Init +4; Atk ivy tendrils +5 melee (1d8 constriction); AC 14; HD 6d6; MV 0' (see description); Act 1d20; SV Fort +2, Ref +2, Will +4.

Even if the PCs have been gentle with The Garden's plants to this point, The Sentinel will not allow the PCs to willingly take any of the medicinals in this room. If the PCs press the issue or attempt to deceive The Sentinel, it will attack.

ROOM 8: GARAGE AND TOOLS

Unlike the other rooms in this facility, this one smells of oil and Ancient machinery when you first enter. Although there are a few wildly growing vines along the walls, this doesn't appear to be one of The Garden's growing rooms. Instead various tools and implements hang upon the walls and some kind of Ancient conveyance sits in the middle of the room. A humanoid form in the shadows turns to look at your group, its eyes blazing red as it focuses on you.

This is the garage/gardening toolshed of The Gardens. An assortment of gardening implements and tools line the walls, including a RotoWeeder (TL 4; CM 3; Damage 2d4; Power C-Cell 10 charges); Plasma Scythe (TL 4; CM 3; Damage 2d8; Power C-Cell 4 charges); and a Multitool (TL 5; CM 5; +5 artifact repairs/bypass security locks on a DC 12 Intelligence check). Any other type of gardening tool the Judge desires (hoes, shovels, pitchforks, etc.) is considered to be present.

The “humanoid” is actually a long-dormant Agro-bot (ID No. 7718 AKA “BILL”) who has been sitting here dormant since the times of The Great Disaster. He has no knowledge of what has transpired over the centuries, and only desires to get out of this room and return to its primary function – gardening and taking care of plantlife.



BILL (Agro-bot): Init +2; Atk garden tool arm +5 melee (3d6) or manipulator arm +5 melee (3d6); AC 14; HD 8d6; MV 20'; Act 2d20; SP immune to mind control; SV Fort +4, Ref +2, Will +0; AI recog 10.

Also within the garage are 2 Grav Peds (TL 5; CM 4; Speed 100'; Max Weight 400 lbs.; Power S-Cell U) that BILL formerly used for transporting tools and plants around The Garden's grounds. The garage doors to the south are currently buried under tons of Sharpsand, but if BILL can be coerced, convinced, or reprogrammed to assist, the doors to the garage could be excavated allowing the Grav Peds to be taken back to the village along with anything else the players can load up.

NOTE: The vines in the garage are tendrils of The Sentinel plantient in Room 7. See Room 7 for more about The Sentinel.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Life finds a way

By Jason Morgan

Artwork by Nick Keller

Welcome to Mutant Crawl Classics! This adventure is an open-world 0-level adventure that can be also used as a Level 1 adventure. The adventure opens with the PCs adrift on the radiated sea. In order to be accepted back into their clan, they must make landfall on an island inhabited with Terrible Lizards, and successfully return with one of these formidable creatures.

The Setup

Read to the Player Characters (PCs): *Your clan has sentenced you to death because of your crimes and cast out onto the radiated sea in a crude vessel. Though your lives have been forsaken, there is a sliver of hope. Clan law says that if you seek out the Land of the Forgotten Gods and return with one of the ancients beasts that roam those lands, then your transgressions will be absolved and you will be welcomed back into the clan.*

Judge's Note: To get the players talking ask them these questions (and use the answers at some point during the adventure):

1. What was your clan?
2. What was your crime?

You have been paddling for many moon phases but now you finally see land--an island on the horizon. Perhaps it is your land of salvation.

Judge's Background--What's happening on the island?

The island is Jurassic Park's Isla Nublar. The dinosaurs have survived the cataclysm that ushered in Terra A.D., albeit with new

genetic mutations. A chaotician known as Wise Man Malcolm is the lone humanoid survivor on the island, and he has outfitted the dinosaurs with mind-controlling brainboxes. They do his bidding--from surveillance with the cameras cybernetically implanted within some dinosaurs to security and destruction for his entertainment.

Wise Man Malcolm wants to be King of the Terrible Lizards and has one final dinosaur to brainbox--the formidable T-Rex. He will stop at nothing until he has captured it. He views the PCs landing on the island as threats unless they convince him otherwise. Wise Man Malcolm is holed up in a secret laboratory under the Visitor Center.

Wise Man Malcolm: Int: +2; Atk Psychic Attack +2 (1d10 damage, Will Save for half damage); 10 HP; AC 10; HD 3d6; MV 20'; Act 1d24; SP Chaos Theory: The Judge and PC make opposed INT checks--PC failure takes 1d6 STA damage. If PC wins, Malcolm takes 1d6 HP Damage; SV Fort +0, Ref +0, Will +2

If the PCs help Wise Man Malcolm

He will enlist their help to capture the T-Rex and brainbox it. He will outfit them with provisions from the Rare Artifact Table at the Judge's discretion or PC die roll. Successfully capture the T-Rex and Malcolm will command one of the dinosaurs under his control to accompany the PCs back to their homeland via a ship hidden in the docks.



Foiling Wise Man Malcolm's scheme

The only thing that stands in his way is Mr. DNA--an A.I. that believes that the park is still operational and that Wise Man Malcolm is hellbent on destroying the park as he knows it. Mr. DNA can be found in the Visitors Center. The A.I. wants to take control of the park and un-brainbox the dinosaurs. He views the PCs as potential allies that will help him take Malcolm down. PCs can Bond with Mr. DNA. If a PC succeeds, reskin Achroma from the MCC Core Book page 206, or create your own A.I.

Judge's Note: Though Bonding is typically reserved for a higher-level Shaman, I recommend that you let the PCs run with it, perhaps at a penalty for their inexperience. Maybe that's a -5 check penalty or maybe the penalty is something narrative. Allow them to make the decision and then introduce consequences. Bonding with an A.I. like Mr. DNA would be more fun than saying, "No."

If the PCs choose to help Mr. DNA

Mr. DNA needs the PCs to hack the isolated Unix System that Malcolm has built in his secret laboratory in order for Mr. DNA to take control of the park. It's not networked to Mr. DNA's system. Bonding with Mr. DNA is one way to gain his help. He can also aid the PCs by explaining artifacts or reducing the difficulty of artifact checks. If the PCs side with Mr. DNA, he will give them full access to the park's system and allow them to be the new rulers of the island.

Making landfall

As the PCs begin paddling toward the island, they encounter a Mosasaurus. (Judge's Note: This is a dangerous and hungry dinosaur. TPK at Judge's discretion.)

Mosasaurus: Int +5; Atk Jaws +5 (1d20 dmg + Ref Save vs. DC 10 to avoid being swallowed.) or Fins +2 (1d6 dmg); 30 HP, AC 10; Act 2d20; MV 100' swimming; SP Lazer eyes mutation +5 (1d10 dmg), SV Fort +4, Ref +4, Will +2.

The PCs may make dock on anywhere on the island. Once they land on the island, use the following chart when they scavenge for resources. To keep the narrative flowing, Judges can entice PCs to head toward the Visitor Center to meet Mr. DNA or Wise Man Malcolm. You can use the lure of the strange mind-controlled dinosaurs that seem to gravitate toward the Visitor Center or fragmented messages from Mr. DNA promising them assistance, artifacts or other riches at the Visitor Center. Or you can simply have dinosaurs chase them toward it.

On the other hand, if the PCs concoct their own plans for capturing a dinosaur and returning it to their home, then run with it.

Artifacts

d10 Result

- 1 Flashlight CM 0
- 2 Night Vision Goggles. CM 0 (CM 2 if tried to use in light)
- 3 Cattle prod. CM 1. Melee. 1d6 shock damage
- 4 Shotgun. CM 3. Short range, 6 Rounds 1d10 DMG.
- 5 Tranquilizer rifle. CM4, long range, 4 Rounds. Paralyzes target for 1d4 rounds. (Will not work on the T-Rex.)
- 6 Walkie Talkie (1) CM 2. (CM -1 for every Walkie Talkie in possession).
- 7 Multitool (MCC Core p. 181)
- 8 Sensor Pad (MCC Core p. 181)
- 9-10 Rare Artifact (Roll on next table)

Rare Artifact Table

These artifacts can only be found a single time. Once found, cross it off the list and re-roll if it's rolled again.

d6 Result

- 1 Power Armor (Scout, MCC Core p. 176)
- 2 Enviro Belt (MCC Core p. 175)
- 3 Holo-Cloak (MCC Core p. 180)
- 4 Dazer Pistol (MCC Core p. 172)
- 5 Quantum Grenade (MCC Core p. 174)
- 6 Plasma Sword (MCC Core p. 175)

Vehicles

Jurassic Park Jeeps can be found scattered around the island.

CM 1 to start.

CM 3 to drive.

A helicopter can be found on the helipad.

CM 5 to start.

CM 8 to fly.

Brainboxes

CM 6 to hack.

CM 2 to operate once controlled.

Radiation within the park

Once during the adventure, each player makes a Mutation Check with a 1d20 (DC 10) for her character with the lowest Luck. If the player fails, she rolls on Table 3-2: Mutations from the Core Book (page 44) and then rolls on the appropriate Mutation table with a 1d20 for the appropriate result.

Dinosaur encounter table

d8 Result

- 1 Compys: Init +2; Bite +2 (1d3 dmg); AC 5; HP 2, 5 AC; Act 1d20; SP. Brainboxed. Will not attack unless attacked. Will follow the PCs. Embedded video camera wirelessly broadcast surveillance back to Wise Man Malcolm. DC10 to notice the cameras--CM 4; SV Fort +0, Ref +2, Will +0
- 2 Iguanodon: Init +5; Bite +5 (1d10 dmg); AC 10; HP 26; MV 40'; Act 1d20 + 2; SP. Brainboxed. Mutation: Rudimentary communication -- grunting, gestures, etc. Embedded video camera wirelessly broadcast surveillance back to Wise Man Malcolm. DC10 to notice the cameras--CM 4; SV Fort +4, Ref +6, Will +2.
- 3 Gallimimus: Init +8; Trample + 2 (1d8 dmg); AC 8; HP 18; MV 80'; Act 1d20; SP. Friendly unless provoked. Mutation: A 20-ft long tongue they use for catching and eating the giant insects. Can also entangle the PCs failing a DC10 Reflex Save for 1 round.; SV Fort +0, Ref +4, Will +0.
- 4 Dilophosaurus: Init +2; Bite +2 (1d8 dmg), Acid Spit (1d4 dmg, Fort Save DC12 vs. Blindness. Lasts 48 hours); AC 10; HP 12; MV 30'; Act 1d20; SP Radiated colors in its hood can hypnotize a PC--Will Save vs. DC10. Failure and the target is dazed for 1d4 rounds.; SV SV Fort +1, Ref +0, Will -1.
- 5 Velociraptor: Init +10; Bite +2 (1d8 dmg), Claws +4 (1d12 dmg); AC 12; HP 20, MV 50'; Act: 1d24; SP. Spring Attack: Reflect Save vs. DC 10. Failure and the PC is knocked prone. Raptor makes immediate claw damage roll. PC must make successful Fort Save vs. DC 10 on her turn to get free. Mutation: Thermal vision. Can see unimpeded in the jungle. SV Fort +1, Ref +4, Will +1.
- 6 Triceratops: Init +3; Horn Attack +4 (3d4 dmg); AC 12; HP 20; MV 45'; Act 1d20; SP Mutation: Boils on its body spray cloud of poisonous puss when hit, 20ft radius, 1d4 dmg for 1d4 rounds; Fort Save vs. DC 10 for no damage. A triceratops is fairly docile unless provoked. SV Fort +4, Ref +0, Will +2

d8 Result

- 7 Stegosaurus: Init +3; Spiked Tail Attack +3 (3d6 dmg); AC 12; HP 3d10; MV 45'; Act 1d20; Mutation: Radiation Plates: If the Stegosaurus's losses half of its HP, the radiated plates upon its back are activated and everyone in a 30' radius makes an immediate Fort Save vs. DC 10. Failure and the PC makes a Mutation Check.
- 8 Tyrannosaurus Rex: Init +10; Bite +5 (2d10 dmg, if successful PC makes a Ref Save vs. DC 10 or is swallowed whole.), Stomp (1d10 dmg); AC 15 HP 5d30, MV 60'; Act 1d30; SP Mutation: Has giant wings with leathery feathers where arms should be. It cannot fly but can flap them for a Gust Attack. PC makes a Fort Save vs. DC10 or she is knocked prone one round. SV Fort +6, Ref +4, Will +3.

Location Guide

Judge's note: These are just a few of the Island sites known to Wise Man Malcolm and Mr. DNA. The island holds many secrets and Judges are encouraged to expand on their own vision of the park.

Docks

Dilapidated carcasses of once seaworthy vessels dwell within the marina with its rotting docks and palm-strewn walkways. Strange fish-dinosaur hybrids swim within the glistening silver waters of the bay.

Vista View

A cliff overlooks a vast plain of monstrous vines that cover the ground shimmering in rainbow colors. Below the sheer white rock wall, a waterhole is home to a purple algae bloom that teems with strange winged insects whose wings beat a haunting rhythm.

Spitter Pen

This fenced section of irradiated forest drips with mucus-like sap. At times, the pools of phlegm stretch out to the horizon and sink to depths, the extent of which is unknown.

Raptor Pit

A strangle, castle-like fortification. The carcass of some pathetic beast hangs in a harness above the pen. The dense foliage within looks more like waves of green crystal as opposed to leathery leaves.

Tyrannosaurus Paddock

The landscape in this pen shifts hourly to confuse the T-Rex. Peer through the electric fence (seemingly powerless, or is it?) and you may see a dense forest one minute and a sheer cliff leading to a vast plain 300' below. The patterns are random and unpredictable, governed by Wise Man Malcolm's infinite algorithms.

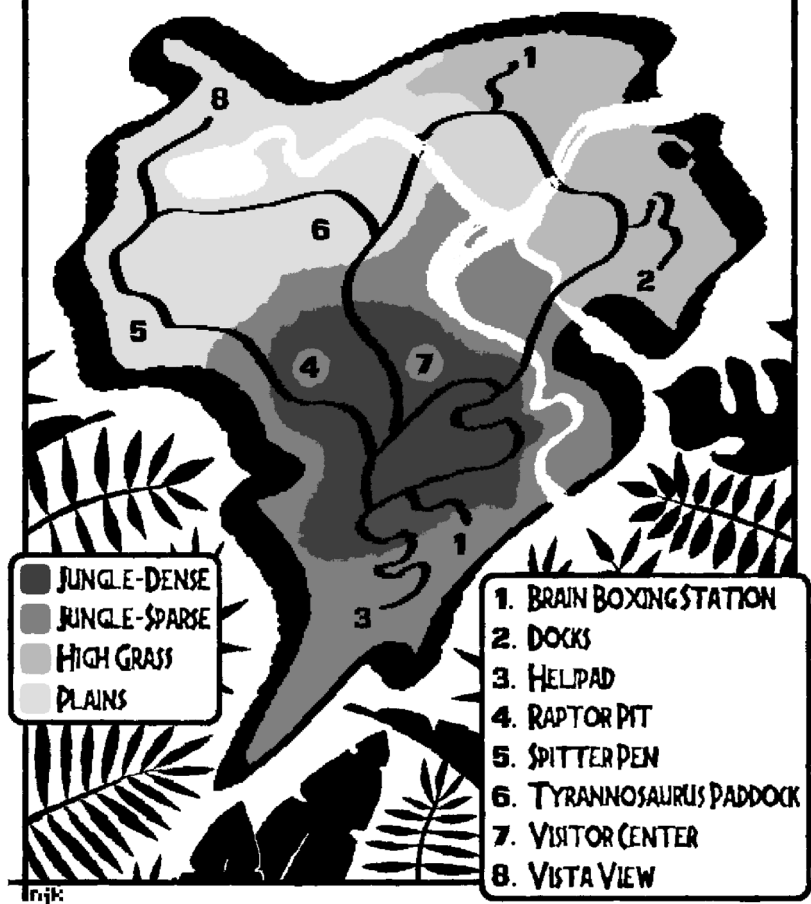
Visitor Center

While the outside is mostly intact--its hut-like dome majestically reaching toward the pink, hazy sky, inside is a graveyard of beast corpses in various states of decay. Holograms of people and places within the park flicker to life. A grand staircase stretches up to a control room and gene-editing labs.

Brain Boxing Stations

Constructs of electric fencing and oddly bent steel are scattered throughout the island. Harnesses connect to the steel structure to hold dinosaurs in place as a crane lowers the Brainboxes onto their heads.

LIFE FINDS A WAY



The Haxors

An Archaic Alignment for Shamans

By James A. Pozenel, Jr.

The Haxors are a loose confederation of wetware hackers. Open to shamans only, this group values intelligence and the ability to create and utilize their own wetware programs.

As a whole the Haxors are extremely secretive and often use code-names or handles. Many members never meet one another face to face instead preferring to converse over highly secured terminal connections. Haxors tend to be solitary, but do focus on having continual access to one or more AI installations.

The Haxors crave respect from others of their archaic alignment, but tend to treat outsiders with varying levels of disdain. Shamans who are not members of their order are often derided as “script kiddies” or “skids”. Examples of grades of respect are Haxor, Phreak, Netrunner, (Console) Cowboy, Decker, Sysop. The title’s gradations are difficult to determine from the outside, but all agree that among their highest ranks are the deeply respected Leet Haxors.

Haxors are experts at decrypting, decompiling, and creating wetware programs. While the Ancient One’s abrogated their involvement and responsibilities in writing the code that operates AIs, the Haxors seek to understand how the miraculous quantum machine code brains of AIs operate.

Haxors hold the secrets to exploiting wetware security flaws. They may grant access to the sacred rootkit as a reward to loyal, capable shamans. They also speak, or more usefully type, in a private language called 1337sp34k, pronounced “leet speak”.

Several times a year Haxors announce Haxor-thons. Open to all shamans, it is an opportunity to learn, create, and socialize. Sometimes they are done in person, at other times virtually. Promising, unaligned shamans may even be approached by the group for membership.

Qualifications: Membership is limited to shaman characters.

Benefits: Wetware (*exploit*), Haxor-thon Invitationals, 1337sp34k.

Secret Sign: Middle finger raised in salute. “WASD are the ways,” spoken in reply.

Computer Programs in DCC RPG and its Simulacra

By James A Pozenel, Jr.

MCC presented the DCC community with its first full genre clone in a post-apocalyptic setting. The oeuvre gave us many terrific extensions to DCC RPG like computers, patron AIs and programs. However, the chief manipulator of these concepts, the shaman class, was presented with few options. As noted in the *MCC core rulebook*, spells from DCC RPG can be leveraged into an MCC game.

Once a judge opts to use the spells in DCC as MCC programs, many issues of game mechanics arise. Omitting non-patron AI programs in MCC permitted the author to sidestep “regular spell” mechanics. Misfire, mercurial magic, and corruption ought to be addressed in a way that makes sense for a high tech genre. If your game is not post-apocalyptic MCC, how much sense does glowburn make? Even the condensing of the 24 result spellburn table into MCC’s “you swallow radioactive detritus” feels like a lost opportunity.

As a judge I am far more likely to impromptu convert content or mechanics at the table. This is because I am extremely lazy. However, I feel that ad libbing DCC spells as programs can rob the group from interesting role playing and gaming opportunities. The following articles encompass a range of material concerning computers and programs that a “techno-caster” (like the MCC shaman class) can utilize. As a whole they attempt to give a judge a leg up on some mechanics and concepts. Chief among them is *Technological Mishaps*, which covers misfire and corruption. *Malicious Code* is the DCC RPG Appendix C: Curses for your techno genre game. If you’re going to have computer viruses, you’re going to need a way to techno-caster way to create them and contain them. *Exploit* and *quarantine* are two new programs for injecting and removing malicious code.

Technological Mishaps

Mechanics and Tables for Critically Failing in a Computerized World

By: James A. Pozenel, Jr.

Utilizing DCC spells as programs or wetware is a viable path forward to make more options available to high tech casters. However, before the spells operate and feel like programs in milieus where high tech computers/artificial intelligences abound, there's a lot of work to be done.

Like modern-day computer programmers, high tech "casters" introduce human fallibility into the exacting world of computers and machine logic. High tech casters like the shaman class in MCC RPG, netrunners in Cyber Sprawl Classics, and perhaps even the technomancers of Crawljammer run programs or use hi tech devices. Regardless of the casting semantics of DCC RPG and its genre clones, a "spell" or "program" relies on a d20 check that determines success or failure. A naturally rolled '1' results in a fumble and especially bad things happening to the caster. Below are some tables and additional rules for fumbles when running programs/wetware checks for MCC RPG and other high tech genre clones.

Faults, Bugs, and Critical Errors

Whenever a caster rolls a natural '1' while executing a program, a bug, a fault, or critical error occurs.

To determine the severity of the error, roll a d6 modified by the caster's Luck modifier: (0 or less) critical error + fault + patron AI taint, (1-2) critical error, (3) bug, (4+) fault. Once the failure type has been determined, roll 1d10 plus the caster's Luck modifier and consult the appropriate tables below.

Faults

Faults cause the wetware program to stop running. They are typically small errors that cause the caster to lose their action(s). Faults must be fixed before any programs can be ran again. The time required to fix a fault is indicated in the “Time Lost” column of Table 1: Faults.

Bugs

Wetware programs with bugs run to completion, but with altered or unexpected results. Wetware programs with bugs will continue to operate as “normal,” but the bug’s effects are also triggered on all subsequent program checks. Bugs are akin to a sort of corruption that is applied to each individual program the caster knows. The time required to remove a bug is indicated in the “Time Lost” column of Table 2: Bugs.

Critical Errors

Critical errors can have truly devastating effects on the caster. Any program that falls into a critical error state stops running and causes the caster to miss the balance of their actions for the round. Any time a Critical Error is indicated, the fumble range for the program is increased by 2 (e.g - from ‘1’ to ‘3’) until the caster can rest for 8 hours and perform hardware or software maintenance routines. Critical errors are akin to corruption in DCC RPG and may be avoided by burning a point of Luck.

Bug Fixing

Any instance of mishap while running a program needs to be fixed before the programs run properly again. Fixing faults and bugs requires the caster to use at least one action (move or action dice) and perhaps more (see their tables below). Critical errors have no other effect than those generated by the Critical Error table and increasing the fumble range of the program.

Table 1: Faults

d10	Result	Time Lost
1	<i>Decompilation Fault: The decompilation of the compilation has caused severe data corruption in 'main' function. Check the manual for decompiled compilation faults BZ/ST/486/C, RB/CZ/907/X, and 27B/6. No further information can be f/43d7ff4d-a4e7-43d1-91ae-121601f5ebc9 19891671-472a-427b-845a-2e83b03e6aae 93b68aed-a566-4872-b090-b2b023be9758 fd3caf1a-b0f2-4f3f-9576-5dad1bd75c28 743486af-6a41-4306-aabd-0ed6d7da389f 65515b19-31e4-4587-99b2-5b59425b4fed d44bd178-5650-470c-85dd-ddacaeecbf04 AUTO_ABORT();</i>	2 rounds
2	<i>Unknown error: please cross reference all known errors, known unknown errors with unknown unknown errors and reload XTC Error Matrix with THX 1138 Matrix Injector.</i>	1 round
3	<i>Genie Meditation 0x00000234.8675309</i>	1 round
4	<i>0xDEADBEEF sector not set. Please initialize deadbeef and eat steak.</i>	1 round
5	<i>Keyboard failure error - press F1 to continue.</i>	1 round
6	<i>TIME-SPACE QUANTUM NET ERROR. Message: "You don't exist. Go away."</i>	1 round
7	<i>FATAL CATASTROPHIC ERROR: Missing section name.</i>	1 action
8	<i>Cauldwell zero five dee tandem ... You have reached a Bell Solar pre-completion termination. If you require activation of this service please contact your Bell Solar provisioning interface for turn up.</i>	1 action
9	<i>Syntax Error: unexpected (T_PAAMAYIM_NEKUDOTAYIM) in Command line code on line 12819</i>	1 action
10	<i>An internal error has occurred: Cryptic error message H238 (Note: You have not done anything wrong)</i>	N/A

Table 2: Bugs

d10	Result	Time Lost
1 or less	<i>Endless loop.</i> A logic mistake causes the program to run endlessly. The wetware runs as intended each round, but each round after the first requires a DC 15 Will save to break the loop. While looping the caster may take no other actions and suffers 1 point of temporary Intelligence damage per round unless they make a DC 18 Will save.	Special
2	<i>Clear main.</i> Caster accidentally released the memory holding the wetware program. The caster must recompile the program which takes 2d3 rounds minus their Intelligence modifier (minimum 1).	Special
3	<i>Bad loop.</i> Program has unnecessary looping structure causing degraded performance. Wetware takes twice as long to run.	2 rounds
4	<i>Buggy.</i> Each subsequent use the program increases its fumble range by 2 (eg. - 1 to 3, 3 to 5, etc.) until fixed.	2 rounds
5	<i>Globally scoped variable.</i> The program being ran has been improperly scoped to the global context. All targets within range, including the caster and his allies, are also affected by the running wetware.	1 round
6	<i>Incorrect offset in targeting matrix.</i> The wetware selected a different target than the caster intended. Randomly select any available target including the caster and his allies.	1 action
7	<i>Computational mistake.</i> Wetware has incorrect computations altering the effect of the program. Each time the program is ran, the outcome is negatively altered 75% of the time. The alteration could be represented with movement along the dice chain or the numeric values being adjusted downward by 50%. The Judge decides the nature of the adjustment.	1 action

d10	Result	Time Lost
8	<i>Incorrect program.</i> Another piece of wetware the caster knows ran instead of the one intended. Randomly select the program from those known and ran and apply the program check to the program's result table.	1 action
9	<i>Incorrect value.</i> The caster always run the program at the lowest possible success result until fixed.	1 action
10 or more	<i>Undeclared variable.</i> The wetware program references an unknown variable. The program runs, but has no effect since the variable was undefined.	1 action

Table 3: Critical Errors

d10	Result
1 or less	<i>Incoming Command: SIGKILL SELF NOHUP.</i> A powerful adversarial entity (e.g. Patron AI, Space God, other AIs or casters) has brutally attacked the caster. Character experiences unearthly pain, suffering 4d6 damage, a permanent -2 penalty to all ability scores, and an additional -2 penalty to Luck.
2	<i>Hardware Fault Detected - Biological Unit: Initiating Core Dump & Reboot Sequence.</i> Severity Code 1. Caster must make a DC 20 Will save, or be knocked unconscious for 1d6 turns and suffer 1d6 permanent Intelligence ability score damage. On save, the caster is dazed for 2d6 rounds and suffers 1 point of permanent Intelligence damage. While dazed the caster moves at half speed and is only able to defend himself.
3	<i>Nanobot overload.</i> Wetware execution faults cause a mass extinction event for the nanobots inhabiting the caster. The caster suffers 3d6 hit points of damage and temporary wetware check penalty equal to the level of the program ran. Unless someone has access to a nanobot foundry (a device about the size of a deck of playing cards), the loss cannot be restored, but instead “heals” over time like ability score damage.

d10	Result
4	<i>WARNING: Critical Fault Detected. Co-located Reactor Containment Breach.</i> The micro nuclear reactor transported into the caster for the purposes for powering their wetware has had a melt-down. Character loses 2d10 pounds in one month and suffers a permanent -1 penalty to Stamina.
5	<i>Genie Transformation Request Initiated. Your Wish Is Our Command™.</i> Character's limbs are replaced by robotic tentacles. One limb is replaced at random each month for four months. At the end of four months, it is impossible to hide the character's inhuman nature.
6	<i>Genetic instability.</i> Something has gone terribly wrong. The character's genetic hardiness has been compromised. They immediately roll for a passive defect on Table 3-2: Mutations of the <i>MCC Rulebook</i> and determine the defect's mutation check. As the character levels up, he cannot re-roll the mutation check for the defect. What this genetic change means for the caster (now and in the future) is up to the Judge to decide.
7	<i>Anti-virus Scan Reports Techno Virus Intrusion Event.</i> The character has created a vulnerability in their locally running source code and a snippet of malicious code is now running. Roll on the Malicious Code table in the following article.
8	<i>Biofeedback spike.</i> An eruption of corsucating, crackling energy covers the character's body. The feedback burns his skin leaving hideous scars all over their body, face, and hands. The burns cause 1d6 points of temporary Agility damage and 1 point of permanent Personality loss.
9	<i>Segmentation Fault Detected: Bioluminescence Fallback Loop Initiated.</i> The caster is bio-hacked and their skin now emits a continual light. Roll 1d4 for the color: (1) blue, (2) green, (3) red, (4) white.
10 or more	<i>Spinning pinwheel of please wait...working...working.</i> The caster's eyes glaze over and are quickly replaced with a swirling rainbow of colors. The caster is frozen in place for 2d6 rounds as the wetware has ground to a halt, unable to free his consciousness. Once the caster is free to move again, they discover they cannot run wetware programs for 2d6 turns as their systems must rebuild and reboot.

Malicious Code

Guidelines and Tables for Computer Viruses

By James A. Pozenel, Jr.

Hackers, technomancers, malevolent Artificial Intelligences (AIs), among others, may encode and deploy software harmful to both biological and computerized targets. The forms of malicious code are diverse: viruses, worms, backdoors, adware, ransomware, botnets, and rootkits; as a whole they are often referred to as exploits. Similarly, their severities, effects, and purposes are varied. Most exploits confer penalties to the victim's Luck score as well as other effects and penalties. When an exploit is running on equipment, the Luck penalties apply to anyone using an exploited piece of equipment for the duration of its use or longer (a per a Judge's ruling).

End Conditions

Malicious code can be removed by finding the original source code and discovering ways to subvert or neutralize the virus or worm. In cases where the exploits are actively maintained by a host entity (ransomware, botnets, etc.), the entity must be found and destroyed. Many times specific terms of the exploit must be met before the malicious code stops running. Anti-virus programs can sometimes be used to quarantine troublesome programs. Consult the quarantine program for details on running anti-virus scans and containment operations.

Considerations for Artificial Intelligences

Robots, AIs, computer consoles, etc. often come with always on, hardened anti-virus systems. However, this does not mean they are invulnerable to attack vectors from malicious software, just that they are better equipped to deal with exploits. Each severity level (major, moderate, minor) has a suggested range of time it takes their onboard anti-virus to remove. Major exploits take 2d3 weeks to contain. Moderate exploits take 2d6 days to quarantine. Minor

exploits are removed in 3d4 turns.

Table 4: Malicious Code

This table may be used to find an exploit as per the program. It can also be used in the context of a program check fumble. For the latter case, apply the caster’s Luck modifier to the roll.

d10	Result	Severity
1 or less	<i>Black ICE.</i> Black ICE (Intrusion Countermeasures Electronic) is an aggressive, and often deadly, defence program that attacks those that attempt access the computer resources it protects. The subject must be using a computer network or be caster. The subject has attracted the attention of a Black ICE program and now must fight for their lives. For the duration of the attack, the caster is paralyzed and apparently having an epileptic fit. Treat this struggle as a contest of wills using opposed rolls. The subject adds his Intelligence or Personality modifier to his roll. The Black ICE applies 3d3 to its rolls. Each round the subject loses the contest of wills he suffers 1 point of permanent Intelligence ability score loss (expressed as acrid smoke emanating from the subject and his equipment). A subject may only break off contact with the Black ICE by winning the opposed contest by 4 more. Any round the subject wins by less than 4, results in no ability score loss. Even after losing connection with the subject, the Black ICE will seek them out anytime they run a program or access the net. There is a 1% cumulative chance that the Black ICE finds them once more and renews its attack. The only way to be free of the stalking program is to destroy its data center.	Major

d10	Result	Severity
2	<p><i>Iron Worm.</i> The subject's body has been compromised by a powerful bio-metamorphic worm. The worm transforms a portion of subject body into living metal and then replicates itself to continue its attack. The exploit carries a -2 Luck penalty and each day until the worm is quarantined, the subject must make a DC 13 Fort save or one of his body parts is turned into a haphazard mass of metal, servos, wires, and conduit. On success the worm's progress is halted for the day. Once the worm has mutated a number of areas equal to the subject's Stamina, the victim is lost and they become an Iron Screamer.</p> <p>Iron Screamer: Init 0; Atk slam +2 melee (1d8); AC 14; HD 5d6; MV 30'; Act 2d20; SP un-dead, iron worm infestation; SV Fort +6, Ref 0, Will +4.</p> <p>Any attack that succeeds forces the target to roll a DC 10 Fort save or be infected by the iron worm malicious code.</p>	Major
3	<p><i>Crypto Facto, Bitches.</i> All the programs from one of the subject's Patron AIs (including its invoke patron AI program) has been encrypted and made inaccessible. The exploit carries a -2 Luck penalty and a notice from an enemy Patron AI demands a ransom before the program(s) will be unlocked. The Judge determines the nature of the payment and whether the malicious code can be quarantined by other means.</p>	Moderate

d10	Result	Severity
4	<p><i>Wendigo</i>. Unknown to the subject, he has become part of a botnet ran by an entity only known as Wendigo. The exploit carries a -2 Luck penalty and each time the subject activates a program or uses the Net there is a cumulative 5% chance the botnet uses its access to the subject. The caster must make a DC 15 Will save, or succumb to the botnet's commands. Roll a d5 to determine the compulsion: (1) subject flies into an insane rage seeking to kill everyone in the room; (2) subject must destroy or kill target(s) of Wendigo's choosing; (3) subject must use all consumables he and his allies possess - starting with rations, followed by equipment and ammo, and finally money; (4) subject becomes obsessed with gaining and keeping wealth; (5) the subject must participate in a coordinated group attack on a target determined by Wendigo. The duration of the commands is left to the Judge to decide. Once a command has been given whether successful or not, the chance for another command to be given resets to 0%.</p>	Moderate
5	<p><i>Stuksdice</i>. This virus program affects all program and skill checks the caster makes as it purposefully seeks to disrupt and degrade program execution. The exploit carries a -2 Luck penalty and until the exploit is contained, all program checks made by the caster are -1 on the dice chain.</p>	Moderate

d10	Result	Severity
6	<p><i>RazzleDazzle.</i> The subject or their computer equipment has been the victim of a rootkit that has installed a new program. The exploit carries a -2 Luck penalty and removes linkages to one of the owner's known programs. RazzleDazzle creates a symlink to itself in place of the subjugated program. Once the infected program is activated, the subject becomes the target of a DCC RPG spell, roll d7: (1) <i>sleep</i>; (2) <i>forget</i>; (3) <i>ray of enfeeblement</i>; (4) <i>scare</i>; (5) <i>color spray</i>; (6) <i>slow</i>; (7) <i>paralysis</i>. The subject rolls a program check as normal but consults the DCC RPG spell instead. If the caster needs to supply further parameters (i.e. - supernatural sleep, multiple targets), the Judge determines the outcome. After RazzleDazzle finishes, it restores the link to the original program and randomly establishes a new symlink to another known program.</p>	Minor
7	<p><i>Trojan Rabbit.</i> A backdoor has been established by adversarial forces. The exploit carries a -1 Luck penalty and anyone who knows about the backdoor may utilize for, roll d4: (1) eavesdropping on the subject and his allies; (2) gain a +2 bonus to program checks where the caster is the target; (3) weaken any statistic (e.g - attack, damage, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5') of the subject by 2 for a week, useable once per week; (4) activating the subject's programs against his will.</p>	Minor
8	<p><i>TimeWarpAppend.</i> It's just a jump to the left. The subject contracts a quantum virus that bends and slows processing time. And a slide to the right. The exploit carries a -1 Luck penalty and activation times for all programs are doubled until the malicious code is quarantined. Let's do the Time Warp Append!</p>	Minor

d10	Result	Severity
9	<i>My Totally Safe Shopping Assistant</i> TM . An advertisement for products or services pop up occasionally when running any wetware program. The exploit carries a -1 Luck penalty and for each program ran by the subject there is a 25% change the adware is invoked. Before the program's effect can continue, they must dismiss the commercial intrusion with an action (movement or action die).	Minor
10 or more	A simple virus makes loud chirping noises for 1d6 turns after any program is ran. The exploit carries a -1 Luck penalty and the noise is loud enough to attract the attention of living and artificial entities within 500 ft.	Minor

Exploit

By James A. Pozenel, Jr.

Artwork by KJ O'Brien

Level: 2

Range: Sight

Duration: Varies (see below)

Activation Time: 1 round

Save: Will vs. program check

The caster injects a piece of malicious code (e.g. a computer virus, worm, backdoor, rootkit, or ransomware) into another creature (biological or artificial), which always receives a Will save to resist. Malicious code must be used carefully, it can cripple man or machine. Longer encoding and/or deployment times may be appropriate for more sinister exploits. See Malicious Code below for examples of dangerous software beyond this program.



Manifestation

The caster should articulate the manifestation as he encodes and deploys the malicious code. The manifestation can include minor physical changes on the part of the target. For example, “For as long as this virus afflicts you, your eyes will glow red” or “A mark of the Ancients is visible on your breast for as long as this virus runs.”

- | | |
|-------|---|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-13 | Failure, but the program is not lost. |
| 14-15 | The caster deploys a small virus to one target that inflicts a -1 Luck penalty or a -1 penalty to one other statistic of the caster's choice for 24 hours. The statistic can be attack rolls, damage rolls, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. |
| 16-19 | The caster deploys a virus to one target that inflicts a -2 Luck penalty or a -2 penalty to one other statistic of the caster's choice for up to a week. The statistic can be attack rolls, damage rolls, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. |
| 20-21 | The caster deploys a virus on one target that inflicts a -2 Luck penalty and a -2 penalty to one other statistic of the caster's choice for up to a week. The statistic can be attack rolls, damage rolls, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. Alternatively, the caster may choose to invoke a specific physical or mental limitation for one week. For example, the target cannot speak, cannot move, cannot sleep, cannot see, etc. |

- 22-25 The caster deploys a virus to one target that inflicts a -2 Luck penalty, a -2 penalty to one other statistic, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistic can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the caster or the target, and it must be within the target's power to achieve (even if very difficult). For example, "you cannot see until you access Hale-E's holo-grid network." or "you cannot move until you process 3 teraflops of data commands."
- 30-31 The caster deploys a virus to a large group of people or machines: a server farm, a community, a village, an adventuring group, robots of an installation, etc. The caster can affect up to 50 people at once as long as they are part of a single defined group. The virus inflicts a -2 Luck penalty, a -2 penalty to two other statistics, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistics can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where -1 = -5'), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the caster or the target, and it must be within the target's power to achieve (even if very difficult). For example, "you cannot see until you access Hale-E's holo-grid network." or "you cannot move until you process 3 teraflops of data commands."

- 32-33 The caster deploys a virus to a very large group of people or machines: a server farm, a community, a village, an adventuring group, robots of an installation, etc. The caster can affect up to 100 people at once as long as they are part of a single defined group. The virus inflicts a -4 Luck penalty, a -2 penalty to three other statistics, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistic can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where $-1 = -5'$), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the caster or the target, and it must be within the target's power to achieve (even if very difficult). For example, "you cannot see until you access Hale-E's holo-grid network." or "you cannot move until you process 3 teraflops of data commands."
- 34+ The caster deploys a virus to an extremely large group of people or machines: a server farm, a community, a village, an adventuring group, robots of an installation, etc. The caster can affect up to 1,000 targets at once as long as they are part of a single defined group. In addition, the virus carries on to the heirs of those affected, and propagates through the generations until removed. The virus inflicts a -4 Luck penalty, a -2 penalty to three other statistics, and a specific physical or mental limitation (e.g., cannot speak, sleep, see, walk, etc.). The statistic can be attack rolls, damage, an ability score, saving throws, program checks, Armor Class, speed (where $-1 = -5'$), hit points, and so on. The duration is ongoing until some specific condition is met. The condition must have meaning to the caster or the target, and it must be within the target's power to achieve (even if very difficult). For example, "you cannot see until you access Hale-E's holo-grid network." or "you cannot move until you process 3 teraflops of data commands."

Quarantine

By James A. Pozenel, Jr.

Artwork by KJ O'Brien

Level: 3

Range: Touch

Duration: Instantaneous

Activation Time: 1 round

Save: See below



General

The caster invokes powerful antivirus algorithms to contain the baleful effects of malicious code (exploits) running on a person or object. As referenced in the program descriptions below, a minor exploit is one that causes a loss of 2 or less ability score points;

a moderate exploit is one that impacts 3-4 ability score points or has a limiting effect of some kind (penalty to rolls, reduced speed, etc.); and an example of a major exploit is one that impacts an ability score by 5 or more points or has a debilitating effect (loss of vision, loss of hearing, immobility, etc.). When a save is called for in program results, the affected individual or object either makes a second saving throw against the virus (save and DC are the same as the original exploit), or, if no save was allowed against the original exploit, the person or object may make either a Fort or Will save (player's discretion) against a DC of 10 + the HD of the creature that programmed the malicious code. If the save is successful, the afflicted creature or object is no longer affected by the malicious code. If the save fails, the virus remains in effect and 24 hours must pass before the caster can again attempt to quarantine the exploit.

Manifestation

Roll 1d4: (1) yellow pixelated dots with a pie shaped mouth stream from the caster's hands and begin eating the virus program; (2) a cage of energy forms around the subject then shrinks into subject until the exploit is contained; (3) a progress meter springs into being and reports time until finished and file actions until the exploit is contained; (4) lines of computer code swirl around the target and infected portions are highlighted and re-written.

- | | |
|-------|--|
| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) critical error + fault + patron taint; (1-2) critical error; (3) bug; (4+) fault. |
| 2-11 | Lost. Failure. |
| 12-15 | Failure, but the program is not lost. |
| 16-17 | A single afflicted individual or object is allowed to make a new saving throw to escape the effects of a minor exploit. |
| 18-21 | A number of afflicted individuals or objects equal to the caster's CL are allowed to make a saving throw to escape the effects of a minor exploit. If only a single creature or object is targeted, they gain a bonus to their saving throw equal to the CL of the caster. |

- 22-23 The caster automatically removes a minor exploit from a single individual or allows a saving throw to remove a moderate exploit from a single cursed individual or object.
- 24-26 The caster automatically removes a minor exploit from a number of individuals or objects equal to his CL or allows a saving throw to remove a moderate exploit from a number of afflicted individuals or objects equal to his CL. If only a single creature or object is targeted, it gains a bonus to the saving throw equal to the CL.
- 27-31 The caster automatically removes a minor or moderate exploit from a single individual or allows a saving throw to remove a major exploit for a single afflicted individual or object.
- 32-33 The caster automatically removes a minor or moderate exploit from a number of individuals or objects equal to his CL or allows a saving throw to remove a major exploit for a number of afflicted individuals or objects equal to his CL. If only a single creature or object is targeted, they gain a bonus to their saving throw equal to the CL.
- 34-35 The caster automatically removes any exploit affecting a single creature or object, regardless of the potency of the malicious code.
- 36+ The caster automatically removes any exploit affecting a number of creatures equal to his CL. In addition, if the being that created the exploit is currently alive or operational, he automatically becomes the victim of the exploit regardless of his location or distance from the caster.

[illegible]

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A Free and Unofficial Zine for DCC RPG

