

RAVEN CROWKING'S NEST PRESENTS

SEEBY-BY-THE-WATER

DANIEL J. BISHOP'S

BIRTHDAY MATHOM

2018 EDITION

**Final
Blowout
Issue**

RAVEN

LITTLE ELIDYK

HOOTH MARSHES

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Introduction

It's been a long road, and this is the sixth and final birthday mathom that I will be producing. It isn't the mathom that I was expecting to produce, either. Way back when I announced it, I was going to produce a mini-setting for ***Dungeon Crawl Classics***. What happened instead is writer's block, and the well dried up.

So, here we are. Something different, and something produced from scraps of old projects never finished is going to make it into your hands. Like Bilbo in ***The Fellowship of the Ring***, I have managed to throw a little bit of poetry in as well. I would say "Forgive Me," but (1) I hope I don't need too much forgiveness, and (2) that is too close to the title of an excellent ***Lamentations of the Flame Princess*** adventure by Kevin Green. I have run ***Forgive Us*** using the **DCC** rules, and it was really a lot of horrible fun!

Another funny thing: as I get older, I apparently lose track of my age. I am 52 this year, not 53...but you still get 53 pages herein!

So, here we go.

All art, text, and cartography is my own.



Raven Crowking's Book of Forgotten Lore

Introduction

Near the midpoint of my life, I found myself in a dark wood. Behind me lay everything from Holmes Basic to 3rd Edition *Dungeons & Dragons*. Although I did not know it yet, before me lay *Dungeon Crawl Classics*, where the sunlight once again danced on the meadow flowers.

In that dark wood, there was no game that really hit the sweet spot for me. So, as many have done, I decided to write my own. Lacking any really clever title, I simply called it *Raven Crowking's Fantasy Game*, or *RCFG* for short.

RCFG was an attempt to create a truly pulp-style fantasy game. I wanted a game that could easily convert materials from other systems. I wanted to be able to write materials without a lot of extra work ensuring that the math lined up. I wanted an easier system than the ones I was currently playing, a system with a lot of options – but, importantly, a system where those options didn't interfere with either prep or play.

I know. An impossibly tall order. When *Dungeon Crawl Classics* appeared on the scene, I was ecstatic to get a game that did what I wanted without having to write the damned thing myself. But...but...we had a lot of fun in the *RCFG* playtests, and there were some options therein that haven't been re-written for *Dungeon Crawl Classics*.

This "book" is an attempt to offer some of those options to your campaigns. Use what you like. Ignore what you don't like. Some of the material is verbatim from *RCFG*. Other parts have changed considerably to fit the *Dungeon Crawl Classics* design aesthetic!

Races & Racial Subtypes

Humans can be broken down into various subtypes in the real world, either for by culture (French vs. British), physical features (Asian, Caucasian, etc.), or both. This is even truer in a fantasy world. Early Sword & Sorcery stories abounded in both real and invented racial divisions. *Dungeon Crawl Classics* campaign worlds can have the same sorts of distinctions.

Flavor distinctions are based on culture, pigmentation, language, religion, general appearance, and other factors that don't require mechanical overhaul of a racial type. Flavor distinctions don't need to have real-world counterparts – humans with blue skin, mauve eyes, or slightly pointed ears are all possibilities.

Mechanical distinctions require a bit more work, as they alter the game mechanics of the parent race to create the subrace. For example, a group of small humans could live in a secluded valley – they have a 20' movement rate, and perhaps gain a stealth bonus as do halflings.. Aquatic (or amphibious) subraces can exist, as can ones adapted to heat or cold, etc.

Many Sword & Sorcery stories revolve around the hero (es) encountering the degenerate remnants of a devolved human race. Using this option in your game can allow the same thing. The aspiring judge and players should be careful to avoid the following three problems:

1. Racial subtypes that are just too good – If there is no reason to choose the standard race, you should revise your creation until there is. Even in *Dungeon Crawl Classics*, where you do not necessarily choose your race, and balance is a far looser concept, it should not be clear that the person who gets to play an Earth human is getting all of the bonuses (as compared to the rest of the Barsoomian party). If all the PCs are Earth humans on Barsoom, of course, this eliminates the problem.
2. Racial animosities which preclude PCs adventuring together. There may be a very good reason in your world why elves don't get along with dwarves, but there had better also be a way around it if your adventuring party is to include both.
3. Racial divisions that trigger real-world problems. It's okay to create a race of dark-skinned evil elves that dwell underground or halflings that treat women as chattel; it is not okay if doing so offends the people at the table.

Use your best discretion here. Balance out your patriarchal society with a matriarchal one. Consider making your evil elves bone-white, or even blue. Stereotypes and archetypes are not the same thing.

Warrior Fixes

When running a playtest for *Apotheosis in Green & Gold* at Gary Con in 2017, I noticed that the 8th level warrior did not seem to keep up with the other 8th level characters (although this could have been due to the luck of the draw, both for random magic items and in character generation).

Minimum Bonus Against Solitary Foe: First off, I propose that, regardless of the Deed Die result, the total bonus to hit and damage for a warrior should never be less than her level when fighting a single foe. For this purpose, a 10th level warrior, rolling a Deed Die of 1d10+4, always gains a minimum +10 to attack and damage. If she rolls a “2” on the Deed Die, the deed does not succeed, but her bonus to hit and to damage is +10 rather than +6.

This rule would only be in effect against solitary foes. When fighting multiple foes, a warrior’s superior Critical range and results do not need “topping up”.

Shield Defense: A Mighty Deed can be used to increase defense. In this case, the Deed Die does not add to attack roll or damage, but instead adds to the warrior’s AC. If the Deed succeeds, the Warrior can add +1 to an adjacent creature’s AC as well per point of success (i.e., a Deed of 3 adds +1, and a Deed of 5 adds +3).

Quest For It Modifiers: Warriors should be encouraged to Quest For It as much as any other class. Here are some modifiers that can be given out as warrior-specific “treasures”, the results of training that most do not receive. The judge and players may easily come up with more.

- **Forceful Blows:** When using a two-handed melee weapon, the warrior adds double her Strength bonus to the damage done.
- **Formation Fighting:** When fighting in a military formation, the warrior gains a +2 bonus to his AC. In addition, he gains a bonus to his attack rolls equal to +1 for every three warrior levels he possesses (rounded down). These bonuses only apply when the PC is on a battlefield with at least a dozen other friendly non-warrior soldiers, or at least three other friendly warriors.
- **Mounted Combat:** When mounted, the warrior does an additional +1 point of damage per three levels she possesses (rounded up).
- **Off-Hand Weapon Defense:** When fighting with two weapons, the warrior gains a +1 bonus to AC, as though he were using a shield. This does not preclude attacking with the weapon.

- **Parry & Riposte:** When fighting with a single one-handed weapon, the warrior gains a +1 bonus to AC, as though she were using a shield.
- **Rapid Shot:** When using a missile weapon other than a crossbow (or similar), the warrior gains one extra attack using 1d16 for his Action Die.
- **Unarmored Dodge:** When not wearing armor, the warrior gains an AC bonus equal to +1 per three levels possessed (rounded up). Using a shield does not negate this bonus.

Some Poisons

- ◇ **Damaging Poison:** By injury, this poison does 1d6 points of damage per round for 2d6 rounds, unless a Fortitude save (DC 15) is made. This save must be made to resist damage each round. Immediate onset.
- ◇ **Draught of Sleep:** Ingested, this poison causes a deep sleep for 2d6 turns unless a Fortitude or Willpower save (DC 15) is made. Onset in 2d6 rounds.
- ◇ **Paralyzing Potion:** Ingested or by contact, this potion causes 1d4 points of temporary Agility damage per round for 1d6 rounds. A Fortitude save (DC 15) may be made each round to resist the damage given in that round. Onset in 1d4 rounds.

Spell Sources

If you are anything like me, you have a huge shelf of non-*Dungeon Crawl Classics* materials (for example, *Lamentation of the Flame Princess* adventures!) that include spells not immediately usable in **DCC**. And, in many cases, you don’t want to write out an entire spell table to use a cool idea.

This is for you.

RCFG used “spell sources” to grant sorcerer spells. A spell source is an inherited or acquired source of magical power that can be tapped to gain spells. Each spell source also physically changes the user in some way. These changes are cumulative (and largely descriptive), but the specifics of the change are determined by the player with the judge’s approval. Finally, some spell sources prohibit the sorcerer from later gaining other specific spell sources.

For example:

- ⇒ **Celestial:** The spell source comes from celestial powers, including spells that protect and heal. The wizard with the spell source tends to have a light, graceful appearance – possibly including a soft glow like that of a candle. A wizard cannot have both the

celestial and the eldritch horror or infernal spell sources. Areas attuned to this spell source are often holy areas, such as the interiors of great cathedrals or the sites of miracles.

- ⇒ **Draconic:** The spell source invokes the natural magic of dragons. These spells deal with things like fiery breath, armored skin, flight, and avarice. This spell source tends to give the wizard light scales, draconic eyes, or even small horns. Areas attuned to this spell source are associated with dragons, such as places where dragons have laired, or places laid low by dragonfire.
- ⇒ **Dreams:** The spell source gains power from dreams, nightmares, and illusions, and includes spells that evoke the same. The wizard attuned to this spell source seems somehow unreal to those who see him, as though he were no more than a figment himself. Areas attuned to this spell source usually have some dreamlike or nightmarish quality.
- ⇒ **Eldritch Horror:** This spell source invokes the power of primordial horrors that have long been banished from the waking world of men. These spells deal with madness and twisting men's minds, as well as with the summoning of things best left alone. A wizard with this spell source may undergo any of a number of changes that leave her feeling simply wrong to all who see her. A character with this spell source cannot also have the celestial spell source. Areas attuned to this spell source almost always feel vaguely uncomfortable, and may spontaneously generate aberrations.

And so on.

For each spell source you create, make a list of non-**DCC** spells that you want to link to it, the number of times the spell source can be tapped (in a day, month, or year, for example) and the DC to tap each spell. Perhaps make a special chart for corruptions when you roll a "1".

When I was working on **RCFG**, each spell source was a broad area of power. In a ***Dungeon Crawl Classics*** campaign, each spell source can have a much smaller focus. It can be a single standing stone, for instance, that can be tapped by characters no more than 10 miles from it...or even in contact. It can be the manifestation of a specific saint attuned at the site of his martyrdom but now accessible anywhere. Do with it what you will.

Note too that spell sources do not need to be limited to wizards and elves. All characters in **DCC** are capable of making spell checks, so it is the DC for those checks that determines if, say, a warrior can access the source. If there is a ritual cost for attuning to a spell source, it might grant anyone a single use each month (for example) without having to make a spell check.

Combat Modes

RCFG used combat skill ranks; I am not sure (yet) how this material is going to convert to ***Dungeon Crawl Classics***.

When using a weapon skill, a character engages in one of six combat modes. If a combat mode is not declared prior to making an attack roll, the standard mode is assumed. Not every weapon skill allows for every combat mode; see the table above for details. Where an "x" is indicated, the combat mode can be used with this skill. In the case of exotic weapons, the combat modes available depend upon the weapon in question.

The table below shows the effects of using the various modes. A character cannot have fractional modifiers; where division leaves a remainder, it applies to the first roll listed. Thus, the standard combat mode applies half a character's ranks to the attack roll and half to damage. For example, a character with three ranks using the standard combat mode would get a +2 bonus the attack roll and a +1 bonus to the damage roll.

A character can change her combat mode as a Free Reaction on her first initiative every combat round. In addition, a character can change her combat mode as a Reaction at any time.

See table on page 5.

Sleeping in Armor

A character that sleeps in medium or heavy armor doesn't get good rest. The character takes 1 point of temporary Agility, Strength, or Stamina damage (chosen by the player), and heals 1 hp less than he normally would. No ability score damage is healed when sleeping in armor.

Sleeping in light armor causes the same penalties unless a Fortitude save (DC 10 + AC bonus) is successful.

Optional Rule: Pull Strength

All bows have a pull strength, which determines the maximum Strength bonus of the bow when calculating damage. A character cannot use a bow whose pull strength exceeds his or her Strength bonus, or even string a bow whose pull strength is 2 or more than the character's Strength bonus.

Provisions

Characters, their followers, and their animals, all require a measure of food and water on a daily basis. A human adult (or similar creature) requires half a gallon of water and one pound of food each day. A smaller creature (such as a halfling) required three-quarters this amount,

and a large creature (for instance, a horse) requires 1½ times this amount. Other creatures require more or less food and water as is proportional to their sizes.

A creature that fails to consume enough food can last for a number of days equal to its Stamina bonus (if any) plus its Hit Dice before negative effects set in. Thereafter, it must make a Fortitude save each day (DC 10) or take 1 point of temporary Stamina damage, which cannot be healed until the creature has eaten at least one day's worth of food. Moreover, for each day the character must roll the Fortitude save, he or she suffers a cumulative –1d penalty on the dice chain to all checks, saves, and attack rolls. These negative effects continue until the character eats at least one pound of food.

Failure to consume enough water (or similar liquid) causes double these consequences – a cumulative –2d penalty to all checks, saves, and attack rolls, as well as 2 points of temporary Stamina damage each day the Fortitude save failed. These penalties are removed at the same rate they are initially accrued once a daily allotment of water is consumed. Penalties for lack of water begin immediately on the day after failure to consume enough water.

Penalties for lack of food and lack of water stack.

If the judge so desires, bonuses can be given to Fortitude saves due to lack of provisions if some portion of food and/or water is available. Likewise, penalties for excessive activity can be assigned.

Sleep & Lack Thereof

Generally, a character must have 8 hours of rest (including 6 hours of sleep) each day to be in top form. If a character fails to get enough sleep, the judge may assign penalties to his or her actions.

After 24 hours awake, a character must roll a Will or Fort save (DC 10) whenever conditions conducive to sleep present themselves (including while keeping watch). Failure means that the character falls asleep for 1d6 hours (or until awakened).

Table: Combat Modes

Combat Mode	Description	Effects
Accurate	You seek to hit at all costs.	All skill ranks go to the attack roll.
Aggressive	You seek to cause serious damage with each hit.	All skill ranks go to damage.
Brutal	You seek to inflict massive damage with each stroke.	½ skill ranks go to damage, but weapon's threat range is increased by 1 per 4 ranks remaining (or portion thereof).
Defensive	You seek to protect yourself as much as you seek to strike your foe.	½ skill ranks go to Armour Class, ½ skill ranks go to attack.
Fully Defensive	You seek to protect yourself at all costs.	All skill ranks go to Armour Class.
Standard	You seek to make a balanced attack.	½ skill ranks goes to attack roll, ½ skill ranks goes to damage.

After 48 hours awake, the save DC is increased to 20, and the period of sleep is 2d6 hours.

After 72 hours awake, the save DC is increased to 30, and the period of sleep is 4d6 hours.

Every additional 24 hours increases the DC by +10, and increases the period of sleep by +1 hour.

Surprise, Dogs, and Luring

One of the reasons adventurers sometimes bring dogs with them is that dogs have an excellent sense of smell, allowing an adventuring group access to a better chance to notice creatures sneaking up on them (and therefore a smaller chance of being surprised).

Of course, humanoids and some other creatures might keep dogs or other guard animals for the same purpose.

Sometimes a creature intentionally calls attention to itself. This is called luring, and occurs in one of three basic ways:

1. The creature pretends that its condition is different than what it actually is. Like a killdeer, it might pretend to be wounded to draw predators away from its nest. Or it might pretend to be wounded to draw scavengers in as prey.
2. The creature pretends to be something other than what it is. An anglerfish has a glowing lure that draws in other fish, seemingly offering them an opportunity to eat. Some monsters pretend to be something other than what they are with similar purpose.
3. The creature is bait for an ambush. Three orcs argue loudly in the corridor to act as a lure for the adventurers they know are in their caverns. Hidden nearby, though, are a dozen alert orc warriors, waiting for a chance to strike at anyone attracted by the bait.

Just as monsters may use guard animals, adventurers may use a loud noise as bait to draw them from their lair, and to keep attention focused on the obvious characters. Meanwhile, the thief is poised for a sneak attack....



Wise players will not assume that things are always as they seem. The wisest players will utilize the tricks of the enemy against them, drawing creatures into ambushes or areas where they can be combated more effectively! Rather than discouraging such attempts, the judge should actively encourage the PCs in these endeavors.

Optional Rule: Battle Fatigue and Respite

Any creature can perform strenuous activity, including combat, for a number of rounds equal to its Stamina score without concern. However, each round a creature continues beyond that amount can rapidly tire it out. Once the Stamina score buffer has run out, a creature takes nonlethal (subdual) damage equal to the number of additional rounds it's fought (1 on the first round, 2 on the second round, 3 on the third round, and so on).

If a creature doesn't use its Action Dice for 1 round, it is called a *respite*. After a respite, the creature can once more perform strenuous activity for a number of rounds equal to its Stamina score before you taking subdual damage from fatigue. A respite does not cause subdual damage already taken due to fatigue to automatically heal (this takes a full turn of resting). A creature can take a respite if while holding an action, so long as the action is not used within that round.

Characters may also add their level to their AC while taking a respite.

Respite gives opportunities for witty banter – and even negotiations – while both sides of a combat catch their breath. The need for a respite is part of what makes mobs so dangerous...and also creatures like undead and constructs, which are immune to fatigue and do not need to rest.

“Cover Me!”

Even a half-decent archer can provide suppressive fire. This uses all of the character's Action Dice during a given round. However, the character gains a free attack whenever an opponent in range attempts to move or fire a missile weapon, to a maximum of 1 free attack per level.

These free attacks are made using 1d16, but targeted opponents suffer a –2 penalty to their own attack rolls as a result, whether the archer hits or not.

Getting the Drop

In some cases, one character can “get the drop” on one or more characters. Getting the drop essentially means that the character is threatened by a weapon, which the threatening character can use before the threatened character can react.

A character can get the drop on another by having a readied missile weapon, holding a dagger to a throat, or any number of other means. It is even possible to get the drop on a character using unarmed attacks.

The judge determines whether or not a creature has the drop on another creature.

A character that has the drop on another creature may make a free attack with a +4 bonus on the attack roll and an extended critical range equal to half his level or Hit Dice, rounded down.

The longer a character has the drop, the harder it is to maintain. The drop may be retained for three rounds without difficulty, but every round thereafter, the defender may test the character with the drop, using a Reflexes save or a Personality check to do so. The defender gains a +1d bonus to this check for every three rounds (or portion thereof) the drop is held past the first three rounds.

The character with the drop makes an opposing Will save. If the defender wins by 5 or more, he negates the other character's drop as a Reaction. If the defender fails by 5 or more, it is as though the drop were just gained – it is automatically maintained for three rounds, and any bonus the defender gains for the time the drop is held must begin anew.

The character with the drop may simply attack the defender when tested instead of trying to maintain the drop. If he does so, he gains the benefit of +4 extra damage, but loses the +4 bonus to his attack roll and loses the added crit range. Of course, if he wins the test, the character with the drop may make an attack immediately thereafter with all the benefits of the drop.

This mechanic may be used for a number of reasons:

When a character is hunting from a blind, he may now potentially take down a game animal in a single shot regardless of its Hit Dice. Indeed, a good enough archer could potentially slay a dragon in this manner.

The drop can be used to sneak up on and eliminate guards before they can cry out, if the attacker can manage to achieve surprise.

The drop can be used to initiate dialogues within adventures, either because the PCs get the drop on

NPCs, or vice versa. A break in hostilities can lead to negotiation, dropped clues, or even exchanged taunts or witticisms, in the best tradition of film and television.

The drop can be used to allow for the capture of opponents.

The drop can be used to hold someone hostage, allowing for escape. Again, while this might mean that a villain survives to bedevil the PCs, it might also mean that the PCs survive by taking the orc chieftain hostage.

Living Spells

A living spell is aware of its own existence. It either wants to be cast, or resists being cast. Most living spells want to be cast.

Spells that Wish to be Cast: If a scroll containing a living spell is examined by someone capable of casting the spell, that being must make a Will save (DC 15 + spell level) or immediately cast the spell.

Spells that Resist Casting: If a character attempts to cast a living spell on a scroll, he must make a Will save (DC 15 + spell level) or the spell is cast at a -1d penalty on the dice chain per spell level.

“You’ve got...something...over there....”

The most disturbing changes which can occur when travelling to a new worlds are to the character’s basic form. PCs may discover that they have new sensory organs unique to the new world (sometimes inconveniently located), extra arms growing out of their backs, and so on.

This is especially appropriate when the means to get to the new world involves magic, or involves forming a new body on the planet upon arrival.

In general, these changes should apply only while upon the planet....unless you have encountered a post-apocalyptic, mutation-causing, radioactive wasteland (in which case, getting to a safer location should become first priority).

Players are encouraged to role-play their reactions, and to make use of whatever the judge throws their way. Doing so is part of the fun. When your characters go home, after all, the changes usually go away. Even those that do not are probably subject to magical correction.

(Be aware, too, that creatures visiting your character’s world from another planet or plane might look entirely different –and have different abilities – when at home!)

The Dragon

On the islands of Komodo,
Twixt Java and Timor,
Deer and men both tremble
When they hear the Dragon's roar.

No wings grace Her pebbly back,
Nor does She mount the sky,
But slowly walks across the ground
Head swinging side to side.

Her forked tongue flicks yellow bright
And tastes the balmy air.
The wild water buffalo sooner flees
Than face Her baleful stare.

Hooves slip silent cross the stones
And once-proud heads held low
When antlered stag or horned goat
Comes thirsting to water's flow.

With staccato thunder of Her feet,
Strikes the land crocodile.
Pestilence drips off dagger teeth
Gleaming in Her smile.

When the stars alight like burning ice
Komodo's dread Mistress tires;
She rests Her head on golden sand
And dreams of breathing fire.

Pentarde's Cave

This is the first RPG submission I ever made. Behold it now, in all of its questionable glory.

Note that the editor's remarks are still available for all to see!

And, yes, it is clear that I was a bastard of a DM even in the 90s....

PENTARDE'S CAVE

by

Daniel J. Bishop

"Pentarde's Cave" is an AD&D[®] mini-adventure for 3-5 characters of level 4-5 (about 18 total levels). The party should have either a magical sword (of at least +1 value) or several skins of wine for the best chance of survival. The party should also contain at least one thief (or another character who can climb walls).

This adventure can take place in any rocky location where cliffs might be located, such as mountains, canyons, or rough. It is best used when characters are travelling from one location to another, and should initially be presented as an encounter of little consequence.

Adventure Background

Myron??

Myron ("the Great") is an intelligent and cunning, but lazy, doppleganger. One day, while searching for an area to spend the night, he stumbled upon the small cave system outlined below. Although it was too dangerous to keep as a lair, the doppleganger realized that the natural denizens could make short work of the average group of adventurers, most often ending up with the party alive but unconscious. This was perfect for Myron, who could recover the bodies for food, and even keep bound "guests" alive for later dining. He is too clever to ransom characters, as they might spread word about him or return to attack him. Either way, his source of easy food would be cut off. Myron believes he has found the perfect home.

Dopplegangers should have cushy positions in town, not be wandering around in the woods -

Myron has taken to camping out in a waterproofed burlap tent on a trail that passes close by the cave. When he senses a group approaching with his ESP power, Myron takes the form of a small, slender woman with hypnotic black eyes. Long, wild black hair cascades over her shoulders, framing a young, perfectly-featured face. The "cover" wears well-worn leather trousers, a plain loose-fitting shirt, a leather pack, high boots, and a wide belt. A short sword is sheathed at her side. In the guise of the "cover", Myron claims to be named Catarrhina Pentarde.

In actuality, only the pack is real. The other equipment consists of extensions of the doppleganger's body. Within the pack, Myron keeps four wineskins (in case he is struck by a cave fisher) and his treasures: six gems, worth 100 gp (x 3), 50 gp, and 10 gp (x 2), a potion of treasure

finding, a scroll of protection from poison, and an ever-smoking bottle.

If characters search in the area around Myron's camp, they will discover the remains of the creature's previous victims not far off the trail. Myron has lazily left the bodies close to his camp, but they are not along the way to the cavern. Only characters who search in this area will receive this clue, and then only on a 1 in 6 chance.

Myron's Story

Read or paraphrase the following story to the players. Remember that Myron will be using his ESP ability to evaluate the character's belief as he goes on. Feel free to alter the story as you go, stringing the players along as best you can. Remember also that Myron has told these lies many, many times. They fall easily from his tongue.

(see boxed text on next page)

"Greetings and well met, fellow adventurers. I am Catarrhina Pentarde, late of Hornburg (or any nearby town in your campaign world). Who are you, and do you seek challenge? Huh?"

"There is a cave that I have found, not more than a half hour from this spot. I tried to explore it, but it took three of my companions and I escaped with naught but my life. Yet, I believe there are many riches to be extracted from the cave and its inhabitants. If nothing else, three magical swords, carried by my companions, lie within. If you will help me defeat the creatures dwelling therein, two of the swords will be yours.

Let PCs take -
"You ask what must be fought? That I do not know fully, for I was at the rear of the party, but what I did see were bats and goblins. It was goblins that did my companions in."

Accuracy of Duplication

Myron has only a 90% chance of accurately duplicating any person. In this adventure, Myron will sometimes let parts of his "cover" slip. This should be rolled for once on the way to the cave and once at the cave.

If Myron's cover slips, characters may notice that a white streak appears in Catarrhina's hair, or that her eye color has changed. Myron may allow a patch of grey skin to show through. As he will be using his ESP to monitor the characters, and as this has happened before, Myron will have his

lie prepared. He claims to be horribly disfigured from a fire, and says he is wearing a hat of disguise to hide this fact. If called upon to prove it, he will use his natural talents to reveal a scarred Catarrhina wearing a hat.

Myron "the Great"

INT 13; AL NE: AC 5; MV 9; HD 4; hp 15 (as 4th-level thief); THACO 17; #AT 1; Dmg 1-12; SA backstab (+4 to hit, x 2 dmg); SD immune to sleep and charm, save as 10th-level fighter; MR nil; SZ M; ML 13; XP 1,400; Monstrous Manual, p. 60. In addition to the standard abilities of all dopplegangers, Myron has the abilities of a 4th-level thief, including THACO:

Pick Pockets: 25%	Hide in Shadows: 55%
Open Locks: 10%	Detect Noise: 15%
Find/Remove Traps: 15%	Climb Walls: 60%
Move Silently: 60%	Read Languages: 0%

Pentarde's Cave

This cave is entered through a narrow crack, like an upside-down V, at the bottom of a cliff. The crack is about 3' wide at the base, making it difficult for an armored human to enter. Armored humans require a Dexterity check at -6 to avoid becoming stuck. If this check fails, they may be subject

to creature's attacks at a -2 penalty to AC and with no Dexterity or shield bonuses to Armor Class. A stuck character can attack with any weapon already in his hand, unless it is a size Large weapon, at a -4 penalty.

In order to get free, the character must roll 1d20 and add it to his Strength. If the total is 30 or greater, or if characters with a combined Strength of 40+ push and/or pull him out, the character can be freed. Up to three creatures can try this (one on each leg and one from the other side). Note that if a character's companions pull on one side, while a creature pulls on the other, the creature's STR is added to the STR needed to pull the character free. If a character remains stuck for 4 rounds, 1d6 huge centipedes from the main cavern will arrive to investigate (and attack) the hapless character:

Huge Centipedes (1d6): INT 0; AL N; AC 9; MV 21; HD 1 hp; hp 1 each; THACO 20; #AT 1; Dmg 0; SA poison immobilizes victim for 1d6 hours; MR nil; SZ T; ML 5-7; XP 35 each; Monstrous Manual p. 42.

There is a +4 bonus to saving throws versus these centipedes' poison. The centipedes make their saving throws at -2.

1. **Tunnel:** Beyond the crevice is a shaft sloping downward at a 5° angle for nearly 20'. This tunnel is exactly the same dimensions as the crevice, so armored characters must check against getting stuck every 5'. All humans,

elves, and half-elves attack at -2 to hit and gain no DEX or shield bonus to AC in this tunnel. The smell of guano comes from the tunnel, and is very strong, but is not yet overpowering.

2. Main Chamber: At the end of the tunnel, the shaft opens into the main cavern, fully 40' wide and 60' deep. The rough, uneven walls come to a natural vault some 70' overhead, and the cavern floor is 15' below (1d6 falling damage to anyone who enters without looking first). The floor is covered in heaps and mounds of old bat guano that help soften the fall. In turn, the guano is crawling with insects. Tiny hunting spiders (which are not dangerous) run here and there, feeding off creatures sustained by the guano.

The stench of the guano is overpowering, and requires a single Constitution Check to remain conscious. Characters who fail this check pass out, and must be taken to fresh air to recover (recovery takes 1d4 turns).

Also found hunting the insects, spiders, and even occasional mice, are 2d20 huge centipedes (see Area 1, above, for statistics). These creatures will be more than willing to attack any character who enters the guano piles, and are fearless.

The walls and ceiling are home to the cavern's most populous residents, approximately 80 common bats. They enter the cavern through a second shaft near the ceiling, invisible from the floor. This shaft runs upward 40' at a 35° angle, eventually exiting the cliff face about 20' above the ground. The exit is near a small ledge, to which several bushes cling, making it difficult to spot from the ground. The bats will swarm around and fly into things if a

strong light source is brought into the cavern; this is 80% likely to put out torches each round and causes characters to suffer a -2 penalty to hit. Spell casters must roll a Wisdom Check each round to cast their spells (a failed check means the spell is ruined, and is lost).

Common Bats (80) INT 1; AL N; AC 8; MV 1 fl 24 (B); HD 1-2 hp; hp 2 (x 38), 1 (x 42); THACO 20; #AT 1; Dmg 1; SA see above; SD AC 4 when flying; MR nil; SZ T; ML 2-4; XP 15 each; Monstrous Manual, p. 15.

3. Ledges: When the bats become riled, the most dangerous inhabitants of the cavern become active. These are three cave fishers living on isolated ledges near the top of the cavern (each is approximately 65' to 75' above the cavern floor, as shown on the diagram). They will spend one round withdrawing their filaments (which are spread in the upper reaches of the cavern), and then shoot them as a 6HD monster (THACO 15). The monsters can pull a weight of up to 400 pounds at a rate of 15 feet per round. The strands have a Strength of 18/00 each and can be cut only by +1 or better weapons. The adhesion can only be dissolved using a liquid with a strong alcohol content (such as the cave fishers' blood).

Cave Fishers (3): INT 3; AL N; AC 4; MV 1; HD 3; hp 15, 12, 10; THACO 17 (or 15, see above); #AT 2; Dmg 2-8/2-8; SA adhesive trapline; MR nil; SZ M; ML 12; XP 175 each; Monstrous Manual, p. 40.

These cave fishers have attacked mostly bats, centipedes, rats, and mice, and their ledges are strewn with the remains of these creatures, bonded to the rock of the ledge. One of the creatures once had the good fortune to catch a young human male, a one-time "companion" of Myron's. His remains are also glued to the ledge. Characters who work hard can pry away the boy's bronze dagger (with an ivory handle, worth 60 gp) and 5 sp. The coins are exceedingly difficult to remove considering their value. Alcohol will dissolve the adhesion, making the remains and treasure easier to remove.

If the boy's remains are moved, at least part of Myron's story is validated: he was carrying a magical short sword +2, which his body covers.

Did Myron know or guess?

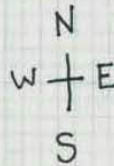
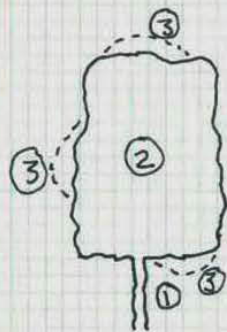
Concluding the Adventure

The cave fisher's filaments are valuable if sold either to a rope maker or a thieves' guild. A rope maker will pay approximately 25 gp worth of trade goods for each filament. The thief's guild is willing to pay up to ten times that amount, if the seller has remained relatively selective in where he announced his "find", and will pay in coin. Thieves do not wish to be conspicuous by purchasing from a "loud" source. In this case, they are likely to just steal the goods. And, of course, thieves are slightly harder to contact than rope makers.

If both the characters and Myron survive, the doppelganger may return in another guise to vex the characters' lives. Perhaps he will attempt to take a character's place while she is out adventuring, and will claim that the

character is a duplicate when she returns.

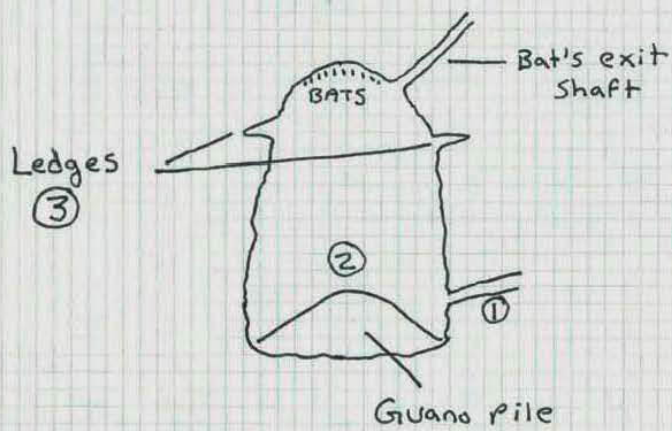
If Myron never gets the opportunity to attack the characters (i.e., if they breeze through this adventure), he may continue with them as Catarrhina, especially if they are rich. As soon as he can steal a sack of gold and escape, he will do so.



Pentarde's Cave

Maps & Diagrams

TOP VIEW
(Dotted lines
indicate ledges)



Side View
(from the west)

□ = 5 feet

Ghosts

Time passes, and time leaves ghosts,
ghosts came when the asteroids cooled in early seas.
Ghosts swirled the soup with ladles of molten ice,
shifting carbon and hydrogen, oxygen and nitrogen
until single-celled life emerged and matured,
worms and bony fish and plated amphibians.
There are sea-ghosts of squids and lung fish.
Chambered nautilus drift like spectres.
Forests remember change, distant shaking,
the tread of narrow-eyed, knob scaled kangaroos
and scurrying, egg-stealing mammals,
the meek would one day rule the world –
world rulers can be meek no more.
The skies remembered the asteroids.
The dinosaurs sprouted feathers
and remembered the skies.

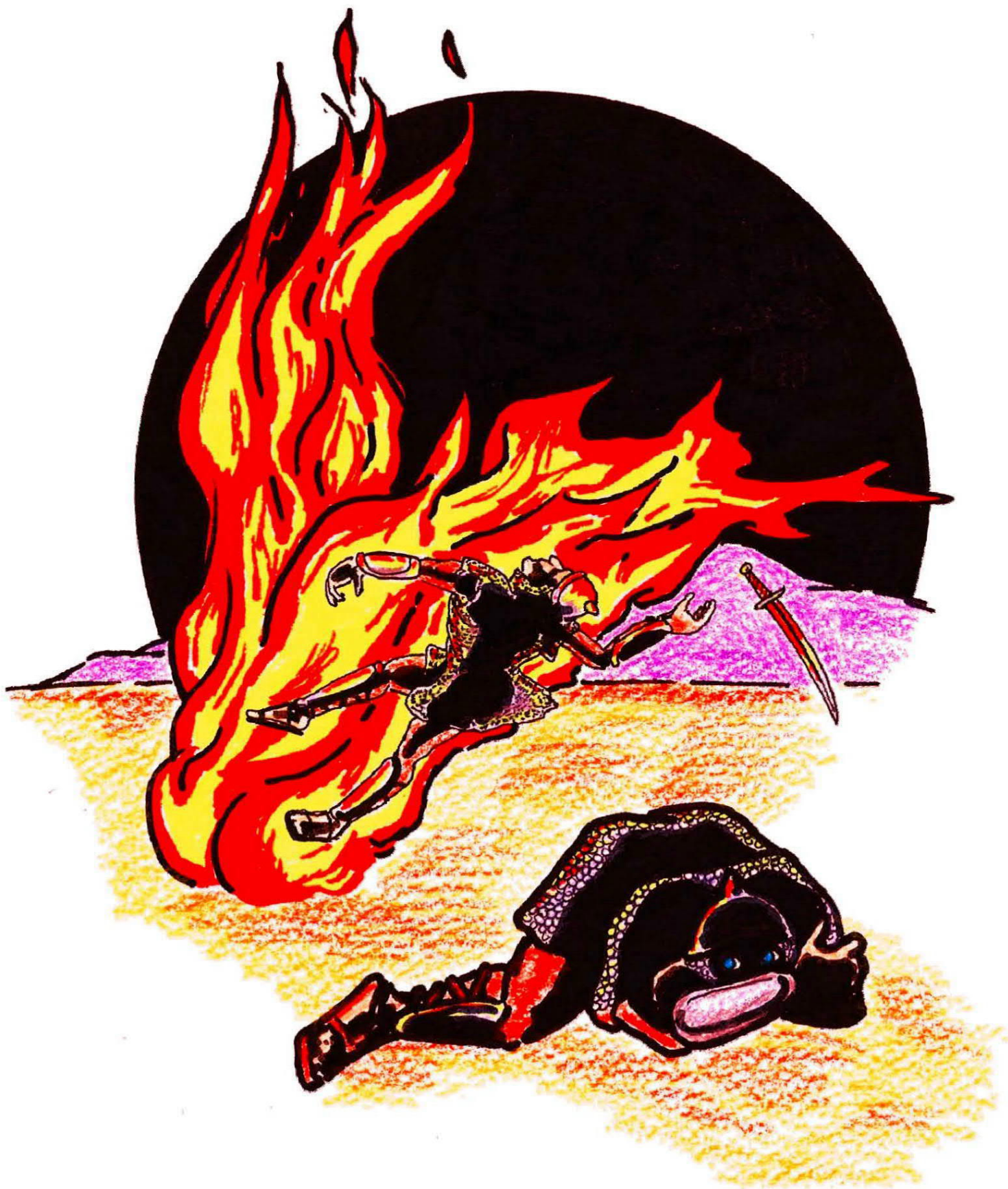
Michuval, Angel of War

Great Michuval, the Angel of War, appears as a tall, muscular man, with dark hair flowing in an inky mane. He wields a flaming sword in two of his four arms, and his four great wings are feathered with bronze. His skin, as supple as silk, nonetheless gleams as though made of metal. Michuval is a Champion on the Celestial Realms, and Knight Commander of a cohort of angels. He is a slayer of demons, dragons, and giants. He expects those who would seek him as a patron to exhibit valour in battle and cunning in the art of war.

The ceremony to bond with Michuval must be cast upon a battlefield where large-scale combat has taken place, or a place where a dragon, demon, or giant was slain.

Invoke Patron check results:

12-13	The Celestial Realms help best those who best help themselves. Michuval expects the caster to resolve his own problems, but the Angel of War will lend some strength to the caster's arm – the caster gains a +2 bonus to Strength until the current encounter is resolved.
14-17	The caster must still solve his own problems, but the Heavens will send greater aid. For the next CL x 10 minutes, the caster's primary weapon strikes as a magic weapon, granting the caster an additional +1 to hit and damage. The weapon glints and gleams while wielded, announcing to all who can see the celestial energies it is channelling. Used by anyone else, the weapon is completely ordinary.
18-19	Armour of Heaven. The caster's skin takes on a metallic sheen, giving him a bonus of +4 to his Armour Class. In addition, he takes only half damage from the physical attacks of Chaotic creatures whose Hit Dice are equal to, or below, his character level. This celestial armour lasts CL minutes.
20-23	Scion of Battle. As 18-19, above, plus Michuval lends great strength to the caster's arm, resulting in a +1d7 bonus to Strength that lasts for CL minutes. During this time, the caster's physical attacks are treated as though they came from magical weapons.
24-27	Flaming Blade. The caster's primary weapon bursts into flame, doing no harm to the caster or the weapon, but inflicting an additional 1d6 points of damage with each strike and setting flammable materials on fire unless a DC 15 Reflex save is made. While flaming, the weapon strikes creatures as though it were magical. The weapon remains aflame until the caster desires it to stop, until it is sheathed, or until CL minutes pass (whichever comes first).
28-29	Rallying Call. A great trumpet is heard from the heavens (or echoing in the deep, as appropriate), rallying the caster's allies and dismaying his foes. All the caster's allies within 100' have their morale restored (if it was lost), and further fight with a +2 bonus to attack rolls and damage for CL minutes. In addition, all of the caster's foes within 100' must succeed in a DC 15 morale check or flee the battle, running for at least CL rounds before being able to rally. Foes that succeed in their morale check fight with a –2 penalty to attack rolls and damage (minimum 0 damage) due to their shaken state.
30-31	Champion of Heaven. The caster glows with a celestial light, seeming to grow taller and stronger. For CL minutes, the caster gains a +4 bonus to AC, a +4 bonus to attack rolls, and does +1d7 damage with every successful attack. Against demons, dragons, and giants, his attacks do +2d7 in addition to the previous bonus damage. In addition, the caster gains an extra Action Die (1d16) each round, that can only be spent on an attack. Every ally who can see the caster gains a +1 bonus to AC and a +2 bonus to hit and damage.
32+	War Hosts of Heaven. As 28-29, above, but 1d5 rounds later, CL war angels appear (outdoors, they swoop from the heavens). They remain until the current encounter is resolved, or until CL minutes have passed (whichever is longer), and then depart. War angel: Init +4; Atk +2 flaming longsword +10 melee (1d8+6 plus 1d6 fire + 1d4 against chaotic creatures); AC 20; HD 8d12; MV 40' or fly 50'; Act 2d20; SP detect evil (+8 spell check), communicate via speech and telepathy, infravision, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, half-damage (from fire, acid, cold, electricity, gas), can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned, critical hit on 18-20; SV Fort +8, Ref +10, Will +10; AL L.



Patron Taint: Michuval, Angel of War	
When patron taint is indicated for Michuval, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more. The caster also no longer needs to roll for corruption.	
Roll	Result
1	Violent Solutions: Michuval exhorts the wizard toward martial exploits, at the cost of spells. When this patron taint is first rolled, the caster takes a –1 penalty to all spell checks. When it is rolled a second time, the penalty increases to –2. When rolled a third time, the penalty increases to –4. Ignore further rolls of this taint.
2	Armoured by Heaven: When this patron taint is rolled, the caster gains a permanent +1 bonus to AC, and gains +1d4 bonus hit points. The taint may be rolled three times, and the bonuses stack. Ignore further rolls of this taint.
3	Demonic Revenge: A demon seeks his revenge on the Angel of War by removing his agent on the mortal planes. When this patron taint is rolled, a demon specifically targets the caster in some manner, and will not rest until it is defeated or the caster is slain. When this is first rolled, the demon is Type I. When this is rolled a second time, the demon is Type II. When rolled a third time, roll 1d4+1 to determine the demon type.
4	Against the Giants: Michuval sends the caster on a mission to wipe out a nearby giant or enclave of giants. The distance the caster need travel is determined by the judge, with an average of 1 day for the first taint, 1 week for the second, and 1 month for the third. The giants being sought are hill giants for the first taint, stone giants for the second, and have a 50% chance of either being frost or fire giants. Once this taint is rolled three times, ignore future rolls.
5	Against the Demons: Michuval sends the caster on a mission to rid the mortal plane of some demon. The distance the caster need travel is determined by the judge, with an average of 1 day for the first taint, 1 week for the second, and 1 month for the third. The first time this taint is rolled, the demon is Type I. The second time, the demon is Type II. The third time, roll 1d3+2 to determine the demon type. Once this taint is rolled three times, ignore future rolls.
6	Against the Dragons: Michuval sends the caster on a mission to slay a dragon. The distance the caster need travel is determined by the judge, with an average of 1 week for the first taint, 1 month for the second, and 6 months for the third. Determine the size of the dragon by using the chart on page 406 of the core rulebook. When this patron taint is first rolled, use 1d4 to determine the dragon size. When it is rolled a second time, use 1d8. When it is rolled a third time, use 1d16. Once this taint is rolled three times, ignore future rolls.

Patron Spells: Michuval, Angel of War
Michuval grants three unique spells, as follows:
Level 1: <i>Celestial armour.</i>
Level 2: <i>Celestial weapon.</i>
Level 3: <i>Summon the Hosts of Heaven.</i>

Spellburn: Michuval, Angel of War	
When a caster utilizes spellburn, roll 1d4 on the table below, or build off the ideas presented therein to create an event specific to your home campaign.	
Roll	Spellburn Result
1	Somewhere across the mortal planes, another of Michuval's agents is in fierce combat with a demon. The caster experiences part of this battle, lending his essence to the contest, enabling the mortal to win. This is expressed as Strength, Agility, or Stamina loss.
2	The caster begins to loudly sing a chorus of the heavens, a war chant of the celestial realm. He continues to do so for 10 minutes after the spell is cast. The result is Strength or Stamina loss.
3	Michuval grants up to 10 points of spellburn at no cost now, but the caster owes the Angel of War a favour, which Michuval will collect...no doubt, there is a demon, a giant, or a dragon that must somewhere be slain. The Hit Dice of said monster(s) is equal to the spellburn granted.
4	Somewhere across the mortal planes, another of Michuval's agents is in fierce combat with a demon. The caster experiences part of this battle, lending his essence to the contest, but unfortunately it is not enough, and the demon wins. This is expressed as Strength, Agility, or Stamina loss, but the caster only gains one point of spellburn per two points spent.

Totem Spirits of the Lakashi

The Lakashi tribesmen are a human group, loosely based on Native American (Midwestern) and Celtic traditions, which appeared in my 3rd Edition campaign. They are matriarchal, and worship their ancestors and the Beast Lords. Every Lakashi tribe is named for a local animal type (i.e., Bear, Heron, Otter, Wolf), whose Beast Lord they especially revere, and whose traits they seek to emulate.

General

The Lakashi worship their ancestors and the Beast Lords. Each tribe or clan has one Beast Lord in particular that they worship, and strive to emulate. However, the Lakashi also sometimes seek a more personal relationship with their ancestors, the Beast Lords, and other nature spirits. To this end, the Lakashi sometimes engage in vision quests.

Vision Quest

A character on a vision quest goes into a secluded area of the wilderness, where she must fast until either a totem spirit appears, or she gives up the quest. Normal animals and spirit creatures will not harm the character, though humanoids and monstrous creatures may. Each day of fasting, the character is allowed to a Personality check. The DC for this check is 25 on the first day, but each subsequent day of fasting lowers the check by 1.

Spirits attracted to the character while on a vision quest are random, but a character can reject spirits until she gains one that she finds acceptable, or fails in her vision quest.

The normal rules for starvation apply during vision quests.

Although a character can only have one totem spirit at a time, she may opt to go on another vision quest to change her totem spirit at any time. Typically, as characters rise in power, they are able to draw the attention of more powerful totem spirits.

Totem Spirits

Use the following chart to determine what totem spirits are drawn to a character on a successful vision quest. When rolling on the totem spirit chart, add +1 to the roll for every day spent on the vision quest. The more powerful totem spirits are attracted to those who remain on their vision quests the longest. The character's Personality modifier also applies.

The Lakashi are matriarchal, and female characters gain an additional +5 on this roll.

All bonuses are lost if the totem spirit is abandoned. Totem abilities are supernatural in nature.

Sacred Bundles

Once a Lakashi has completed a successful vision quest, he may begin to collect items to keep in a sacred bundle. Anything may be found in a sacred bundle – animal horn, talon, claws, pebbles, bits of fir, seed cones, feathers, etc. A sacred bundle is a minor magical item that costs the character creating it 5 XP. Once the character has begun to collect a sacred bundle, he may spend additional XP to make the bundle more powerful. These XP spent cannot reduce a character's level, but they must be replaced before attaining new levels.

A sacred bundle allows the owner a bonus to any one die roll, once per day. At its basic level, a sacred bundle adds a +1 bonus. However, every time the XP spent on the sacred bundle is doubled (10 XP, 20 XP, 40 XP, 80 XP, and 160 XP) the bonus increases by +1 or by one additional use per day. No sacred bundle can hold more than 160 XP unless it is otherwise enchanted.

Sacred bundles are personal items; a sacred bundle made for one character cannot be used by another. Of course, sacred bundles created with exotic contents may be suitable for other enchantments.

D20 Roll	Totem Spirit	Effect
1 or lower	Moss Spirit	Concentration +1
2	Flower Spirit	Innuendo +1
3	Grass Spirit	Listen +1
4	Pebble Spirit	Concentration +1
5	Mouse Spirit	Hide +1
6	Lizard Spirit	Spot +1
7	Rabbit Spirit	Jump +1
8	Hedgehog Spirit	+1 natural AC bonus
9	Bee Spirits	Intimidate +1
10	Toad Spirit	Concentration +2
11	Forgotten Ancestor	+2 bonus to any one skill
12	Sparrow Bird Spirit	Gather Information +2
13	Stream Spirit	Swimming +1
14	Cat Spirit	Ref Save +1
15	Swan Bird Spirit	Fort Save +1
16	Loon Bird Spirit	Will Save +1
17	Heron Bird Spirit	+1 Dexterity
18	Fox Spirit	+1 Wisdom
19	Otter Spirit	+1 Charisma
20	Birch Tree Spirit	+1 Constitution
21	Minor Ancestor	+4 bonus to any one skill
22	Dog Spirit	Animal Empathy +2
23	Skunk Spirit	Intimidate +4
24	Elm Tree Spirit	+1 hit point
25	Badger Spirit	+2 hit points
26	Horse Spirit	Ride +4
27	Deer Spirit	Animal Empathy +4
28	Ancestor	+1 Charisma
29	Water Snake Spirit	Swimming +3
30	Turtle Spirit	+2 natural AC bonus
31	Stone Spirit	+3 hit points
32	Raven Bird Spirit	Bluff +3
33	Goat Spirit	Will Save +2
34	Pine Tree Spirit	Fort Save +1
35	Lynx Spirit	+4 hit points
36	Hawk Bird Spirit	Jump +5
37	River Spirit	Swimming +5
38	Hill Spirit	+5 hit points
39	Boar Spirit	Fort Save +2
40	Major Ancestor	+2 Charisma
41	Oak Tree Spirit	Fort save +3
42	Eagle Bird Spirit	Jump +10
43	Elk Spirit	Speed +15 ft
44	Wolf Spirit	Wilderness Lore +5
45	Viper Spirit	Poison DR 5
46	Bear Spirit	+1 Strength
47	Lake Spirit	Swimming +10
48	Forest Spirit	Animal Empathy +10
49	Air Spirit	+2 Dexterity
50	Fire Spirit	Fire DR 15
51	Water Spirit	Water breathing
52	Earth Spirit	+2 Strength
53+	Tribal Mother	+3 Charisma

Note on the Table

Dungeon Crawl Classics doesn't use skills, so the Effects may differ considerably. Sometimes what checks should be granted the bonus is obvious; sometimes it is not. The judge has the final say.

Dexterity should be considered Agility.
Constitution should be considered Stamina.
Charisma should be considered Personality.
Wisdom should be considered Luck.

Where Damage Resistance (DR) is granted, that resistance affects both hit point and attribute damage.

Non-Lakashi Vision Quests and Sacred Bundles

Non-Lakashi characters may go on vision quests and create sacred bundles if they are instructed and helped along the way by a Lakashi shaman. It is a DC 20 Personality check to convince even a friendly Lakashi shaman to provide this aid (although a Quest may alter this). In addition, there are a number of penalties and limitations involved:

- The DC to attract a spirit is increased by 5.
- The character has a –10 penalty when rolling on the totem spirit chart. Ancestral spirits attracted are those of the character, not of the Lakashi.
- The XP costs of sacred bundles are doubled, so that it costs 10 XP to create a basic sacred bundle. The maximum value of the sacred bundle (160 XP) is unchanged, so non-Lakashi spirit bundles can never be as strong as those created by the Lakashi.

The Tribe of Ogg and the Gift of Suss: Addendum

If you have picked up *The Tribe of Ogg and the Gift of Suss* from the **Mystic Bull Games** website, you may have noticed that the table for vine hazards got cut off during formatting. I can fix that.

If you have not picked up *The Tribe of Ogg and the Gift of Suss*, what are you waiting for? It's free! It has over 60 pages of content! Moreover, there is a rather larger "Easter egg" in *Cold Stone and Running Water*, upcoming from **Purple Duck Games**, relating to that adventure.

1d6	Vine Hazard
1	Ants: The vines are hollow, and are home to a colony of stinging ants. When the character has climbed 1d12 feet, the vines come alive behind him, causing 1 point of damage to a random physical ability each round that the character remains in the tree. Further Climb checks are DC 20.
2	Thorns: The vines have hidden thorns, which increase the difficulty of climbing to DC 15.
3	Poisonous Thorns: The vines have hidden thorns, as above, but they also exude a paralytic poison. The climber must make a DC 5 Fort save for every 5' climbed, or lose control of his muscles and fall. Paralysis lasts 1d7 minutes.
4	Sticky Vines: The vine oozes a sticky sap that may capture a creature climbing within them. Every 5', the climber must make a Strength check. This starts at DC 5, but the DC increases by 2 for every 5' climbed, as the effects of the sap accumulate. If the check fails, the climber is stuck in place, and the DC increases by 5 to get free. Failure by 5 or more indicates that the climber cannot get free without help. Tendrils from the vines then surround the climber and begin to digest him, at a rate of 1 point of Stamina damage each hour.
5	Ribbon Snake: A poisonous serpent hides among the vines. It has a 5 in 6 chance of gaining surprise. Init +4; Atk 1 bite +2 melee (1 plus poison); AC 7; HD 1 hp; MV 30'; Act 1d20; SP poison (Fort DC 12 or die); SV Fort -4, Ref +3, Will +0; AL N.
6	Vampiric Orchids: The vine has needle-like tendrils that stab the character, requiring a DC 10 Fort save or the climber becomes rigid, still holding onto the vine. Pale orchids then surround the character, draining blood from him over the course of 1d5 minutes. If they drain for 1-4 minutes, the climber takes only 1 point of Stamina damage. If they drain for 5 minutes, the character takes 2 points. The flowers flush red, and the character is released 1d3 rounds after the flowers stop draining, and is able to move normally. Once a climber has fed the vampiric orchid, other orchids seem to know this, and he has no more problems from them for the next 24 hours.

Toronto Crawl Classics: A Primer

Background

A rift occurred in history, dividing our universe from that of **Toronto Crawl Classics**. The year was 1974. The incident was the publication of **Dungeons & Dragons** in Lake Geneva, Wisconsin. In our world, millions benefited from a harmless, and often educational, hobby. In the world of **Toronto Crawl Classics**, though, Jack Chick was right – the game released real magic into the world, and it was not altogether benign.

Some say that the burst of technology which followed was keyed to that magic. Some say that great occult powers seeking to bargain with humanity aided researchers seeking to understand the remains of a crash in New Mexico. Whatever the truth may be, the Toronto That Was knew technologies we do not, in part resembling the future glimpsed in 80s cartoons, with robots, energy weapons, and other devices, some of which still function.

The cataclysm came with a great display in the heavens. The world shook. Buildings fell. Stars reeled in their courses. Many people simply...disappeared, never to be seen again. Creatures from mythology, nightmare, and storybooks began to appear. It was as though the boundary between the real world and the human collective unconsciousness momentarily dissolved, allowing things to seep through.

That was over two centuries ago. The campaign begins in the Common Year 105 PC (Post Cataclysm), sometimes known as 2220 AD based on the calendars of the Ancients (although no one is certain if this is accurate or not). The great technologies of the past are a memory. Magic is real. Gods involve themselves in worldly affairs. And, as always, people have adapted.

Characters

Fully 90% of playable inhabitants of villages and towns in the immediate vicinity of Ruined Toronto (and sometimes within the Ruins themselves) are human. The other 10% are comprised of elves, dwarves, halflings, and even stranger creatures.

Among humans, players may roll percentiles, or simply

choose, to determine descent. Players are encouraged to roll 1d3 times – many people in Ruined Toronto are of mixed heritage.

Roll 1d100: (01-07) English, (08-11) Chinese, (12-13) Japanese, (14-18) Irish, (19-22) Scottish, (23-26) Indian, (27-29) Italian, (30-32) Filipino, (33-35) German, (36-38) French, (39-40) Polish, (41-42) Portuguese, (43-45) Jamaican, (46-47) Jewish, or (48) Ukrainian, (49) Russian, (50) Sri Lankan, (51) Spanish, (52) Greek, (53) Korean, (54) Dutch, (55) Iranian, (56) Vietnamese, (57) Pakistani, (58) Hungarian, (59) Guyanese, (60) Welsh, (61) Afghan, (62) Arabic, (63) Barbadian, (64) Bangladeshi, (65) Bulgarian, (66) Colombian, (67) Croatian, (68) Ecuadorian, (69) Ethiopian, (70) Grenadian, (71) Macedonian, (72) Mexican, (73) Nepali, (74) Romanian, (75) Salvadoran, (76) Serbian, (77) Somalian, (78) Tibetan, (79) Trinidadian, (80) Vincentian, (81-82) Métis, (83) Inuit, (84) Algonquin, (85) Anishinabeg, (86) Chippewa, (87) Delaware, (88) Hiawatha, (89) Mohawk, (90) Cree, (91) Iroquois, (92) Mattagami, (93) Mississauga, (94) Ojibway, (95) Oneida, (96) Onondaga, (97) Saugeen, (98-99) other First Nation, or (00) non-human.

In the event of non-human descent, roll 1d16: (1-5) Elvish, (6-7) Halfling, (8) Goblinoid, (9-10) Bestial (roll 1d7: 1 Feline, 2 Canine, 3 Ursine, 4 Reptilian, 5 Piscine, 6 Cetacean, 7 Other), (11) Alien, (12-13) Faerie. (14-15) Demonic, or (16) Other. Whether or not non-human descent has any in-game statistical effect will be determined by the judge on a case-by-case basis. Player input is most definitely solicited!

Human characters may select from any of the human classes in the **Dungeon Crawl Classics core rulebook** (Cleric, Thief, Warrior, or Wizard). In addition, they may choose from the following additional classes. Note that this is an inclusive, not an exclusive list. If you wish to play a Blood Witch or a Paladin, I will help you make that happen. You must have a copy of the class, you must make sure that I have a copy of the class, and I need the time to make sure it is reasonably “balanced” with the core classes.

The most common human classes in Ruined Toronto, apart from the standard four, are: Cyborg, Druid, Mad Scientist, Monk, Petrol Head, Psychic Knight, Scavenger, Skate Hero, Technologist, Technomancer,

and Witch. Alternate human classes from **Mutant Crawl Classics** include: Sentinel, Shaman, Healer, and Rover.

(Some attempt was made to correlate diversity with Census information, but the attempt was limited because the data totalled more than 100%. You can absolutely choose ethnicities not listed on the above chart!)

Non-Human Characters

If 90% of the playable characters in the environs of Ruined Toronto are human, the other 10% are not. In addition to the three core Demi-Humans in the **DCC** rulebook (Elf, Dwarf, and Halfling), the following race-classes are relatively common:

Faerie Animal (with a local species table specific to Ruined Toronto), Gnome, Moktar, Mutant, Robot, Simian, Tiefling, Warforged, and Zaria. Mutants, Manimals, and Plantients from **Mutant Crawl Classics** are also to be found. I have no problem with having an **American Survival Guide** Mutant, a **Hubris** Mutant, and a **Mutant Crawl Classics** Mutant in the same campaign.

Ten percent of all non-humans (and therefore 1% of all characters) are "exotics". This is your chance to play an Avarian, a Ghost, a Kith, a Moon Dweller Psionicist, or even a Scrapper. The same rules apply as with non-standard human classes - you need a copy, and I need a copy. I will also need a chance to look it over. If it is published for **DCC** the odds are extremely good that I have a copy.

Dungeon Crawl Classics uses "Race as Class" for non-humans, but I have no problem with a player who wishes (for example) a Dwarven Rune Priest.

Modifying Classes

Perhaps you are considering a Warrior who, like **Conan**, can climb walls and locate traps. Perhaps you want a Thief who, like the **Gray Mouser**, knows a bit of magic. Perhaps you would rather your Halfling caused birds to fly away and rabbits to flee when she stoops to pick up a rock, as with **Bilbo** in **The Hobbit**. Or maybe your elf is more fight-y and less spell-y than the average elf.

The Occupations roll in **Dungeon Crawl Classics** goes a long way to differentiate characters, if you can remember that your Wizard was once also a blacksmith (or, in **Toronto Crawl Classics**, possibly a bike courier). There is a big chance between a skill check made with 1d10 and 1d20. Even a lowly gong farmer should hope to find situations where his knowledge is handy...perhaps even a +1d bonus on the dice chain when saving to tolerate a foul odor!

Sometimes occupation is insufficient for what you want, though. Other game systems use widgets like feats and skill points to differentiate characters. **Dungeon Crawl Classics** says, "Quest For It". I will take a middle road and say, if you want to make a minor adjustment to your character's class...or, hell, even a moderate adjustment....propose it.

"Bob's never going to be a Lucky Halfling...could I give up a Halfling's special relationship with Luck to gain a full complement of Thief skills?"

Depending upon what you are asking, the answer will be "Sure" or "Quest For It". In the event that you need to Quest For It, I will either give you something specific to accomplish or leave it to you to discover, probably with some clue as to how to go about it. I.e.:

"Your elf might be able to tolerate iron if she bathed in the blood of the dragon that dwells in Wonder Mountain."

"Your warrior wants a Luck Die like a Thief? Well, the nomadic Bone Folk might know a way, but they are only in the area of Ruined Toronto around the springtime, and they are known to eat people."

The only important restriction here is that, in **Toronto Crawl Classics**, humans are special. Only humans have a clerical relationship with the gods.

Multi-Classing

You have two options. One, you can use "half-levels", as described in **Crawl #10**. This method trades XP for versatility.

The second option trades time and effort for versatility. You need to locate a powerful mentor, who can train you in the second class. In this case, you trade game time (when the character is training, he is not available) for the additional class.

In neither case do benefits "stack": you gain the more favorable of the two possible benefits. Each time you gain sufficient XP for a new level, you decide which class it applies to. Since no character can have more than 10 total levels, both methods ensure that no character can possibly be the best in all things. You either have a great deal of ability in a narrow focus, or you have a smaller amount of ability with a wider focus.

New Classes

Finally, if you wish, you may devise an entirely new class for your PC. The same rules apply here as with any third-party class: You must have a copy, I must have a copy, and I require time to okay the class. If you aren't trying to "game the system", I will probably approve it. I might approve it contingent on one or more adjustments, however.

If you devise a new class, I will also determine that it is a "one off" (i.e., no one but you will get to play it, and no other character of yours will get to be it) or open it up to the table.

Money

In the interim since Ancient Toronto fell and the new world arose, governments began minting coins anew, so that the standard silver, gold, and copper coins of the standard **DCC** milieu are also found in *Toronto Crawl Classics*. Platinum and electrum also exist, but these coins are extremely rare.

But that is not all. Oh no, that is not all.

Caches of ancient coinage also exist in Ruined Toronto. Some of these coins are ancient indeed, coming from the collection of the Royal Ontario Museum that was, and others are from foreign exchanges – these are curios, most often, of little practical value. I wanted to give PCs reason to seek out Canadian coins, though – loonies, toonies, and quarters in particular, but right down to the humble maple leaf penny.

(Non-Canadians should be aware that the Canadian dollar coin is called a "loonie" because it has an image of a loon on it, and the two-dollar coin is called a "toonie".)

Setting a value for these coins had to meet three criteria: (1) that they be valuable enough to search for, (2) that there is a real decision between keeping them or turning them in for the monetary value, and (3) that the value still makes currency conversion relatively simple.

To this end, a Canadian loonie is worth 5 gp, a toonie is worth 10 gp, and a quarter is worth a mere 1 gp. The reasoning is thus: You need Canadian currency to use the vending machines scattered throughout the ruins. These vending machines are generally priced at \$2.00 per can of beverage. The vending machines can defend themselves. Moreover, if the ritual of putting the correct change into the machine is not followed, the beverage vended will lose any potential mystical ability it has.

That's right – pay for it properly, and there is a good chance that your can of Dr. Pepper is also a healing potion. And, as the abilities of any given potion are based on the type of drink, once you learn the ropes, you can almost certainly decide if you really want Coke or Pepsi right now.

Don't pay for it, and you have carbonated sugar water and may have to fight the machine even for that. Since the time of the Ancients, the vending machines link directly to another plane of existence, so you can't even break them open to retrieve your change....

Quarters are only worth 1 gp in this system because fully ¼ of them disappear into the vending machine without being accepted as payment. Nickels and dimes are worth 1 sp and 2 sp respectively; fully 1 in 3 disappear into the void without payment being registered. Finally, pennies are also worth 1 sp...in this case because elves can handle the metal, which can be forged into pennysteel – a metal like steel in all ways, but with no iron content. Every indication shows that pennysteel didn't exist in Ancient times; its very existence is a by-product of the arcane forces set loose in the new world.

For some reason, American coins don't work in Ruined Toronto's vending machines, and cannot be forged into pennysteel here. Perhaps if you travel to Buffalo or Windsor, things will be different?

Occupations

When creating 0-level characters for *Toronto Crawl Classics*, you may choose your character's occupation once per every four characters. You may choose your character's race once per every eight characters. This is done on the honour system; I am not going to check up on you.

I nonetheless encourage you to relax into the awesomeness of discovering who your character(s) are through random rolls and through playing them. You may be prompted into areas you might otherwise never have considered!

Roll 1d10 once per character or per group of four 0-level characters (you must determine which before you roll). See table on next page.

No one is going to watch you to make sure you roll fairly, though. Making your starting 0-level characters is up to you.

1-6	Use table provided below.
6-7	Roll 1d100 and use table in Core Rulebook, pp. 22-23, ignoring race when determining results.
8-9	Roll 1d200 and use table in Alternate Occupations , pp. 3-5. If Alternate Occupations is not available, reroll on this table using 1d7. Ignore race when determining results.
10	Roll using the appropriate die and roll on any occupation table you desire, from any Dungeon Crawl Classics product or the Purple Sorcerer 0-level generators. Do not ignore race when determining results.

Although not a comprehensive list, you may find alternate occupations tables in:

Alternate Occupations; Beyond the Silver Scream; Black Powder, Black Magic Vol. 1; Crawling Under A Broken Moon fanzine #3; Frozen in Time; Death Slaves of Eternity; Drongo: Ruins of the Witch Kingdoms; Tales From the Fallen Empire; The Tribe of Ogg and the Gift of Suss; and Transylvanian Adventures.

Occupations for Toronto Crawl Classics:

To determine occupation, roll 1d120 and 1d6. If the 1d6 roll is 1-3, add nothing to the 1d120 roll. If the 1d6 roll is 4-6, add 120. Thus, a roll of 53 on the 1d20 and 5 on the 1d6 would be read as 173 (53 + 120). If you do not have a d120, the online die roller at rolz.org is capable of rolling 1d240. As with normal **Dungeon Crawl Classics**, if you have a weapon such as a bow, sling, or dart, roll 1d6 to determine the number of missiles you have. Quills and quill pens are treated as darts for this purpose.

The table starts on page 32.

Notes on Occupations

Acolyte: Choose who you worship. Your holy symbol is the symbol of that deity or religion.

Ale-conner: The job of an ale-conner is to test the quality of beers and ales, and ascertain that people paying for a pint actually get a pint.

Almoner: An almoner disperses alms. Alms are charity given to poor people. That money you are carrying probably is meant for distribution.

Apothecary: You have six doses of drugs. What do they do? Roll 1d7 for each dose: (1) pain killer, (2) antihistamine, (3) sleeping medicine, (4) antibiotic, (5) anti-fungal cream, (6) or (7) recreational drugs.

Arkwright: This is a chest-maker.

Artist: An artist's trained weapon and trade goods depend upon the type of artist.

1d7	Artist Type	Trained Weapon	Trade Goods
1	Bronze sculptor	Knife (1d4)	1' cube of beeswax
2	Engraver	Knife (1d4)	1' square panel of wood, 2" thick
3	Landscape painter	Palette knife (1d4)	Easel and 1d3 canvases
4	Mural painter	Scaffolding pole (1d5)	Paints and brushes
5	Portrait painter	Easel (1d4)	Paints and brushes
6	Stone sculptor	Hammer (1d4)	Chisels, 3
7	Wood carver	Chisel (1d4)	Hammer and 3 wood chisels

Athlete: Even in the ruined city of **Toronto Crawl Classics**, sports continue to thrive. An athlete's trained weapon and trade goods depend upon his sport:

1d8	Sport	Trained Weapon	Trade Goods
1	Baseball	Baseball bat (1d5)	Baseball and baseball mitt
2	Curling	Broom (1d4)	Curling stone, 40 lbs.
3	Football	Football (1d3)	Shoulder and knee pads (+2 AC)
4	Gymnastics	Club	Training mat
5	Hockey	Hockey stick (1d4)	Hockey pads (+2 to AC), hockey puck
6	Parkour	Dagger	Excellent running shoes
7	Tennis	Racket (1d3)	Tennis balls, 3
8	Track & field	Discus (1d4)	Vaulting pole, 15' long

Roll	Occupation	Trained Weapon	Trade Goods
001	Accountant	Quill pen (1d4)	Accounting ledger
002	Acolyte	Dagger	Holy symbol
003	Actor	Wooden sword (1d4)	Makeup kit
004	Acupuncturist	Long needle (1d4)	1d10+2 silver needles (1 sp each)
005	Ale-conner	Club	Pewter mug
006	Almoner	Walking stick (1d4)	5 sp, 24 cp
007	Animal trainer	Club	Pony
008	Apothecary	Dagger	Drugs, 6 doses
009	Architect	Metal ruler (1d4)	Roll of building plans
010	Archivist	Heavy book (1d4)	Parchment, 10 sheets
011	Arkwright	Chisel (1d4)	Large chest
012	Armorer	Hammer (1d4)	Iron helmet
013	Artist	Special	Special
014	Astrologer	Dagger	Spyglass
015	Athlete	Special	Special
016	Bailiff	Club	Symbol of office
017	Baker	Club	Flour, 1 lb.
018	Bank clerk	Dagger	Bearer's note for 5 gp
019	Barber	Razor (1d4)	Scissors
020	Barista	Dagger	Sack of unground coffee, 1 lb.
021	Barrister	Quill (1d4)	Law book
022	Bartender	Cudgel (1d4)	Bottle of spirits
023	Basket weaver	Knife (1d4)	Large basket
024	Beadle	Staff	Holy symbol
025	Beekeeper	Staff	Jar of honey
026	Beggar	Stick (1d4)	Begging bowl
027	Bellfounder	Hammer (1d4)	Iron bell
028	Bellows maker	Knife (1d4)	Large leather bellows
029	Bicycle mechanic	Wrench (1d4)	Beater-level bicycle
030	Bird catcher	Stick (1d4)	Net
031	Blacksmith	Hammer (1d4)	Steel tongs
032	Boat maker	Heavy mallet (1d6)	6 heavy wooden pegs
033	Bookbinder	Awl (1d4)	Book
034	Bowyer	Short bow	Draw knife and scraper
035	Bravo	Rapier (1d7)	Jewellery worth 15 gp
036	Brewer	Club	Cask of ale
037	Bricklayer	Trowel (1d4)	Bricks, 10 lbs.
038	Broadsheet reporter	Quill pen (1d4)	Parchment, 10 sheets
039	Burglar	Dagger	Thieves' tools
040	Busker	Acoustic guitar (1d4)	Begging bowl

Roll	Occupation	Trained Weapon	Trade Goods
041	Butcher	Cleaver (1d6)	Side of beef
042	Butler	Letter opener (1d4)	Immaculate suit of clothes
043	Cabinet maker	Chisel (1d4)	Small trunk
044	Carpenter	Planer (1d4)	4 boards, 1' x 6" x 6'
045	Cartographer	Protractor (1d4)	Map in scroll tube
046	Cartwright	Handaxe	Small wagon
047	Chambermaid	Knife (1d4)	Feather duster
048	Chandler	Candlestick (1d4)	1d5 candles
049	Charcoalburner	Iron brazier (1d4)	Bag of charcoal
050	Charwoman	Broom (1d4)	Cleaning supplies
051	Cheesemaker	Cudgel (1d4)	Stinky cheese
052	Chimney sweep	Broom (1d4)	Cloth bag of soot
053	Clockmaker	Brass clock hand (1d4)	Finished clock
054	Clothier	Scissors (1d4)	Bolt of fine cloth
055	Cobbler	Awl (1d4)	Shoehorn
056	Confectioner	Knife (1d4)	Box of chocolates
057	Confidence artist	Dagger	Quality cloak
058	Cook	Long metal spoon (1d4)	Meat pasties, 6
059	Cooper	Crowbar (1d4)	Barrel
060	Coppersmith	Hammer (1d4)	Raw copper, 10 lbs.
061	Cordwainer	Knife (1d4)	Rope, 100'
062	Costume designer	Scissors (1d4)	Theatrical costumes, 3
063	Courier	Dagger	Important package
064	Court reporter	Quill pen (1d4)	Parchment, 10 sheets
065	Cultist	Dagger (wavy)	Holy symbol
066	Cutler	Knife (1d4)	Pedal-powered grinding wheel
067	Cutpurse	Dagger	Small chest
068	Dancer	Dagger	Special
069	Debt collector	Club	1d10-1 gp, 1d12-1 sp, and 1d30-1 cp
070	Dentist	Hand drill (1d4)	Pliers
071	Ditch digger	Shovel (1d4)	Fine dirt, 1 lb.
072	Dock worker	Belaying pin (1d4)	Piece of scrimshaw
073	Dog catcher	Club	Rope, 50'
074	Door warden	Spear	Iron helmet
075	Dowser	Forked stick (1d4)	Waterskin
076	Dressmaker	Scissors (1d4)	Fine dresses, 3
077	Drink server	Dagger	Pewter tray
078	Dyer	Staff	Fabric, 3 yards

Roll	Occupation	Trained Weapon	Trade Goods
079	Engraver	Chisel (1d4)	Vial of acid
080	Errand runner	Cudgel (1d4)	Special
081	Exterminator	Club	Poison, 10 doses
082	Falconer	Dagger	Falcon
083	Farmer	Pitchfork (1d8)	Special
084	Farrier	Hammer (1d4)	4 iron horseshoes
085	Fisherman	Pole (1d4)	Net
086	Fletcher	Arrow (1d4)	Quiver with 1d5 additional arrows
087	Florist	Knife (1d4)	Floral arrangement
088	Fortune-teller	Dagger	Tarot deck
089	Furrier	Scrapping knife (1d4)	Beaver pelt
090	Gelder	Dagger	Pincers
091	Glassblower	Hammer (1d4)	Glass beads
092	Glazier	Dagger	Glass pane, 4' x 2'
093	Glovemaker	Awl (1d4)	Gloves, 4 pairs
094	Goldsmith	Dagger	20 gp worth of unworked gold
095	Gongfarmer	Trowel (1d4)	Sack of night soil
096	Grave digger	Shovel (1d4)	Trowel
097	Grocer	Knife (1d4)	Fruit
098	Guard	Spear	Leather armour
099	Guild beggar	Sling	Crutches
100	Guild builder	Heavy mallet (1d6)	Hardhat
101	Guild driver	Club	Beater-level cargo van
102	Guild electrician	Screwdriver (1d4)	Heavy gloves
103	Guild fireman	Fire axe (1d6)	Bucket
104	Guild mechanic	Wrench (1d4)	Beater-level small car or keeper-level motorcycle
105	Guild police officer	Truncheon (1d4)	Handcuffs
106	Guild postman	Club	Mail satchel
107	Guild storage worker	Club	Cold weather clothing, 1 set
108	Guild welder	Welding iron (1d5)	Welding amalgam, 1 lb.
109	Gunsmith	Pistol, revolver (1d8)	Fine tools and cleaning kit
110	Gypsy	Sling	Hex doll
111	Haberdasher	Scissors (1d4)	Fine suits, 3 sets
112	Hansard	Short sword	1d5 short swords
113	Herald	Dagger	Book of heraldic arms
114	Herbalist	Club	Herbs, 1 lb.
115	Herder	Staff	Special
116	Hermit	Staff	Special
117	Hunter	Shortbow	Deer pelt

Roll	Occupation	Trained Weapon	Trade Goods
118	Indentured servant	Staff	Locket
119	Innkeeper	Club	3d24 sp
120	Janitor	Mop (1d4)	Bucket
121	Jester	Dart	Silk clothes
122	Jeweller	Dagger	Gem worth 20 gp.
123	Juggler	Wooden pin (1d4)	Coloured balls
124	Keeper of the hounds	Club	Hunting dog
125	Labourer	Club	Special
126	Lapidary	Knife (1d4)	Jewellery worth 20 gp
127	Launderer	Wooden bat (1d4)	Bucket of lye
128	Leatherworker	Knife (1d4)	1d5 pieces of raw leather
129	Lens grinder	Dagger	2d6 lenses
130	Limner	Penknife (1d4)	Powdered paints and brushes
131	Locksmith	Dagger	Fine tools
132	Magician	Collapsing dagger	Special
133	Maid	Special	Special
134	Mason	Trowel (1d4)	Fine stone, 10 lbs.
135	Masseuse	Garrotte	Fragrant oils, 3 vials
136	Medicant	Club	Cheese dip
137	Mercenary	Longsword	Hide armour
138	Mercer	Knife (1d4)	1' x 1' cloth samples, 6
139	Merchant	Dagger	4 gp., 14 sp., 27 cp.
140	Meteorologist	Pointer (1d4)	Ancient book on weather patterns
141	Midwife	Knife (1d4)	Sewing kit
142	Miller	Club	Flour, 1 lb.
143	Milner	Knife (1d4)	Fine hats, 6
144	Moneylender	Short sword	20 gp, 25 sp, 50 cp
145	Mudlark	Pole (1d4)	Special
146	Musician	Dagger	Special
147	Nanny	Dagger	Carpet bag
148	Navigator	Longbow	Spyglass
149	Noble	Longsword	Gold ring worth 10 gp.
150	Nurse	Knife (1d4)	First aid kit
151	Office scribe	Fountain pen (1d4)	Bottle of ink
152	Optometrist	Walking stick (1d4)	Magnifying glass
153	Orphan	Club	Rag doll
154	Ostler	Staff	Bridle
155	Outlaw	Short sword	Leather armour
156	Painter	Extension stick (1d4)	Roller and bucket of paint
157	Paper-stainer	Cudgel (1d4)	Rolls of wallpaper, 3
158	Paver	Trowel (1d4)	Paving stones, 20 lbs.

Roll	Occupation	Trained Weapon	Trade Goods
159	Perfumer	Staff	Vials of scent, 1d5
160	Philosopher	Staff	Ancient book
161	Physician	Caduceus (1d4)	Doctor's bag
162	Pimp	Dagger	3d6 sp
163	Pipe fitter	Heavy pipe (1d6)	Wrench
164	Playwright	Quill pen (1d4)	Manuscript for unmade play
165	Plumber	Heavy wrench (1d5)	Plunger
166	Politician	Dagger	Special
167	Porter	Heavy yoke (1d5)	Large backpack
168	Pot boy	Knife (1d4)	Dirty pots, 1d5
169	Potter	Knife (1d4)	Clay pots, 3
170	Printer	Metal rod (1d4)	Broadsheet samples, 20 pages
171	Private investigator	Dagger	Magnifying glass
172	Prostitute	Dagger	Red cloak
173	Psychic	Dagger	Crystal ball
174	Psychoanalyst	Walking stick (1d4)	Ancient text
175	Publisher	Walking stick (1d4)	2d3 chapbooks
176	Quarryman	Pick (1d6)	Sack of rubble, 10 lbs.
177	Rag and bone man	Stick (1d4)	Assortment of rags and bones
178	Rake	Rapier (1d7)	Foppish hat
179	Rat-catcher	Club	Net
180	Recycler	Long pole (1d4)	Special
181	Saddle maker	Knife (1d4)	Saddle
182	Sage	Dagger	Parchment and quill pen
183	Sail maker	Long iron needle (1d4)	10' square of sailcloth
184	Sailor	Cutlass (1d6)	Piece of scrimshaw
185	Sandwich board advertiser	Brass bell (1d4)	Sandwich board (+2 AC)
186	Scholar	Special	1d3 ancient tomes
187	Scribe	Dart	Parchment, 10 sheets
188	Security consultant	Dagger	Thieves' tools
189	Set decorator	Pointing stick (1d4)	Special
190	Sewerjack	Crowbar (1d4)	Hip waders
191	Sexton	Shovel (1d4)	Holy symbol
192	Shingler	Knife (1d4)	10' ladder
193	Short order cook	Knife (1d4)	Bag of carrots
194	Sign maker	Signboard (1d4)	Paint and brushes
195	Silversmith	Hammer (1d4)	20 sp of unworked silver
196	Smelter	Iron bar (1d5)	5 lb. iron ingots, 4
197	Soap maker	Wooden ladle(1d3)	Soap, 10 bars

Roll	Occupation	Trained Weapon	Trade Goods
198	Soldier	Short sword	Shield
199	Spinner	Wooden spindle (1d4)	Spinning wheel
200	Squire	Longsword	Steel helmet
201	Stable hand	Pitchfork (1d8)	Bag of oats
202	Steam fitter	Big wrench (1d5)	Metal shears
203	Stone cutter	Chisel (1d4)	Hammer
204	Street cleaner	Broom (1d4)	Dustpan
205	Street preacher	Holy Book (1d4)	Handful of pamphlets
206	Street punk	Special	Special
207	Stripper	Dagger	Trenchcoat
208	Surgeon	Scalpel (1d4)	Bone saw
209	Tailor	Measuring stick (1d4)	Sewing kit
210	Tanner	Dagger	Tanned deer hide
211	Tattooist	Cudgel (1d4)	Selection of needles and inks
212	Taverner	Cudgel (1d4)	Cask of ale
213	Tax collector	Longsword	100 cp
214	Taxidermist	Knife (1d4)	Stuffed and mounted animal
215	Teacher	Yardstick (1d4)	Textbook
216	Teamster	Club	Special
217	Thug	Special	Leather jacket (+1 AC)
218	Tinker	Knife (1d4)	Special
219	Tobacconist	Heavy pipe (1d4)	Tobacco, 10 lbs.
220	Town crier	Dagger	Bullhorn
221	Toymaker	Knife (1d4)	Special
222	Trader	Dagger	Special
223	Trapper	Sling	Badger pelt
224	Trash collector	Long scoop (1d4)	Steel trashcan
225	Turnkey	Truncheon (1d4)	Ring of heavy keys
226	Undertaker	Scalpel (1d4)	Bottle of preservative
227	Urchin	Stick (1d4)	Begging bowl
228	Vagabond	Club	Begging bowl
229	Valet	Dagger	Garment brush
230	Veterinarian	Knife (1d4)	Medical kit
231	Wainwright	Club	Pushcart
232	Watchman	Spear	Lantern
233	Water seller	Heavy yoke (1d5)	10 gallon waterskins, 2
234	Weaver	Dagger	Fine suit of clothes
235	Wig maker	Staff	Wigs, 5
236	Wire puller	Long pliers (1d4)	Coil of 28 gauge copper wire, 100'
237	Witch hunter	Special	Holy symbol

Roll	Occupation	Trained Weapon	Trade Goods
238	Wizard's apprentice	Dagger	Black grimoire
239	Wood cutter	Handaxe	Bundle of wood
240	Woodworker	Adze (1d6)	Small table

Bailiff: A bailiff's symbol of office grants him the right to arrest or release prisoners. Possessing or using this symbol of office without being a bailiff is considered a serious crime.

Beadle: A beadle is a church officer who delivers news to the faithful and keeps order. Choose a deity or religion; this determines what holy symbol you possess.

Beggar: This is an unlicensed beggar who is not protected by the Beggar's Guild. Guild beggars will usually attack non-guild beggars in an attempt to drive them away.

Bicycle mechanic: There are still enough working bicycles in parts of the **Toronto Crawl Classics** milieu that bike mechanics have no organized guild. The description of the bicycle as "beater-level" follows the nomenclature of *Crawling Under a Broken Moon #6* and *The American Survival Guide*.

Bird catcher: A bird catcher stands out in the fields all day, driving away birds. Hopefully, he catches a few to sell or eat. Older bird catchers tend to hunt pigeons in Hanging Gardiner, which they sell to street vendors.

Bravo: The ne'er-do-well children of the (at least moderately) wealthy, who hang around causing trouble and getting into fights.

Broadsheet reporter: The town of Hanging Gardiner still has printers using what is, essentially, a Gutenberg press. There are three main broadsheets that have survived into the future of **Toronto Crawl Classics**: The *Metro Star*, the *Xtreme Sun*, and the *Global Now*. A broadsheet reporter works for one of these three. Choose or roll 1d3.

Cartwright: You have made a small wagon, but it needs an animal to pull it. A few people working together would do in a pinch.

Courier: What is that important package? If you open it up, roll 1d12: (1) bearer's note for 3d7 gp, (2) cryptic message, (3) scroll of random 1st level wizard spell, (4) letter from a concerned father to his wayward son, (5) love letter, (6) illicit love letter, (7) recipe for cheese dip, (8) notice of a lawsuit, (9) demand for payment on a past due account,

(10) instructions for concocting an anti-fungal foot cream, (11) request for catering services for a dinner party, or (12) request to kill the bearer of this note. Be aware that the original sender and/or recipient may seek you out if you open it. If you deliver it, you gain 1d3 sp.

Cultist: Choose the forbidden religion you are an adherent of. That determines what your holy symbol is. You may wish to hide your affiliation with an outlawed cult, and pretend to be something else.

Dancer: To determine your trade goods, roll 1d4: (1) 2d3 gossamer silk scarves, (2) BPA-free water bottle, (3) turnboard, or (4) 5' stretch band.

Debt collector: The money you are carrying probably isn't yours. It probably belongs to a powerful crime syndicate that you work for. Roll 1d5: The money belongs to (1) the Green Medusa Banking House, (2) the Black Osprey Syndicate, (3) the Red Rat Brotherhood, (4) the Snake Lotus Triad, or (5) you.

Door warden: The job of a door warden is to, literally, stand outside the door and determine who is, or is not, admitted.

Exterminator: To determine what types of poisons you have, roll 1d5: (1) poisoned rodent bait (Fort DC 7; 1d3 damage if failed), (2) insect fumigation charge (10' x 10' cloud, causes coughing and choking that reduces all die rolls by -1d on the dice chain while within, no save, lasts 3d4 minutes), (3) anti-roach paste (1d3 temporary Stamina damage if ingested; Fort DC 15 or 1 point is permanent), (4) sticky contact paste (adheres on contact unless dissolved by soap or alcohol, Fort DC 5 each round of contact or take 1 hp damage; a dose can be applied to a weapon for +1 damage on 3d3 attacks with no save), or (5) all-bane (by contact or consumption, 1d3 damage and Fort DC 10 or die; this black paste can be applied to a weapon). For each poison type that you roll, roll 1d10 to determine the number of doses. Once you have reached 10 doses, that's all you have (overages are ignored).

Farmer: What do you farm? Roll 1d12: (1) potatoes, (2) wheat, (3) turnips, (4) corn, (5) rice, (6) parsnips, (7) radishes, (8) rutabagas, (9) soy beans, (10) kale, (11)

carrots, or (12) pumpkins. What are your trade goods? Roll 1d7: (1) hen, (2) sheep, (3) goat, (4) cow, (5) duck, (6) goose, or (7) mule.

Guild beggar: A beggar you may be, but you are a member of a proud guild that traces its roots back to Toronto That Was. The guild licenses out parts of Hanging Gardiner to beggars, and expects a 10% cut of anything gleaned by its membership. So long as you follow its edicts, you are protected by a powerful guild, and avenged by its assassins.

Guild builder: The ancient uses of rebar, rivet, girders, and concrete has been all but lost over the centuries. What useful knowledge remains is the zealously guarded secret of the Builder's Guild. You are expected to protect the guild's secrets and come to its aid as needed. Membership is for life.

Guild driver: You are a member of the Drivers Guild, attached to the Motor Yard in Western Gardiner. You have been driving for the town, and you know how dangerous the ill-repaired highways have become. The beater-level cargo van assigned to you is the property of Hanging Gardiner, and they will probably be upset if you abscond with it. The description of your vehicle follows the nomenclature of *Crawling Under a Broken Moon #6* and *The Umerican Survival Guide*.

Guild electrician: Most of the electricity remaining in the world of *Toronto Crawl Classics* is the product of generators, wind turbines, or stored in powerful batteries. There is also wild electricity, and there are stories of creatures that produce voltage from their own bodies. The Guild of Electricians collects a 5 gp per annum from its members.

Guild fireman: The Firehall is organized by the Town of Hanging Gardiner, and pays its members room, board, and 1 sp per day of work, whether there is a fire or not. Leaving the guild to avoid fighting a fire is frowned upon.

Guild mechanic: You are part of the Guild of Automotive Mechanics, a select group licenced to perform upkeep on the vehicles in the Motor Yard in Western Gardiner. Choose whether you have a beater-level small car or keeper-level motorcycle (following the nomenclature of *Crawling Under a Broken Moon #6* and *The Umerican Survival Guide*). This vehicle is your own property, given to you for service to the town, and kept running by your own sweat and know-how.

Guild police officer: The Guild of Law Enforcement Officers is licensed by Hanging Gardiner to maintain the peace, investigate crimes, and make arrests. Pay is 2 sp per day of work. The motto of the Guild is "Service to the Lords and Protection of the Peace". The authority of the Guild is not recognized beyond the limits of the town.

Guild postman: Preventing a member of the Guild of Postal Workers from performing his duties is a serious offense. The contents of the mail satchel are protected by

severe penalty. Your mail satchel contains 3d24 letters. Luckily, there is a 75% chance that these merely need to be returned to the Guildhall for sorting.

Guild storage worker: One of the wonders of Hanging Gardiner is the Cold Storage Area, which falls under the preview of the Guild of Refrigeration and Frozen Storage. No one knows exactly how the area stays cold, or why part of it is colder than the rest.

Guild welder: The Welders' Guild controls the supply of welding amalgam, which is used in conjunction with a heated welding iron. Only licensed welders may perform this function within the town limits. Members pay 5 sp each year.

Gunsmith: Your revolver uses the rules from *Crawl! Fanzine #8*, and gunsmithing is covered in *Crawling Under a Broken Moon #1* and *The Umerican Survival Guide*.

Gypsy: This is not an ethnic group, or even a species-specific designation in the world of *Toronto Crawl Classics*. When the Old World fell, a number of people escaped the cities, travelling the land in groups trying to rediscover a lifestyle that never actually existed. Rather than following the traditions of the historical Romany, the culture of these gypsies was cobbled together from popular culture, especially **Hammer Studios** horror films.

Hansard: A hansard sells weapons, especially swords. Do you really want to give away your profits for nothing?

Herder: To determine trade goods, roll 1d7: (1) herding dog, (2) sheep, (3) goat, (4) cow, (5) duck, (6) goose, or (7) pig.

Hermit: To determine trade goods, roll 1d7: (1) holy book (choose god), (2) holy symbol (choose god), (3) hairshirt, (4) begging bowl, (5) handful of juniper berries, (6) lantern, or (7) 2d3 songbirds and small mammals that act as friends.

Labourer: To determine trade goods, roll 1d5: (1) hammer, (2) hand saw, (3) brick hod, (4) 7' folding aluminum ladder, or (5) retractable craft knife.

Lens grinder: You know how to grind and polish lenses, mostly for eyeglasses, but also for more esoteric uses, such as spyglasses.

Limner: You illustrate hand-copied editions of books.

Magician: You are not a wizard (yet?) but a performer with a special bag of tricks. Your collapsing dagger is designed to look like a normal dagger, but to prevent injury. You can use it as a normal dagger, but if you roll maximum damage, it automatically retracts the blade, doing only 1 point of damage. You can collapse the blade for no damage at will. Your trade goods are prepared magic tricks. Roll 2d3 to determine how many tricks you have, then 1d12 for each trick: (1) colour-changing scarf, (2) wand turns into bouquet

of flowers, (3) coin dances on knuckles before disappearing, (4) liquid disappears when poured into paper cone, (5) pull rabbit out of hat, (6) cup-and-ball trick, (7) scarf becomes 5' long chain of scarves, (8) identify mark's card from deck, (9) misidentify mark's card, which then appears in a sealed envelope, (10) lean outrageously without falling down, (11) number of balls change between 1 and 3, or (12) object disappears and appears in mark's pocket (10' range).

Maid: Your trained weapon and trade goods are both have a 1 in 3 chance of being stolen from the house of your employer. Whether or not they care depends upon what the items are. For trained weapon, roll 1d5: (1) candle snuffer (1d3), (2) fireplace poker (1d4), (3) knife (1d4), (4) broom (1d4) or (5) short sword. For trade goods, roll 1d7: (1) plastic bottle of cleaning fluid, (2) feather duster, (3) gem worth 10 gp, (4) 3d4 sp, (5) silver-plated tray worth 5 gp, (6) rubber gloves, or (7) dustpan and hand broom.

Mercer: A mercer is a seller of cloth.

Mudlark: You make a living by looking through the refuse that comes down the Don River and collects in the mudflats of the Portlands. Your trade goods depend upon what you have found recently. Roll 1d14: (1) dead body, (2) purse containing 3d12 cp, (3) warped shopping cart with wonky wheel, (4) bent chrome hubcap, (5) old CD case, (6) six-inch action figure in poor condition, (7) carcasses of a small but strange creature, (8) pair of boots with only a few holes in them, (9) cache of 2d12 quarters from Toronto That Was, (10) empty glass Coke bottle, (11) sack full of old fish bones, (12) Rob Ford bobblehead, (13) green compost bin in good shape, or (14) make three extra rolls on the **Toronto Crawl Classics** Extras Table.

Musician: Your trade goods are your musical instrument. Roll 1d16: (1) bongo drums, (2) accordion, (3) bagpipes, (4) clarinet, (5) didgeridoo, (6) dulcimer, (7) guitar, (8) lute, (9) flute, (10) panpipes, (11) harmonica, (12) saxophone, (13) violin, (14) fiddle, (15) lyre, or (16) harp.

Painter: You are an interior/exterior painter. Your extension stick is a device that can extend your paint roller up to 15 feet. To determine the color of the latex paint in your bucket, roll 1d12: (1) bright yellow, (2) watermelon red, (3) pure pink, (4) carrot stick orange, (5) Gladstone tan, (6) majestic violet, (7) Scandinavian blue, (8) cactus green, (9) hummingbird green, (10) snowfall white, (11) parish white, or (12) sepia tan. One day, the world will run out of paint from the Old World, but that day is probably far away. (For the curious, these are paint colours from **Benjamin Moore**.)

Paper-stainer: A paper-stainer designs and creates wallpaper.

Philosopher: What is your ancient book? Roll 1d20: (1) *The Dungeon Masters Guide* by Gary Gygax, (2) *Moby-Dick* by Herman Melville, (3) *A Princess of Mars* by Edgar Rice Burroughs, (4) *The Water Babies* by Charles Kingsley, (5) *A Study in Scarlet* by Sir Arthur Conan Doyle, (6) *The*

Fairies in Tradition and Literature by Katherine Briggs, (7) *Christine* by Stephen King, (8) *Fear of Flying* by Erica Jong, (9) *Anne of Green Gables* by Lucy Maud Montgomery, (10) *Harry Potter and the Goblet of Fire* by J. K. Rowling, (11) *The Handmaid's Tale* by Margaret Atwood, (12) *Life of Pi* by Yann Martel, (13) *UK Habitats of the Canadian Goose* by H.M. Stationary Office, (14) *The Return of the King* by J.R.R. Tolkien, (15) *Don't Let the Pigeon Drive the Bus!* by Mo Willems, (16) *Mystery of Crocodile Island* by Carolyn Keene, (17) *The Silver Chair* by C.S. Lewis, (18) *Catch-22* by Joseph Heller, (19) *Atlas Shrugged* by Ayn Rand, or (20) *The Elements of Style* by William Strunk, Jr., and E.B. White. If you can utter pieces of a strange, funny, and yet sometimes profound philosophy based on your book, you are likely to gain Luck bonuses.

Politician: You are a minor politician. Decide, right now, if you are an honest politician or not. If honest, your trade goods are 2d6 gp. If dishonest, your trade goods are 2d24 gp, but you also owe 1d5+1 favours to shady characters that will one day come to collect. If you survive.

Psychoanalyst: What is your ancient text? Roll 1d7: (1) *The Uses of Enchantment* by Bruno Bettelheim, (2) *Conditioned Reflexes* by Ivan Pavlov, (3) *Three Essays on the Theory of Sexuality* by Sigmund Freud, (4) *Totem and Taboo* by Sigmund Freud, (5) *Man and His Symbols* by Carl Jung, (6) *The Power of Myth* by Joseph Campbell, or (7) *The Behaviour of Organisms* by B. F. Skinner.

Rake: You are a wannabe bravo from a less fortunate family.

Recycler: What are your trade goods? Roll 1d7: (1) plastic shopping bag containing 3d24 crushed soft drink cans, (2) 5 lbs. of rusty scrap iron, (3) 3d16 feet of copper wire, (4) stack of old broadsheets bound with twine, (5) burlap sack containing 1d6 scavenged 2-litre plastic bottles, (6) 2d3 ancient beer bottles, or (7) old cardboard box with 3d8 used and leaky AA batteries.

Scholar: To determine your trained weapon, roll 1d5: (1) quill pen (1d4), (2) club, (3) dagger, (4) dart, or (5) pool cue (1d4). To determine which ancient tomes you own, roll 1d24 for each. (1) *The Gods of Mars* by Edgar Rice Burroughs, (2) *The Call of the Wild* by Jack London, (3) *Heart of Darkness* by Joseph Conrad, (4) *Gulliver's Travels* by Jonathan Swift, (5) *Jane Eyre* by Charlotte Brontë, (6) *The Necronomicon* by Abdul al-Hazred, (7) *David Copperfield* by Charles Dickens, (8) *Nameless Horrors and What to Do About Them* (author unknown), (9) *The Theory and Practice of Oligarchical Collectivism* by Emmanuel Goldstein, (10) *The Stand* by Stephen King, (11) *Dracula* by Bram Stoker, (12) *The Canadian Mounted* (author unknown, but the name "D. Griffith" is written on the cover inside), (13) *Alice's Adventures in Wonderland* by Lewis Carroll, (14) *The Monster Manual* by Gary Gygax, (15) *The League of Extraordinary Gentlemen* by Alan Moore and Kevin O'Neill, (16) *Kidnapped* by Robert Louis Stephenson, (17) *The Trees in My Forest* by Bernd Heinrich, (18) *Lo!* by Charles

Fort, (19) *Don Quixote* by Miguel de Cervantes, (20) *Watership Down* by Richard Adams, (21) *Collected Ghost Stories* by M.R. James, (22) *Doctor Who: The Wheel of Ice* by Stephen Baxter, (23) *The Spy Who Loved Me* by Ian Fleming, or (24) *The Hitchhiker's Guide to the Galaxy* by Douglas Adams. These are hardcover editions.

Set decorator: You decorate sets for live theatre. To determine trade goods, roll 1d8: (1) saffron robes for *The King in Yellow*, (2) 3' long blue and red glow sticks for *The Return of the Jedi*, (3) papier-mâché skull for *Hamlet*, (4) fluffy pillow for *Othello*, (5) donkey-head mask for *A Midsummer Night's Dream*, (6) pirate hat and wooden cutlass for *The Pirates of Penzance*, (7) 3 foot-long wooden stakes for *The Return of Buffy*, or (8) an armload of evergreen boughs for *Macbeth*.

Steam fitter: Steam power is still used in the world of *Toronto Crawl Classics*, although the fuel to operate a large boiler is prohibitively expensive for most.

Street cleaner: Your dustpan has a long handle so you don't have to bend over too much while sweeping.

Street preacher: Choose the god you worship. This determines which Holy Book you have.

Street punk: Roll 1d5 to determine your trained weapon: (1) brass knuckles (1d3), (2) length of chain (1d4), (3) iron pipe (1d4), (4) dagger, or (5) club. Roll 1d7 to determine your trade goods: (1) skateboard, (2) leather jacket (+2 AC), (3) tee shirt for pre-Apocalyptic band, (4) 3d4 piercings, (5) 2d5 lengths of 2' chain, (6) gallon jug of beer, or (7) 2d3 doses of recreational drugs.

Tax collector: That 100 cp you are carrying is collected tax revenue. Spending it is a felony offense, punishable by death. Of course, if you can pay it back, perhaps no one will know....

Taxidermist: To determine what type of stuffed and mounted animal you are carrying, roll 1d7: (1) raccoon, (2) chipmunk, (3) skunk, (4) opossum, (5) black squirrel, (6) seagull, or (7) Canada goose. There is a 1 in 10 chance that your animal has some form of mutation.

Teacher: To determine what textbook you have, roll 1d5: (1) *Introduction to Mathematics*, (2) *Advanced Algebra*, (3) *A Concise History of North America*, (4) *Studies in English Literature*, or (5) *World History: A Canadian Perspective*.

Teamster: To determine your trade goods, roll 1d7: (1) dry beans, 1d6 5 lb. sacks; (2) 50 lb. bale of raw wool; (3) 8 gallon firkin of lamp oil weighing 60 lbs.; (4) 40 lb. bale of dry straw; (5) two 25 lb. bundles of firewood; (6) 20 lb. crate of melons; or (7) 1d5 15 lb. bags of twisted tobacco. You make your living moving heavy goods for others; these items do not belong to you.

Thug: To determine your trained weapon, roll 1d5: (1)

crowbar (1d4), (2) blackjack (1d4), (3) club, (4) dagger, or (5) short sword.

Tinker: Tinkers are traveling repairmen. To determine your trade goods, roll 1d5: (1) portable grinding wheel, (2) bundle of fresh rushes, (3) bundle of cane for repairing chairs, (4) collection of 1d5 mended pots and pans, or (5) collection of 2d3 sharpened knives (1d4 damage each).

Toymaker: To determine your trade goods, roll 1d5, and then roll 1d10 a number of times equal to the result: (1) kite, (2) box kite, (3) wooden yoyo, (4) set of 3d8 wooden building blocks, (5) stick horse, (6) rocking horse, (7) wooden toy carriage, (8) tin soldier, (9) rag doll, or (10) nutcracker.

Trader: To determine your trade goods, roll 1d8: (1) bag of 5d6 delicious apples, (2) pushcart of dried fertilizer, (3) wooden box containing 3d5 well-made tobacco pipes made from carved ivory or soapstone, (4) a large sack filled with pungent onions, (5) large rolled-up rug, (6) large backpack with 4d7 skeins of coloured yarn, (7) 3d3 bones or other relics of saints, or (8) pack containing 2d12 jars of pickled beets.

Turnkey: You are a keeper of the town's prisons, located in the Understreet. Your ring of heavy keys fits the jail cells, but, with luck, they may fit other locks as well.

Wainwright: What's in that pushcart? Roll 1d6: (1) tomatoes, (2) nothing, (3) straw, (4) your dead, (5) dirt, or (6) rocks.

Witch hunter: You are part of a religious order dedicated to rooting out and destroying the cultists of forbidden religions. To determine your weapon, roll 1d5: (1-2) dagger, (3-5) collapsing dagger (as per magician). Determine which deity you follow to determine whose holy symbol you carry.

Wizard's apprentice: That black grimoire you are carrying, among other things, contains the formulae for 1d5 1st level wizard spells. You can attempt to cast them, using the book, if you like, but 0-level characters doing so use 1d10 on the spell check. As a wizard's apprentice, you may use 1d12.

Extras

In addition to a random item from the table in the *Dungeon Crawl Classics* core rulebook, each character gains one roll off the d120 table below. Players may choose to substitute the **DCC** table with that from *Mutant Crawl Classics*, the *American Survival Guide*, etc., if they so desire, for one or all of their characters.

D120	Starting Item
001	Orange traffic cone.
002	Folding pocket knife with 1d7 "blades" still working. Roll 1d12 for each working "blade": (1) Bottle/Can Opener, (2) Corkscrew, (3) Large Blade, (4) Magnifying Lens, (5) Scissors, (6) Small Blade, (7) Toothpick, (8) Tweezers, (9) Wood Saw, (10) Nail Cleaner, (11) Ruler, or (12) Screwdriver (50% each flat-head or cross-tip).
003	A collection of 1d3 spoons and 1d4-1 forks.
004	Plastic lighter with fuel enough for 1d7 + 1d5 uses.
005	A shield made from an ancient sign. Roll 1d7: (1) Stop, (2) Yield, (3) Speed Limit 30, (4) Speed Limit 50, (5) No Parking At Any Time, (6) Speed Bump, or (7) Quiet Residential Neighbourhood.
006	1d7 Tupperware containers of various sizes.
007	1d20 CDs and 1d20 DVDs. They are probably too damaged to be used, but who knows?
008	1d3 \$500 bills, 1d5 \$100 bills, 1d14 \$20 bills, and 1d30 \$5.00 bills in <i>Monopoly</i> money.
009	Roll 1d5: (1) softball, (2) football, (3) basketball, (4) 1d3 tennis balls, or (5) 1d7 golf balls.
010	Yo-yo with 3' string.
011	Ancient key ring with 2d10 keys; what locks they fit have been lost to time.
012	Clipboard; 1 in 7 are metal. The remainder are made of pressboard.
013	Pencil sharpener.
014	3d14 rubber bands.
015	1 meter long measuring stick (ruler); 1 in 3 are metal, and 2 in 5 wooden meter sticks have a metal edge embedded into them.
016	Fidget spinner.
017	Brass candlestick.
018	Kitchen knife (1d4)
019	Lead pipe, 2' (1d4)
020	Adjustable plumber's wrench (1d5)
021	1d30 x 10' of nylon rope. Roll 1d3 for color: (1) bright orange, (2) neon yellow, (3) lime green.
022	Revolver (1d8). Roll 1d7 to determine condition: (1-2) Total Crap, (3-4) Bad, (5-6) Not Bad, or (7) Normal. On a roll of 3+, you also have 1d6 rounds.
023	"Stop Gap" temporary wooden ramp.
024	Nylon school backpack. Roll 1d12: (1-6) No decoration, (7) Star Wars, (8) Star Trek, (9) children's show, (10) superhero, (11) Pixar film, or (12) something truly disturbing.
025	Litter box tray.
026	1d30 pounds of unscented cat litter.
027	1d4-1 reusable shopping bags (minimum 1).
028	Net from basketball hoop (hoop not included).
029	Rolled up 4' x 6' carpet.
030	1d5 wooden ceiling fan blades.
031	Bath mat.
032	Rocking horse that has seen better days. If rolled more than once, roll 1d5: (1) giraffe, (2) zebra, (3) elephant, (4) hippo, or (5) rhino.
033	Pepper grinder, d% full of black pepper.
034	Manual can opener.
035	Metal barbeque tongs.
036	Coffee cup. Roll 1d14: (1) World's Greatest Dad, (2) I Y Grandma, (3) Algonquin Moose Facts, (4) Algonquin Bear Facts, (5) Visit the
037	1d3 bottles of sunscreen (long past expiry date).
038	6-inch action figure. Roll 1d16: (1) Darth Vader, (2) Princess Leia, (3) Luke Skywalker, (4) Chewbacca, (5) C3PO, (6) Spiderman, (7)
039	2d4 Lego mini-figs.
040	5d20 assorted Lego bricks and pieces of various colors.
041	Small bag of 3d30 marbles.
042	Small bag of 2d24 Scrabble letter tiles.
043	Plastic squirt gun.
044	Medium-sized stuffed animal. Roll 1d8: (1-3) bear, (4) owl, (5) seal, (6) flamingo, (7) raccoon, or (8) rabbit.
045	Deck of cards. Roll 1d6: (1) normal playing deck, (2) Tarot deck, (3) Magic: The Gathering cards, (4) Pokémon cards, (5) marked playing
046	Mood ring.
047	TransPlastic ID card. Roll 1d7 for color: (1) Red, (2) Yellow, (3) Green, (4) Blue, (5) White, (6) Black, or (7) Clear transparent.
048	Extension cord, 1d5+1' long.
049	Extension cord, 1d30+1' long.
050	Folding stepladder, 3'.
051	Animal companion. Roll 1d16: (1-3) small dog, (4-5) medium dog, (6) large dog, (7-8) cat, (9) black squirrel, (10) raccoon, (11) mouse, (12) rat, (13) crow, (14) owl, (15) lynx, or (16) moose.

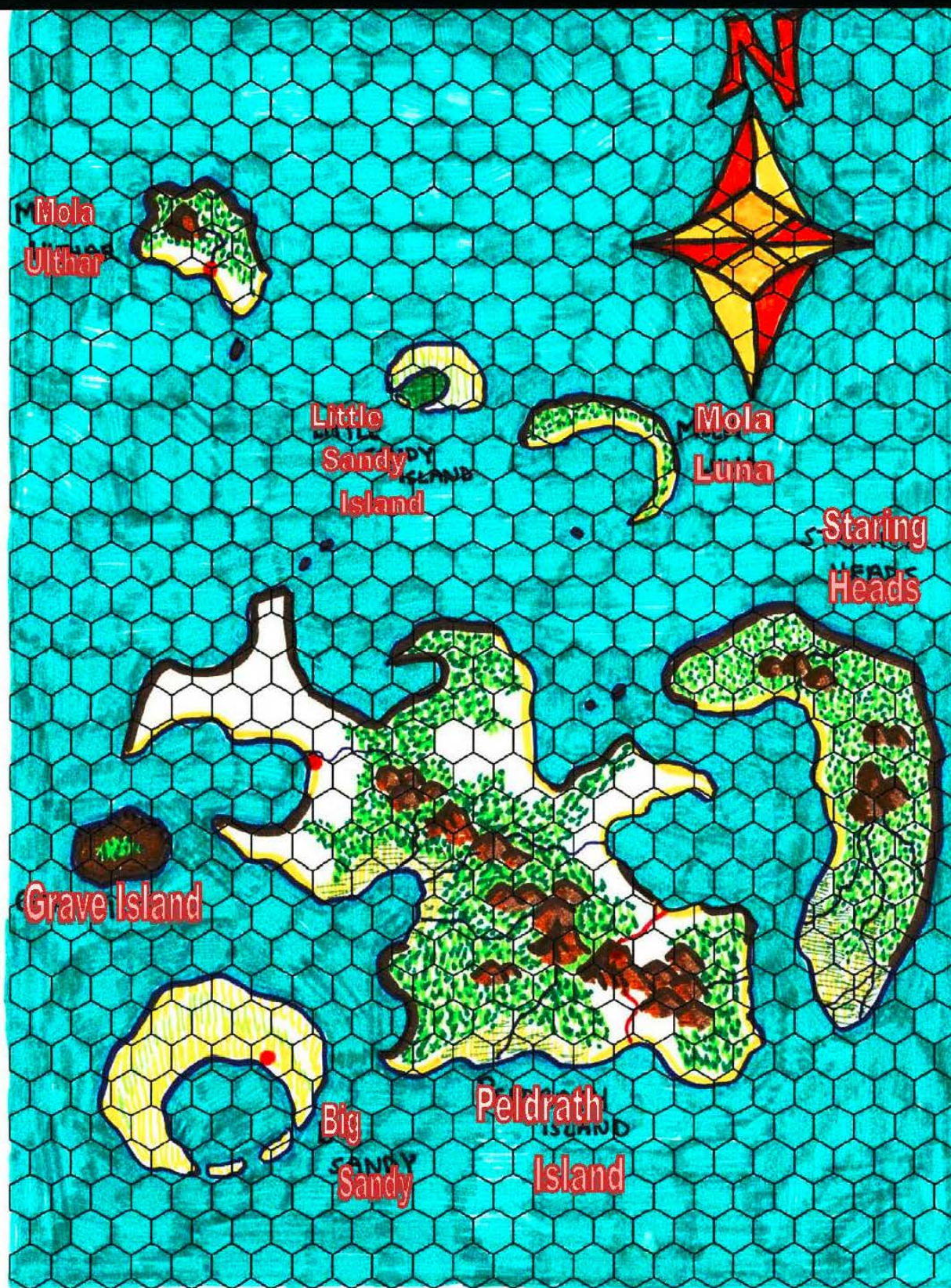
052	Plastic hula hoop.
053	Roll of duct tape, 3d30' remaining.
054	Can of WD-40, 3d10 uses remaining (no plastic application tube).
055	Skateboard or rollerblades in pretty good condition; 50% chance of each.
056	Hockey helmet.
057	Mountain bike in fair condition. 1 in 7 chance that bike seat is missing.
058	Knitting needles and skein of wool.
059	Wooden game board and pieces. Roll 1d3: (1) checkers, (2) chess, or (3) backgammon.
060	Drinking cup. Roll 1d3: (1) leather, (2) pewter, or (3) horn.
061	Really cool hat. Roll 1d7: (1) leather fedora, (2) Stetson, (3) signed Blue Jays baseball cap, (4) black top hat, (5) raspberry beret, (6)
062	Ancient money. 2d5-2 loonies and 3d4 quarters.
063	Tire iron (1d4).
064	Manual car jack (requires tire iron or suitable replacement).
065	1d10 large plastic outdoor garbage bags.
066	Livestock! Roll 1d10: (1) chicken, (2) duck, (3) goose, (4) goat, (5) sheep, (6) donkey, (7) mule, (8) cow, (9) pig, or (10) Bactrian camel,
067	Thermal bag, 1 quart capacity.
068	Unopened soft drink can. Roll 1d7: (1) Coke, (2) Pepsi, (3) Sprite, (4) Dr. Pepper, (5) PC Cola, (6) Mug root beer, or (7) Canada Dry
069	3d6 six-sided dice.
070	3d4-2 TTC tokens.
071	Lamp shade.
072	Wrist watch; still operable, and has Indiglo! The watch time sets itself, but you can set the alarm or use the stopwatch function.
073	Bicycle tire pump.
074	Visitor's brochure. Roll 1d7: (1) Casa Loma, (2) Toronto Zoo, (3) Royal Ontario Museum, (4) Art Gallery of Ontario, (5) Ripley's
075	Shopping basket.
076	Shopping cart. Roll 1d10 for condition: (1-3) one wheel missing, (4-6) one wheel locked, (7-9) one wheel wonky, or (10) all wheels work.
077	Metal spatula.
078	Piece of jewellery, a family heirloom worth 3d3 gp. For each natural "3", roll 1d5 and add the result to the gp value.
079	Cast iron frying pan.
080	1 quart aluminum pot.
081	Aluminum saucepan.
082	Strong magnet.
083	Set of six corkboard drink coasters.
084	Doll.
085	3d4 plastic clothes hangers.
086	Nail clippers with nail file.
087	Hand mirror.
088	2d4-1 bed springs.
089	Paper bag of d100 screws.
090	Towel in very good condition.
091	Clay flower pot, 1d3 x 3 inches diameter.
092	Bow tie and fez.
093	1d6 iron railroad spikes.
094	Sewing kit (2d5 needles and 2d6 small spools of thread).
095	Pool cue stick.
096	Cinder block.
097	2d3 glow sticks.
098	Blanket.
099	Bottle of perfume worth 3d5 gp.
100	Plastic watering can.
101	Small plastic box of 1d50 push pins.
102	Bouquet of fake flowers.
103	Pillow.
104	Bottle of wine. Roll 1d5: (1-2) red, (3-4) white, or (5) Champaign.
105	3d60 poker chips.
106	Set of glow-in-the-dark polyhedral dice. Roll 1d14 to determine how many dice remain, and then roll 1d14 to determine which dice
107	Toilet plunger.
108	Jar of instant coffee with enough granules to make 1d24 cups.
109	Small bolt cutter.

110	Paddle for canoe.
111	Life jacket (personal floatation device, orange).
112	Wicker basket, 1 bushel capacity.
113	Sleeping bag.
114	1d3 doses of healing salve (1d3 damage, requires 1 minute to administer).
115	Hand-held magnifying glass.
116	Musical instrument. Roll 1d12: (1) cymbals, (2) bongos, (3) kazoo, (4) recorder, (5) ocarina, (6) classical guitar, (7) harmonica, (8)
117	Jerry can (gas can), empty.
118	1d3 small propane tanks (camp stove sized). 1 in 10 still have propane inside them, being d% full.
119	Winter footgear. Roll 1d4: (1) ice skates, (2) snowshoes, (3) cross-country skis, or (4) downhill skis.
120	A volume of esoteric lore, which contains enough information to research 1d3 random 1 st level spells.



Java Man

I have been a vampire
for a cup of raw blackness.
I have scrounged like a ghoul
through pockets of change
to slink to the coffee-house
at midnight.



⬡ = 10 miles

Maps

The Shining Archipelago

My original plan for this mathom was to fully detail the Shining Archipelago, including information on towns and villages, religion, monsters, and adventure sites.

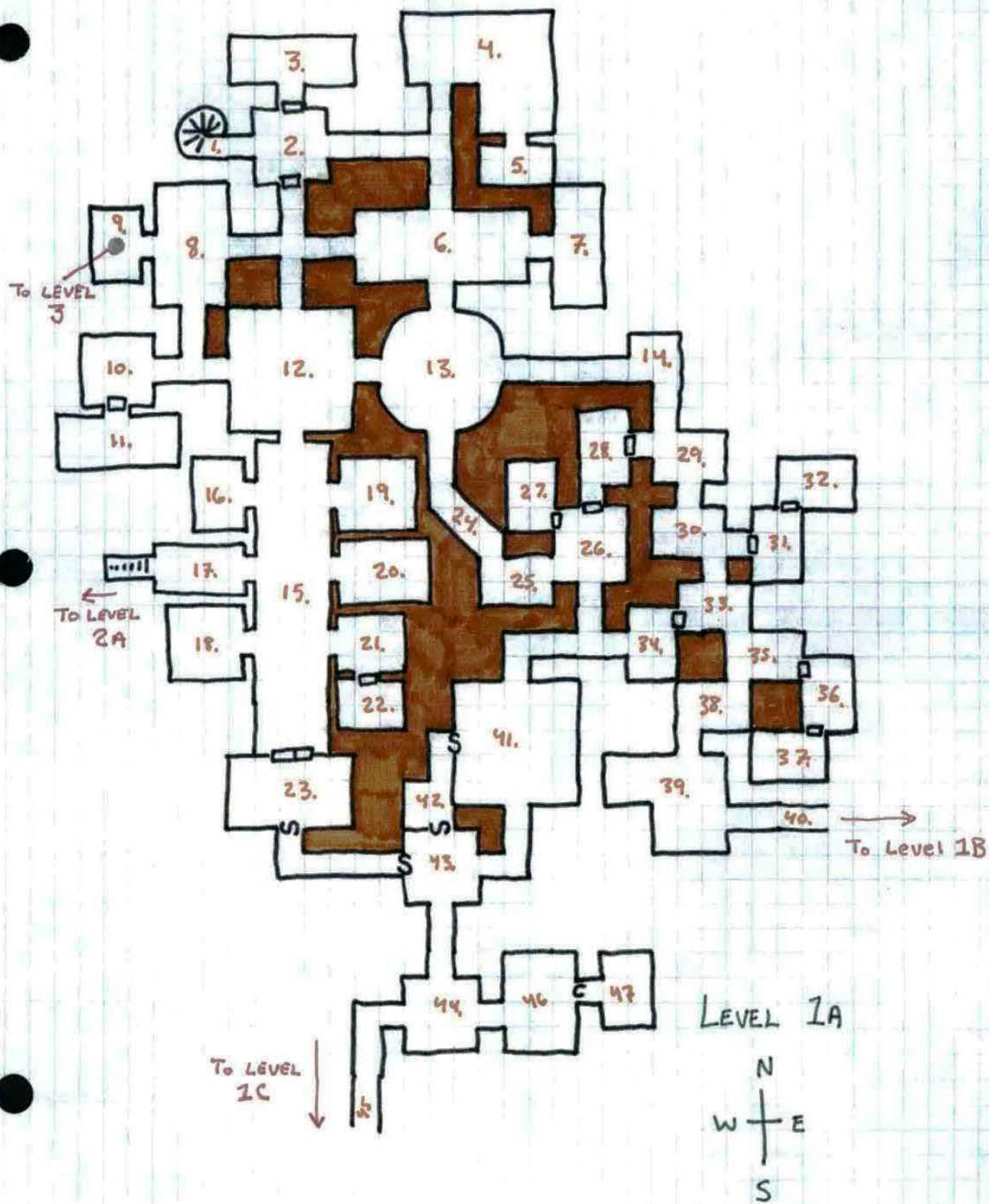
Damn you, writer's block!

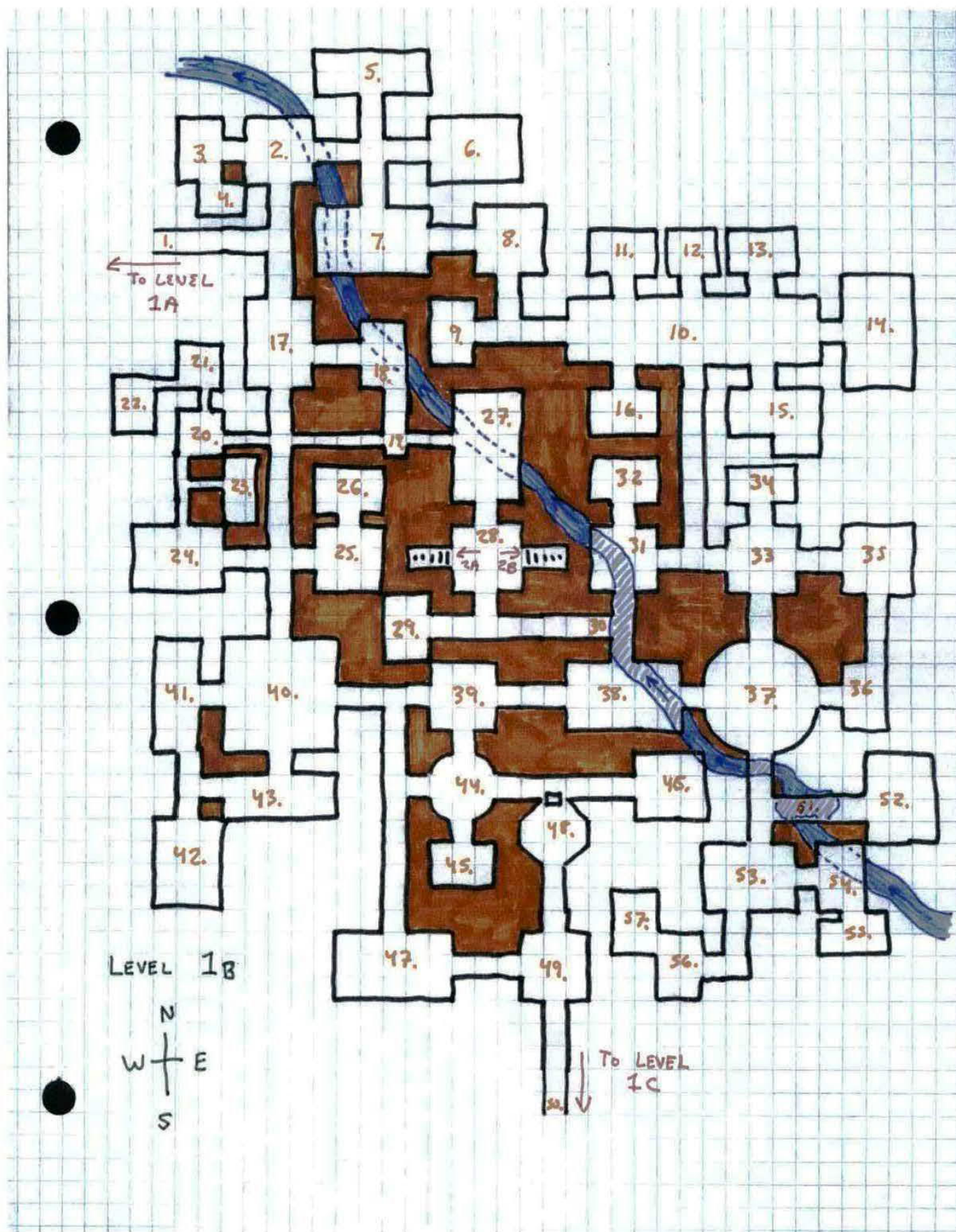
However, a completed Shining Archipelago is still on the drawing board, and I hope you will get the opportunity to see it some day!

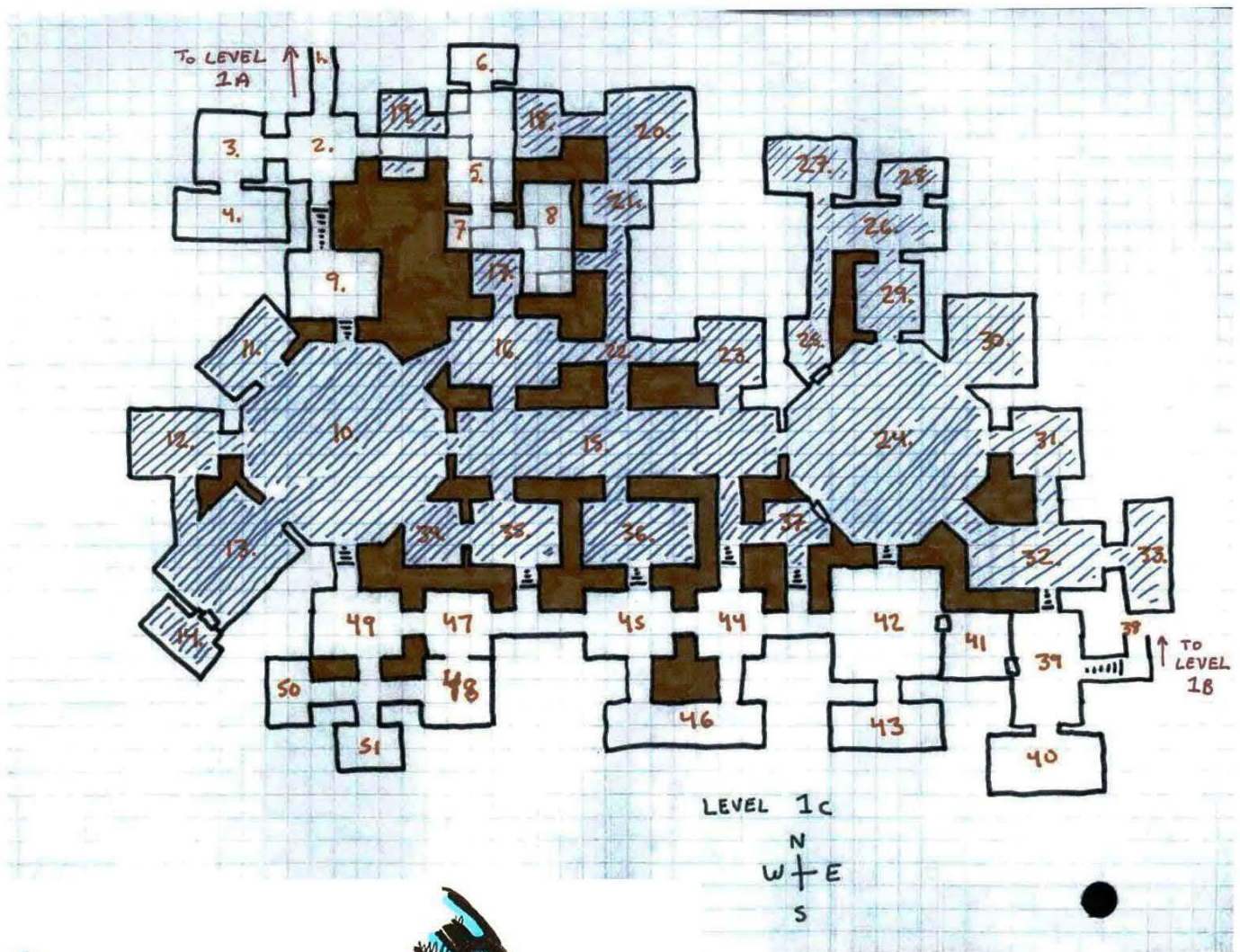
Does DCC Need a Megadungeon?

I think that it does.

There are currently some products out there which *almost* satisfy that itch (for me), but eventually there will be more.







Roses

Petals flushed pink
like delicate lips waiting to be kissed.
Everyone knows roses draw blood.

Everyone knows roses carry daggers.
Sweet fruit is hidden in their hips.
Their stems are sharp, cut from the earth.
Roses love you when you bleed.

So I bring you roses
to remind you of the daggers I carry.
And if the thorns have been removed,
that is to make you forget.

Sahuagin: Sea Devils from the Deep

Swimming with the Sharks

The sahuagin were an original creation by Steve Marsh for TSR-Era D&D. They first appeared in **Supplement II: Blackmoor** in 1975, and, luckily, were released as Open Gaming Content by OGL-era Wizards of the Coast. The result is that we have 1st and 2nd edition **AD&D** sahuagin, **Pathfinder** sahuagin, and the sahuagin of every WotC-era **D&D** to examine in defining the “iconic” sahuagin. They have even made the leap into screen-based games, such as **Minecraft** and **Brave Frontier**.

Cunning and savage fish-folk, the sahuagin hate everybody. Especially aquatic elves...perhaps by extension all elves. They attack ships. They work well with sharks, which they can command, so perhaps they don't hate everything. The sahuagin are subject to mutation, sometimes having four arms. They are also, apparently, sometimes far more human-like and at other times far more fish- or shark-like in their skeletal structure.

Sahuagin differ from **DCC**'s Deep Ones in their inherent savagery, their relationship to sharks, and their tendency to mutate. So, let's go from there and make them metal!

Scions of the Shark God

Elves have always gained their magical powers by making pacts with supernatural entities – powerful demons, nature spirits, fey lords, and eldritch beings from the dawn of time. Thousands of years ago, on the Isles of Sahu, there was a group of elves whose devotion to the shark-god, Kuawangu. They fed slaves to the sharks in His sacred pools, and in return they gained the bounty and protection of the seas.

Sahu is long gone, brought beneath the waves in a fiery volcanic cataclysm. Some say that there was a schism between the followers of jealous patrons, and that the followers of Kuawangu were transformed to carry their lord's vengeance against all others.

Some say that the elves of Sahu turned from the shark-god, and He wreaked the destruction of their islands, elevating the sharks from His sacred pools to rule the watery palaces where proud elven folk once strode. Whatever the truth may be, Sahu is gone, and the Sahuagin swarm where ancient charts once placed the island chain.

Sahuagin are tall, slender humanoids with green scaled skin, shark-like teeth, and sharp claws. They favour tridents as weapons, but, like elves, avoid the use of iron and steel. This may be an indication of their elven ancestry, or it may be because such metal rusts quickly in the salty brine of their ocean home. Their scales are darker toward their spines, fading to a green-white on their bellies. Only a careful examination can determine the gender of a non-pregnant female sahuagin, or an unaroused male.

Sahuagin Warrior: Init +2; Atk spear +3 melee (1d8+1) or claw +3 melee (1d3) or bite +1 melee (1d6); AC 12; HD 2d8+2; MV 25' or swim 50'; Act 1d20; SP control sharks, grapple ships; SV Fort +2, Ref +3, Will +5; AL C.

Sahuagin warriors can control up to 2 Hit Dice of sharks each. They are capable of using strong lines of seaweed fibres and animal sinews to grapple ships from below. The sahuagin holding each line adds drag to the ship, slowing it until it is brought to a stop. The sahuagin then board the ship, slaughtering all aboard before sinking the hapless vessel.

Let's Get Dangerous

Already we have a pretty serviceable fish-man monster, but the thing about sahuagin is that they are not all the same. Some sahuagin mutants have four arms, according to even the earliest sources. What if these mutations don't stop with arms? What if they are caused by the same magic which transformed the sahuagin into what they are in the first place?

Sahuagin mutants call themselves “Scions of Kuawangu”, and claim that their mutations are the result of the Shark-God's divine bloodline. When rolling up a small band of sahuagin, the judge may use 1d30 to see which are mutated.

Alternately, roll 1d10 and use the numbers in parenthesis for whichever sahuagin you decide are mutated.

Die Roll	Mutation
1-20	None
21-24 (1-4)	Additional pair of arms. +1 Action Die, and it is possible to wield a second trident.
25 (5)	Extended fish tail. +20' to swim speed, -5' to land speed.
26 (6)	Larger. Increase HD by 1d8+1. Increase melee attack rolls and damage by +1.
27 (7)	Shark-attuned. Can control double the normal HD of sharks.
28 (8)	Feral bite. Bite damage increases by +1d on the dice chain. Worse, wound continues bleeding for 1 damage each round until staunches (requires 1 minute) or magical healing is applied.
29 (9)	Psionic. Enlarged head and brain. Can make a psychic attack for 1d8 damage within 120'. Will save (DC 1d20 + sahuagin's HD) for half. If this is rolled more than once, increase damage by +1d on the dice chain.
30 (10)	Multiple mutations. Roll 1d3 times. Ignore future instances of multiple mutations. Or don't, and make a truly terrifying adversary.

For example:

Sahuagin Mutant: Init +2; Atk spear +3 melee (1d8+1) or claw +3 melee (1d3) or bite +1 melee (1d6); AC 12; HD 2d8+2; MV 25' or swim 50'; Act 2d20; SP control sharks, grapple ships, four arms; SV Fort +2, Ref +3, Will +5; AL C. (Four arms.)

Sahuagin Mutant: Init +2; Atk spear +4 melee (1d8+2) or claw +4 melee (1d3+1) or bite +2 melee (1d6+1); AC 12; HD 3d8+3; MV 25' or swim 50'; Act 1d20; SP control sharks (6 HD), grapple ships, psionic attack (120' range, 1d8 dam, Will DC 13 half); SV Fort +2, Ref +3, Will +5; AL C. (Larger, shark-attuned, psionic.)

Sahuagin Mutant: Init +2; Atk spear +5 melee (1d8+3) or claw +5 melee (1d3+2) or bite +3 melee (1d10); AC 12; HD 4d8+4; MV 25' or swim 50'; Act 1d20; SP control sharks, grapple ships; SV Fort +2, Ref +3, Will +5; AL C. (Larger twice, feral bite three times.)

Just Add Sharks

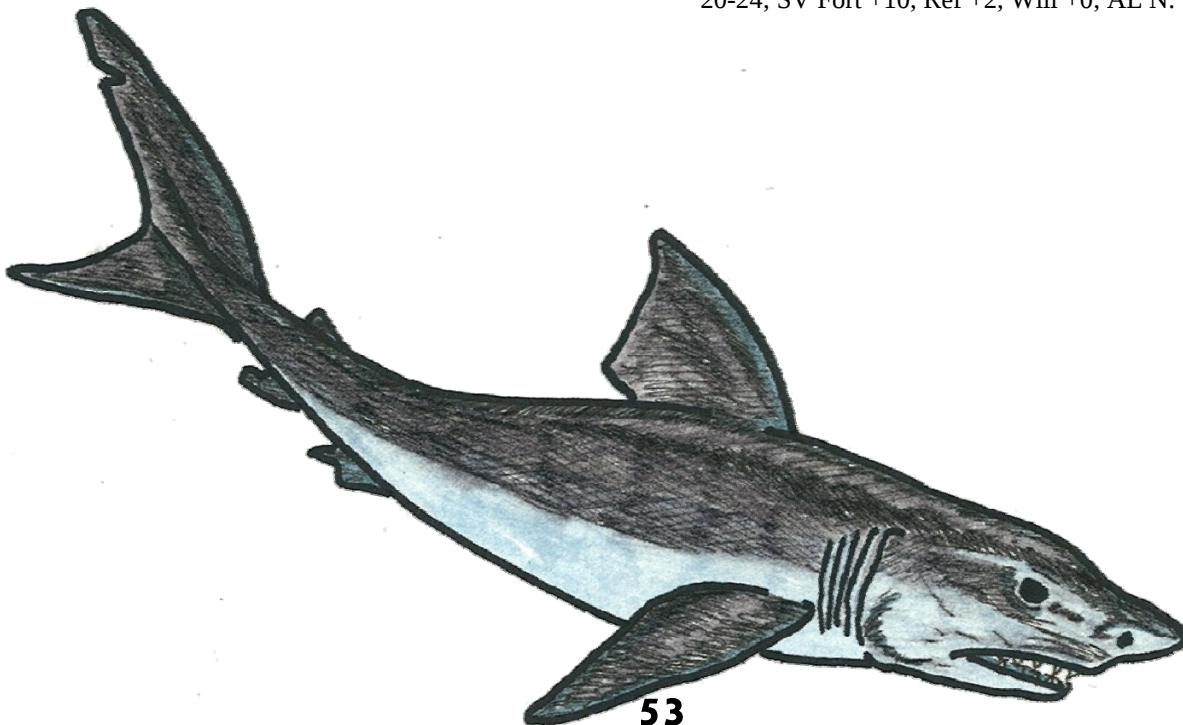
Really, what is the point of including shark-controlling adversaries without including some statistics for sharks? These are only base statistics; the judge can and should modify them to create specific species or creatures.

Shark (Small): Init +5; Atk bite +2 melee (1d5); AC 12; HD 1d8+4; MV Swim 50'; Act 1d20; SP critical hit on 19-20; SV Fort +2, Ref +5, Will +0; AL N.

Shark (Medium): Init +4; Atk bite +3 melee (1d7); AC 14; HD 2d8+6; MV Swim 50'; Act 1d20; SP critical hit on 19-20; SV Fort +4, Ref +4, Will +0; AL N.

Shark (Large): Init +2; Atk bite +5 melee (1d12); AC 14; HD 4d8+8; MV Swim 40'; Act 1d20; SP critical hit on 18-20; SV Fort +6, Ref +2, Will +0; AL N.

Shark (Very Large): Init +0; Atk bite +8 melee (1d16); AC 16; HD 8d8+16; MV Swim 40'; Act 1d24; SP critical hit on 20-24; SV Fort +10, Ref +2, Will +0; AL N.



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