



GOODMAN GAMES

GEN CON 2017

PROGRAM GUIDE



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Dungeon Crawl Classics
Role Playing Game on G+



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IS FOR QUESTS

Many an adventurer enters the dungeon with no higher goal than to fill his or her pouches with plunder or to liberate ancient magical objects from the skeletal grasp of their previous owners. Some, however, have nobler purposes in mind—a solemn vow to uphold, a religious pilgrimage to fulfill, or a catastrophe to avert or end.

Still other adventurers have quests forced upon them, finding themselves bound to pursue a goal by magical compulsion. Spells such as *geas* or *quest* override the free will of afflicted adventurers, demanding they dedicate themselves to fulfilling their enforced compulsion if they ever want to escape magical control.



Fourteen Random Dungeon Quest Givers

D14 The party receives a quest from...

- 1 A talking animal. The beast may be inherently magical or a creature transformed into another form.
- 2 A restless un-dead being whose tomb the party has defiled.
- 3 A cursed tome documenting the author's attempts to fulfill some important task. The writer perished before completing the quest and now anyone reading the text must take up his duty.
- 4 A fallen angel seeking atonement.
- 5 An enchanted weapon that delivers an ultimately fatal wound upon the quest recipient. The wound does not heal unless the quest is fulfilled and time is running out for the injured character.
- 6 The still-beating heart of a dead god or other powerful entity.
- 7 A desperate group of refugees dwelling at the end of the time stream who seek to reverse some terrible catastrophe in the PC's era.
- 8 An insane alchemist who can inject magical compulsions in others via his weird techno-magical contraptions.
- 9 An utterly nondescript rock.
- 10 A bejeweled reliquary containing the bones of a holy saint or an unholy apostate.
- 11 The lingering, physically manifested dreams of a deceased paladin who perished in pursuit of their holy vow.
- 12 A lowly goblin witch doctor armed with powerful, charming juju dust.
- 13 The dungeon itself places a compulsion on all who reach its heart.
- 14 A titanic throne fashioned from basalt and iron.



Fourteen Random Quests to Fulfill

D14 The character/party must...

- 1 Locate a long-lost magical or religious artifact.
- 2 Bury the mortal remains of a hero at some distant or nearly inaccessible location (another plane, the lair of a powerful monster, on a permanently storm-swept mountain top, etc.)
- 3 Procure seven sacred hairs from the head of an angel or nine blasphemous fingernails from the hands of a devil.
- 4 Insult a mighty warrior, powerful potentate, or demigod to their face.
- 5 Close a portal leading to another world or dimension before a terrible menace can emerge.
- 6 Slay every firstborn child in a village to appease a Chaos Lord.
- 7 Save an entire village from a horrible agent of evil determined to decimate the town.
- 8 Collect a drop of liquid from each of the world's seas and purify a sacred object with their mingled waters.
- 9 Assassinate a well-respected noble to start a war
- 10 Defeat a champion of Law, Chaos, or Neutrality to adjust the Cosmic Balance.
- 11 Gift all one's worldly possessions to a specific group in need.
- 12 Resurrect a long-dead hero or villain in the name of justice long-deferred.
- 13 Erect a temple or fortress in the name of a religious figure or military leader.
- 14 Serve as a guardian to the quest giver until a specific obligation is fulfilled (the character saves the quest-giver's life three times, for a period of a year and a day, until the character finds another who agrees to take on the burden, etc.)



IS FOR UNDERWATER

Even the bravest adventurer will blanch with fear when confronted by the dark, silent waters that sometimes collect in dungeons. Whether these bodies of water are subterranean lakes, stagnant rain that has seeped in from above for centuries, or the result of underground springs leaking into the dungeon, all are dreaded by those from the sunlit lands above. Who knows what lurks in those black seas, watching from just below the surface?



A Dozen Underwater Dungeon Dangers

D12 The party faces...

- 1 A patch of water tainted by a flooded alchemical laboratory. Anyone passing through the magically polluted waters must make a saving throw or be affected by the alchemical waters. Beneficial effects may occur (healing, super strength, etc.), but the chance of more hazardous changes (poisoning, polymorph, etc.) is equally likely.
- 2 Traps of increased lethality when triggered underwater. While fire-based traps will likely be ineffective, ones employing lightning have an increased area of effect or higher saving throw, while cold-based traps encase their targets in spheres of ice, leading to swift suffocation.
- 3 Unless the party is scrupulously cautious, venturing underwater quickly destroys magical tomes and scrolls, robbing the party of useful magic and spellcasters the ability to recover expended spells.
- 4 Powerful currents difficult to detect in the darkened waters. A strong undertow—created by magical forces or underground topography—sweeps PCs off their feet and carries them into the dungeon depths. They may or may not end up in a space where breathable air exists once the current has weakened.
- 5 Some scholars maintain that life originated in the world's waters. What might be breeding down in the lightless seas underneath the earth, many of which are steeped in magical energies? Underwater dungeon environments are a perfect place to introduce mutated lifeforms, living fossils, or weirder creatures.
- 6 A vast flooded crypt complex spawns new forms of the un-dead. While the aquatic ghoul is a staple in some fantasy RPGs, why not waterlogged mummies (safely non-flammable) or vampires who are now immune to running water and can summon schools of flesh-eating cave fish or giant albino crawdads instead of wolves and bats?



Dealing with watery hazards in the dungeon force adventurers to overcome concerns beyond hostile creatures. Will they have to remove their heavy armor? Do they know how to swim? How deep in the water and will the party's dwarves and halflings need to be carried by their taller comrades? A single misstep in even the shallowest waters is enough to soak a party's entire supply of torches, stranding them in darkness with foes all around them. It is little wonder that nothing strikes fear into the hearts of experienced adventurers—and their players—quite like a stretch of flooded dungeon in need of crossing. Under such circumstances, it's all too easy for an adventurer to get in over his head!



A Dozen Underwater Dungeon Dangers Continued

D12 The party faces...

- 7 Footing is much more hazardous in the flooded dungeon. A party wandering through waist-deep water while clad in heavy armor might suddenly plunge into an open pit and drown or wander off a ledge into deeper waters, wherein live much larger monsters than the supposedly shallow depth might suggest.
- 8 Treasure becomes harder to recover. Caches of heavy gold coins require magic or ingenious means of buoyancy to bring them to the surface. Coins and jewelry long submerged might become tarnished or discolored, making it difficult to gauge their true value while underwater.
- 9 Aquatic assailants strike from all directions underwater. Parties must worry about ambushes from above and below as well as lateral directions. A party of aquatic goblins might wait in the darkness near a submerged room's ceiling, attacking the less armored PCs in the party's middle ranks such as wizards. The writhing tentacles of a dungeon squid could strike from the depths of a chasm or open pit, dragging adventurers to their doom.
- 10 Spells and effects negating magic become much more lethal in a flooded dungeon. A party adventuring through the submerged chambers, thanks to a water-breathing potion or a similar magic item, suddenly finds themselves drowning when their sorcery fails.
- 11 Common dungeon hazards taking on new underwater forms. Green slime, oozes, and pudding may become unrecognizable spheres, their true nature only revealed when the party gets too close. Ambush predators like lurkers above or trappers might become aggressive predators, swimming through the water on manta ray-like wings.
- 12 New aquatic dungeon hazards that replace the classic ones. Imagine weeds that dissolve flesh and metal like acidic slime or freshwater snails that burrow into an unfortunate victim's flesh like rot grubs!



2016-2017 MAILING LABELS

If you have ever ordered a Goodman Games product online or via Kickstarter, you've had the pleasure of receiving a box with our custom mailing labels. This year featured several custom labels, and even some custom-printed shipping cartons. Here is some of the art that some lucky customers received!



Above and left: Printed art from the shipping carton (back and front) for *Metamorphosis Alpha: Epsilon City* – art by Stefan Poag. Below: Goodman Games mailing label – art by Brad McDevitt.

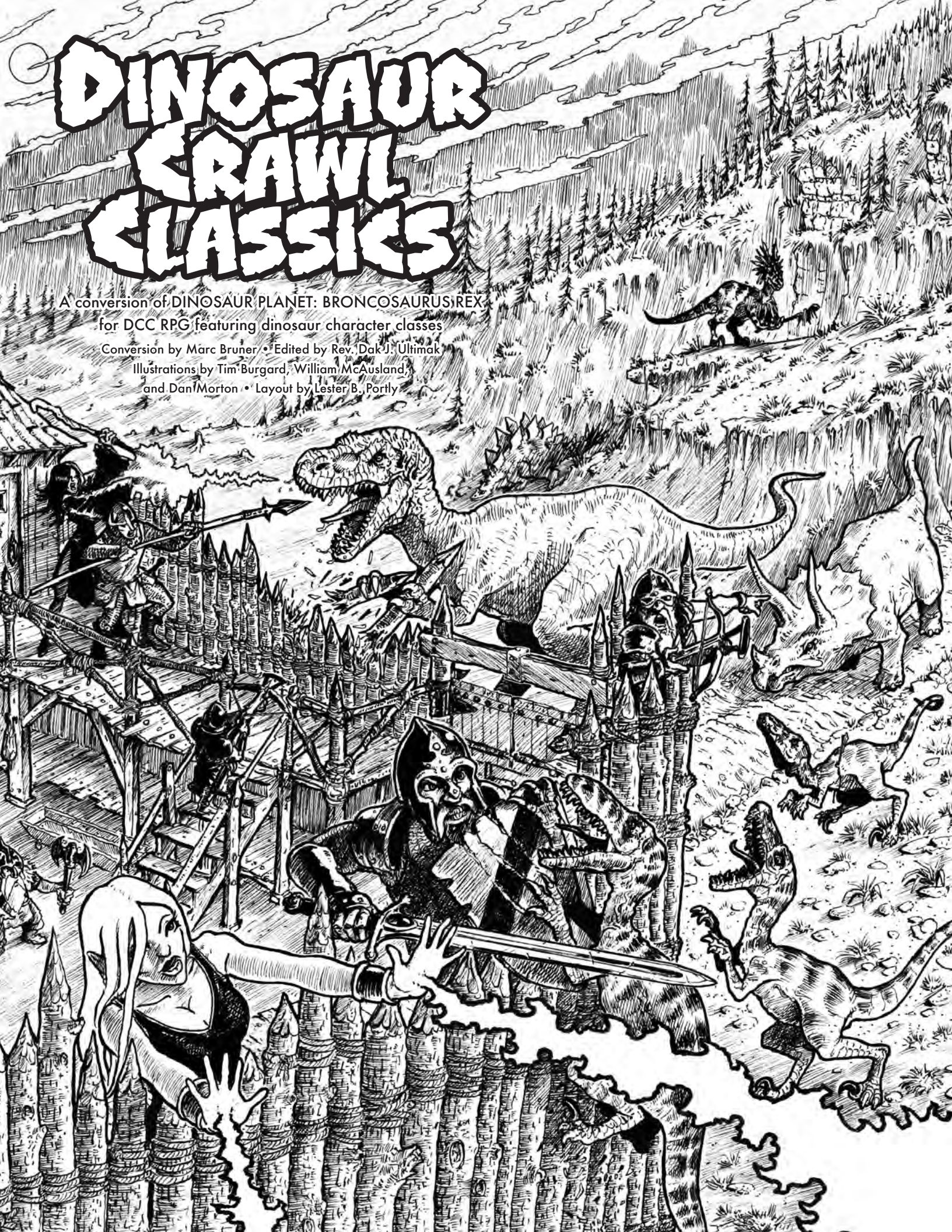


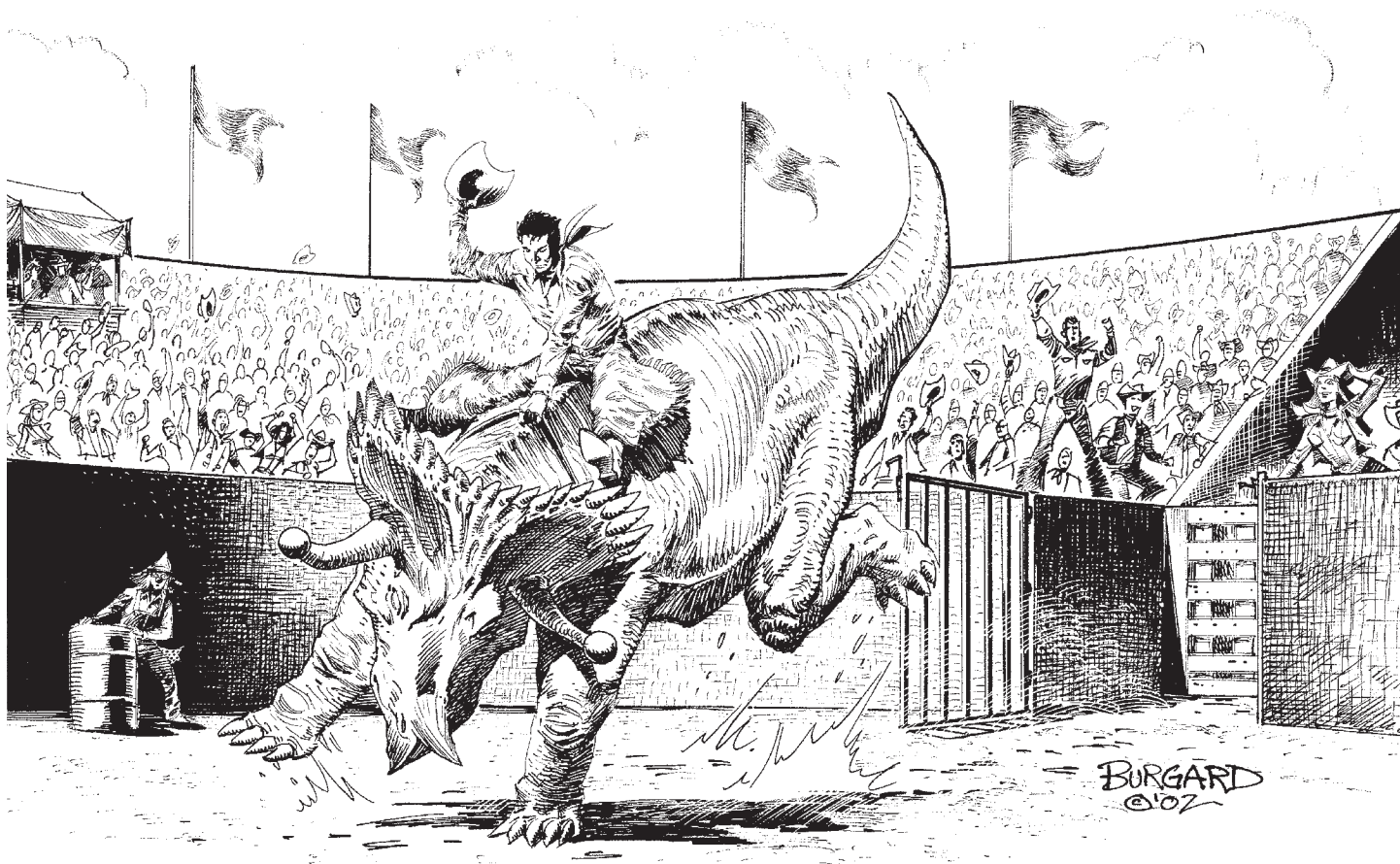
DINOSAUR CRAWL CLASSICS

A conversion of DINOSAUR PLANET: BRONCOSAURUS REX
for DCC RPG featuring dinosaur character classes

Conversion by Marc Bruner • Edited by Rev. Dak J. Ultimak

Illustrations by Tim Burgard, William McAusland,
and Dan Morton • Layout by Lester B. Portly





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The year is 2202, and dinosaurs have been discovered on the planet Cretasus. Humanity has continued to carry their conflicts to the stars in a timeline where the American civil war of 19th-century Earth ended in a stalemate instead of a Union victory. Now two factions – the Federal Union of Planets and the Confederate States of America – are rushing to claim this new world. Perhaps you are one of the thousands of human settlers flocking to Cretasus seeking wealth and glory. Perhaps you are one of the intelligent dinosaur species now caught in the conflict with these strange new beings. Or perhaps you are simply a misplaced adventuring party from another universe struggling to survive this new world long enough to return home!

Dinosaur Planet: Broncosaurus Rex was one of Goodman Games first forays into roleplaying games. For this year's Gen Con program guide, we present a special update to *Broncosaurus Rex - Dinosaur Crawl Classics* - a conversion of this classic setting to *Dungeon Crawl Classics* RPG. Included is a new level 2 adventure *The Return of Scravis*, suitable as an introduction to adventuring on Cretasus or for incorporating into ongoing DCC RPG campaigns, and new character classes with a twist: introducing velociraptors and wild ones, giving players a chance to play as dinosaurs and their allies!

ADVENTURING ON CRETASUS

Cretasus lies at the far edges of known space, in a desolate region called the outer reaches. A world in a lonely, sparsely-settled system, Cretasus is a Jupiter-sized planet with strangely Earth-like terrain. Its atmosphere, climate and seasons all resemble those on Earth. Strangest of all, its flora and fauna are like Earth's – but not like the Earth of today. Cretasus is home to plants and animals that have not roamed our planet for millions of years. Cretasus is home to dinosaurs.

Since the discovery of this fact, humans have flocked to Cretasus. Adventurers come for wealth and glory, ranchers come for the dinosaurs, industrialists come for the mineral wealth, frontiersmen come for a new life, and dino hunters come for the challenge. It seems that everyone has come – but no one yet governs. Humanity's two largest factions – the Federal Union of Planets and the Confederate States of America – struggle for possession. Cretasus' Earth-like environment and abundance of dinosaurs have brought it to the forefront of galactic politics. Although the Union and Confederacy ceased open warfare long ago, they have never ended hostilities. Now the battle for Cretasus threatens to reopen a centuries-old conflict.

In Dinosaur Crawl Classics, players assume the role of dinosaurs and their allies struggling to contend with these outsiders, and where conflicts more often end “red in tooth and claw” than peaceful cohabitation. Magic, as practiced by the wild ones and the shamans of the various dinosaur species, also exists on Cretasus, and is a potent weapon against the technological superiority of the newcomers. Judges wishing to do so can also use Cretasus as a setting for existing DCC RPG characters, and suggestions are included in the adventure on adapting dinosaur planet to ongoing campaigns.

This guide is not intended to be a complete conversion, but focuses on the idea of velociraptors and their human allies as character classes. Judges looking for more in-depth information on Broncosaurus Rex should consult the *Dinosaur Planet: Broncosaurus Rex* line of products and supplements, including *The Complete Guide to Velociraptors*, also by Goodman Games.

NEW CHARACTER CLASSES

Introducing new character classes for use with Dinosaur Crawl Classics and DCC RPG: the velociraptor warrior, velociraptor tactician, velociraptor shaman, velociraptor exile, and the wild one. All are suitable for use in a campaign set on Cretasus where the players begin play as dinosaurs or their allies, and can also be easily adapted to other worlds and settings. For example, in a traditional fantasy campaign where dinosaurs come from a “lost world”, or perhaps a twisted mage experimenting with ancient magic summons a tribe of velociraptors that now must find a way to adapt to their new land and its foes. Judges should feel free to explore ways to use them as they wish!

VELOCIRAPTORS

Velociraptors are not the largest dinosaurs, nor the strongest, nor the scariest. A tyrannosaur can eat a tribe of velociraptors for dinner, a brachiosaur shakes the earth with every footstep, and a kronosaur can swallow a boat whole. Yet velociraptors are the most feared of all dinosaurs, for a single reason: they are smarter than humans. Homo sapiens' tool-using opposable thumb is its only advantage over velociraptor mongoliensis. But in game worlds where raptors can observe humans and their tools, the raptors learn quickly, and the advantages of a thumb diminish with every passing day.

Velociraptors stand about 6' tall. Their total length is 10', half of which is tail. They are “bird-boned” dinosaurs and weigh a mere 100 to 150 pounds. Their light weight, combined with a hunched posture and piston-like rear legs, enable them to make incredible leaps. Raptors have fourteen claws, three on each hand and four on each foot. The most important are the two scythe-shaped killer claws, one per foot. Each killer claw is seven inches long and viciously curved. The killer claws have a separate musculature that allows them to operate independently of the other toes; while running full-speed alongside prey, the raptors are perfectly capable of swiping with their killer claw whenever their foot passes their prey's belly. The muscles on the toe bearing the killer claw are powerful enough to match a human's arm strength! Raptor skin tone varies widely, from brown to black to green to gray, with some regional variants. Raptors decorate themselves with a variety of natural totems, ranging from the skins, teeth, claws, scalps, and skulls of their kills, to beads and other trinkets acquired through trade.

0 LEVEL

- All 0-level characters start as per the core DCC RPG rules with the exception of the following changes:
- Velociraptors start with 1d6 hit points, modified by Stamina.
- Velociraptors do not roll for starting equipment.

OCCUPATION

Roll d% on the occupation table below to determine a character's background. Unless noted otherwise, a character is human. Human occupations identify the place of origin prior to coming to Cretasus. Note that a character's occupation need not be determined randomly, especially if the judge wishes to design a game based on a velociraptor tribe.

Velociraptors at level 0: Characters whose 0-level result includes a velociraptor must advance in class as a velociraptor, choosing from velociraptor warrior, velociraptor tactician, velociraptor shaman, or velociraptor exile. 0-level velociraptors are able to utilize select racial traits and have a reduced grip and a base speed of 60'. Refer to the velociraptor class descriptions for more information on these abilities. 0-level velociraptors speak Raptor. The language, which is full of hisses and growls, sounds thoroughly reptilian and is very hard for non-raptors (especially mammals) to master. Raptors do not have a written language.



TABLE 1-1: OCCUPATION

Roll d%	Occupation	Trained Weapon	Trade Goods
01-05	Confederate rancher*	Saber (as longsword with a +1 to attack rolls)	Saddle, large
06-10	Free fleet merchant*	Knife (as dagger)	5 gp, 8 sp, 1 confederate dollar, antique
11-15	Offworlder pioneer*	Musket	Compass
16-20	Union engineer*	Pistol	Engineering tools
21-25	Velociraptor dung gatherer	Shovel, crude (as staff)	Disk of dried triceratops dung
26-80	Velociraptor hunter	Spear	Tooth, T-rex
81-90	Velociraptor shaman's apprentice	Staff	Roots, 1 lb.
91-00	Velociraptor trader	Club	Sack, full**

*Place of origin has the following base Tech Level characteristics, representing the Tech Level usable by that character without requiring an Artifact check: Union and Free fleet -

base Tech Level 3; Confederate and Offworlder - base Tech Level 2 (see the section on Converting Broncosaurus Rex Tech Levels below for more information on Tech Levels and Artifact checks).

**Roll 1d8 to determine the type of trade good: (1) herbs, 1 lb., (2) spices and salt, 1 lb., (3) animal byproducts, (4) preserved meats, 5 lbs., (5) crystals, worth 2 sp, (6) gems, worth 20 gp, (7) metal ingots, 1 lb., (8) unusual stones.

CHOOSING A CLASS

The velociraptor classes of warrior, tactician, and shaman may only be selected by characters whose 0-level occupation was velociraptor. A fourth class, velociraptor exile, is included for those velociraptors that are no longer part of a tribe.

All humans who advance to 1st level become wild ones. Inspiration for additional human classes not covered in this guide can be found in *Dinosaur Planet: Broncosaurus Rex*, including the bronco rider, machinist, soldier, spy, and two-fister classes.

VELOCIRAPTOR WARRIOR

Velociraptor warriors are the quintessential velociraptors. They are lean, mean, green killing machines. Their natural abilities, coupled with endless practice and frequent hunts, combine to produce a ferocious combatant.

Hit points: A velociraptor warrior gains 1d12 hit points at each level.

Weapon training: While generally preferring to use their natural claws and teeth, velociraptor warriors recognize the value of simple tools and weapons and are proficient using clubs, short swords, and spears.

Alignment: Velociraptors warriors are overwhelmingly lawful, reflecting their tribal loyalty and respect for the laws they acknowledge - which are tribal laws and the laws of nature. A very few are other alignments.

Fast: All velociraptors warriors have a base speed of 60' and can jump 10'.

Natural defenses: The tough hide of the velociraptor warrior provides a natural armor class of 14, modified by Agility. However, as mobility is extremely important to them and they feel impeded by a "second skin", they cannot use armor.

Natural attacks: All velociraptors warriors have natural claw (1d3) and bite attacks (2d4). A velociraptor can choose to make multiple attacks with its natural weapons up to a maximum of two claw and one bite attack per action, but suffers a cumulative penalty of a reduced die for each additional attack. For example, a velociraptor making a claw/claw attack would roll d16 for each attack roll while a claw/claw/bite attack would roll d14 for each attack roll.

Reduced grip: Velociraptors warriors have no opposable thumb. They are able to grasp objects, but they cannot manipulate them with fine motor skills. They can use weapons, but only simple manual weapons. Any weapon that requires grasping is treated as two-handed for purposes of initiative regardless of its size, and when using any weapon they are not proficient in velociraptor warriors receive double the normal dice chain penalty.

Mighty deed of tooth and claw: Like warriors, velociraptor warriors roll a deed die with attacks, including attacks with weapons, adding the result to both the attack roll and damage. However, they may only declare a deed when making a natural attack. Examples of the types of deeds velociraptor warriors may perform are included in the New Velociraptor Deeds section below.

Critical hits: Velociraptor warriors are highly coordinated with their killer claw and have an increased threat range with claw attacks that improves as they level.

Natural cunning: Velociraptors warriors are proficient at surviving outdoors. When in a natural setting, they receive a bonus equal to their class level when tracking or detecting traps and hidden foes.

Luck: At first level, a velociraptor warrior’s Luck modifier applies to attack rolls with bite attacks.

Action dice: A velociraptor warrior always uses his action dice for attacks and receives a second action die at 5th level.



Hit points: A velociraptor tactician gains 1d8 hit points at each level.

Weapon training: A velociraptor tactician not only studies his enemies for weaknesses, but adapts their strengths for the benefit of the tribe. Tacticians are proficient in dagger, dart, sling, javelin, and spear.

Alignment: Like all velociraptors, tacticians are mostly Lawful.

Velociraptor characteristics: Velociraptor tacticians share the fast, natural defenses, natural attacks, and reduced grip traits with velociraptor warriors.

VELOCIRAPTOR TACTICIAN

Velociraptor tacticians win battles with strategies and tactics. Like all raptors, they are vicious killers who can hold their own in a fight. But tacticians prefer to win without ever bloodying a claw. They are masters of traps, bluffs, and stratagems. Their influence is rarely felt in ordinary times, but they lead the tribe’s combat strategy when it comes time to fight intelligent opponents. When raptors hunt each other, it is the skills of the tacticians that decide the outcome.

TABLE 2-1: VELOCIRAPTOR WARRIOR

Level	Attack (Deed) Die	Crit Die/ Table	Action Die	Claw Threat Range	Ref	Fort	Will	Title (all alignments)
1	1d3	1d8/III	1d20	19-20	+0	+2	+0	Hatchling
2	1d4	1d10/III	1d20	19-20	+0	+3	+0	Blood-eater
3	1d5	1d12/III	1d20	19-20	+1	+3	+1	Stalker
4	1d6	1d14/III	1d20	19-20	+1	+4	+1	Brave
5	1d7	1d16/IV	1d20+1d14	18-20	+1	+4	+1	Redclaw

Tactics: Velociraptor tacticians have a natural talent for coordinating others in battle. They can direct their comrades by shouting commands, coordinating attacks, analyzing enemy movements and warning of potential enemy strategies. They can command others provided they are friendly and can communicate with him. As an action, the velociraptor tactician can choose to make a Tactics check, adding a modifier for level and his Personality bonus, and apply the result during the battle:



Die Roll	Tactics Result
1	Fumble. A random ally drops to the bottom of initiative for the next round as they try to act out the velociraptor tactician's confusing directions.
2-11	No effect.
12-14	One ally receives a +1 bonus to their next attack.
15-17	One ally receives a +2 bonus to their next attack.
18-20	Up to two allies receive a +2 bonus to their next attack.
21-24	Up to three allies receive a +2 bonus to their next attack. In addition, the velociraptor tactician is aware if there are any hidden enemies with 60', having a rough impression of their location. This does not allow the tactician to see invisible creatures.
25+	All allies receive a +2 bonus to their next attack. In addition, the velociraptor tactician is aware if there are any hidden or invisible enemies with 100' and can pinpoint their location within 5'.

Sense of vulnerability: Velociraptor tacticians are aware of classic positions and situations for ambushes, sneak attacks and forced moves. Their knowledge of military history, classic battles, and strategy and tactics makes them aware of any situation where they could be ambushed. They receive a bonus equal to their level for surprise rolls.

Stealth: Tacticians like to assess situations from a distance, preferably in hiding. They are constantly reconnoitering nearby threats; the more knowledge they have, the better they can craft their strategies. They receive a bonus to sneak-

ing silently and hiding in underbrush, jungles, forest, or other dense terrain. In addition, they suffer no movement penalties for underbrush, jungles, forest, or other dense terrain.

Intelligence and cunning: Velociraptor tacticians survive on their intelligence and their cunning, and the most successful tacticians become chieftains of large tribes through stratagems rather than strength. A velociraptor tactician expends and recovers Intelligence to modify rolls using an Intelligence die as a thief expends Luck. For each point of Intelligence expended, he rolls one die and applies that modifier to his roll per the table below.

Placement: Velociraptor tacticians know how to best maneuver in battle, taking advantage of terrain while forcing their enemies into positions of weakness. As a general rule

TABLE 2-2: VELOCIRAPTOR TACTICIAN

Level	Attack	Crit Die/ Table	Action Die	Int. Die	Sneak & Hide	Ref	Fort	Will	Title (all alignments)
1	+0	1d8/III	1d20	1d3	+3	+2	+0	+0	Fledgling
2	+1	1d10/III	1d20	1d4	+5	+3	+0	+0	Prodigy
3	+2	1d12/III	1d20	1d5	+7	+3	+1	+1	Coordinator
4	+3	1d14/III	1d20	1d6	+8	+4	+1	+1	Schemer
5	+4	1d16/III	1d20+1d14	1d7	+9	+4	+1	+1	Strategist

of thumb, it represents the ability to always end up in the best spot once the combat starts. At the start of each round the velociraptor tactician rolls his Intelligence die and add the result to his AC. The velociraptor tactician must be able to move to take advantage of Placement.

Action dice: A velociraptor tactician uses his action dice for any normal activity, including attacks and tactics checks, and receives a second action die at 5th level.

VELOCIRAPTOR SHAMAN

Velociraptor shamans are wizened, ancient raptors who give strength to their tribes by mixing potions, powders, and poisons; making prognostications; guiding interactions with the wild; and performing rites and rituals. Shamans are always female. They tend to be solemn and reticent, even more so than the usual raptor. They come across as very wise, but a little unsettling; humans get nervous around them (most humans get nervous around any velociraptor, of course, but even those who are comfortable with raptors get nervous around shamans).

Hit points: A velociraptor shaman gains 1d6 hit points at each level.

Weapon training: Shamans rarely enter combat; aside from their age and the fact that they spend their time on things other than combat practice, their healing skills make them too valuable for the tribe to lose. A velociraptor shaman has no weapons proficiencies.

Alignment: Shamans are usually Lawful. Their tendency toward solitary research and absence from the hunt (which is the primary bonding activity for most raptors) makes them more likely to become exiles than other raptors.

Velociraptor characteristics: Velociraptor shaman share the fast, natural defenses, natural attacks, and reduced grip traits with velociraptor warriors.

Magic: A velociraptor shaman can draw on her study of alchemy and the elements to create a potent type of natural thaumaturgy. Raptor shaman follow the same rules when using magic as wizards, but may choose from either wizard or cleric spells. When casting cleric spells, on a result of natural 1 the shaman suffers a 50% chance of major cor-

ruption or misfire, rolling on the generic tables as appropriate, and any result of 2-11 causes the spell to be lost. They may learn any spell that it would make sense for a raptor to know; judges should use common sense to evaluate which spells are appropriate.

Ways: Like wizards, shaman can invoke a type of supernatural patron called a “Way”. A shaman automatically receives the spell *patron bond* at 1st level in addition to her other spells. The shaman’s patron bond can only be cast on the shaman herself and can only be used to attempt to bond with one of the three Ways representing the creature she has studied the most: the Way of the Tyrannosaur, the Way of the Triceratops, or the Way of the Pteranodon. Ways are covered in more detail under the New Patrons: Ways section below.

Alchemy: Raptor shamans spend their lives experimenting with nature’s byproducts and can mix potions, poisons, and explosives as per the level 3 wizard spell *make potion* using a modified master potion list. The resulting elixirs are all are designed for the tough raptor anatomy; non-raptors who drink them must make a DC 15 Fortitude save or suffer ill effects, as described below.

Poison resistance: A shaman’s constant exposure to low-level poison dosages causes her to develop a natural resistance. She gains a +6 to Fortitude saves against poison.

Natural premonition: Shamans are inveterate observers. They notice the tiniest details about the world around them, and use those details to portend what path nature will take. At the most basic level, this is simple meteorology; at higher levels, it encompasses herd movements, climate changes, drought predictions, and an innate sense of predator-prey ratios. In day-to-day terms, the shamans are so attuned to the behavior of local animals that they can predict their behavior based on brief observations.

Natural premonition may be used as an action once per day per level. When observing wild creatures in their natural habitat, the shaman can check to attempt to predict their actions. Depending on level, a bonus is applied to this check. This only works with creatures native to the shaman’s home territory, which she has had the opportunity to observe for many years.

TABLE 2-3: VELOCIRAPTOR SHAMAN

Level	Attack	Crit Die/ Table	Action Die	Natural Premonition Bonus	Known Spells	Max Spell level	Ref	Fort	Will	Title (all alignments)
1	+0	1d8/I	1d20	+0	2	1	+0	+0	+2	Egg-watcher
2	+0	1d10/I	1d20	+1	3	1	+0	+0	+3	Fire-keeper
3	+1	1d12/I	1d20	+2	3	1	+1	+1	+3	Healer
4	+1	1d14/I	1d20	+2	4	2	+1	+1	+4	Counselor
5	+2	1d16/I	1d20+1d14	+3	4	2	+1	+1	+4	Elder

ALCHEMY MASTER POTION LIST

Potion	Min. DC	Special Ingredients	Effect
Acid	18	Roots from the xeno tree	1d6 damage to a single target. Continues to dissolve armor and flesh for number of additional round equal to the shaman's level until removed.
Explosive	22	Skin from a scray	2d6 damage plus 1 for each level of the shaman, with an area effect of 5' plus 5' per level; DC 12 Ref save for half.
Furon	24	Plants with natural healing properties	<p>Raptors under the influence of furon no longer feel pain. They are immune to any attack, critical hit, or magic that disables due to pain. When they would normally be dying, they instead can continue actions for as many rounds as their level until they still keel over dead (they just never felt it coming).</p> <p>One furon potion causes numbness for 1 turn per shaman level. When it wears off, normal effects (such as unconsciousness at negative hit points) kick in immediately. Non-raptors who fail to save after drinking furon fall into a deep sleep for 2d6 hours.</p>
Healing	16	Trilobite shell	Imbiber heals 1d8+1 hit points of damage immediately. Non-raptors who fail their save also lose 1d3 points of temporary Stamina.
Poison	*	Glands from an exotic animal	<p>As per the Appendix P: Poison table in the DCC RPG rulebook.</p> <p>*DC is based on the DC of the Fort save of the target poison.</p>
Purge	27	Zulip tongue	<p>A raptor on purge attacks anything it sees. While under the influence of purge, a raptor becomes a single-minded killing machine, receiving a +4 bonus to attacks, damage, and Fort and Will saves due to its higher pain threshold, and its body producing abnormal amounts of adrenaline. In addition, it receives +10 temporary hit points. These hit points are lost first when the raptor is wounded, and damage suffered while under the influence of purge transfers to his normal hit point pool only if he first loses all 10 bonus hit points.</p> <p>Effects last 1 turn per shaman level. Non-raptors who fail the Fort save experience all the normal effects but only for 1 round per shaman level.</p>
Scorpion tail	20	Various components to make the intricate mechanism	<p>Shamans can construct a poison-tipped spike attachment which a velociraptor warrior may wear on his tail – and fight with poisoned tail lashes in place of its normal bite attack. Learning to fight with a scorpion tail is another matter completely; raptors normally use their tails for balance and aren't comfortable fighting with tail lashes. It takes a full year of practice to learn the proper technique and become proficient.</p> <p>It only does 1 point of damage, but also causes poison damage with any injury (1d4 Strength (permanent), DC 13 Fort save to make the loss temporary).</p>
Sparkle root	24	Fresh roots from the sparkle plant in the Bayou region of Cretasus	<p>Sparkle root is a hallucinogenic root that causes one to see sparkling, dancing lights. When distilled and ingested, it causes visions. Raptors consider the root to be sacred and use it for ceremonies or ritual combat. Raptors under the influence of sparkle root act just plain crazy. They're still bloodthirsty warriors and they'll still try to beat their enemy... but the enemy in their addled minds see may be very different from the enemy that's actually there.</p> <p>Effects last 1 turn per shaman's level. A raptor that is wounded may snap out of its sparkle root fit. For each wound sustained by the raptor, make a Fort save. The DC is the raptor's current hit points. If the save is made, the raptor returns to its normal state. Non-raptors who fail to save after drinking sparkle root double their DC to snap out of the fit.</p>
Sprastit	22	Powdered dryosaurus femur	Imbiber gains an extra action die (same as his lowest current action die) and double movement speed for 2d4+1 rounds. Afterwards, his highest action die is reduced by one die for 1d4 rounds. Non-raptors who fail to save experience the same effects but are nauseated for the duration, suffering a -2 to all rolls, and the slow effects last as long as the speed.

VELOCIRAPTOR EXILE

Velociraptors are highly social by nature and extremely loyal to the tribe. They *hate* solitude and like to be in the company of their fellows. Velociraptor exiles are those raptors who have no place in any tribe. Normal raptors leave their tribe only after losing a caste battle or leadership challenge, and they try desperately to find a new tribe. Exiles, on the other hand, leave tribal life for good.

Raptors look upon exiles much the way humans look upon wild ones. They are freaks of nature. The inherently lawful raptor mentality does not comprehend the urge to become an exile. Raptors that have permanently left their tribes – voluntarily or not – are considered exiles and no longer have access to their previous class abilities. If an exile ever rejoins a tribe it must select a new class, choosing from velociraptor warrior, tactician, or shaman, and starts at level one.

Hit points: A velociraptor exile gains 1d10 hit points at each level.

Weapon training: While normal raptors are reared from birth to use their killer claws with pride, exiles have recognized that some weapons – particularly ranged weapons – are more powerful than any claw. Most exiles now use weapons of some sort, and are proficient using shortbows, spears, slings, pistols, and rifles. Some raptors exiles have even been known to use energy field armor and approve of it, as it provides protection without constraining movement, but they typically lack the Tech Level capabilities to use it without assistance.

Alignment: Unlike other raptors, exiles are almost always Chaotic in alignment.

Velociraptor characteristics: Velociraptor exiles share the fast, natural defenses, natural attacks, and reduced grip traits with velociraptor warriors.

Disguise: Velociraptor exiles must constantly protect themselves from threats, including fellow raptors! They make use of natural materials as camouflage or to mimic other creatures. By painting their skin and weaving plants around their body, they camouflage themselves in natural surroundings. They receive a bonus to hiding in shadows and disguises depending on their class level, as shown on the table below. This can be used in the same manner as a thief's abilities.

Wisdom: Raptor exiles know the affairs of the world. Their low standing in raptor society precludes any sort of diplomatic or advisory role, but many a wise shaman has established civil relations with the exiles in his domain, for they often have much to teach from their travels. Exiles may expend and recover Personality to aid others similar to how a halfling expends Luck. The ally in question must be nearby and visible to the exile. In addition, the exile must be able to communicate with the ally. The exile can act out of initiative order to burn Personality and apply it to the ally's rolls. For each point of Personality spent the ally receives a single point of benefit. The exile's Personality modifier can apply to any roll made by an ally: attack rolls, damage rolls, saves, spell checks, thief skills, and so on.

Clever: Velociraptor exiles have become the fastest adopters of human technology. They have a base Tech Level of 2 as opposed to a base Tech Level of 1 for all other raptors. In



Die Roll	Natural Premonition Result
1-11	Failure.
12-15	The shaman correctly predicts the creature's next immediate action, gaining a +2 on the next die roll involving that creature. For example, when the raptor tribe is stalking prey, the shaman could correctly predict whether it will turn right or left when they charge.
16-19	The shaman correctly predicts the creature's feelings and general inclinations, and knows what it will do over the next hour or so, and gains a +4 on the next die roll involving that creature. For example, when the raptor tribe has to break off the hunt to avoid encountering a T-rex, the shaman could correctly predict that the prey is thirsty and will be found at the watering hole in about an hour.
20+	The shaman correctly predicts the creature's overarching motives, and knows what it will do over the next several days, and gains a +6 on the next die roll involving that creature. This doesn't mean the shaman can pinpoint its exact position at every minute for the next three days, but it does mean the shaman can know, more or less, where it will be grazing, whether it will be on its guard or not, where it is headed, whether it has a lair somewhere (and if so, where it might be), and so on.

Luck: At first level, a velociraptor shaman's Luck modifier applies to *make potion* spell checks.

Action dice: A velociraptor shaman receives a second action die at 5th level that can be used for spells or natural premonition rolls.

WILD ONE



addition, they receive an added bonus to Artifact checks (see the section *Converting Broncosaurus Rex Tech Levels* below for more information on Tech Levels and Artifact checks).

Luck: At first level, a velociraptor exile's Luck modifier applies to attack rolls with missile weapons.

Languages: Exiles' outsider status permits them liberties unknown to most raptors. They travel freely; while most raptors live their whole lives in the confines of their ancestral hunting grounds, exiles may travel the world. They know the ways of many tribes, and even the ways of man. Velociraptor exiles gain an additional language at each level.

Action dice: A velociraptor exile receives a second action die at 5th level.

There have always been people who feel more comfortable around animals than their fellow humans. They feel an innate connection to the laws of nature, which seem to make more sense than the laws of man. They see the negative side effects of scientific progress, which make them question whether humanity is really that advanced after all. The untamed wilderness of Cretasus has attracted these people. Many have become farmers or biologists or refugees in strange cults, but a select few of the Cretasus migrants have felt a profound, primal tug. At a level deeper than their own humanity, they connect to a psyche once thought extinct – they think like dinosaurs. These are the wild ones, feral humans who have taken refuge in the wilderness of Cretasus. Uncivilized, brutal, atavistic and animalistic, they have abandoned the company of man to live with the dinosaurs.

Hit points: A wild one gains 1d8 hit points at each level.

Weapon training: A wild one typically shuns technology and is proficient in the use of simple manual weapons including dagger, mace, sling, staff, sword (any). Wild ones prefer to wear whatever armor they can fashion from animal skins, including padded, leather, and hide.

Alignment: Most wild ones feel an affinity for the laws of nature. They pay little heed to the laws of man, considering them ambiguous, artificial and temporary. At the same time, they reflect the fluid tribal and family structures of wild animals. Thus wild ones are almost always of Neutral alignment.

Dinosaur empathy: A wild one receives an inherent +2 bonus to any skill check involving dinosaurs.

Natural knowledge: Wild ones learn to use the herbs, spices, roots and animal extracts that grow naturally on Cretasus to make salves and poultices that can heal living creatures. Most of this is learned through interaction with dinosaur shamans, though some is self-taught. To use this natural knowledge, the wild one makes a spell check by rolling 1d20 + Personality modifier + caster level, with the amount or condition healed as per the cleric's lay on hands ability with the following adjustments:

TABLE 2-4: VELOCIRAPTOR EXILE

Level	Attack	Crit Die/ Table	Action Die	Ref	Fort	Will	Hide and Disguise	Title (all alignments)
1	+1	1d8/III	1d20	+0	+2	+0	+3	Cast-out
2	+2	1d10/III	1d20	+0	+3	+0	+5	Outlaw
3	+2	1d12/III	1d20	+1	+3	+1	+7	Expatriate
4	+3	1d14/III	1d20	+1	+4	+1	+8	Foreigner
5	+4	1d16/III	1d20+1d14	+1	+4	+1	+9	Sophist

- Natural knowledge requires concentration to be effective and can only be used when the wild one has time to attend his patents, i.e., typically in non-combat situations. The exception is stopping a character from bleeding out if they are reached in time and the check is successful. In that case, no additional healing is granted; the character is revived with 1 hit point and recovers as per the “bleeding out” rules.
- Alignment does not impact the natural knowledge ability. Instead, healing is based on the type of creature, with healing being more effective for creatures native to Cretasus. If the subject is an animal, including dinosaurs, they count as “same” on the cleric’s lay on hands table.
- If the creature is a human, including any of the non-native settlers to Cretasus, they count as “adjacent” on the cleric’s lay on hands table.
- If the subject is any other type of living creature, e.g., non-native animals, or dwarves, elves and halflings if using the DCC RPG character classes, they count as “opposed” on the cleric’s lay on hands table.



Animal peer: A wild one respects nature as his equal. He views domestication as an improper imposition of civilization upon the wild animal. However, wild ones have an uncanny ability to communicate and interact with animals, and they can often persuade wild animals to work with them. A wild one may use his animal peer ability to interact with wild and domesticated animals, knowing a modified version of the 1st level wizard spell *charm person* as charm animal. The wild one also receives the 1st level wizard spell *animal summoning*. The spell check is made as a cleric: roll 1d20 + Personality modifier + caster level.

Motivating cause: A wild one is driven by an underlying cause. This cause is usually a result of his background and upbringing. As a result of this cause, the wild one has certain enemies. Some example causes are:

- The wild one opposes Union industrial development on Cretasus. His enemies are Union soldiers and industrialists.

- The wild one opposes Confederate domestication of dinosaurs. His enemies are the Dino Warriors.
- The wild one opposes ranchers who try to herd wild broncos. His enemies are bronco ranchers and their employees.

The wild one receives a +1 attack bonus against all enemies of this cause, as determined at first level. The cause must be fairly specific – it cannot be so general as to include everybody.

Dinosaur allies: A wild one gradually becomes a resident of the natural world. He makes friends with some dinosaurs, and their enemies become his enemies. At 1st level the char-

TABLE 2-5: WILD ONE

Level	Attack	Crit Die/ Table	Action Die	Personality	Ref	Fort	Will	Title (all alignments)
1	+0	1d10/II	1d20	-1	+0	+2	+2	Outsider
2	+1	1d12/II	1d20	-2	+0	+3	+3	Hermit
3	+2	1d14/II	1d20	-2	+1	+3	+3	Recluse
4	+3	1d16/II	1d20	-3	+1	+4	+4	Anchorite
5	+4	1d20/II	1d20+1d14	-4	+1	+4	+4	Eremit

acter attains a dinosaur ally. For intelligent dinosaurs, this is usually a local nation, tribe or family group; for others, it is a certain species within a local region.

Allies have the following implications:

- The wild one has learned the customs, habits and language of his allies. The wild one automatically speaks the creatures’ language (although he is still limited by anatomy – he cannot reproduce the calls of a parasaurolophus, for example).
- The wild one is accepted by the ally. He can come and go at their homes, share their meals and gain their audience.
- The wild one is now identified with that ally by other dinosaurs of the same region. If his ally has enemies or allies, he does, too.

Human awkwardness: The more comfortable a wild one becomes with nature, the more awkward he becomes around humans. As a wild one advances in level, he becomes less adept in human company as reflected in permanent loss of Personality.

Luck: At first level, a wild one’s Luck modifier applies his animal peer rolls.

Action dice: A wild one can use his action dice for attacks, natural knowledge, or animal peer rolls.

NEW VELOCIRAPTOR DEEDS

Examples of four types of deeds velociraptor warriors can perform with their natural attacks are listed below. These are merely suggestions to give a sense of possibility and scale. The guidelines that follow should help the judge decide which benefits to apply to a high deed die roll.

Anchor Claw

The velociraptor warrior anchors himself on an opponent using his mouth and arms, then uses his scythe-like killer claw to eviscerate them.

Deed Die	Anchor Claw Result
3	The velociraptor warrior anchors to a human-size or larger creature and receives a +2 on subsequent attacks against that opponent. The velociraptor warrior remains anchored until they move or are dislodged by the opponent succeeding in a +2 opposed Strength roll.
4	The velociraptor warrior anchors to a human-size or larger creature and receives a +4 on subsequent attacks against that opponent. The velociraptor warrior remains anchored until they move or are dislodged by the opponent succeeding in an opposed Strength roll.

- | | |
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| 5 | The velociraptor warrior anchors to a human-size or larger creature and receives a +6 on subsequent attacks. The velociraptor warrior can only be dislodged by the opponent succeeding in an opposed Strength roll that also inflicts 1d4 damage as the anchored claws tear away. |
| 6 | The velociraptor warrior anchors to a human-size or larger creature and receives a +6 on subsequent attacks. The velociraptor warrior can only be dislodged by the opponent succeeding in a -2 opposed Strength roll that also inflicts 2d4 damage as the anchored claws tear away. |
| 7+ | The velociraptor warrior anchors to a human-size or larger creature and receives a +6 on subsequent attacks. The velociraptor warrior can only be dislodged by the opponent succeeding in a -4 opposed Strength roll that also inflicts 2d6 damage as the anchored claws tear away. |

Disembowel

The velociraptor warrior is highly coordinated with his killer claw and can attempt to disembowel opponents with a single swipe.

Deed Die	Disembowel Result
3	Claw critical hits do extra damage, as usual, but the velociraptor warrior’s prowess with his killer claw also causes gruesome damage to internal organs. On any critical hit, the opponent must make a DC 8 Fort save or suffer 1d3 points of temporary Stamina damage.
4	On any critical hit, the opponent must make a DC 12 Fort save or suffer 1d3 points of temporary Stamina damage.
5	On any critical hit, the opponent must make a DC 12 Fort save or suffer 1d3 points of temporary Stamina damage. In addition, the velociraptor warrior rolls on the Dragon critical hit table for this attack.
6	On any critical hit, the opponent must make a DC 12 Fort save or suffer 2d3 points of temporary Stamina damage. In addition, the velociraptor warrior rolls on the Dragon critical hit table for this attack.
7+	On any critical hit, the opponent must make a DC 15 Fort save or suffer 2d3 points of temporary Stamina damage. In addition, the velociraptor warrior rolls on the Dragon critical hit table for this attack.

Rake

In addition to their natural claw and bite weapons, velociraptor warriors are trained to bring down prey using a rake attack from their powerful back legs.

Deed Die	Rake Result
3	The velociraptor warrior rends his opponent for an additional 1d4 damage. The enemy gets a Ref save against the attack roll to dodge out of the way.
4	The velociraptor warrior rends his opponent for an additional 1d6 damage. The enemy gets a Ref save against the attack roll for half damage.
5	Against human-sized or larger creatures, the velociraptor warrior can immediately make an additional attack with a d14 die that does 2d6 damage.
6	Against human-sized or larger creatures, the velociraptor warrior can immediately make an additional attack with a d20 die that does 2d6+4 damage.
7+	Against human-sized or larger creatures, the velociraptor warrior can immediately make an additional attack with a d24 die that does 3d6+6 damage.

Tumble Claw

Velociraptor warriors can slice at enemies with their claws as they tumble past them, transforming into a frenzied, whirling, rolling ball of claws. By putting the momentum of their tumbling into their claws, they can make multiple attacks along their path of movement, though at the same time making themselves more exposed to counter-attacks.

Deed Die	Tumble Claw Result
3	The velociraptor warrior rolls into his opponents and inflicts an additional 1d4 damage, but suffers a -2 penalty to AC until his next turn.
4	The velociraptor warrior tumbles up to 60' (as part of normal movement) and makes an additional d14 claw attack on up to two creatures that are within reach as they pass, but suffers a -2 penalty to AC until his next turn.
5	The velociraptor warrior tumbles up to 60' (as part of normal movement) and makes an additional d16 claw attack on up to three creatures that are within reach as they pass, but suffers a -1 penalty to AC until his next turn.
6	The velociraptor warrior tumbles up to 60' (as part of normal movement) and makes an additional d20 claw attack on up to three creatures that are within reach as they pass.



- 7+ The velociraptor warrior tumbles up to 60' (as part of normal movement) and makes an additional d20 claw attack on any creatures that are within reach as they pass.

NEW PATRONS: WAYS

Through careful study and ritual, velociraptor shamans can attempt to bond with a specific species of dinosaur, enabling them to draw upon that dinosaur's strengths. Known as Ways, three have been identified below, the Way of the Tyrannosaurus, the Way of the Triceratops, and the Way of the Pteranodon. The judge is also encouraged to come up with their own Ways specific to their setting.

To utilize Ways, the shaman must first cast *patron bond*. Depending on the result, the shaman may be granted the ability to invoke the Way or even new spells derived from the strengths of the dinosaur of that Way. When the result of the *patron bond* grants *invoke patron*, the shaman receives the spell *invoke way* and uses the table below when it is cast.

Invoke Way Check Results

12-13	The shaman channels the Way through her body, granting them a boon of +1d6 Strength, Stamina or Agility for the next hour based on the Way type (tyrannosaur, triceratops, pteranodon, respectively). This may be spellburned as normal.
14-17	The shaman is enfolded in a protective aspect of her Way, e.g. skin thickening, armored plates appearing under her neck, graceful lightness, and gains a +2 to AC bonus. The effect lasts 1d4+CL turns.
18-19	The shaman is imbued with the collected ancestral wisdom of the Way, granting a +6 to all saves for the next hour.
20-23	The shaman is granted the ability to shapeshift into the form of her Way. She assumes the dinosaur's form and manner of locomotion, as well as the ability to survive in its normal habitat but gains no other powers. The transformation lasts 1 hour per caster level.
24-27	The Way manifest itself as a piercing cry as the shaman's voice transforms into that of the creature's, summoning 1d4 nearby dinosaurs of her Way type, who will appear after 2d20 rounds and follow a single simple command.
28-29	The shaman calls upon the might of her Way to cause a hurricane-like wind as if a stampede of dinosaurs were thundering or flying past. All creatures within 100' of a spot chosen by the caster take 1d12 damage from debris being thrown up into the air, and must make a DC 15 Reflex save or fall prone.
30-31	The shaman summons a manifestation of the Way in the form of an avatar of the dinosaur. The dinosaur will stay for 2d6 rounds and fight the caster's enemies.
32+	The shaman summons a manifestation of the Way in the form of a full-sized avatar of the dinosaur. The dinosaur will stay for 2d6 rounds and fight the caster's enemies. In addition, the caster is granted a +6 bonus to Strength, Stamina or Agility for the next hour based on the type (tyrannosaur, triceratops, pteranodon, respectively). This may be spellburned as normal.

Patron Taint: Ways

When patron taint is indicated for shamans who follow a Way, 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.

Roll	Result
1	The shaman begins to go native and spends more time with her chosen Way dinosaur. If the result is rolled a second time, she prefers the company and herds of her Way dinosaur to her own tribe and will take steps to aid them over her own family's needs. If the result is rolled a third time, she abandons her tribe to join the other dinosaurs and becomes an exile.
2	The shaman's body takes on an aspect of her Way dinosaur, e.g. the caster's forearms shorten to half their length, she develops a beaklike mouth, or connective web of skin forms between her arms and torso. If the result is rolled a second time, she takes on further aspects, altering her appearance and inhibiting her abilities in such a way to receive a permanent -2 to a specific type of roll, such as attacks, damage, or saves. If the result is rolled a third time, her appearance is significantly altered and her abilities are inhibited in such a way to receive a permanent -1d to a specific type of roll.
3	The shaman takes on the primal nature of her way and loses a point of Intelligence. If the result is rolled a second time, Intelligence is reduced by a further -1. If the result is rolled a third time, Intelligence is reduced by a further -1.
4	The shaman becomes increasingly enraged by the presence of humans on Cretasus. If the result is rolled a second time, she can barely contain herself in the presence of humans. If the result is rolled a third time, she attacks them on sight, even her wild one allies.
5	The shaman must search for a relic sacred to Scra-vis, located within 1d4 days of travel. Until the relic is restored, the shaman is haunted by the sounds of a dinosaur of the shaman's Way hunting her. Only she can hear it, and it seems to get closer each day. Subject to the judge's discretion, if the shaman fails to recover the item within a set time, the nearest dinosaur of the shaman's Way will seek the caster until it finds and destroys her, even across different worlds. If the result is rolled a second time, the item is guarded by a rival tribe of velociraptors and some 1d4 weeks distant. The If the result is rolled a third time, the item is a relic stolen by the offworlders, requiring 1d4 months of dangerous travel.
6	The caster sees a vision of the ancestors of her Way leading her away. If she follows, she is lead to a sacred spot of the ancients (a nesting ground, an ancient hunting land, etc.), and can spend the next 1d4 days meditating, she can learn a new Way spell. This result can be rolled up to three times.

Spellburn: Ways

When a shaman who follows a Way utilizes spellburn, roll 1d4 on the table below.

Roll	Result
1	An ethereal image of the shaman's Way creature appears and dives into the caster, drawing out the chosen ability scores (expressed as Stamina, Strength, or Agility loss).
2	The caster is transported to the plane of ghosts where a trio of elder dinosaurs sit in judgment. If the shaman is judged worthy, she is sent back weakened by the effort (expressed as Stamina, Strength, or Agility loss).
3	The power of the Way forces the shaman to take the spellburn in a specific ability related to the Way type: Strength, Stamina or Agility (tyrannosaur, triceratops, pteranodon, respectively). If refused, the spellburn cost is doubled.
4	The shaman taps into the Way such that she temporarily can spellburn up to 10 points without any ability damage. However, the next time she spellburns the cost is double.

Way of the Tyrannosaur

Attentive study of the ferocious tyrant lizard grants three unique spells, as follows:

Level 1: *Rending Jaws*

Level 1: *Monstrous Mouth*

Level 2: *Primal Fury*

Rending Jaws

Way of the Tyrannosaur	Level: 1
Range: Touch	Duration: Varies
Casting Time: 1 round	Save: None

General: The target gains an enhancement bonus to when using its bite. Creatures that have no natural bite attack (such as humans) gain a bite attack that causes normal (not subdual) damage of 1 + the spell bonus. Creatures that already have a bite attack (such as velociraptors) increase their attack bonus and damage.

Manifestation: Roll 1d4: (1) the subject's jaws lengthen, its gape widens, and its teeth grow; (2) the target's eyes turn entirely lifeless and black, like a doll's, and the muscles in its cheek expand and its bite is strengthened tenfold; (3) long incisors grow from the top of the mouth; (4) an extendable jaw shoots out from the subject's mouth with each attack.

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| 1 | Lost, failure, and patron taint. |
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| 2-11 | Lost. Failure. |
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| 12-13 | The target receives a +2 to bite attacks and damage on its next attack. |
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| 14-17 | The target receives a +4 to bite attacks and damage on its next attack. |
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| 18-19 | For the next turn, the target receives a +4 to bite attacks and damage. |
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| 20-23 | For the next turn, the target receives a +6 to bite attacks and damage. |
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| 24-27 | For the next 1d4+CL turns, the target receives a +6 to bite attacks and damage. |
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| 28-29 | The caster may select up to two targets that receive +6 to bite attacks and damage. Effects last 1d4+CL hours. |
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| 30-31 | The caster summons the might of an ancient T-rex. All allies within 30' receive +8 to bite attacks and damage. Effects last 1d4+CL hours. |
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| 32+ | Extraordinarily powerful shaman can call upon this spell in times of war or extreme danger. Regardless of distance, for the next 1d4+CL days, the caster's entire tribe receive +8 to bite attacks and damage. |
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Monstrous Mouth

Way of the Tyrannosaur Level: 1
Range: 100' Duration: Instantaneous
Casting Time: 1 action Save: None

General: The shaman calls forth a set of magical toothed jaws to crush her enemies. This spell is known among sarcastic human observers as several other names – Dental Death, Orthodontic Attack, and so on.

Manifestation: Roll 1d4: (1) wisps of fluorescent light coalesce to form the outline of a jaw; (2) bones are pulled out of the ground and connect together in the air before the caster; (3) the ghostly outline of a dinosaur charges through the caster towards the target; (4) the jaws grow in size as they arc over the target and engulf it before clamping down with a bone-shattering snap.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 A single target takes 1d4+1 damage as the jaws clamp down on the target's arm or leg.

14-17 A single target takes 2d4+1 damage as the jaws tear away at the target's flesh.

18-19 A huge set of jaws clamp down around the target, dealing 1d4+1 damage to all creatures within 5'.

20-23 A huge set of jaws grind up the target, dealing 2d4+1 damage to all creatures within 5'.

24-27 The jaws clamp around the target's leg, inflicting 2d4+1 damage and jerking the opponent off their feet. Creatures receive a Ref save vs the spell check to avoid being knocked prone. Failure means the enemy is thrown 10' and knocked prone and must spend its next attack action standing up.

28-29 The jaws clamp around the target's leg, inflicting 3d4+1 damage and jerking the opponent off their feet. Creatures receive a -2 Ref save vs the spell check to avoid being knocked prone. Failure means the enemy is thrown 20' and knocked prone and must spend its next attack action standing up.

30-31 With a tremendous crack the jaws snap around one of the target's limbs, causing 3d4+1 damage. Creatures receive a -4 Ref save vs the spell check to avoid losing a hand or foot.

32+ An enormous set of jaws of a tyrant king engulf the target and any creatures within 20', inflicting 3d4+1 damage and throwing them 30'. All creatures are automatically knocked prone.

Primal Fury

Way of the Tyrannosaur Level: 2
Range: Touch Duration: Varies
Casting Time: 1 action Save: None

General: Using some small relic of a T-rex – a tooth or claw, a bit of hide, or a pinch of dung, the subject is imbued with the primal fury of a tyrannosaurus rex and acquires a bloody enthusiasm for skull-crushing combat.

Manifestation: Roll 1d4: (1-2) the target's muscles bulge and ripple beneath the skin; (3) the target's legs gain a powerful edge and extend twice their length; (4) blinding rage fills the target as it develops a ravenous hunger.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 One target the caster touches (including herself) gains the power of a fledgling T-rex with Strength and Stamina of 18 (+3 bonus), but has an irresistible desire to close for melee. The subject must use every available action to enter close combat, short of suicide or obviously self-damaging decisions. Effects last 1 round per CL.

16-19 The target gains the power of a young T-rex with Strength and Stamina of 20 (+4 bonus), but has an irresistible desire to close for melee. Effects last 1 round per CL.

20-21 The target temporarily gains the power of a mature T-rex having a Strength and Stamina modifier of +10, but has an irresistible desire to close for melee. Effects last until the end of next round.

22-25 A single target touched receives the power of a young T-rex with Strength and Stamina of 20 (+4 bonus), or two targets each receive the power of a fledgling T-rex with Strength and Stamina of 18 (+3 bonus), but have an irresistible desire to close for melee. Effects last 1 turn per CL.

26-29 All allies within 20' receives the power of a fledgling T-rex with Strength and Stamina of 18 (+3 bonus), but have an irresistible desire to close for melee. Effects last 1 turn per CL.

30-31 All allies within 100' receives the power of a young T-rex with Strength and Stamina of 20 (+4 bonus), but have an irresistible desire to close for melee. Effects last 1 hour per CL.

32-33 All allies within 100' temporarily gain the power of a mature T-rex having a Strength and Stamina modifier of +10, but have an irresistible desire to close for melee. Effects last 1 round per CL.

34+ If the caster completes a week-long ritual with a minimum of 10 points of spellburn, and both target and caster render appropriate sacrifices of great value, the target receives a permanent +1 to Strength and Stamina. However, the target must make a Will save or find her mind is unable to sustain the magical transformation. The save DC is equal to 15 + 2 for every point of Strength and Stamina that has been magically added; i.e., the first save is DC 17, then if this spell is attempted again the save is DC 19, and so on. If the save is failed, after 1d6 weeks the target begins to assume the characteristics of a primal carnivore, permanently losing 1 point of Intelligence and 1 point of Personality, and the caster finds that 1 point of her spellburn never truly heals (judge's discretion which ability is affected).

Way of the Triceratops

Shaman who choose to follow the herds of triceratops may learn spells as follows:

Level 1: Armored Frill

Level 1: Thundering Charge

Level 2: Furious Gore

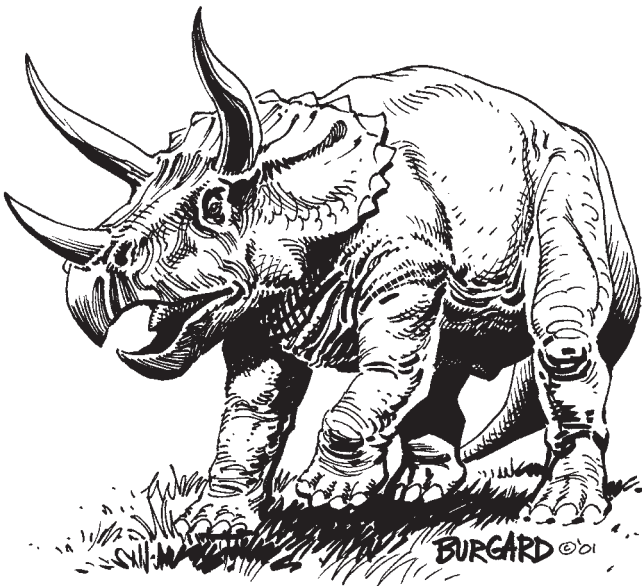
Armored Frill

Way of the Triceratops	Level: 1
Range: Touch	Duration: 1 turn
Casting Time: 1 round	Save: None

General: This spell imbues the target with the armor of a triceratops, protecting her from physical attacks.

Manifestation: Roll 1d4: (1-2) the target's skull thickens noticeably and sprouts knobby armor that arcs down and backward, protecting the neck, shoulders, back, and arms; (3) iron plates materialize and bolt onto the target's neck; (4) a ghostly outline of a triceratops flows over the target leaving a glowing frill over her shoulders.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	One target the caster touches (including herself) gains minor protection adding +2 AC.
14-17	One target the caster touches (including herself) gains medium protection adding +4 AC. The weight of the frill causes -1 to checks and a d8 fumble die.
18-19	One target the caster touches (including herself) gains substantial protection adding +6 AC. The weight of the frill causes -2 to checks, -5' MV, and a d8 fumble die.'



20-23 One target the caster touches (including herself) gains powerful protection adding +8 AC. The weight of the frill causes -4 to checks, -10' MV, and a d12 fumble die.

24-27 One target the caster touches (including herself) gains substantial protection. The armor is light and flexible and does not hinder movement adding +4 AC.

28-29 One target the caster touches (including herself) gains substantial protection. The armor is light and flexible and does not hinder movement adding +4 AC. In addition, the armor protects the wearer from slashing weapons, which only inflict half damage.

30-31 One target the caster touches (including herself) gains substantial protection. The armor is light and flexible and does not hinder movement adding +6 AC. In addition, the armor protects the wearer from slashing weapons, which only inflict half damage.

32+ One target the caster touches (including herself) gains substantial protection. The armor is light and flexible and does not hinder movement adding +8 AC. In addition, the armor protects the wearer from slashing weapons, which only inflict half damage, and criticals.

Thundering Charge

Way of the Triceratops	Level: 1
Range: Touch	Duration: 1 action
Casting Time: 1 action	Save: None

General: Using a pinch of mud or dirt in which the footprint of a charging triceratops was made, this spell conveys the might of the thundering charge of an enraged triceratops, which few animals can withstand.

Manifestation: Roll 1d4: (1) the echoing sounds of a charging herd swells around the target; (2) a painted triceratops mask appears on the target; (3-4) horns sprout from the target's forehead.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	This spell conveys the might of the triceratops charge to one creature (large-sized or smaller). On its next action, the subject can charge up to its regular move as if it had the weight of a small triceratops, receiving a +4 bonus to its attack and damage rolls. The target suffers a -2 penalty to AC until her next turn per the regular charge rules.
14-17	This spell conveys the might of the triceratops charge to one creature (large-sized or smaller). On its next action, the subject can charge up to twice its move. Its momentum is as if it had the weight of a small triceratops and it receives a +4 bonus to its attack roll. Its damage is doubled as if it had charged with the lance-like horns of a triceratops. The target suffers a -2 penalty to AC until her next turn per the charge rules.
18-19	This spell conveys the might of the triceratops charge to one creature (large-sized or smaller). On its next action, the subject can charge up to three times its move. Its momentum is as if it had the weight of a triceratops and it receives a +6 bonus to its attack roll. Its damage is doubled as if it had charged with the lance-like horns of a triceratops. The target suffers a -2 penalty to AC until her next turn per the charge rules.
20-23	This spell conveys the might of the triceratops charge to one creature (large-sized or smaller). On its next action, the subject can charge up to four times its move. Its momentum is as if it had the weight of a large triceratops and it receives a +8 bonus to its attack roll. Its damage is tripled as if it had charged with the lance-like horns of a triceratops. The target suffers a -2 penalty to AC until her next turn per the charge rules.
24-27	The caster is able to select up to two targets. On their next action, the subjects can charge up to three times their move. Their momentum is as if it had the weight of a triceratops and receives a +6 bonus to its attack roll. Their damage is doubled as if it had charged with the lance-like horns of a triceratops. The targets suffer a -2 penalty to AC until her next turn per the charge rules.

28-29	With a mighty roar, all the caster's allies within 20' can perform a charge up to twice their move on their next action. Their momentum is as if they had the weight of a small triceratops and receives a +4 bonus to their attack roll. Their damage is doubled as if they had charged with the lance-like horns of a triceratops. The targets suffer a -2 penalty to AC until their next turn per the charge rules.
30-31	With a mighty roar, all the caster's allies within 100' can perform a charge up to three times their move on their next action. Their momentum is as if they had the weight of a triceratops and receives a +6 bonus to their attack roll. Their damage is doubled as if they had charged with the lance-like horns of a triceratops. The targets suffer a -2 penalty to AC until their next turn per the charge rules.
32+	All creatures within sound of the caster's voice charge towards a specified target unless they make a DC 15 Will save to resist. Each moves its normal move and attacks per the charge rules, if able.

Furious Gore

Way of the Triceratops	Level: 2
Range: Varies	Duration: Varies
Casting Time: 1 action	Save: None

General: Focusing on a triceratops horn, this spell gores the target with the deadly might of the triceratops..

Manifestation: Roll 1d4: (1) triceratops-like horns appear as bolts of white light that arc from the caster's hands; (2) four-foot-long spikes materialize and are thrown by the caster; (3) miniature triceratops coil around the caster's arms, which she can straighten like arrows and shoot at targets; (4) the caster conjures up a horn made of magical energy that lunges toward the indicated target and gores it repeatedly.

1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster summons a single magical horn that can be immediately thrown at an enemy as a missile weapon. It inflicts 1d8 damage per caster level with a range of 25'.
16-19	The caster summons a single magical horn that can be immediately thrown at an enemy as a +2 missile weapon or retained in the wizard's hand for up to one round per caster level. The horn inflicts 1d8+1 damage per caster level with a range of 50'.

- 20-21 The caster summons a single magical horn that can be immediately thrown at an enemy as a +4 missile weapon or retained in the wizard's hand for up to one round per caster level. The horn inflicts 1d8+2 damage per caster level with a range of 100'.
- 22-25 A triad of horns spring from the caster's fingers towards a single target. The horns are treated as separate +4 missile weapon attacks and each inflicts 1d8 damage per caster level with a range of 100'.
- 26-29 Each round for one round per caster level the caster summons a single magical horn that can be immediately thrown at an enemy as a +6 missile weapon. The horns inflict 1d8+3 damage per caster level with a range of 100'.
- 30-31 The caster summons a single lance-like horn that attacks enemies as directed for the next 1d4+CL rounds. The horn attacks with a +8 melee that does 2d12 damage. Directing the horn does not take an action on the caster's part.
- 32-33 The caster summons a trio of lance-like horns that attacks enemies as directed for the next 1d4+CL rounds. The horns attack with a +8 melee that do 2d12 damage. All three horns must attack the same target. Directing the horns do not take an action on the caster's part.
- 34+ The caster summons the fury of an entire herd of triceratops. Each enemy within 100' of the caster is struck by a lance-like horn that attacks with a +8 melee that does 2d12 damage.

Way of the Pteranodon

Adherents to the ways of the great flying reptiles of the sky are granted three unique spells, as follows:

Level 1: *Drop*

Level 1: *Cry of the Hunter*

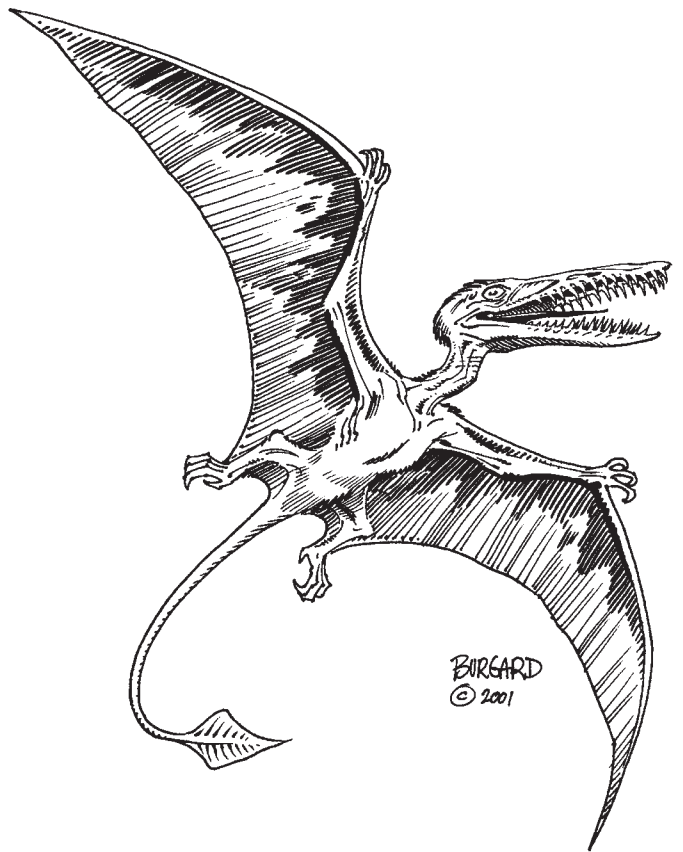
Level 2: *Lizard Wings*

Drop

Way of the Pteranodon	Level: 1
Range: 100'	Duration: Instantaneous
Casting Time: 1 action	Save: Will vs check

General: The shaman simulates the fly-high-and-drop attack of the pteranodon.

Manifestation: Roll 1d4: (1) the target is jerked vertically straight into the air, then dropped suddenly for falling damage; (2) gravity is reversed around the target as it accelerates into the sky; (3) a ghostly pteranodon swoops down and grips the target in its claws, releasing it high above the ground; (4) the target disappears and reappears above its original location.



1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 The caster can drop a single human-sized creature or smaller (up to 200 lbs.) 10' per CL. As with all falling damage, the drop causes 1d6 damage per 10' of the fall, with a soft surface (such as mud) reducing the first 1d6 points to subdual damage.

14-17 The caster can select a single large-sized creature (up to 500 lbs.) or two human-sized creatures or smaller and drop them 10' per CL.

18-19 The caster can select a single huge-sized creature (up to 2000 lbs.), two large-sized creatures, or four human-sized creatures or smaller and drop them 10' per CL..

20-23 The caster can select a single human-sized creature or smaller (up to 200 lbs.) and *choose* a spot within 100' to drop it from a height of 10' per CL relative to its original location.

24-27 The caster can select a single creature huge-sized creature or smaller (up to 2000 lbs.) and *choose* a spot within 100' to drop it from a height of 10' per CL relative to its original location.

28-29 The caster summons a powerful pteranodon to drop a creature of any size 10' per CL.

30-31 The caster summons a powerful pteranodon to drop a creature of any size at a spot within 100' from a height of 10' per CL relative to its original location.

32+ With a sudden jerk, all enemies within 100' of the caster are hurled upwards 10' per CL.

Cry of the Hunter

Way of the Pteranodon	Level: 1
Range: 100'	Duration: Varies
Casting Time: 1 action	Save: Will vs check

General: The caster summons the hunting cry of the pteranodon, causing fear and injury in foes.

Manifestation: Roll 1d4: (1-2) a crack of thunder-like sound peals from the sky; (3) with a silent cry, a furrow appears in the ground before the caster, bending grass and branches as it travels in a straight line towards the target; (4) a shock-wave of sound passes out from the caster towards the target.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 The caster targets a single creature that must make a Will save or be stunned by the cry, suffering a -2 to all rolls for the next 1d4 rounds.

14-17 The caster targets a single creature that must make a Will save or be stunned by the cry, suffering a -4 to all rolls for the next 1d4 rounds.

18-19 The caster sends a piercing cry at a single creature that takes 1d4 damage and must make a Will save or be stunned by the cry, suffering a -6 to all rolls for the next 1d4 rounds.'

20-23 The caster sends a piercing cry at a single creature that takes 2d4 damage and must make a Will save or be paralyzed by the cry for the next 1d4 rounds.

24-27 All creatures within a 20' wide cone in front of the caster take 1d4 damage and are stunned by the cry, suffering a -6 to all rolls for the next 1d4 rounds. Creatures of 2 HD or less receive no save; others can attempt a Will save to resist.

28-29 An ear-rending shriek deafens all creatures within 20' of the target for the next 1d4 turns and sending them into a daze. During this time all actions are reduced by 1 die. Creatures of 3 HD or less receive no save; others can attempt a Will save to resist.

30-31 An ear-rending shriek deafens all creatures within 50' of the target for the next 1d4 hours and sending them into a daze. During this time all actions are reduced by 1 die. Creatures of 4 HD or less receive no save; others can attempt a Will save to resist.

32+ The cry sends all enemies within range into a panic, as they drop their weapons and desperately seek to evade the unseen hunter. For the next 1d4+CL rounds, the only actions they can take are to run away by the fastest means possible (including using steeds and magic) or cower helplessly (50% of each). Creatures of 5 HD or less receive no save; others can attempt a Will save to resist.

Lizard Wings

Way of the Pteranodon	Level: 2
Range: Touch'	Duration: Varies
Casting Time: 1 round	Save: None

General: The caster physically transforms the target into a pseudo-pteranodon. Its arms lengthen, one finger or claw elongates substantially, and a film supported by several membranes grows from its torso to the tip of its fingers. In effect, its arms are transformed into pteranodon wings, granting a soaring ability to fly.

Manifestation: Roll 1d4: (1-2) the target's limbs stretch with the cracking sound of bone being reshaped; (3) the target collapses into a boneless heap on the ground as its skeleton is rebuilt into the shape of a pseudo-pteranodon that the skin is then stretched over; (4) the target is covered by a skin-like cocoon filled with a pulsing light and emerges with wings.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 A single target (including the caster) flies at a speed of 20'. The flying ability lasts for 1 turn. It has difficulty grasping objects and suffers a -1d penalty when using its hands and arms for tools, weapons, or natural attacks. Its flight is contingent on the use of its new wings; anything that entangles or disables them prevents it from flying. It can still use its legs normally, but moves at half speed when on the ground.

16-19 A single target (including the caster) flies at a speed of 50'. The flying ability lasts for 1d4+1 turns. It has difficulty grasping objects and suffers a -1d penalty when using its hands. It can still use its legs normally, but moves at half speed when on the ground.'

20-21 The caster can select up to three targets (including the caster), who fly at a speed of 50'. The flying ability lasts for 1d4+1 turns. They have difficulty grasping objects and suffer a -1d penalty when using their hands. They can still use its legs normally, but move at half speed when on the ground.

22-25 The caster can select up to three targets (including the caster), who fly at a speed of 50'. The flying ability lasts for 1d4+1 hours. They have difficulty grasping objects and suffer a -1d penalty when using their hands. They can still use its legs normally, but move at half speed when on the ground. In addition, they can lift man-sized objects (up to 200 lbs.) either by carrying them or grasping with their feet if they have claws.

26-29 The caster can select up to three targets (including the caster), who fly at a speed of 50'. The flying ability lasts for 1d4+1 hours. They have difficulty grasping objects and suffer a -1d penalty when using their hands. They can still use its legs normally, but move at half speed when on the ground. In addition, they can lift large-sized objects (up to 500 lbs.) either by carrying them or grasping with their feet if they have claws.

30-31 The caster creates a flock of soaring, diving pseudo-pteranodons. For the next 1d4+1 days all allies within 30' are granted the ability to fly at a speed of 50' and can perform a dive with a weapon or natural attack that grants +6 attack and causes double damage. They have difficulty grasping objects and suffer a -1d penalty when using their hands. They can still use its legs normally, but move at half speed when on the ground.

32-33 The caster creates an army of soaring, diving pseudo-pteranodons. For the next 1d4+1 days all allies within 300' are granted the ability to fly at a speed of 50' and can perform a dive with a weapon or natural attack that grants +8 attack and causes double damage. They have difficulty grasping objects and suffer a -1d penalty when using their hands. They can still use its legs normally, but move at half speed when on the ground.

34+ A single target (including the caster) flies at a speed of 50'. The target is granted the ability to summon and dismiss their wings at will. A casting of this power level grants flight ability of great duration. The caster must expend a minimum of 1 point of spellburn. The duration starts at 1 week for 1 point of spellburn, and increases with every subsequent expenditure as follows: 2 = a month, 3 = six months, 4 = a year, 5 = five years, 6 = a decade, 7 = twenty years, 8 = forty years, 9 = sixty years, and 10 = permanent.

CONVERTING BRONCOSAURUS REX TECH LEVELS

Tech Levels (TL) represent the relative complexity of the weapons and technology that can be encountered in the Cretasus setting. In this guide, *Broncosaurus Rex* Tech Levels have been adjusted to be compatible with *DCC RPG*, specifi-

cally using the rules for artifacts from *Mutant Crawl Classics RPG*. Use the following rules for converting *Broncosaurus Rex* Tech Levels to Dinosaur Crawl Classics:

- *Broncosaurus Rex* Tech Levels are equivalent to Dinosaur Crawl Classics Tech Levels in a 2:1 ratio, rounded up. For example, an item with a *Broncosaurus Rex* Tech Level 9 would have a Dinosaur Crawl Classics Tech Level of 5. Simple manual weapons and tools are considered TL 1, whereas an alien artifact from an advanced race might be TL 7 or more.
- Due to the general availability of technology in the 23rd century, all characters have a base Tech Level representing the Tech Level of items they can use without having to make an Artifact check. Unless otherwise specified in the occupation or class description, all playable intelligent species have a base Tech Level of 1, including velociraptors.
- The maximum Tech Level that a PC can understand is based either on Intelligence score (see Table 3-1: Maximum Tech Level) or class level, whichever is higher. An item that is above the character's maximum Tech Level is beyond that character's ability to understand and master.
- An item's Complexity Modifier (CM) on the other hand, represents a more specific and concrete measurement of the items inherit accessibility to the untutored user. For example, a stun grenade may only have a CM of 1 (you push a button and throw it away), whereas a Union laser pistol with its multiple settings and power sources has a CM of 4. Example Tech Levels and complexity modifiers for sample items are provided in appendix A.
- Unlike *Broncosaurus Rex*, to understand an item of a higher Tech Level than their base Tech Level, the PCs must make an Artifact check. Artifact checks are made by rolling 1d20 +Intelligence modifier +class Artifact check bonus -the artifact's Complexity Modifier then take total rolled and consult the table 3-2 Artifact Checks below for the result. Each standard Artifact check requires 3 turns (30 minutes) to complete.
- Any PC can burn 1 point of Luck to make an Artifact check in desperate situations. This earns the character a one-time Combat Artifact check that takes only 1 round to execute (as opposed to the 3 turns a standard Artifact check normally requires), and to which no normal bonuses apply except further Luck expenditures, i.e. a Combat Artifact check is a straight roll that does not include any Artifact check bonuses from class, level or ability modifiers.
- Finally, different classes have differing affinity for understanding and using technology. Velociraptors have an innate level of intelligence that makes it easier to understand the technology of humans, resulting in an added bonus to Artifact checks, particularly velociraptor exiles. Conversely, wild ones are averse to using technology, and in comparison to other human classes do not readily adopt to its use. Use table 3-3 Base Artifact Checks for Dinosaur Crawl Classics characters to assign each Dinosaur Crawl Classics character an Artifact check bonus.



TABLE 3-2: ARTIFACT CHECKS

Roll d20	Result
1	Artifact breaks irreparably and inflicts maximum damage possible (or 1d6, whichever is greater) to all characters within a minimum range of 10' (or greater range, if applicable).
2-8	Artifact breaks irreparably, inflicts 1d3 damage to user.
9-11	Artifact breaks — part falls off; must make a DC 12 Intelligence check to replace part.
12-13	Artifact activates for one use; but its operation is still not understood.
14-16	Artifact activates and its operation is minimally understood; must make a DC 10 Intelligence check for the first 1d3 uses; artifact operation is basically understood afterwards.
17+	Artifact activates and its operation is basically understood. Higher results allow for additional understanding of the item to make repairs, fabricate spare parts, teaching other characters, etc. See <i>MCC RPG</i> for a complete set of rules for Artifact checks.

**TABLE 3-1:
MAXIMUM TECH LEVEL**

Intelligence Score	Maximum Tech Level
3	No Artifact check possible
4-7	1
8-9	2
10-11	3
12-14	4
15-17	5
18	6

**TABLE 3-3:
BASE ARTIFACT CHECKS FOR
DINOSAUR CRAWL CLASSICS
CHARACTERS**

Class	Level	Artifact Check Bonus
Velociraptor warrior, tacticians, and shaman	1-2	+4
	3-4	+6
	5+	+8
Velociraptor exiles	1-2	+6
	3-4	+8
	5+	+10
Wild ones	1-2	+1
	3-4	+2
	5+	+3

APPENDIX A - SAMPLE WEAPONS AND EQUIPMENT OF CRETASUS

Weapon	Damage	Range	Cost in gp	Tech Level	Complexity Mod.
Absentee voter*	1d12**	250/500/750	60	2	4
Bronto gun*	3d6**	50/100/150	65	2	2
Cryon ray	Freezing†	40/80/120	1000	5	7
Gauntlet, raptor claw	1d6+1	-	50	1	1
Grenade launcher*	Per ammo	200/400/600	90	2	4
Heavy machine gun*	2d10**	300/600/900	120	2	5
Laser sword	2d8	-	50	4	6
Laser pistol	2d10**	250/500/750	170	4	4
Laser prod	1d6***	-	10	4	3
Musket*	1d8	100/200/300	20	2	2
Mutiny gun†	1d10**	200/400/600	70	3	4
Pistol	1d8**	150/300/450	15	2	2
Revolver	1d10**	100/200/300	25	2	3
Rifle*	1d12**	200/400/600	40	2	3

* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

** Roll damage twice more on critical hits instead of rolling on crit table.

*** Ignores target's armor.

† Increased crit range 18-20.

‡ DC 15 Fort save or be frozen for 2d6 rounds. A frozen creature takes 1d8 points of cold damage per round.

Equipment	Cost in gp	Weight	Tech Level	Complexity Mod.
Binoculars	20	2 lb.	2	2
Bit and bridle, large	8	15 lb.	1	2
Breather gear	25	5 lb.	2	4
Compass	3	1 lb.	1	2
Engineering tools	25	5 lb.	3	5
Flashlight	5	3 lb.	2	2
Gas mask	10	5 lb.	2	4
Helmet, kevlar	15	2 lb.	1	1
Infrared goggles	35	2 lb.	3	3
Laser sight	90	1 lb.	3	4
Medical kit	25	25 lb.	3	6
Saddle, large	60	60 lb.	1	1
Telescopic sight	35	35 lb.	2	2

APPENDIX D - DINOSAURS OF CRETASUS

This appendix provides DCC RPG statistics for the several of the more well-known dinosaurs and other prehistoric creatures of Cretasus. As a paleontological note, the creatures described here are not meant to be scientifically accurate representations of dinosaurs, especially as our ever-evolving understanding of dinosaurs changes with new discoveries. They are more the cold-blooded reptiles of Charles Knight paintings than the feathered avian tyrannosaurids of today. In addition, unlike the dumb brutes we think we know so well, the dinosaurs of Cretasus are intelligent, social animals. They are capable of charity, treachery, honesty, deceit, strategy and loyalty. As such, judges should strive to make encounters with them unique and memorable.

It should also be noted that unlike many DCC RPG monsters, dinosaurs are truly massive creatures, fortified with terrible attacks and stamina - they are not to be treated lightly! Even sedate sauropods can trample an entire party if roused to anger. Judges are encouraged to translate the sheer awe of a charging five-ton reptile to stimulate caution against making head-on attacks and inspire creative alternatives. While powerful, not all dinosaurs are clever.

Allosaurus: Init +1; Atk bite +17 melee (3d8+11) or claws +2 melee (1d4); AC 13; HD 15d10+60; MV 40'; Act 1d20; SP claw attack on successful bite; SV Fort +13, Ref +13, Will +7; AL N.

Allosaurus are smaller cousins to the tyrannosaurs, known for their reverence for nature. As carnivores, they cannot help killing for their own survival, but they always inflict

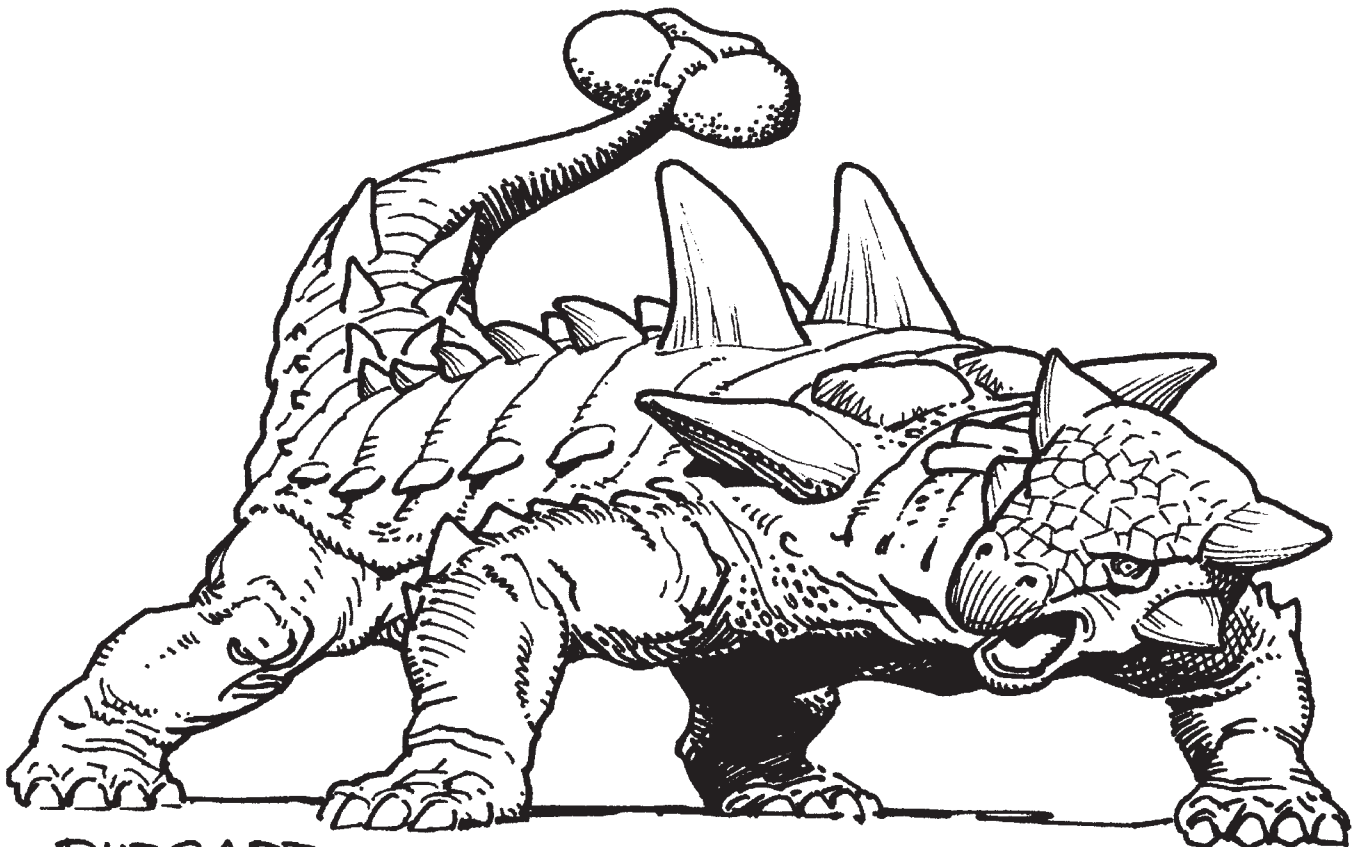
swift, painless deaths, and at times seem almost apologetic for their predatory nature. An adult allosaurus can be as long as 40' and almost six tons in weight. They are immediately distinguished from T-rex by their brightly colored skin. Yellow, red and blue allosaurus are common.

Their jaws are huge, but not so massively built as the T-rex's, and they have a longer reach that can be used in combat to strike at opponents with their claws. Upon a successful bite attack, they can immediately make an additional claw attack against the same target.

Ankylosaurus: Init -2; Atk tail club +20 melee (4d6); AC 20; HD 16d10+112; MV 25'; Act 1d20; SP crit on 18-20; SV Fort +17, Ref +7, Will +7; AL N.

Ankylosauruses are among the more aggressive herbivores. Predators that come near an ankylosaurus are often met with a charge from the ankylosaurus itself. A fully grown ankylosaurus has no natural enemies, except in times of extreme famine when carnivores are forced to take chances.

Ankylosauruses can reach 30' in length and are sheathed in a dense armored hide. The only vulnerable part of an ankylosaurus is its belly, but the creature is so low to the ground that it is practically impossible to flip over. Their tails end in a massive bone club. Although their bodies are slow and ponderous, the tails are flexible at the base and frighteningly accurate. An ankylosaurus can swivel its hips to make a tail slap hit a target as far forward as its head.



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When attacking, an ankylosaurus always aim for their enemy's ankles. For a creature so low to the ground, this is its best defense against large theropods. As a result, all ankylosaurus attacks have an increased threat range of 18-20. In addition, on any critical hit the target must make a DC 18 Fortitude save or have its leg broken. A target with a broken leg cannot run, moves at half speed and suffers from a -2 AC penalty at all times.

Brachiosaurus: Init -4; Atk kick +22 melee (8d12+18) or tail slap +20 melee (4d10+10) or bite +17 melee (2d8+10); AC 2; HD 40d10+400; MV 80'; Act 3d20; SP trample; SV Fort +25, Ref -4, Will +6; AL N.

The huge Brachiosaurus is one of the largest sauropods. They are almost 75 feet long and weigh more than 75 tons, with heads as high as 40 feet from the ground. Brachiosaurus has an extremely long neck, raised even further because its front legs are longer than its rear legs.

Brachiosaurus do not enjoy fighting because they are simply not designed for combat. However, their size gives them a powerful punch. A brachiosaurus can kick with any of its feet, slap with its tail and bite (its jaws are not designed for biting animals, but they are large enough to deal serious damage).

Adult brachiosauruses generally ignore whatever comes near them, no matter how ferocious it looks. Except when protecting young, they will not initiate combat (adults are usually a little shocked that anything would have the nerve to attack them!). If an enemy does initiate combat, however, the entire herd will turn on the enemy. Facing fifty enraged brachiosaurus is enough to frighten off any predator!

Anything that comes near a brachiosaurus is at risk of being stomped. In combat, the brachiosaurus can actively attempt to trample any and all targets within range. The trample causes 6d12 points of damage. Targeted creatures can forgo an action to attempt to leap out of the way by making DC 15 Reflex save.

Ceratosaurus: Init +2; Atk bite +9 melee (2d8+12) or claws +1 melee (1d4); AC 16; HD 12d10+36; MV 30'; Act 1d20; SP claw attack on successful bite, concealment (+4 to surprise checks); SV Fort +10, Ref +8, Will +5; AL C.

Ceratosauruses are small theropods distinguished by the short decorative horn protruding from their snout. They grow to a maximum length of 20'. Like other theropods, ceratosaurus relies on its teeth. Relative to its skull, its jaws are massively built, much like a T-rex's. Ceratosaurus has four-fingered claws that are relatively weak and rarely used in combat. Upon a successful bite attack, they can immediately make an additional 1d14 claw attack against the same target.

Unlike the social tyrannosauruses, ceratosauruses are always solitary and prefer to set ambushes. They scout out popular trails, watering holes, grazing areas, hunting grounds and other locations where prey is abundant (including human farms, ranches and settlements). Then they find a good place to conceal themselves. Although their size makes it difficult for them to hide, they are quite clever about finding bends

in the trail, rocky overhangs, barns, boulders and other obstructions large enough to hide them.

Kronosaurus: Init +1; Atk bite +26 melee (6d8+16); AC 13; HD 16d10+64; MV 10', Swim 60'; Act 1d20; SP hurdle, swallow whole; SV Fort +14, Ref +11, Will +6; AL N.

Kronosaurus is the tyrannosaurus rex of the seas. Although not the longest marine reptile, it is the deadliest. Its short-necked 45' long body is thick and muscular, giving it far more strength and mass than its long-necked competitors. Fully grown kronosauruses have been known to weigh 20 tons or more. Fortunately, kronosaurus is extremely rare. Encounters with kronosauruses are notable enough to quickly become gossip for miles around.

Kronosauruses are solitary hunters feared by all water dwellers. They cruise the bodies of water devouring anything large enough to merit their attention. Kronosaurus have a compact, highly maneuverable body which is surprisingly agile for their size. They are adroit swimmers in both deep and shallow water, and have been encountered in water as shallow as 10' deep.

Kronosauruses are so strong that they can hurl their entire body out of the water. They use this ability to attack ships and even low-flying pterosaurs. A hurdle can only take place if the kronosaurus ran for its full movement in the previous round, taking no other actions. The hurdle covers a distance of 100' and reaches 30' above sea level at the arc's apex.

A kronosaurus can also attempt to swallow human-sized or smaller creatures. Upon a successful attack, it can make another bite attack against the same target that same round. If the second bite attack succeeds, the target does not take damage but is now trapped in the kronosaurus' stomach, where it takes 2d8+8 points of crushing damage plus 8 points of acid damage each round thereafter. A swallowed creature can cut its way out with claws or with a small slashing weapon. It must cause 25 points of damage to the gizzard (AC 20) to escape.

Parasaurolophus: Init +0; Atk bite +1 melee (1d6); AC 11; HD 8d10+8; MV 40' or swim 40'; Act 1d20; SP trample, snorkel; SV Fort +8, Ref +6, Will +4; AL N.

Parasaurolophus are large, peaceful herbivores that can reach 30' long and are distinguished by the long crest on the top of their skull. Parasaurolophus communicate by blasting air through their crest. This produces an amazing variety of sounds, from low whistles to powerful roars. Parasaurolophus calls carry for many miles, and can be very intimidating for those who don't realize they come from a docile, defenseless plant eater.

Individual parasaurolophus will never choose to move toward an enemy unless they are cornered or the herd is behind them. They generally use their trample attack only in a stampede – in which case, getting trampled by herd of stampeding dinosaurs can be more than enough to wipe out an entire party! A parasaurolophus trample does 1d12 points of damage (DC 13 Reflex save for half).

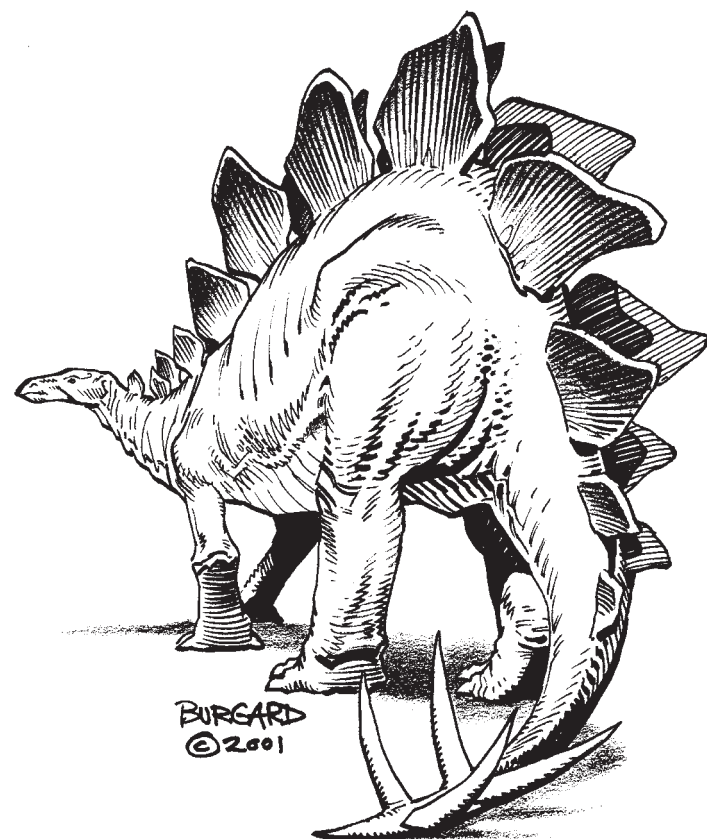
Parasaurolophus can breathe through their skull crests. They like to relax just below the surface of the water with only the tip of their crest showing. Characters who encounter a few parasaurolophus along a riverbank may not realize a dozen more are sitting just offshore.

Pteranodon: Init +2; Atk bite +8 melee (2d8+4) or rake +5 melee (1d6+2); AC 12; HD 8d8+8; MV 20' or fly 50'; Act 1d20; SP grab; SV Fort +7, Ref +9, Will +4; AL N.

Pteranodon is a huge reptilian flyer with a wingspan of up to 30' that nests high in the mountains. In combat, pteranodons like to pick up a target then kill it by dropping it from a great height. With a successful attack, pteranodons can opt to either cause damage or attempt to carry a human-sized or smaller PC. The pteranodon can carry targets in either its beak or claws, but no more than one target can be carried at once.

Stegosaurus: Init +0; Atk tail spikes +12 melee (4d6); AC 16; HD 14d10+56; MV 30'; Act 1d20; SP none; SV Fort +15, Ref +9, Will +5; AL N.

Stegosaurus are covered with thick, knobby skin and have armored plates along its spine. In combat it slashes at opponents with four-foot spikes that grow from its tail, generally maneuvering its body to present its tail to oncoming enemies. Stegosaurus has the dubious distinction of being one of the dumbest dinosaurs ever to walk the earth. For a beast over 20' long and weighing as much as three tons, its three-ounce brain gives it the smallest brain-to-body size ratio of any dinosaur. Nonetheless, it has enough brains to do what it needs to do, and its spiked tail ensures that other dinosaurs won't tease it too much!



Triceratops: Init -1; Atk gore +15 melee (2d8+7); AC 18; HD 16d10+112; MV 30'; Act 1d20; SP charge, trample; SV Fort +17, Ref +9, Will +6; AL N.

Triceratops are huge creatures that are extremely difficult to kill but, due to their herbivorous nature, are never particularly enthusiastic about entering battle in the first place, usually fighting only to defend their territory and their young. When in the nesting ground, the triceratops are extremely territorial. They will attack at the slightest provocation, at ranges far in excess of normal, and are much more likely to actually enter combat rather than just bluff.

In combat, a triceratops can charge with its lance-like horns, doubling its damage and gaining +2 bonus to its attack roll but suffering a -2 penalty to AC until its next turn. As part of its move, a triceratops can also trample human-size creatures or smaller, causing 2d12+5 points of damage. Targeted creatures can forgo an action to attempt to leap out of the way by making DC 15 Reflex save.

Tyrannosaurus rex: Init +1; Atk bite +20 melee (5d8+13); AC 14; HD 18d10+72; MV 40'; Act 1d20; SP roar, swallow whole; SV Fort +15, Ref +12, Will +8; AL L.

No real-life creature has stoked the flames of imagination more than a tyrannosaurus rex. Since its discovery a century ago, T-rex has served as a constant reminder of human frailty. Not only does its massive mouth belittle mankind (its jaws are, after all, as long as a man is tall), but its Earthly reign makes us pitifully insignificant. Homo sapiens have walked the Earth for a mere 100,000 years – but tyrannosaurus rex ruled for six million years. An intelligent conqueror that forms alliances, remembers treachery, and builds dynasties that span generations, they are the undisputed king of predators on Cretasus whose only natural enemies are his T-rex rivals.

Tyrannosaurus hunting strategies are fairly straightforward: use terrain to get as close as possible, then charge. T-rexes in bad moods will attack even when they're not hungry and their target is not a threat. This is when they are most dangerous, for they may toy with their prey in cruel ways.

Tyrannosaurus rex travels in widely dispersed family groups, communicating with a variety of roars, whistles, grunts and chirps. Their close family ties and ability to communicate over long distances make them very dangerous. A tyrannosaurus facing a real threat will summon help with a deafening roar. The roar carries many miles, meaning aid may come from far away. After using an action to roar, 1d4-1 T-rexes will arrive after 2d20 rounds.

A T-rex can also attempt to swallow human-sized or smaller creatures. Upon a successful attack, it can make another bite attack against the same target that same round. If the second bite attack succeeds, the target does not take damage but is now trapped in the T-rex's stomach, where it takes 2d8+8 points of crushing damage plus 8 points of acid damage each round thereafter. A swallowed creature may cut itself out by using a small slashing weapon to deal 25 points of damage to the T-rex's innards against AC 20.

THE RETURN OF SCRAVIS

A LEVEL 2 ADVENTURE

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INTRODUCTION

For generations, the L'dena tribe of velociraptors have lived and hunted in the East Valley, one of the twenty great valleys that divide the surface of Cretasus into isolated continent-sized ecosystems. High-minded and social, the L'dena believe themselves to be the true inheritors of an ancient pact made between carnivores and their prey, acting as wardens of the natural balance that allows dinosaurs to flourish on the planet.

Now disturbing signs foretold a disruption to this natural order. Tribal hunting parties report entire dinosaur herds fleeing their ancestral hunting grounds and having to travel farther to find what meager game remain. Tremors, once rare in the valley, now shake the earth with increasing frequency. And from the sacred lands where the god of the raptors is said to make his home, smoke once again rises from ancient mountains and whispers come of the return of a deadly predator long thought extinct.

The Return of Scravis is a *Dungeon Crawl Classics* RPG adventure for the Dinosaur Crawl Classics setting that draws the players into the depths of the very legends of the origins of Cretasus. Designed for 6-8 2nd-level characters, it provides an opportunity to play the new character classes presented in this guide as members of a velociraptor tribe who must journey to the lands of the dinosaur gods to discover the source of these disturbances – and whether the gods themselves have returned. *The Return of Scravis* can also be easily adapted for use in ongoing campaigns using traditional DCC RPG classes as an introduction to the world of Cretasus, and suggested adventure hooks for judges are included below.

ADVENTURE BACKGROUND

Bounded by soaring chains of mountains, the East Valley remains relatively untouched by the recent flood of human settlement far to the west, though disquieting rumors of the offworlders' voluptuary and profligate ways have reached even the heart of the forest where the L'dena make their home. Unknown by the tribe, the Union has recently sent an expedition to explore the valley. Finding a series of unusual mountain formations in an area long since considered taboo by the intelligent dinosaur tribes of the region, they began secretly excavating at one of the sites, believing it to be an ancient cenotaph of an alien civilization that visited Cretasus long ago.

They now seek to recover any artifacts buried at the site before the tribes of the region discover their intrusion. To disguise their activities, they have revived the ancient legend of the uberraptor, capturing and releasing a number of giant theropods surgically modified to resemble the legendary ancestor of all carnivores, hoping to spread fear and drive away the surrounding tribes. They have also brought a potent weapon for use against any tribes unwilling to leave: a great ironclad machine that can destroy entire villages with a divine-like wrath.

The Union's urgency to complete the excavation has set off the unusual seismic activity as they rapidly approach the core of the mountain, triggering earthquakes and releasing smoke and ash far into the atmosphere. Now the Union hastens to reach the complex's final chambers before the land becomes too unstable and the entire site is destroyed. Their activity has also drawn the attention of the Confederate forces on Cretasus. Intent on discovering what their rivals are searching for in the East Valley, they hope to unlock the singular puzzle entombed in Cretasus' history themselves before time runs out.

JUDGE'S NOTES

It should be noted that there are a number of potentially deadly encounters the PCs can be exposed to as they travel overland to the sacred lands. The wilds of Cretasus are filled with predators pursuing prey, not the least of which are the waves of human settlers arriving each year. While judges are encouraged to allow the players to explore at their own pace, cautious players will better their odds of survival, especially against the technologically superior foes they find themselves facing.

The judge should also be aware that one of the possible consequences of final encounter, "Opening the Chamber," triggers the reshaping of Cretasus as the ancient engines left by the unknown alien race work to scour the entire valley. Parties of dinosaur PCs in particular might be hesitant to breach the final chamber and discover the source of Scravis' power, and so should be encouraged to weigh the choices they make in consideration of their motivations.

NOTES ON USING TRADITIONAL DCC RPG CLASSES

This adventure is designed for parties of dinosaurs and their human allies using the classes presented within this guide; however, it can be easily adapted by judges that wish to include it in an ongoing *Dungeon Crawl Classics* RPG setting. The following adventure hooks are possible inspirations to lure your PCs to the wilds of dinosaur planet:

- **Champions:** The PC's are summoned across space and time by a velociraptor shaman to deal with the recent strange events, and are asked to travel into the sacred land where it is forbidden for the tribe to go. Only upon successfully ending the disturbances or obtaining proof of Scravis' return will they be sent back to their home.
- **Magical mishap:** A wizard's misfire hurtles the party into the wilds of Cretasus where they must seek to convince the L'dena tribe to aid them by discovering the nature of the Union's activities in the East Valley.
- **Gateway:** The party discovers an ancient portal leading to a land that is rumored to hold vast wealth buried with the last of the reptile kings, and which may hold the key between the shared evolution of dinosaurs on both worlds.

Judges introducing characters from traditional campaign settings should adjust reactions of non-player characters as appropriate and determine what additional challenges (e.g. language) a party of marooned adventurers may encounter.

PLAYER START

At the start of the adventure the PCs are gathered in the L'dena village for the ceremonial retelling of the velociraptor story of creation, an important rite held each year on the eve of one of the great sauropod migrations through the East Valley. The village consists of a small set of structures built against the trunks of enormous trees native to their forest haven. Decorated with skulls of the adult T-rexes that the tribe has killed over the past several generations, like all dens, it stinks to humans; raptor dens are utterly revolting to any civilized creature. Only a raptor could love another raptor's den.

As the appointed time for the ceremony nears, many of the tribe's warriors are absent, having departed for a hunt several days ago and now – worryingly – long overdue. Despite their absence, a special feast has been prepared from the tribe's dwindling stores of food, and divided among the remaining members of the tribe gathered in the common room, including the PCs and those elders and hatchlings to old or young to join the hunt. Depending on how the judge introduces the setting of Cretasus in her campaign, the PCs are either members of the tribe's lower caste left behind to guard the village or guests awaiting the deliberations of the tribe's leaders on how to respond to the recent portents.

After the meal, the eldest velociraptor, a wizened ancient reptile, rises to lead the rites:

"In the beginning there was only one kind of carnivorous dinosaur. This was the uberraptor, the ancestor of all the warrior dinosaurs. The uberraptors wandered the world, easily catching whatever they wished, and killing their prey swiftly with a single click of their crescent-shaped killer claws. The uberraptors were created by the great god Scravis, the most powerful of the dinosaur gods. He created the world and the many defenseless – and tasty – dinosaurs for the use of the uberraptors.

Scravis had other worlds to create, so he granted the uberraptors free rule, provided that they obey one law: they must never eat the eggs of their prey. The eggs must always hatch, so the world can continue itself. The earliest uberraptors remembered their creator and obeyed the words of Scravis. But over time, their memories faded. Without competition, many uberraptors became greedy and lazy. They defied Scravis and ate the eggs of their prey. Scravis did not immediately return to punish the offenders. They continued to eat eggs and the ecosystem suffered from their folly. Within a generation, the uberraptors were hungry from lack of food.

Scravis is all knowing. He came down from the sky in a great flash of fire and thunder and smoke. The egg-eaters feared that they would be destroyed. They came to Scravis to beg for mercy, now understanding the folly of their actions. So Scravis was merciful. He spared their lives, but sentenced them to forever bear the shame of their decision. The numbers of the herbivores were replenished, the sizes of their litters were doubled, and the egg-eaters lost their killer claws.



Thus were born the other carnivorous dinosaurs. The oviraptors are the direct descendants of the egg-eaters, living testament to the importance of keeping nature balanced. The other warrior dinosaurs without killer claws remind us of the superior efficiency of our way of combat. Only the velociraptors, the rightful heirs of the uberraptors, realize the true balance of things."

As the reading concludes, a great crashing sound can be heard coming from the forest. Rushing outside, you see the huge shape of a young tyrannosaurus looming out of the darkness. A madness seems to have taken hold of it and a glint can be seen on its feet – a curved silver talon more than 2' long. Between its enormous teeth is the crushed body of one of the tribe's sentinels. With a flick, it tosses the velociraptor guard aside and looks for its next victim.

The young T-rex was captured by the Union and released into the wild after surgically implanting a "killer claw", hoping to drive away dinosaurs from the sacred lands. Driven insane by the operations performed on it, the T-rex cannot be reasoned with and rushes about wildly, flattening structures and attacking the raptors of the tribe.

Young tyrannosaurus rex: Init +1; Atk bite +8 melee (3d6+7); AC 14; HD 6d10+12; hp 40 (injured); MV 40'; Act 1d20; SP crazed, immune to mind-control spells; SV Fort +7, Ref +7, Will +2; AL L.

Each round there is a 50% chance that the T-rex will use its action to attack a non-player target: a building, one of the tribe members, even the empty air itself in a frenzied, frothing fit as it desperately tries to kill something that isn't there. If the body is examined, the characters will see that the claw

PROTOCERATOPS

Protoceratops are the sages and diplomats of the dinosaur world, widely respected for their wise judgment, magnanimous decisions and insightful analysis. They live in well-organized villages with defined social roles. Every village includes warriors, shamans, academics, diplomats, researchers, food gatherers and scouts. Protoceratops are a naturally curious species and their society supports the acquisition of knowledge. They have a written language, which they use to record knowledge on stone tablets and cave walls. They regularly send out observers in singles or pairs to report back on what is going on in the world.

Roving protoceratops are a storehouse of knowledge. They have often traveled hundreds or even thousands of miles and are eager to converse, especially with learned characters, and love to trade stories and tall tales. Thanks to a quirk of evolution, protoceratops have a versatile vocal system. This, combined with their high intelligence, allows them to master the languages of most other dinosaurs. Each protoceratops speaks 1d4 languages in addition to their own. There is a 10 percent chance that one will be a human language (otherwise they are all dinosaur languages).

PCs searching the area can locate the tracks of a pair of surviving protoceratops that can be overtaken by a half day's journey in the direction away from the sacred lands. If conversed with, they can provide information on the Union ironclad, having recently survived an attack on their village.

Protoceratops (2): Init +0; Atk bite +4 melee (1d8+2); AC 18; HD 2d10+8; hp 19 each, MV 20'; Act 1d20; SP infravision 60'; SV Fort +9, Ref +3, Will +8; AL L.

is made of metal and is somehow attached to the bone deep within its foot. There is also a well-hidden scar on the back of the skull (DC 12 Intelligence check to discover). The T-rex is unfamiliar to the tribe's elders as it is not one of the known hunters from this area.

After defeating the T-rex, the tribe's leaders ask the characters to travel to the sacred lands and discover the truth behind the signs, and whether Scravis has indeed returned. A special rite of separation is performed to absolve the party of the sin of entering the sacred lands. Normally only performed in preparation for war, originally the rites were meant to separate the tribe from the laws of nature, as raptor wars can change the face of the local ecosystem for miles around.

AREAS OF THE EAST VALLEY

The map consists of four major areas. Including the forest where the L'dena make their home, a range of hills and mountains border to the north and a vast open plain lies to the east. To the far northeast are the sacred lands and the

mountains of Scravis, enclosed by two mighty rivers. It is assumed that characters can travel 3 miles (one half hex) per hour under normal conditions per the DCC RPG rulebook (p. 308). Dinosaur characters double that speed if traveling without human companions or acting as their mounts. When traveling through areas of the map marked with hills, swamp, or forest, speed is reduced by half. Traveling through mountains reduces speed to 1/3 of normal. Rivers are wide and swift and can only be safely crossed at marked fords or with a boat.

Velociraptor shamans succeeding on a DC 12 natural premonition check will observe an unusual lack of dinosaur activity as they travel. Many tribes and herds have left the area as the rumors of the uberraptor's return has spread, leaving little game to hunt for. For each day of travel that the party does not find fresh game they must make a DC 10 Fortitude save. Failure indicates the loss of 1 temporary Stamina that cannot be recovered until the PC eats a full meal. Parties can choose to spend 1/2 a day hunting, with a DC 15 Intelligence check (velociraptor warriors also adding their level bonus for tracking), with a success indicating enough food is found for that day.

The following are location-specific encounters, keyed to the overland map.

Area 1-1 – Abandoned village: *In a clearing ahead, you see several shelters made of thatched tree limbs. An eerie stillness hovers over the village. There are no sign of its inhabitants.*

The party finds an abandoned raptor village. A search of the huts reveals one survivor: a gaunt, elderly warrior who if revived and offered food, reveals all the raptors left after the game ran out and headed for the sacred lands, believing the stories of Scravis' return were true. A simple boat of skins stretched over dinosaur rib bones can be found in one of the huts if the party spends at least half an hour searching.

Area 1-2 – Destroyed village: *Well-hidden on the slope of the hill, you see a series of stone dolmens set amidst a number of rocky shelters. There is evidence of a recent battle, including toppled shelters and strange burn marks on several of the rocks.*

The village was recently attacked by the Union's ironclad, its inhabitants either driven away or killed and left for scavengers. The one remaining structure contains a mummified protoceratops corpse. The entry to the corpse's dolmen is trapped by a spiked hammer that swings down on intruders (noticeable with DC 10 detect traps check). If triggered, the first PC through the doorway can make a DC 18 Reflex save to jump aside, otherwise they take 1d6+2 damage. A ring is on its finger, practically buried in the folds of the mummy. The ring is noticed with a DC 15 Intelligence check and is a generator for +2 kinetic field armor (TL 4, CM 4).

Area 1-3 – Buck's farm: A thin trail of smoke rises from just over the horizon. If the party investigates further, they see in the middle of a small clearing a simple one-story wooden building surrounded by tilled fields and enclosed by a waist-high fence. Above the entry gate hangs a bleached raptor skull with a single word written in universal common: "Reconsider".

This is Buck's farm, a xenophobic offworlder who lives here with his two grown children. He will challenge any humans that approach and shoots dinosaurs on sight from behind narrow shuttered windows built into the sides of his home.

"Buckskin" Steiner: Init +2; Atk raptor claw dagger +2 melee (1d4+1; crit 19-20) or revolver +4 missile fire (1d10); AC 12, AC 16 if shooting from window; HD 3d10; hp 15; MV 30'; Act 1d20; SP none; SV Fort +4, Ref +0, Will +4; AL C.

Dorothy and Buck Jr. (Steiner children): Init +0; Atk rifle +1 missile fire (1d12); AC 10, 14 if shooting from window; HD 1d8; hp 6, 7; MV 30'; Act 1d20; SP none; SV Fort +4, Ref +0, Will +4; AL C.

RANDOM ENCOUNTERS

In addition to the marked locations, there is a 1 in 6 chance of a random encounter for each hex traveled, resolved by rolling d30 on the encounter table below based on the current area of the map. If the encounter description calls for a direction, roll a d4 to identify a random cardinal direction: (1) North, (2) East, (3) West, or (4) South.

RANDOM ENCOUNTER RESULTS

Results from all tables are listed alphabetically. For dinosaur stats, see the Dinosaur Crawl Classics feature found in this book.

Aftershocks: A strange stillness overcomes the area. 1d4 rounds later the ground starts shaking violently. If the PCs took precautions prior to the earthquake, for example flat-

tening themselves on the ground or moving into the open, they are spared serious injury, otherwise they take 1d6 points of damage from rockslides, falling tree limbs, etc.

Ash: A dark cloud of fine ash falls from the sky from the direction of the sacred lands. For the next 1d3 hours, vision is reduced to 30' and travel speed is halved.

Big-game hunters: A group of dinosaur hunters is on safari searching for trophies. They will attempt to set an ambush for any parties made of dinosaur PCs.

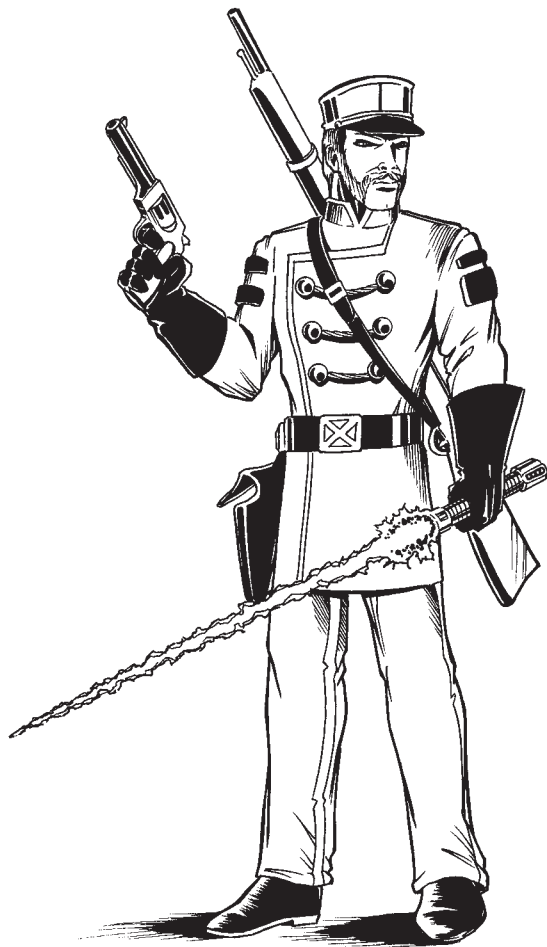
Hunters (5): Init +2; Atk knife +2 melee (1d4) or rifle +4 missile fire (1d12) or bronto gun +3 missile fire (3d6); AC 12; HD 2d8; hp 9 each; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +2, Will +0; AL C.

One of the hunters has a bronto gun. Similar to the elephant gun of the old safari hunters, the bronto gun is the weapon of choice for the big-game dinosaur hunter.

Carnivore: The party enters the hunting grounds of a giant theropod hungrily searching for remaining game. Its tracks can be found and traced to a nearby watering hole with a DC 15 Intelligence check (velociraptor warriors also adding their level bonus for tracking). Otherwise the theropod stalks the party and attacks, checking for surprise. The carnivore has a 25% of having a surgically implanted "killer claw" and acting crazed per the young tyrannosaurus description in Player Start above. This chance is increased to 50% if encountered in Area D. Roll a d7 to determine the type: (1-4) ceratosaurus, (5-6) allosaurus, or (7) tyrannosaurus rex.

RANDOM ENCOUNTERS BY AREA

Encounter - Roll d30	Area A	Area B	Area C	Area D
Aftershocks	1-2	1-2	1	1-5
Ash	-	3-5	2-3	6-10
Big-game hunters	-	6-8	4-6	-
Carnivore	3-7	9-11	7-9	11-13
Confederate patrol	-	12	10-12	14-17
Distant lights	8-10	13-15	13	18-20
Flyers	-	16-21	14-15	-
Herbivores	11-15	22	16-19	-
Ironclad patrol	-	-	-	21-22
Roadblock	16-19	-	20-21	-
Shaman's cache	20-23	23-26	-	-
Spibot	24-25	27-28	22-23	23-24
Storm	26-27	29-30	24-25	25-26
Supply caravan	-	-	26-27	27-30
Wolf in sheep's clothing	28-30	-	28-30	-



Confederate patrol: The Confederacy have sent patrols to discover what the Union are searching for. Depending on the party's actions, they may simply track the group, deciding to attack only if discovered or there are unfamiliar humans in the party. The patrol is well-hidden and judges should check for surprise.

The Confederates are interested in learning any information of the Union's activities, and offer to help the party if it aligns with their goals. Ultimately, though, they are as interested as the Union in finding the secrets entombed in the sacred lands, and will not hesitate to take it for themselves once the Union is displaced.

Confederate soldier (6): Init +0; Atk short sword +2 melee (1d6+1) or rifle +3 missile fire (1d12); AC 11; HD 2d8+1; 11 hp each; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +1, Will +0; AL N.

Distant lights: If traveling at night, the party sees flashes of a bright white light beyond the horizon. During the day, the sound of distant thunder can be heard. The source is too far for the party to catch up to, but if the PCs travel to the site of the lights/thunder, they find huge clawed footprints and a trail of crushed vegetation leading towards one of the sacred mountains.

Flyers: A pair of pteranodons circles overhead. The flying reptiles will attempt to carry away smaller creatures to their rocky perches high in the mountains in area B.

Herbivores: A small herd of herbivores is found grazing nearby. Roll d6 to determine the type: (1-2) 3d6+2 parasaurolophuses, (3-4) 1d4 stegosaurus(es), (5-6) 1d2 triceratops. If they catch scent of raptors, they will first attempt to flee, only fighting if cornered.

Ironclad patrol: The party encounters the patrolling Union ironclad. Its approach can be heard for several rounds before it comes into view. See area D-1 for more information.

Roadblock: A large herbivore skeleton blocks the party's path ahead, partially eaten flesh still hanging off its bones. Approaching closer reveals that the rib cage of the remains have been fashioned into spiked barricades (DC 10 Intelligence check). Frontiersmen have created this trap, hoping to lure dinosaurs that they can kill for their skins.

Frontiersmen (3): Init +0; Atk skinning knife +3 melee (1d4+1) or musket +1 missile fire (1d8); AC 12; HD 3d8; hp 16 each; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +1, Will +2; AL C.

Shaman cache: The party comes across the cache of a velociraptor exile. It contains 1d3 healing potions plus one random potion from the velociraptor shaman master potion list.

Spibot: The party stumbles across a Union spibot, an eight-legged robot that maps the terrain it walks over. Union surveyors dropped several dozen spibots over the valley as part of their initial reconnaissance of the area. A spibot can walk for roughly ten days before exhausting its battery. It maps the terrain directly under it, as well as visual, radar, and sonar depiction of the terrain within roughly a one-mile radius.

Storm! A tropical deluge overtakes the party, reducing movement by half for the next 1d4+1 hours.

Supply caravan: A covered wagon drawn by horses approaches the party along a rough dirt path. Due to the dust, it can be seen up to 3 miles away. Several well-armed guards in dusty blue uniforms hang off its sides. The group of Union soldiers are escorting a supply wagon carrying tools and food for the fort in area D-1. There is a 50% chance the wagon will have a random item from the Weapons and Equipment of Cretasus table in Dinosaur Crawl Classics, appendix A.

Union guards (4): Init +0; Atk fist +1 melee (1d3), or absentee voter +2 missile fire (1d12); AC 11; HD 2d8; hp 10 each; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +0, Will +0; AL L.

Wolf in sheep's clothing: A herd of small herbivorous graze in the distance half a mile away. Famished parties may approach closer. The herd is actually a group of wild dark heart raptors that killed and skinned a pack of camptosaurus then donned the skins. They will attempt to keep their disguise up until approached within 60' when they will attack. Velociraptor shaman can detect the subterfuge with a DC 12 natural premonition check.

Disguised raptors (8): Init +6 (surprise); Atk claw +3 melee (1d3+1) or bite +2 melee (2d4+1); AC 14; HD 6d8; hp 41; MV 60' or jump 10'; Act 2d20; SP surprise 50%; SV Fort +7, Ref +8, Will +2; AL L.

AREA D – THE SACRED LANDS

The sacred lands is a broad valley bordered by two swift rivers and centered around three unusual cone-shaped peaks, each rising strikingly a mile above the valley floor. Long since considered taboo by the intelligent dinosaurs of the region, the peaks are actually part of an ancient alien complex, their history merged with the legend of Scravis over the many long centuries.

Parties traveling at night observe strange lights coming from one of the peaks. The source is a Union excavation site exploring what they believe is an alien tomb. The site is located partway up the slope of one of the peaks, and at night lights and noise can be seen and heard coming from the activity of the dig. The excavation site can be placed at any of the three mountains, judges should determine beforehand which peak either by rolling a d3 to randomly select one or pick one that best suits their campaign.

Area D-1 – Union fort: *A three-sided wooden structure can be seen ahead, its 12' walls pierced by several tall towers manned by human figures in blue uniforms. The fourth side backs against a steep cliff, blocking approaches from that direction. Great oval lights swivel from each of the towers, sweeping an area of cleared forest surrounding the fort in irregular patterns.*

The Union have constructed a fort at the site to protect the ongoing excavation that continues day and night. The fort is three-sided, with the fourth side being part of a steep cliff wall where the entrance to the excavation pit is located. Watch towers are located on the other sides, each with a huge searchlight manned by two armed guards. The only entrance is a gate located on the southern wall.

Inside the fort are barracks for the soldiers, an equipment shed, fuel tanks, and a large hangar. If searched, an electronic map (TL 3, CM 5) of the excavation can be found inside the captain's quarters in the barracks that will lead the party directly to area D-3. Outside, the forest has been cleared away 300' around the fort, leaving an exposed no-man's land without cover. 50' from the walls is a wooden abatis, requiring a full two rounds to pass through safely. Running through the fence of sharpened felled trees in one round inflicts 1d6+2 damage.

There are three dozen Union soldiers supporting the fort, two thirds of which are on watch at any given time. Two soldiers man each search light and there are soldiers stationed on each wall. In addition, small detachments of soldiers regularly patrol the woods around the fort, and the PCs risk encountering them if they spend any significant time within them (50% chance of encountering a patrol of 2d4 soldiers each hour). The cliffside is not regularly patrolled, being considered too steep for any assault. The searchlights scan the no-man's land without a set pattern, requiring Luck checks every 100' of travel to not be spotted. If the party is seen, the guards in the towers will sound an alarm, alerting the soldiers inside to the fort. If the alarm sounds, the soldiers resting in the barracks will emerge after 1d4+1 rounds half-dressed and carrying their weapons.



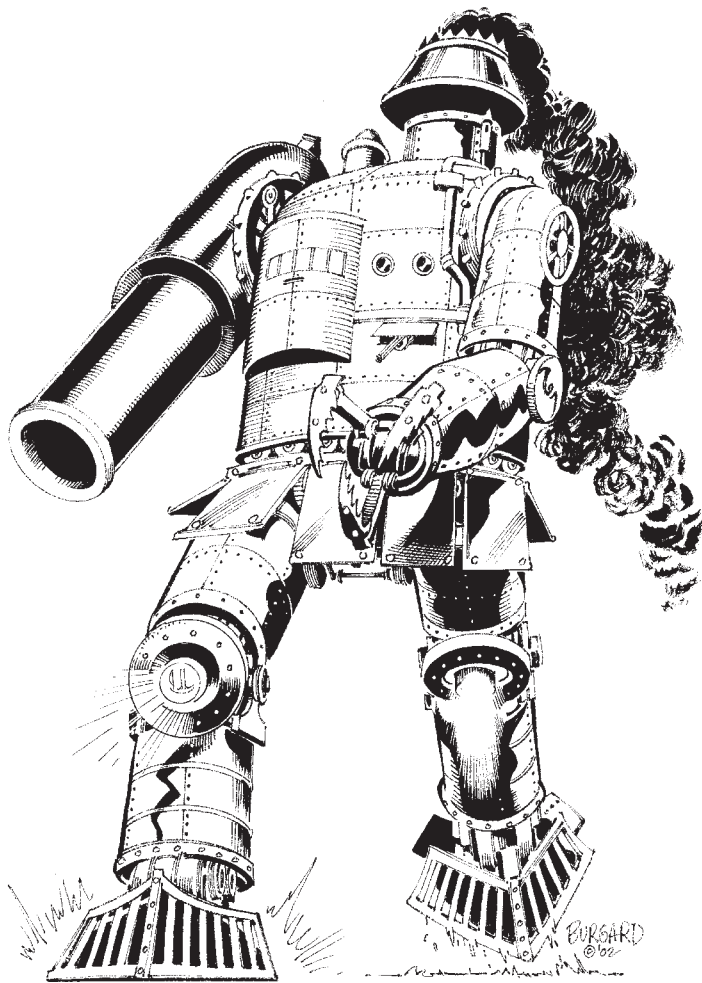
Let the players assess the situation and decide on a course of action. The judge is encouraged to reward creative plans per her discretion, adjusting the encounter to suite the party as needed. A head-on assault without the assistance of some type of aid is likely to result in the quick death of the entire party, though if the players treated with the Confederates, or if the judge wishes to provide a catalyst to players reluctant to approach the fort directly, the following occurs soon after they arrive:

The sharp sound of gunfire erupts from the forest on the other side of the fort and several of the guards collapse and fall off the wall. Grey figures can be seen moving through the trees firing at the defenders' positions!

The Confederates have chosen this moment to launch an attack on the Union fort. The PCs are free to intercede or use the opportunity to try and sneak inside. Even if they do nothing, each round they are fired upon by 1d5 Union soldiers battling Confederate troops in the woods taking them for enemy forces.

Union soldier: Init +0; Atk knife +1 melee (1d4), or absentee voter +3 missile fire (1d12); AC 15; HD 2d8; hp 10; Act 1d20; SP none; MV 30'; SV Fort +2, Ref +0, Will +1; AL L.

Confederate soldier: Init +0; Atk short sword +2 melee (1d6+1), or rifle +3 missile fire (1d12); AC 11; HD 2d8+1; hp 11 each; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +1, Will +0; AL N.



Initially the Confederates seem to hold the advantage in numbers and surprise, and the Union are hard pressed. Five rounds after the battle starts though, a scream of tearing metal can be heard and the doors to the large hanger are torn apart. Emerging from the rent opening is an enormous metal creature painted a vivid red striped pattern, its eyes lit by a blue fire. The ironclad is 16' tall and shaped like a huge raptor. Unleashed, it throws the Confederate forces into disarray. Unless the PCs have managed to make it inside the tunnel, they are potential targets as the ironclad pursues the attacking forces.

Union raptor ironclad: Init +2; Atk hydraulic bite +7 melee (3d8+7) or heavy machine gun +0 missile fire (2d10) or grenade launcher +0 missile fire (smoke or frag 6d6, 20' area, DC 15 Ref save for half); AC 20; HD 12d10+36; hp 102, 15 (pilot); MV 40'; Act 1d20; SP pilot, trample; SV Fort +12, Ref +2, Will +2; AL N.

Ironclads are bipedal walking tanks controlled by a human pilot. Ironclad armor without a pilot is simply an inert hulk – like a vehicle, it needs someone to drive it! A critical hit against an ironclad indicates a lucky shot that has penetrated the hull. Half of any crit damage inflicted applies to the ironclad itself, and the other half is applied to the pilot. As part of its movement, an ironclad can attempt to trample smaller creatures using a d16 action die for 2d8+7 damage (DC 15 Reflex save for half).

If the PCs defeat the ironclad, the Confederate forces quickly overwhelm the remaining Union troops who flee into the tunnels. PCs hesitating to follow feel the ground shake with increasing frequency and see smoke pour from the caldera at the top of the mountain as the remaining Union excavators work to open the final chamber. If the PCs continue to wait or allow the Confederates to enter the mine ahead of them, proceed to the “Opening of the Chamber” section below.

Area D-2 – Excavation Tunnels: *A large hole has been bored into the side of the cliff inside the fort. Flanked by massive tailings of stone and dirt, a 20' wide tunnel extends deep into the mountain, lit by a series of strange lanterns that give off a soft glowing light spaced at regular intervals.*

Inside the mountain is a network of roughly human-excavated tunnels leading to a series of alien chambers constructed by a long-dead race. In comparison to the tunnels, the walls of the chambers are impressively smooth, made of an unidentifiable ceramic-like material marked with strange otherworldly hieroglyphs. Unless otherwise specified, all alien-constructed areas of the complex are accessed via a set of alien controls (TL 5, CM 3); doors otherwise require DC 20 Strength or pick lock check to open.

PCs searching the complex find a maze of dead-ends terminated by collapsed rock as the Union explored for ways into the chambers at the heart of the mountain. Unless aided by information from the electronic map from area D-1 or by magical insight, for each turn they explore the tunnels have the party member with the lowest Luck make a Luck check. After a total of three successful checks, they discover the entrance to area D-3. Failure means the room they find during that turn of exploration is a dead-end tunnel or an empty alien chamber stripped of any useful artifacts (50% chance of each).

As the PCs search the complex, they are harried by Union forces trying to buy time for the excavation team to access the final chamber and also subject to the effects of the tremors shaking the mountain with increasing frequency. Each turn have the PCs roll a d6 with the following result: (1-3) no encounter; (4-5) patrol of Union soldiers, or (6) partial tunnel collapse (DC 10 Reflex save or 2d6 damage).

Union soldiers (5): Init +0; Atk knife +1 melee (1d4) or pistol +1 missile fire (1d8); AC 15; HD 2d8; hp 10; Act 1d20; SP none; MV 30'; SV Fort +2, Ref +0, Will +1; AL L.

Players searching the mountainside for an alternative way into the tunnels can find the blocked opening of Union's failed first excavation site located on a steep slope a 500 yards above and to the east of the fort after 1d3 hours of searching. Cautious PCs that carefully remove stones from the filled-in entrance can avoid triggering a slide of blocks with a DC 10 Intelligence check. With a failed check, massive blocks tumble down the slope, crushing all in their path. The PCs must make a DC 10 Reflex save or take 1d10 points of damage. Once the stones are removed or the slide is triggered, a shaft is revealed leading to the network of tunnels described above.

Area D-3 – Operating room: *On either side of the vast room are a number of huge pens, the contents of which are screened by a blurry shimmering field of air that covers the entrances. Vague distorted shapes can be seen moving within them. A 30' long metal table dominates the center of the room, next to which is a raised podium with a number of thin metal appendages attached to it. On the far side of the chamber are a set of doors from which a pair of men dressed in bulky armor and carrying long staffs with a flame-like tips rush towards you.*

Captured dinosaurs are being held in this room until they can be operated on and released. There are a total of six cages, three on either side of the chamber. A kinetic field of electromagnetically “thickened” air blocks the entrance to each cage and distorts the contents, causing everything inside to look blurry and out of focus behind this “thick air.” The screens can be disabled by a set of controls (TL 5, CM 3) next to each pen. Smashing them will randomly trigger one or more of the cages to release, roll d6 to determine the cage’s contents: (1-4) a starved dinosaur per the “Carnivore” random encounter above, (5) a group of missing L’dena warriors, or (6) empty.

Next to the table is an alien surgical unit, everything but its most basic functions being well beyond the understanding of even the most technologically advanced humans (effective Tech Level 7). If a living creature is placed on the table, the device will activate with a soft blue glow. A PC attempting to operate the activated device makes a DC 15 Luck check. With success, for the next hour the creature on the table receives a temporary +1d3 Intelligence and is granted understanding of the language of the aliens who built the complex. With failure, the creature is subjected to a gene-altering blast of radiation that disrupts its DNA (DC 15 Fortitude save or death after 1d6 rounds. During that time, it is extremely nauseated. Even with a save, the target receives a single greater corruption that manifests over the next week).

Union dino-herders (2): Init +0; Atk laser prod +2 melee (1d6, ignores armor); AC 18; HD 3d8; hp 18 each; MV 30'; Act 1d20; SP none; SV Fort +2, Ref +0, Will +0; AL L.

Laser prods are used by the Union soldiers to herd the captured dinosaurs and subdue them prior to surgery. They are 3' long staffs with a short laser blade on the end and can be set to deal either subdual or normal damage. In combat, the union dino-herders will attempt to first subdue any dinosaur characters, hoping to capture additional specimens for study. If they start to become overwhelmed, they will attempt to release caged dinosaurs to cover their retreat to area D-4.

Area D-4 – Antechamber: *A descending corridor leads to set of once-sealed doors that bear the markings of a recent forced entry. On the wall next to them is a metal plaque with a number of unrecognizable symbols.*

A rough translation of the complex runes on the plaque above the door can be made with a DC 18 read languages check: “*The resting place of SCRVS I. Only the righteous may enter.*” This is the same translation made by the Union leading

them to believe the complex is an ancient burial site. Only PCs fluent in the alien language receive the literal translation: “S.C.R.V.S. I control room. Authorized personnel only.”

If the PCs enter the room beyond, read the following:

Beyond the doors you see a long narrow chamber lined with complex etchings. On the far side of the room, a pair of huge statues, half-dinosaur, half human, flank a sealed door, so life-like they seem suspended in time. The statues face each other, each with a different dinosaur head. Between the statues sprawled on the floor lies a pair of men in blue uniforms.

The exit from the antechamber is guarded by a pair of sentinels, one with the head of a triceratops, the other a horned ceratosaurus. They are activated by any attempt to pass through into the control room beyond, though they ignore any invisible creatures. If searched, a pair of laser swords (TL 4, CM 6) can be found on the dead Union soldiers.

Sentinels (2): Init -1; Atk gore +8 melee (2d8) or laser horns +6 missile fire (2d10, range 60'); AC 18; HD 6d10+12; hp 40, 36; MV 20'; Act 1d20; SP charge for double damage, immune to mind-altering spells; SV Fort +7, Ref -2, Will +2; AL L.

On the south wall of the room is a large panel with a number of gem-like circles connected by an intricate pattern of colorful lines. Next to each circle is series of glowing alien symbols. Most of the circles are unlit, but two glow with a steady blue light while a third circle, larger than the others, pulses with a regular frequency.

The diagram is a ‘tube’ map of a network of alien devices left scattered across Cretasus. There are a total of 20 circles on the map, one for each of the 20 valleys spread over the surface of the planet. Each circle is connected to two other circles by a colorful line. The pulsing large circle – associated with the device in the East Valley – is connected on one side to one of the unlit circles, representing the valley of main human settlement to the west. On the other side the line leads to one of the colored dots, representing Storm Valley, an area perpetually obscured by terrible storms and completely inaccessible. PCs fluent in the alien language can read the symbols next to the circles as follows:

- Unlit circle - “Standby Mode”
- Lit circle - “System Reset in Progress”
- Pulsing circle - “Initializing”

Pressing either of the circles connected to the large circle opens a hidden door in the wall that leads to a long-disused transport system connecting the various alien complexes. This area is not detailed in this adventure – is left up to the judge to complete if the characters choose to explore this section further.

Area D-5 – Control room: Knowing the Confederates are closing in, the Union have rushed to break the final seals warding the inner chambers of the complex, hoping to reach what they believe to be the tomb of an ancient race and recover any artifacts before their rivals arrive. The characters enter just as they attempt to open the sarcophagus-like device within:

In the center of the enormous room is a strange gray cylinder with familiar symbols written across the top, similar to those on the plaque outside the antechamber. A spawning nest of metal tubes spread out from the device across the room, disappearing into the chamber's floor and ceiling. On the far side of the room is an illuminated podium of complex dials and levers, behind which stands a man in a white coat surrounded by a group of soldiers. Upon seeing you, he pushes a button on his wrist, and with a shimmer he disappears. His guards draw blazing swords and advance towards you.

It takes a total of three uninterrupted rounds for the Union captain to complete the sequence to activate the device. Any round that he takes damage does not count towards the total. His guards attack the PCs, hoping to buy enough time to for the device to be opened.

The Union captain wears an alien cloaking device (TL 5, CM 4) that grants +1 AC and partial invisibility, making him appear as a shimmering disturbance of air. All attacks against him have a 50% chance of missing due to its concealment effect.

Each round, the Union captain may use his second action to direct jets of superheated steam and blasts of freezing energy towards the party from the network of tubes and valves feeding the cylinder (50% of either). The steam jet is a cone 5' wide at its end and 10' long. All within the steam jet must make a DC 12 Reflex save or take 2d4 scalding damage. Anything hit by the cryon blast must make a DC 15 Fortitude save or be frozen for 1d4 rounds. After the freeze wears off, the character returns to normal. A frozen creature takes 1d6 points of cold damage per round. That is not the real charm of a cryon ray, however. Once a target is frozen, it is extremely fragile. All subsequent damage to a frozen target is doubled.

Union captain: Init +2; Atk steam jet or cryon blast +2 missile fire (special); AC 18; HD 5d10; hp 45; MV 30'; Act 2d20; SP cloaking device (attacks have a 50% chance of missing); SV Fort +10, Ref +6, Will +7; AL L.

Union guards (4): Init +0; Atk laser sword +4 melee (2d8, crit 19-20); AC 15; HD 4d8; hp 20 each; MV 30'; Act 1d20; SP none; SV Fort +3, Ref +2, Will +4; AL L.

OPENING OF THE CHAMBER

If the Union succeed in activating the mechanism, the cylinder in the center of the room begins 'waking' up. Over the next few rounds, the following events occur:

- Round 1: steam vents from unseen apertures at the base of the cylinder as a red light starts flashing overhead.
- Round 3: several metal bands enclosing the cylinder open with a soft click. The chamber doors seal and radiation begins to flood the room, causing 1d6 temporary Stamina damage each round and death if Stamina is reduced to 0.

- Round 5: the outer shell of the cylinder parts open, revealing a glowing nebula of energy within.
- Round 7: on the seventh round, any PCs left in the room are incinerated as the mechanism is fully powered.

As the device powers up, a disembodied alien voice can be heard, seemingly coming from everywhere at once. PCs casting *comprehend languages* or who understand the alien tongue realize the voice is warning personnel to leave the room before the system is fully activated.

After activation, the device can be powered down only with the correct sequence of commands. Any PC trying to shut down the device can burn 1 point of Luck to make a Combat Artifact check against the device's Complexity Modifier of 10. Only one PC can attempt to shut down the device at a time. PCs fluent in the alien language receive a +5 bonus to this check.

Any attempt to destroy the device or smash the controls result in a catastrophic system malfunction. If 40 points of damage are inflicted to any part of the device, a core meltdown is triggered after 1d4+1 rounds. Any PCs left in the room take 5d10 Stamina damage as a cloud of radiation is sent far into the atmosphere.

CONCLUDING THE ADVENTURE

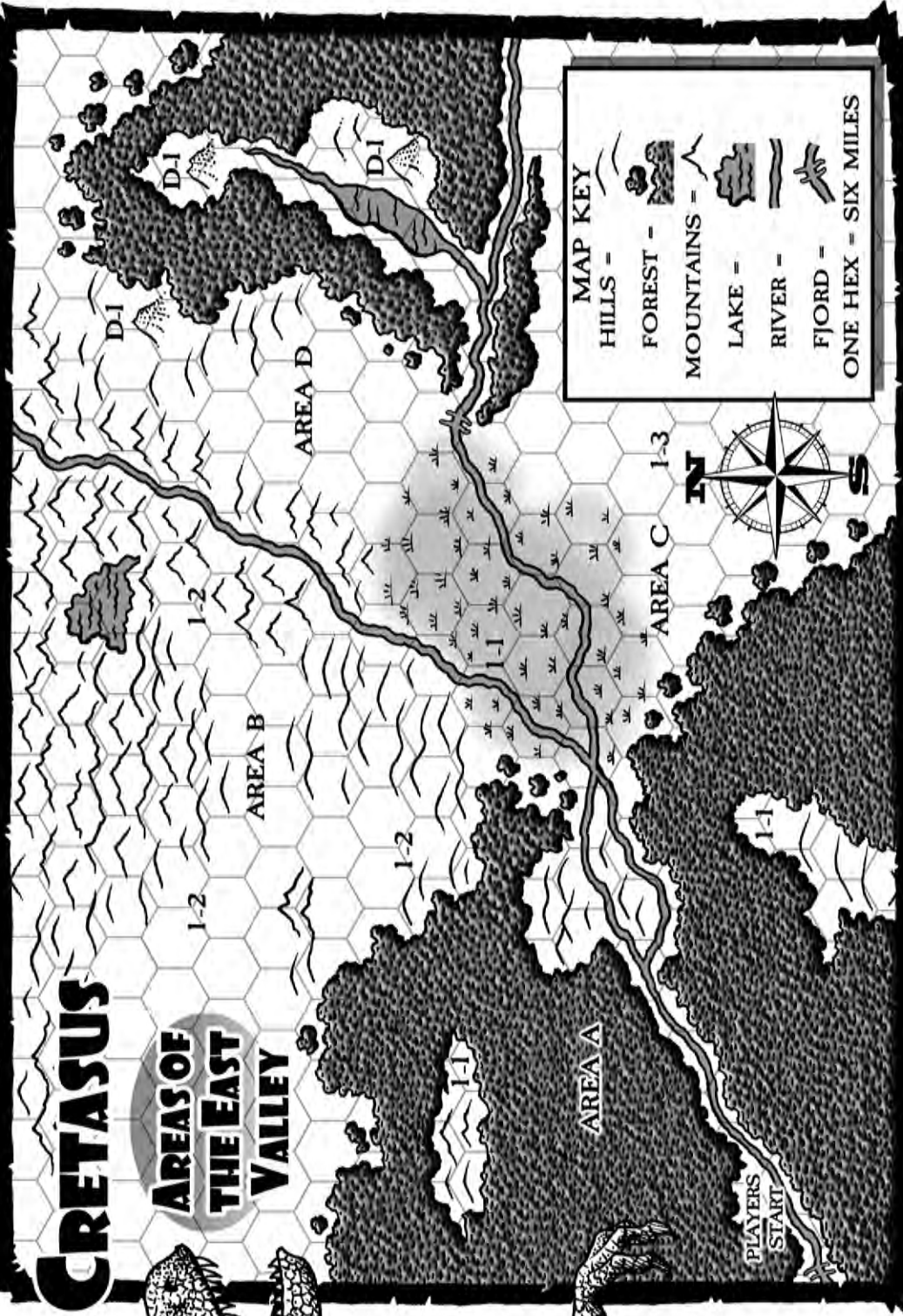
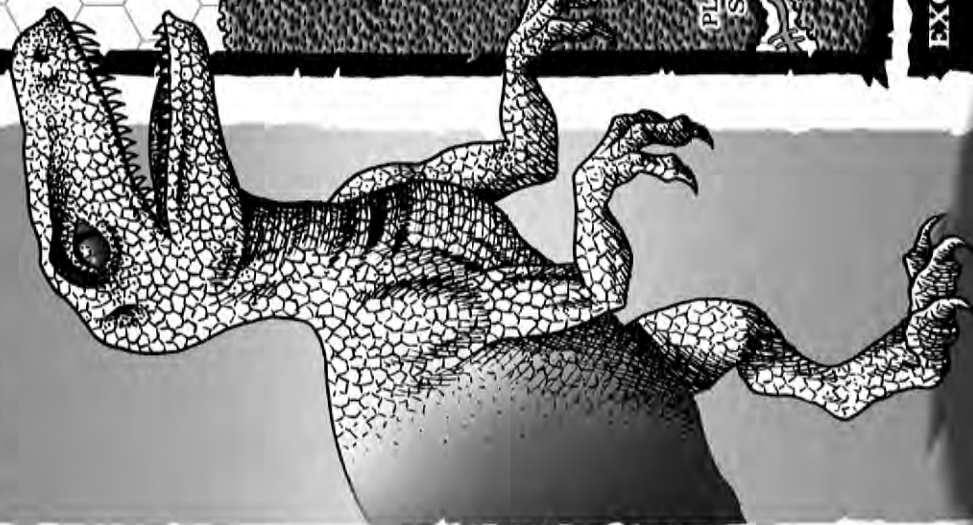
If the S.C.R.V.S. device is fully activated, great coils of alien metal charged with a nimbus of energy emerge from the tops of each of the three peaks. A massive swirling storm slowly begins to coalesce around them, growing in size until it covers the entire East Valley in a raging tempest for the next 2d30 years and triggering a mass extinction event that will last until a new natural order is established by any surviving life forms.

If the adventurers manage to defeat the Union without triggering the device, upon their return to their village the elders acknowledge the PC's role in restoring the natural balance and they are raised in status within the raptor tribes of the East Valley. They will still have to contend with the offworlders interest in the alien complex as part of the unending struggle to control Cretasus. Wise PCs will search to find a way to prevent future access to the sacred lands while restoring the dinosaur tribes to their natural hunting grounds before the flood of human settlement washes over the East Valley.

We hope you liked this introduction to Dinosaur Planet; if so, please tell us! There is a lot more to the world of *Broncosaurus Rex*, and judges looking for more in-depth information are encouraged to check out the *Dinosaur Planet: Broncosaurus Rex* line of products and supplements on goodman-games.com. And if you'd like us to convert more *Broncosaurus Rex* material to DCC RPG, let us know!

THE WILDS OF CRETASUS

AREAS OF THE EAST VALLEY



MAP KEY

- HILLS - [Symbol]
- FOREST - [Symbol]
- MOUNTAINS - [Symbol]
- LAKE - [Symbol]
- RIVER - [Symbol]
- FJORD - [Symbol]

ONE HEX = SIX MILES

EXCAVATION TUNNELS

D-3

HOLDING PENS

D-2

← TUNNEL TO CLIFF

OPERATING TABLE

HOLDING PENS

■ = 10 ft.

LEADS DOWN →

Broken Door

D-4

STATUES

"TUBE" MAP

D-5

S.C.R.V.S



LOVECRAFTIAN MONSTERS FOR DUNGEON CRAWL CLASSICS

By Jon Hook • Art by Chris Arneson and Brad McDevitt

BYAKHEE

Byakhee: Init +1; Atk claw +1 melee (1d6+2), bite +1 melee (1d4+1); AC 12; HD 2d8; MV 5' or fly 20'; Act 1d20; SP blood drain; SV Fort +3, Ref +2, Will +0; AL N.

Sometimes known as 'star steeds', byakhee are an interstellar race that often serves Hastur the Unnameable. Occasionally byakhee are summoned to serve as a beast of burden to carry people or equipment through the gulf of space. Byakhee drink blood, and during combat, if the creature makes a successful bite attack, then it has locked its jaws onto its prey so it can then begin drinking blood. Once the byakhee has locked its bite, it extends a tube from its throat that has a lamprey-like end to it. The delicate tube also latches onto the prey, but it is protected by the by bony carapace of the jaws. The blood drain reduces the victim's Strength value by 1d3 points. A bite and blood drain victim can fight free with a successful DC 15 Reflex save.

COLOUR OUT OF SPACE

Colour Out of Space: Init +0; Atk special; AC 10; HD 2d8+8; MV 10' or fly 20'; Act 1d20; SP disintegrate mass, life drain, telepathic gloom, immune to mundane weapons, enchanted weapons do minimal damage, immune to mind-altering spells; SV Fort +1, Ref -2, Will +4; AL N.

The colour is an alien creature that is an insubstantial sentient manifestation of scintillating colour. It's not a solid, liquid, or gas. It's an amorphous patch of colour that flows over the ground or flies through the air; the colour can hide by soaking itself into and through the earth and trees. The colour creates its lair by disintegrating a pocket of earth 6' to 8' under the ground; the lair has no tunnel entrance, the colour simply soaks through the earth to reach its secret lair. The colour is not able to soak through solid stone or metal, but it can disintegrate through it; such effected materials look as if they had been melted.

To attack, a colour envelops its target in an attempt to drain life-giving energy from its victim. Depending upon its size, a colour may envelop and attack more than one victim. A colour is approximately 10' in diameter for every 5 hit points, (round down), the creature currently has. Enveloped victims must make a successful DC 13 Fortitude save; a failed saving throw results in a temporary loss of 1d3 Strength. Each point of lost Strength in turn grants a permanent 1d4 bonus of hit points to the colour, thus increasing its size and health.

The colour is able to telepathically reach out and touch the minds of man and beast. Animals that have been touched in this manner are instantly driven mad. Sentient minds touched by the colour must make a DC 10 Willpower save; a failed save results in a wash of despondence, depression, and gloom over the victim. Afflicted victims suffer a loss of -1 die type for all attacks, spells, skills, and saving throws. Victims afflicted by the gloom suffer for 1d6 hours.

The alien biology of the colour makes it immune to mundane physical weapons, and enchanted weapons only do minimal damage. Spells do normal damage, but the colour is immune to mind-altering spells.

DARK YOUNG

Dark Young: Init -1; Atk tentacle +2 melee (1d10+1); AC 15; HD 4d10+4; MV 20'; Act 2d20; SP trample, half damage from bladed weapons, immune to fire and electrical damage; SV Fort +3, Ref -2, Will +0; AL C.

The dark young of Shub-Niggurath stand 12' to 20' tall; their dark black and brown bodies look like animated trees with their thick torso and trio of hooved legs simulate the trunk of the tree and the long upward reaching tentacles form the multiple bare limbs. A large gaping maw is located under the torso; the nightmarish dark young squats down over its prey to devour it. Dark young also have a distinct odor; they smell like an open and damp grave.



Despite its size, a dark young is able to move stealthily through dark forests. And when they attack, a dark young's barbed tentacles begin to whip about in frenzy. A dark young attacks with up to two tentacles per round, either at different targets within range, 15', or the same target. Alternatively, a dark young may attempt to trample over creatures of man-sized or less in its path. To trample, the dark young must move through the target's space; the target must make a successful DC 5 Reflex save to dodge out of the way; a failed save results in 2d6+6 damage.

Due to the creature's alien biology, dark young are immune to damage inflicted by fire or electricity. Bladed weapons do half damage, but spells and blunt weapons have no restrictions against a dark young.

DEEP ONE HYBRID

Deep One Hybrid: Init -1; Atk harpoon +1 melee (1d8+1) or other weapon; AC 11; HD 1d8; MV 20' or swim 30'; Act 1d20; SV Fort +1, Ref +1, Will +2; AL C.

The amphibious fish-men known as deep ones have been known to breed with humans and humanoids. The half-breed offspring are born humanoid, but in time they begin to transition into a goggle-eyed amphibian as their deep one ancestry starts to assert its influence. A mortal that is transitioning into an immortal deep one is known as a deep one hybrid. Deep one hybrids can be recognized by a variety of amphibious features that begin to manifest, mildly at first, but eventually the manifestations strip away all remaining aspects of their mortal humanity.

Some of the deep one features manifesting in a hybrid include bulging watery eyes, clammy translucent skin, multiple rows of small sharp teeth, immature gills, webbing be-

tween the fingers and toes, and a distinct fishy odor. Those who encounter a deep one hybrid feel uneasy in their presence, because the source of their unease is difficult to pinpoint and identify. Eventually, a term was given to identify that sense of unease; a deep one hybrid is said to have the "ocean look" or the "salty look". In some regions the term is specifically tied to a fishing village or landmark known to be home to the deep ones and their hybrid; for example the Innsmouth Look is the term used for those deep one hybrids that inhabit the fishing village of Innsmouth.

Like their full-blooded brethren, deep one hybrids worship Cthulhu, Father Dagon, and Mother Hydra. One level 1 cleric leader rises for every 30 warrior deep one hybrids, and for every 60 warriors is a level 3 cleric leader. Up to 1d3 level 1 wizards accompany the level 1 cleric leader, and 2d3 level 3 wizards are with the level 3 cleric leader. Each wizard deep one hybrid knows 1d3+1 levels of wizard spellcasting ability.

DIMENSIONAL SHAMBLER

Dimensional Shambler: Init +1; Atk claw +1 melee (1d6+2); AC 13; HD 2d8+2; MV 30'; Act 2d20; SP trans-dimensional kidnapping; SV Fort +2, Ref -2, Will +0; AL N.

Little is known about these strange trans-dimensional thieves. Whether the creatures are hunting for food or some other unknown reason, dimensional shamblers are feared because anyone grabbed and transported elsewhere by a dimensional shamble is never seen again. Dimensional shamblers transition into a dimension through a literal tear in the fabric of reality. The very air is torn open creating a ragged



8' vertical split that allows for the dimensional shambler to step through; once through the tear seals itself closed. The tear rips open for one combat round, the creature steps through (and is vulnerable to attack) for one combat round, and then the tear seals closed for one combat round.

For the three combat rounds that the tear is open, exposing two dimensions to one another, any mortal native to one of the dimensions must make a DC 16 Willpower save. The Willpower save is required because the chaos of the tear between two dimensions also results in a wail that affects any native mortal within 20' of the tear. A failed saving throw results in the loss of one Action die to perform any action during that combat round the wail is sounding.

Instead of attacking with its claws, a dimensional shambler may attempt to grab its prey as a prelude to kidnapping them into another dimension. To make a grab attack, the dimensional shambler must succeed with a claw attack, but instead of inflicting any damage the victim must succeed with a Reflex save to avoid being grabbed. The DC for the Reflex save is equal to the zero-damage claw attack roll used to initiate the grab. During a kidnapping attempt, the creature is vulnerable to attack during the three combat rounds it takes to open, move through, and close a dimensional tear; at which time the dimensional shambler's defense is reduced to AC 10.

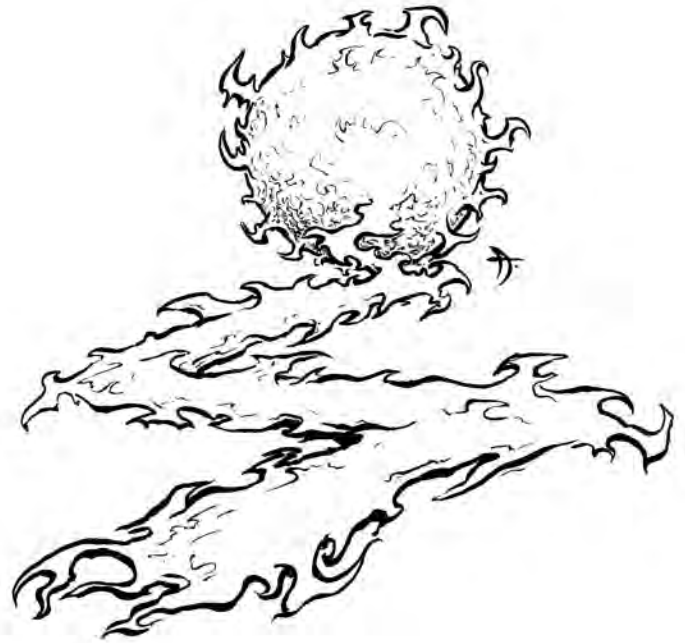
ELDER THING

Elder Thing: Init +2; Atk tentacle +0 melee (1d6+3) or other weapon; AC 10; HD 2d8+2; MV 10' or fly 20'; Act 2d20; SP alien technology, edged weapons do minimal damage, spells (check +2: see below); SV Fort +4, Ref -2, Will +2; AL L.

Elder things are weird alien scientists that are sometimes referred to as 'Old Ones.' Little is known about elder thing physiology, for they mimic both animal and vegetable life-forms. It's possible that elder things are immortal, or they may have a life cycle unlike anything ever observed by mortal beings.

Elder things are insatiably curious; they have experimented in the creation of life, the applications of strange technology, and the exploration of new worlds and new dimensions. Examples of elder thing technology include crystals able to bind shoggoths, the exploration of time, space, and other dimensions through a conduit known only as The Great White Space, and medical instrumentation to analyze biological samples along a spectrum of criteria. Like the mi-go, elder thing technology is so advanced and alien that it is generally interpreted as magic; the judge is encouraged to be creative when introducing new elder thing technology.

Elder things are usually not predisposed to combat, but they will defend themselves and their lairs with deadly force. While capable of wielding most mortal weapons, elder things prefer to use their own technological devices or a tentacle in combat. Elder things are also able to cast 1d6+1 1st-level wizard spells, 1d4+1 2nd-level wizard spells, and 1d3 3rd-level wizard spells of the judge's choice either naturally or through the means of alien technology.



FIRE VAMPIRE

Fire Vampire: Init +3; Atk flaming tendril +2 melee (2d6+3); AC 14; HD 3d8; MV fly 40'; Act 1d20; SP combustion, life drain, mundane weapons do minimal damage, vulnerable to water; SV Fort -1, Ref +2, Will -1; AL C.

Fire vampires are the minions of the Great Old One, Cthugha. While moderately intelligent, fire vampires are methodical and singular of purpose and thought as they execute the instructions given to them by Cthugha or the person who they are currently bonded to. A fire vampire manifests as a 3' diameter sphere of near-blinding white and blue flames of plasma that rolls and boils in mid-air.

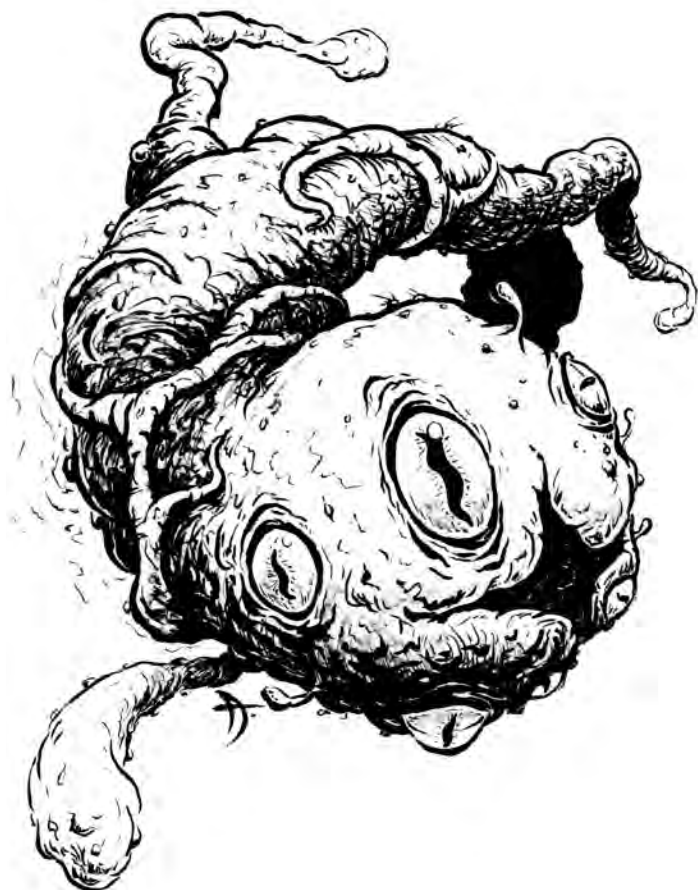
A tendril of flame arcs out from the sphere that is the fire vampire when it attacks. The tendril of fire inflicts two forms of damage, the first is burn damage, (2d6+3), and the second is a temporary drain of Strength points. A victim struck by a tendril of flame, regardless of how much burn damage was inflicted, must attempt a DC 12 Fortitude save. With a failed saving throw the victim loses 1d3+1 Strength points; with a successful saving throw the victim loses half as many Strength points. Any combustible material bursts into flames within 5' of a fire vampire.

The unique biology of the fire vampire makes them difficult to injure. Standard mundane weapons do minimal damage, but magical weapons inflict normal damage. Fire vampires are vulnerable to water; a full two gallon bucket of water inflicts 1d6 damage.

FLYING POLYP

Flying Polyp: Init +1; Atk tentacle +1 melee (1d8); AC 18 (12); HD 1d8+4; MV 5' or fly 30'; Act 1d20, (1d16, 1d14); SP wind manipulation, spells (check +1: see below); SV Fort +0, Ref +0, Will +2; AL C.

Flying polyps are alien invaders from an alternate dimension; they build basalt bases with high windowless towers as soon as they invade a planet to serve as marshaling



point for their forces. The polyp's most vile adversary are the Yithians. A flying polyp's alien physiology causes it to phase in and out of reality and visibility, making them both difficult to hit and injure. The creature stalks its prey while invisible, but the strain of combat forces it to visually fluctuate. Adventurers may attempt a DC 15 Luck check prior to each attack, if successful, the flying polyp's armor class is reduced to AC 12; otherwise the adventurer is attacking the creature with an AC 18.

When a flying polyp physically attacks an opponent, they spontaneously sprout 1d3 tentacles; each tentacle may attack the same or separate targets up to 10' away. The first tentacle attack is rolled with a d20 action die, the second uses a d16, and the third uses a d14; the melee attack modifier is applied to each action die roll. The tentacles dissolve at the end of each combat round, so the creature generates new tentacles with every attack.

Flying polyps have also mastered the manipulation of air currents; they are able to attack with a focused wind blast or a large windstorm. They can create wind-based attacks at a range up to 100 yards away. Wind blasts attacks last only one combat round and can target one or two opponents within a single 5' diameter target location. Victims must succeed at a DC 12 Fortitude save, or suffer 1d6+1 damage and are knocked down to the ground. A windstorm attack can be sustained for up to five combat rounds and affects everyone within a 30' diameter of the

target location; victims in the target location must succeed at a DC 10 Fortitude save each combat round, or suffer 1d2 damage. A sustained windstorm also whips up dust and light debris that reduces visibility to 5'. In addition to wind manipulations, a flying polyp is innately able to cast 1d4+2 1st-level spells and 1d4 2nd-level spells of the judge's choice.

FORMLESS SPAWN

Formless Spawn: Init -1; Atk pseudopod +3 melee (1d6+4); AC 10; HD 1d8 per 5' square; MV 10'; Act 2d20; SP smother, half damage from slicing and piercing weapons, vulnerable to fire; SV Fort +5, Ref -8, Will -4; AL N.

To determine the size of the formless spawn, roll 2d3, and multiply by 5'. The formless spawn appears as a rolling and flopping black and dark blue mass of boneless meat, fat, and sinew. The creature can stretch and squish its form to squeeze through narrow openings, and it attacks by stretching and flinging a heavy pseudopod at its foe. The creature is able to attack up to two different foes in the same combat round, but if the formless spawn lands two successful hits in the same round against a single foe it has then grabbed that foe and may attempt to smother him in the next combat round. To make a smother attack, the victim must make a successful DC 10 Fortitude save, or else take 1d6 damage and temporarily lose 1 point of Stamina. The victim can attempt the Fortitude save each round until free or dead. Fire does double damage against a formless spawn.



GHAST

Ghast: Init -1; Atk claw +1 melee (1d4+1); AC 12; HD 2d8; MV 30' or leap 20'; Act 1d20; SP shadow stealth, vulnerable to sunlight; SV Fort +2, Ref +1, Will -2; AL C.

Ghasts are cannibalistic scabrous beasts that are native to the subterranean underworld. When cloaked completely within shadows, ghasts are able to move relatively invisible and completely silent. While capable of wielding any weapon usable by any other humanoid, ghasts typically attack with their claws. The flesh of the ghast is especially vulnerable to sunlight; if exposed, a ghast takes 2d6 points of damage per combat round.

GHOUL, MYTHOS

Mythos Ghoul: Init -1; Atk claw +1 melee (1d3+1), or bite +4 melee (1d4 + worry); AC 12; HD 1d8+1; MV 30' or climb 20'; Act 1d20; SP worry; SV Fort +1, Ref +1, Will +0; AL C.

Mythos ghouls are loathsome vaguely human creatures with hooved feet and canine feature; they speak a guttural language that is best described as meeping and gibbering. They are often encrusted with grave mold that collects on them as they feed. They dwell underground, frequently in tunnel systems located under villages and town; they also like to burrow vast networks under graveyards, their preferred feeding grounds. When a mythos ghoul successfully bites its prey it latches on tight and does not need to roll an attack on the following round; it automatically inflicts another 1d4 points of damage as it worries its fangs into the victim. Mythos ghouls are agile climbers and exceptional diggers.



GUG

Gug: Init -2; Atk claw +6 melee (2d8+6), bite +3 melee (1d10+2); AC 12; HD 4d10; MV 40'; Act 2d20; SP gigantic, regeneration; SV Fort +6, Ref +3, Will -3; AL C.

Gugs are gigantic abominations that the gods have banished to the deepest levels of the underworld. These solitary creatures usually feed on carrion, but they take great glee when they are able to feast on fresh prey. Gugs have two main distinct features; one is their arms, and the other is their head. First, they have two arms but each arm has two forearms. When a gug attacks with its claws, both claws from the same arm must target the same victim. Second, the gaping maw of the gug runs vertically over the top of their head, instead of horizontally on the front of their face. The gug's immortality is due to its amazing ability to regenerate injuries and heal old and injured organs. A gug regenerates 1d8 hit points of damage at the end of each round, including the round it is 'killed'. A gug can only die if it has taken more damage than it is able to regenerate in the final combat round.

HOUND OF TINDALOS

Hound of Tindalos: Init +1; Atk claw +1 melee (1d8+2); AC 12; HD 2d8+4; MV 10' or fly 30'; Act 1d20; SP tongue lash; SV Fort +1, Ref +0, Will +0; AL C.

The hounds of tindalos are predatory creatures that exist within the angles of time. The hounds are sensitive to the manipulation of time, like a spider minding its web, and when the chords of time are plucked the hounds cross the eons to pursue their prey. They transition into the confines



of a three-dimensional world through the nexus of sharp angles. The hounds appear as fractured creatures bathed in blue ichor, like viewing them through an azure kaleidoscope.

When confronted, the hounds of tindalos rake with their claws or lash out with their tongue. A hound can strike with its tongue up to 15' away; the hound's extra-terrene biology has a unique effect on creatures' native to three-dimensions, it swipes through flesh and erases it from existence. Victims of a tongue attack must make a DC 10 Fortitude save, a successful save results in a loss of 1d3 stamina, and a failed save results in a loss of 1d6+1 stamina. At zero stamina, the victim is erased from existence.

HUNTING HORROR

Hunting Horror: Init +2; Atk bite +3 melee (1d6+1) or tail tentacle +3 melee (1d8 or grabbed); AC 14; HD 3d8; MV slither 10' or fly 40'; Act 1d20; SP constriction, tracking; SV Fort -1, Ref +0, Will -1; AL C.

Hunting horrors look like a giant 40-60' long serpent or worm with either a pair of bat-like wings or a single umbrella-like wing; the creature's form continually shifts and twists as it writhes, making it difficult to look at. A hunting horror is encountered only at night, for daylight banishes it back to its plane of origin. The creature known as a hunting horror is so known because their arcane senses allow them to unerringly track their prey. Native to the plane of chaos, hunting horrors are typically summoned to the prime material plane because of their ability to hunt down and kill whatever prey they are specifically commanded to pursue. The wizard that summons a hunting horror must have something personal or unique to the intended target for the creature to focus its arcane senses upon.

Hunting horrors bite or tail swipe opponents that are not its intended target that it is hunting, but once a hunting horror finds its quarry it grapples with its tail tentacle. To make a successful grapple attack with the tail tentacle, the hunting horror must make a successful tail tentacle attack against its prey, but the prey may attempt to make a Reflex save with the DC equal to the hunting horror's successful attack roll. With a failed saving throw, the prey has been grappled. Once grappled, the hunting horror either returns the prey to its master, if so commanded, or it can crush it to death by constricting it for 1d10+2 damage per round. A grappled prey breaks free with a successful DC 18 Strength check.

MI-GO

Mi-Go, The Fungi from Yuggoth: Init +2; Atk pincher +2 melee (1d6); AC 11; HD 1d8+6; MV 20' or fly 40'; Act 2d20; SP alien technology, telepathy; SV Fort -2, Ref +2, Will +2; AL L.

The mi-go are a fungal lifeform from the planet Yuggoth. They are creatures that covet logic and the pursuit of new information. They are scientists that are constantly experimenting with the limits of biology and nature through technological, alchemical, and magical means. Also, the mi-go are incredible surgeons, able to remove, replace, and modify the body parts of most humanoids; the mi-go have been known to kidnap people for nefarious means, and then transport those people through the aether of space or the wilds of trans-dimensional warp by first transplanting their brains into a specialized canister.



Like the elder things, mi-go technology is so advanced and alien that it is generally interpreted as magic. An example of mi-go technology includes special 'web armor' that grants the user a defensive value of AC 15; for every ten points of damage inflicted on the armor, the AC value drops by one. The mi-go have also designed a device that can emit an arc of lightning; non-mi-go that attempt to use the device do so with a -3 missile attack modifier at a target up to 100' away for 3d6 points of damage. The judge is encouraged to be creative when introducing new mi-go technology.

Mi-go are able to telepathically communicate with any sentient creature within 200'. The mi-go's voice is 'heard' as a soothing buzz and hum that forms words by changing its pitch and tone. Some sentient creatures are susceptible to hypnotic and subliminal suggestion through the buzz. A victim may attempt a DC 10 Willpower save to resist suggestions being implanted by the mi-go. A mi-go subliminal message or command cannot defy the victim's sense of self-preservation, but it can go against their better judgment or moral senses. Once a suggestion is successfully implanted, the victim can only purge themselves of the subliminal command by the healing power of a cleric that fully restores the mind and body of the victim, or by completing the command to the extent of its parameters.

MOON-BEAST

Moon-Beast: Init -2; Atk tackle -2 melee (1d10+1), spear -1 melee (1d8), or other weapons; AC 10; HD 2d8; MV 20'; Act 1d20; SP torture; SV Fort +4, Ref -3, Will +2; AL C.

Moon-beasts are a sadistic alien race that derives pleasure from the act of inflicting pain on others. Their pale toad-



like bodies are large and flabby; they are without eyes and a quivering mass of short pink tentacles sprouts on the end of their blunt snout. They worship Nyarlathotep; everything they do is done so to earn his favor.

Moon-beasts prefer to capture their prey so they can draw out their pain and eventual death for as long as possible. Moon-beasts coordinate their attack so that they may tackle their prey and then bind them into submission. To successfully tackle, a moon-beast must make a successful tackle attack roll, and the victim must fail a Reflex save where the DC for the saving throw is equal to the moon-beast's successful attack roll value. The victim is still injured by the nearly successful tackle if the victim's saving throw roll is successful. Because moon-beasts are so skilled in the application of pain, when a moon-beast attacks a captured and defenseless victim the moon-beast may inflict any amount of damage without rolling for an attack or rolling for damage.

NIGHTGAUNT

Nightgaunt: Init -1; Atk claw +1 melee (1d6+1); AC 10; HD 2d8; MV 20' or fly 40'; Act 1d20; SP tickle; SV Fort +2, Ref +1, Will +0; AL C.

Nightgaunts are mischievous creatures native to the subconscious realm of sleep and dreams. Their black leather-like flesh is thick and rubbery. They have powerful wings, a long

prehensile tail that is barbed at the tip, and a pair of curved horns adorn their faceless heads.

While a nightgaunt's paws are equipped with sharp claws, they typically only fight with their claws as a last resort. A nightgaunt's preferred method of attack is to swoop down and grab their prey, and then fly high into the sky and either deposit them in a remote spot far from help, or they drop their prey from such a height that death is assured. Anyone grappled by a nightgaunt must make a successful DC 10 Strength check to break free, but if the grappled victim is being tickled by the nightgaunt's tail a successful DC 18 Willpower save is required first. To make a successful tickle attack, the nightgaunt must make a successful +2 melee attack against AC 10, since the victim is already restrained.

SHANTAK

Shantak: Init +1; Atk claw +1 melee (1d10); AC 16; HD 5d8+2; MV 30' or fly 60'; Act 2d20; SP scream; SV Fort +6, Ref -3, Will -2; AL N.

It is believed that the shantaks serve Nyarlathotep, and have transported unwary riders directly to the throne of Azathoth in the court of chaos. Shantaks are immense mindless beasts that typically crush their prey underfoot, but they are dreadfully frightened of nightgaunts and flee at the very sight of one. Once per turn, a shantak may bellow an indescribable scream that tears through anyone within earshot. Anyone who hears the scream must make a successful DC 15 Willpower save, or be rendered unconscious for 1d6 turns.

SPIDERS OF LENG

Spiders of Leng: Init +3; Atk bite +1 melee (1d4+1 + poison), web -1 missile fire (special); AC 12; HD 3d8+6; MV 20' or web crawl 40'; Act 1d20; SP poison; SV Fort +1, Ref +2, Will -1; AL N.

The spiders of Leng worship Atlach-Nacha, the spider queen. While the spiders originate from the Plateau of Leng in the Dreamlands, the spiders have been known to migrate to other dark and lonely forests or caves on any number of other planes. Spiders of Leng are large and solitary; they are known to eat their young until only the strongest survive to make their own nest.

Spiders of Leng hunt by hiding in a dark shadow to wait for prey to walk by them. They attack by shooting a web to entangle their prey. To capture their prey, a spider of Leng must make a successful web attack; they victim must then fail a Reflex save where the DC for the saving throw is equal to the spider's successful attack roll value. Once captured, a victim must make a successful DC 18 Strength roll to break free of the webbing. The spider's poisoned bite is quite lethal. The victim of a spiders of Leng bite must make a successful DC 12 Fortitude save, or die. A successful saving throw inflicts a permanent -1 die on all actions until the spider bite has been magically healed. Each additional bite that is survived compounds the loss of action dice from a -1d to a -2d, and so on.



STAR SPAWN

Star Spawn of Cthulhu: Init +4; Atk claw +5 melee (4d6+5), tentacle +3 melee (3d8+4); AC 18; HD 4d12+10; MV 40' or swim 80' or fly 40'; Act 2d24; SP gigantic, mundane weapons do minimal damage, induce fear, spells (check +8: see below); SV Fort +6, Ref +3, Will +3; AL C.

Star spawn are octopoid creatures that resemble the great old one, Cthulhu. They are massive creatures that stand 40-60' tall. Their extra-terrene bodies make them virtually immune to any non-magical weapons; such weapons only do minimal damage. The sight of a star spawn triggers the animalistic 'fight or flight' reaction innate in all sentient beings. Anyone seeing a star spawn for the first time must make a DC 15 Willpower save, or flee in terror for 1d6 hours. In addition to its claw or tentacle attack, a star spawn knows a variety of wizard spells; they know 2d6+3 1st-level wizard spells, 2d8+2 2nd-level wizard spells, and 1d10+3 3rd-level spells per the judge's choice. Star spawn have a +8 spell check bonus.

STAR VAMPIRE

Star Vampire: Init +4; Atk talon +1 melee (1d6+1), bite +1 melee (1d3 + blood drain); AC 18 invisible, AC 10 visible; HD 3d8+2; MV fly 60'; Act 2d20; SP invisibility, seize, blood drain, mundane weapons do minimal damage; SV Fort +1, Ref +2, Will -2; AL C.

Bloated, headless, faceless, and eyeless, a star vampire is a gelatinous mass of quivering tentacles. Some of the tentacles are tipped with a hook-like talon, while others end with a lamprey-like mouth ringed with little barbed teeth. The star-spawn creature is normally invisible; its shape can only be discerned as it feeds. When a star vampire drinks blood the fresh blood flushes throughout its system making the creature temporarily visible.

Star vampires attack by seizing its prey with its talons; three successful talon attacks on the same target results in a successful seizure. A seized victim may attempt a DC 12 Strength check to break free. Once the star vampire has seized its prey, it may then attempt to drink its blood. Each successful bite attack damages the victim and temporarily drains 1 point of Strength. A star vampire has 1d4+1 tentacles that end with a sucker mouth. A successful bite attack latches that tentacle to the victim with the barbed teeth; a successful DC 8 Strength check is required for the victim to pull free of the blood-drinking tentacle.

YITHIAN

Yithian, The Great Race: Init -1; Atk pincers +1 melee (1d6+1), or other weapon; AC 12; HD 4d8; MV 10'; Act 2d20; SP mental time travel, technology; SV Fort +6, Ref -2, Will +2; AL L.

The members of The Great Race of Yith are able to transport themselves through time mentally. The Yithians live more than 50 million years in the past, where they live in great cities and all of their society is dedicated toward the pursuit of knowledge. The Yithians explore and record history by projecting their conscience into the future and switch places with a native of that time period. For the person whose mind has been swapped, they inhabit the Yithian's body in the far-flung past, and he is cared for by the other Yithians around him.

Yithians seek only to observe and learn, but if threatened, they will defend themselves. Yithians do not acquire any of the memories or skills of the individual they are 'possessing', so they use their own knowledge of alien science to construct devices to protect themselves, such as special armor, environmental devices, and weapons. One such weapon is the lightening gun; constructed out of fairly common materials and enchanted with a magical power source. Yithian wielded lightening gun: +2 missile fire (3d6+6 damage). Any non-Yithian that attempts to wield a lightening gun must make a successful DC 8 Intelligence check to understand the basics of the weapon, and then they wield it with the following statistics: -2 missile fire (2d6 damage). The judge is encouraged to be creative when introducing new Yithian technology.

MEET JON HOOK

A Short Interview with Jon Hook, by Rev. Dak J. Ultimak (Originally printed in Goodman Games Gazette, vol. 1, no. 6)

Quick, who are you and how did you get involved with Goodman Games?

In 2009 I was lucky enough to have a Call of Cthulhu scenario published in a contest that Chaosium ran. After that, I was fortunate enough to be published with Chaosium, Yog-Sothoth.com, and Protodimension Magazine. It was then that I became aware of the Age of Cthulhu line being published by Goodman Games. I collected all of the adventures they had published to date, and I loved them; they had a cadence and style to their adventures that appealed to me. I came up with an idea for a scenario that I hoped would be well received, so I reached out to the publisher, Joseph Goodman, to introduce myself and pitch my idea. Lucky for me, he liked it, and thus was born Age of Cthulhu 7: The Timeless Sands of India.

It's pretty obvious you're well versed in the Cthulhu mythos, what's your gaming background look like?

I have been a gamer since I was twelve years old, my first RPG was the Holmes Basic box set of Dungeons & Dragons. It was awesome! Like most kids back then, I had a group of friends who were also avid role-players too. Between us all, we were able to own and sample just about every popular game being published. I was introduced to the first edition of Call of Cthulhu through one of those friends, and I was hooked every since. I joined the Army right after high school, and while I was able to work in some games, it just wasn't the same, for a long time. But, in about 2005 the gaming bug bit me again, and I finally started gaming on a fairly regular basis as I strove to collect the games I used to own or play oh so long ago.

What non-gaming books and/or references, if any, do you use for your inspiration?

I love to read. I have an ever-growing collection of paperback novels from the 60s, 70s, and 80s. I read science fiction, fantasy, and horror; I also consume as many movies and TV shows that fall into those genres as well. When I begin to write for a specific scenario, I'll surf the web to learn about a subject matter or location that is germane to what I'm writing. For Age of Cthulhu 9: The Lost Expedition, I did a lot of reading on Roy Chapman Andrews and his expeditions into the Gobi Desert. I also became very familiar with a wide variety of dinosaurs; all of which had a direct influence on the scenario I wrote.



THE THING THAT SHOULD NOT BE

A LEVEL 3 ADVENTURE

Written by Jon Hook • Edited by Rev. Dak J. Ultimak

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Cartography: Doug Kovacs • Layout: Lester B. Portly

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INTRODUCTION

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

This adventure is designed for 5 to 7 well equipped 3rd-level characters. The Black Moss Woods are avoided at all costs by the local villagers, for the horrors within defy description and are certain doom for those foolish enough, (or unfortunate enough), to enter. The characters have entered the Black Moss Woods because they recently discovered evidence of a cult to Nyogtha, a putrid god of chaos and defilement. So vile is the worship of Nyogtha, that the characters suspect that the cult could introduce a new age of darkness, unless they are stopped. The characters have found some fetishes to the dark god, bits of bone etched with Nyogtha's rune that slowly and continually weep blood; the bone is strung onto a thong. The characters hope that by wearing the fetishes that they may mask their true identities and allow them to get close enough to slay the cult leaders, but it is a theory that has yet to be tested.

Give the players Handout A.

NYOGTHA FETISH NECKLACES

Each necklace has the following properties:

- When worn, if the character's alignment is Lawful or Neutral, then it is now considered to be Chaotic. The wearer also has a feeling of filth or grime all over their body that is not relieved no matter how much the wearer attempts to clean themselves.
- When worn, if the character's true alignment is Chaotic, then that character must make a DC 5 Willpower save each time a foe is slain. If the saving throw is failed, then the character has taken a liking to killing in the name of Nyogtha, and permanently changes their allegiance to Nyogtha.
- When worn, all creatures within the Screaming Ash lair, (except for the witches Kamila, Feray, Liron, their familiar Tavi, and Guu-tung), revere the fetish and are conditioned to believe that the wearer is an ally. The creatures do not attack anyone wearing a fetish, unless they are first attacked by the wearer.
- The fetishes are enchanted to weep blood forever, and while it is not a huge amount of blood, (only a few drops each hour), it is enough to stain skin or clothing after a full day's wearing.

BACKGROUND

More than a day's walk from the Black Moss Woods was Redding and Kamila's dairy farm. They raised cows and sheep, and were the primary producers of milk and butter for the nearby village. On occasion, they would slaughter an animal to sell the meat. And while they mostly kept to themselves, Redding and his family were well liked by everyone in the village.

Not long ago, a powerful storm raged through the night, and on the following morning all of the milk in the village had gone sour. The villagers were perplexed, and they raced to Redding's farm to seek his advice. But when the villagers got there, they discovered a grisly sight. Redding and his boys, Giliam and Jevon, had been murdered in their beds. A sulfurous stench of death hung in the moist air, and much of the farm was smeared with a black goo. Curiously, none of the women were found, Redding's wife Kamila, or their daughters, Feray and Liron; nor were any of the livestock found. The villagers declared it as witchcraft, and they abandoned the farm as a victim of the feared Black Moss Woods.

Curious as to what actually transpired on the farm, the characters searched the house and discovered a small box containing the fetishes to Nyogtha under Redding and Kamila's bed. In addition to the fetishes, they also discovered a crude map of the nearby woods, and a landmark noted as the Screaming Ash. The character's investigation has now brought them into the Black Moss Woods, and if they are reading the map right, they are very near the Screaming Ash.

PLAYER START

You've been following the map to the best of your ability for over an hour, every step an effort as your boots stick in the shallow muck, but you've yet to discover the landmark noted as the Screaming Ash. So far, the scale and accuracy of the map has proven to be problematic. Judging by the fine layer of ash upon the ground along with the sickly sycamores and willows, you suspect that you have entered the Blasted Heath. And if that's so, then the Screaming Ash can't be far now.

Just then, you look up and you see four blobs of light dancing through the air just beyond a line of pale gray trees. The lights dart and twist through the skeletal branches, and for a moment they pause their gayful play as if they had just taken notice of you. The lights then begin to flee deeper into the woods; the "shlop-shlop" sound your boots make as you follow the lights assures that your pursuit is anything but stealthful. After a few minutes, you enter a clearing and see the little puffs of light twisting around an enormous gnarled gray tree; the behemoth looks like a giant face contorted in agony with its tongue lolling out. You have found the Screaming Ash.

The ground is soft and wet, and the damned ash tree leans as if it is about to fall, but its vast roots still hold the tree up.

ENCOUNTER TABLE

Area	Type	Encounter
A-1	T/C	Fall Trap, and Will-O-The-Wisps
A-2	C	Bobo-Dodo the Troll
B-1	T	Sound Trap
B-2	C	Caiman Naga
B-3	C	Mythos Ghouls
B-4	C/P	Guu-tung the Ooze Lord, and a Portal Rune Puzzle
B-5	C	Kamila and Feray the Witches, and Tavi the Rat Thing
B-6	C	Liron the Priestess, and Nyogtha the Thing That Should Not Be

The Screaming Ash's huge maw is large enough for a battle ready war horse to comfortably trot through. As they approach, the characters watch as the four Will-O-The-Wisps retreat to the far upper branches of the tree. The characters can now hear the sound of falling water splashing down into a pool. When the characters investigate the large open mouth of the tree, they now see that it is a large hole in the earth, and that moisture and muck from the forest floor is sliding into the tree and falling down to pool below.

The Will-O-The-Wisps avoid direct contact with the characters, but they do lurk nearby as they wait for someone to slip and die from a fall into the cavern below the Screaming Ash (area A-1), or they lurk far enough behind the characters as they venture into Bobo-Dodo's lair, (area A-2). The Will-O-The-Wisps do not attack anyone wearing a Nyogtha fetish necklace.

Will-O-The-Wisp (4): Int +2; Atk electric spark +2 missile fire (2d8+2); AC 18; HD 6d8; hp 27, 28, 29, 32; MV fly 60'; Act 1d20; SP dispel magic; SV Fort -1, Ref +1, Will +4; AL C.

Will-O-The-Wisps feed on the escaping soul of the recently deceased. The wisps typically reside in decaying woods, bogs, and swamps. Their bright dancing lights lure victims to become hopelessly trapped in the muck and mire, and if need be the wisp can shoot an electric spark up to 15' away to ensure their demise. One of the wisp's primary defenses is its ability to resist spells like the 3rd-level wizard spell, *Dispel Magic*. Will-O-The-Wisps are able to make a Willpower save against any spell cast against them; as this is a natural ability for the creature, it cannot misfire.

CAVERN OF THE SCREAMING ASH

Area A-1 – Slick Descent: *A tangle of thick roots line the hole, but they are slick with moisture, moss, and muck. In the gray and gloomy light, you're able to ascertain that it is only a 20' drop to the cavern floor below.*

The root-lined hole provides ample handholds and footholds, but they are all slippery and difficult to maintain. Characters that attempt to climb down into the hole using only the tree roots to steady themselves must succeed at a DC 12 Agility check once every 10'; failing the Agility check results in a fall for 1d6 damage per 10' fallen. The quick and nimble fingers and toes of halflings makes their Agility check only a DC 8. If the characters use a well-anchored rope to climb down into the hole, then an Agility check is not necessary.

The damp cavern below is cold and the air is heavy with moisture. Shallow pools of water are scattered throughout this small chamber, and thick droplets of water fall occasionally fall from areas all over the ceiling. Once per turn, the judge should check to see if a torch has been extinguished by falling water; any torch in use has a 15% chance of being snuffed out.

The characters also notice patches of white mold or fungus on the walls, floors, and ceiling, and within those patches are clusters of white rubbery mushrooms. An occasional plop of water strikes a mushroom releasing a tiny cloud of spores that quickly drift to the floor. The Caverns of the Screaming Ash and the Lair of the Cult of Nyogtha are filled with these patches of white mold and mushrooms; they and their spores are completely harmless, but the judge is encouraged to remind the players that these patches are throughout this dungeon in order to heighten their anxiety about them.

Characters who succeed at a DC 10 Intelligence check notice that some of the rocks at the bottom of the ash tree hole are smeared with blood, most likely due to a fall from above. All of the characters notice a small stream of water leading deeper into the cavern from the pool under the ash tree hole.

Area A-2 - Bobo-Dodo's Lair: *As you descend the slick cavern tunnel an indescribably foul odor assaults your senses. You see chunks of discarded legs and skulls from both cows and sheep littered about; the meat is covered in white moss and mushrooms. Soon, the tunnel opens up into a large cavern, and on the far side of the cavern you can just see a huge figure cloaked in shadows. The figure turns, (perhaps it sensed you entering its lair), and you see a gigantic green two-headed monstrosity with long rangy arms, deep set onyx eyes, and a pair of long bulbous noses. And now it's lumbering straight for you!*

The 18' tall two-headed troll, Bobo-Dodo, lives in this large cavern. Bobo-Dodo is a minion of Nyogtha, for a small fist-sized glob of Nyogtha resides within the rubbery cavity that is Bobo-Dodo's torso. This small blob of Nyogtha has tamed the troll enough for it to serve as a guardian to the chambers below that are being used by the cult of Nyogtha.



If the troll should be destroyed, and as the troll's corpse dissolves, the characters may attempt a DC 15 Luck check to see if they notice a black blob slide out of the troll. Once the blob escapes out of the troll, it slips into the shallow stream of water in the center of the chamber; the blob then flows down to the pool at the southern end of the chamber. At the bottom of the pool is a fissure that the blob escapes through to reunite with its larger form.

Bobo-Dodo the Troll: Init +6; Atk bite +10 melee (2d8+6) or claw +8 melee (2d6); AC 19; HD 8d8+6; hp 47; MV 40'; Act 3d20; SP stench, regeneration, immune to critical hits, immune to mind-affecting spells, vulnerable to fire; SV Fort +10, Ref +5, Will +8; AL C.

Bobo-Dodo can attack with each claw and he can bite with each mouth, and the action dice can be used in any combination between the different attack forms. Bobo-Dodo's stench is so bad that any character within 20' must make a DC 12 Fortitude save each round, or succumb to a fit of retching (-2 to all rolls while retching). Bobo-Dodo regenerates 1d8 points of damage at the end of each round, including the round it is killed. Bobo-Dodo has just enough intelligence and conditioning to recognize Nyogtha's run on the fetish necklace. Unless Bobo-Dodo is attacked first, he lets anyone wearing a fetish necklace to pass unharmed.

LAIR OF THE CULT OF NYOGTHA

This lower level of caverns is a maze of twisting tunnels; some of the tunnels are dead ends, while others lead to chambers that the cult of Nyogtha use for their nefarious purposes. The

Cult of Nyogtha is a coven of witches. Not long ago, Redding and Kamila's younger daughter, Liron, was playing near the edge of the Black Moss Woods; she was forbidden to play there, but she couldn't help but be attracted to the danger of the woods. While playing, she discovered a strange small blob of goo; she thought she could feel the blob calling out to her in her mind, so she reached out for it and touched it. And in that moment, Nyogtha claimed Liron as its own.

The blob of Nyogtha crawled up Liron's arm, and forced its way into her throat. Once inside, it possessed the girl and began to teach her rituals and spells that would pave the way for Nyogtha's return to the mortal realm. But Nyogtha needed more; more worshipers, servants, and slaves. So Liron retched up two small blobs of Nyogtha and slipped them into her mother's and sister's food, and soon the three women formed a coven; a cult of witches to Nyogtha.

The evil blossomed within the women as they practiced and learned the rituals of Nyogtha, and on the night of the storm, their education was complete! They murdered the men in their family, and then herded the farm animals to the Screaming Ash. The witch's master, Nyogtha, was trapped in a portal deep in the caverns under the Screaming Ash. The coven took residence within the caverns to revive their master and bring chaos and darkness to the land.

The cavernous system that serves as the lair for the Cult of Nyogtha, is a labyrinth of dark, wet, river-cut tunnels and chambers. Numerous patches of white mold with mushrooms fill the complex, and all throughout the complex the characters can hear the echoing sounds of water dripping. Once each turn, the judge should check to see if dripping water has extinguished any open flame, (15% chance per turn).

RANDOM MONSTER TABLE

There are numerous tunnels that lead to dead ends; each time the adventurers find themselves in one of these dead ends the judge should roll on the following table as the party backtracks so that they may explore another direction.

Roll d%	Random Monster Encounter
01 - 40	No Encounter
41 - 50	1d6 Shroomen
51 - 60	1 Underdark Slug
61 - 75	1d3 Mythos Ghouls
76 - 80	1 Formless Spawn
81 - 90	Tavi the Rat Thing
91 - 95	Guu-tung the Ooze Lord *
96 - 100	Kamila the Witch *

* This encounter may only be rolled once.

Shrooman: Init -5; Atk slam +4 melee (4d4); AC 18; HD 2d8+6; MV 10'; Act 1d20; SP fungal cloud, half damage from bludgeoning weapons, infravision 100'; SV Fort +8, Ref -4, Will +4; AL N.

The shroomen native to these caverns have been displaced by Nyogtha's cult of witches. These shroomen aggressively attack any character wearing the Nyogtha fetish necklace. If the adventurers attempt to communicate with the shroomen, the spokesmen for the adventurers may attempt a DC 10 Personality check if speaking the Neutral tongue, or a DC 15 Personality check if speaking any other language. If successful, the shroomen can guide the adventurers to area A-5, but they will not fight the witches who they greatly fear. The shrooman's fungal cloud attack is fully described in the *Dungeon Crawl Classics RPG* rulebook.

Slug, Underdark: Init -6; Atk acidic touch +3 melee (1d4 plus slime); AC 18; HD 3d6; MV 10'; Act 1d20; SP slime; SV Fort +5, Ref -6, Will -2; AL C.

Prior to the invasion of Nyogtha's cult of witches, the shroomen and underdark slugs had a harmonious and balanced life cycle in the damp lightless caverns. The slugs are oblivious to cult's activities and cannot be reasoned with by the adventurers. The slug's slime effects are fully described in the *Dungeon Crawl Classics RPG* rulebook.

Mythos Ghoul: Init +1; Atk claw +1 melee (1d3+1) or bite +4 melee (1d4 + worry); AC 12; HD 2d8; MV 30', climb 20'; Act 1d20; SP worry; SV Fort +1, Ref +1, Will +0; AL C.

Mythos ghouls are loathsome, vaguely human creatures with hooved feet and canine feature; they speak a guttural language that is best described as meeping and gibbering. They are often encrusted with grave mold collected as they feed. They dwell underground, frequently in tunnel systems located under villages and town; they also like to burrow vast networks under graveyards, their preferred feeding grounds. When a mythos ghoul successfully bites its prey it latches on tight and does not need to roll an attack on the

following round; it automatically inflicts another 1d4 damage as it worries its fangs into the victim. Mythos ghouls are agile climbers. Mythos ghouls are dim-witted servants, and they have been conditioned to let anyone wearing a fetish necklace bearing Nyogtha's rune to pass unharmed, unless they attack them first.

Formless Spawn: Init +1; Atk pseudopod +3 melee (1d6+4); AC 10; HD 1d8 per 5' square; MV 15'; Act 2d20; SP smother, half damage from slicing and piercing weapons, vulnerable to fire; SV Fort +5, Ref -8, Will -4; AL N.

To determine the size of the formless spawn, roll 2d3, and multiply by 5'. The formless spawn appears as a rolling and flopping mass of boneless meat, fat, and sinew. The creature can stretch and squish its form to squeeze through narrow openings, and it attacks by flinging a heavy pseudopod at its foe. The creature is able to attack up to two different foes in the same combat round, but if the formless spawn lands two successful hits in the same round against a single foe, then it has grabbed that foe and may attempt to smother him in the next combat round. To make a smother attack, the victim must make a successful DC 10 Fortitude save, or else take 1d6 damage and temporarily lose 1 point of Stamina. The victim can attempt the Fortitude save each round until free or dead. Fire does double damage against a formless spawn. The formless spawn can sense the magicks of the fetish necklace, and does not attack anyone wearing the necklace, unless they attack it first.

Tavi the Rat Thing: Init +1; Atk bite +1 melee (1d2); AC 13; HD 1d4+1; hp 4; MV 60'; Act 1d20; SV Fort +2, Ref +4, Will +1; AL N.

Tavi's complete description is found in area B-5, and if the witches rat thing familiar is encountered because of the Random Monster Table it is because the wretched creature is investigating noises it had heard previously. Tavi silently observes the characters, and then flees to report his findings to his masters. Each time the Tavi encounter is rolled, the characters may each attempt a DC 18 Personality check to see if they notice that they are being watched. Whether he is noticed or not, Tavi won't engage or follow the characters; he quickly observes and then immediately races off to check-in with Kamila and Feray in area B-5 - The Antechamber.

Guu-tung the Ooze Lord: Init +2; Atk pseudopod +2 melee (2d4); AC 18; HD 5d8+4; hp 30; MV 30'; Act 1d20; SP acid breath, immune to mind altering spells; SV Fort +4, Ref +1, Will +4; AL C.

Kamila the Witch: Init +1; Atk club (walking stick) +1 melee (1d4), dagger +1 melee (1d4); AC 11; HD 3d8+4; hp 20; MV 20'; Act 1d20; SP corruption; SV Fort +2, Ref +1, Will +3; AL C.

Guu-tung is normally found in area B-4 - The Star Chamber, and Kamila is normally found in area B-5 - The Antechamber. Each of these encounters can only be rolled once, and if the characters defeat either of these foes, then they are not present in the chamber where they are listed. But, if either foe escapes combat, then they flee to area B-6 - Nyogtha's Lair to inform Liron about the intruders.



Area B-1 – Crystal Chamber: *As you enter this chamber, you are left speechless by its sheer majesty. The chamber has huge shards of crystals that have formed on the walls, ceiling, and floor; the cavern is brightly illuminated by a kaleidoscope of colors refracting through the crystals. After a moment of quiet contemplation, you now realize that navigating through this chamber will be physically demanding, for there is no clear path through the crystals. You’ve ascertained that you’ll need to crawl, climb, and squirm your way through the crystals if you are to have any hope of exploring past this chamber. It’s then that you take your first step into the chamber; your boot splashes in a clear and shallow puddle, but the sound that reverberates from that tiny splash is like a thunderclap. Your ears ring for a few seconds as you recoil your foot, and you can almost see the crystals vibrating with the fading echo.*

The crystals in this chamber are incredibly sensitive to sound; they have the unique ability to amplify any sound in this chamber to a deafening and potentially dangerous levels. The chamber is approximately 50’ long; any thief that attempts to sneak through this chamber must make a DC 10 sneak silently check, or a DC 12 Agility check for non-thieves, once every 10’. A failed check triggers the sound trap, resulting in a pop of sound that crashes throughout the entire chamber like thunder. Human characters are considered to have AC 10 for their hearing. Dwarves and halflings have AC 12 for their hearing, and elves have AC 8 for their hearing. Any character that attempts to muffle their ears gains a +4 bonus to their hearing “armor class”.

If a character triggers the sound trap, then the thunder “attacks” each character within the chamber only; a 1d20 attack roll per character. A successful attack inflicts 1d3 damage. If a character has accumulated 6 or more points of sound damage, then a DC 10 Fortitude save is required to stay conscious; otherwise the character is unconscious for 1d4 rounds.

The trap can be disabled by draping a few of the crystals with blankets, cloaks, furs, bags, or any other soft cloth-like covering. Because all of the crystals are harmonically tuned to each other, disabling a few deadens the entire chamber. For thieves, it is a DC 15 disable trap check to figure this out; non-thieves are able to figure out how to disable the trap with a successful DC 18 Intelligence check.

Area B-2 – Lair of the White Worm: *This chamber echoes with a steady sound of water drip-dropping from the ceiling into a pool below. The light from your torches are reflected onto the smooth walls and ceiling by the rippling waters of a large pool. The moisture in the air is thick; you can already feel your clothes sagging on your arms and legs. The cavern also has a foul smell, a musky smell, almost as if something has marked this territory as its own.*

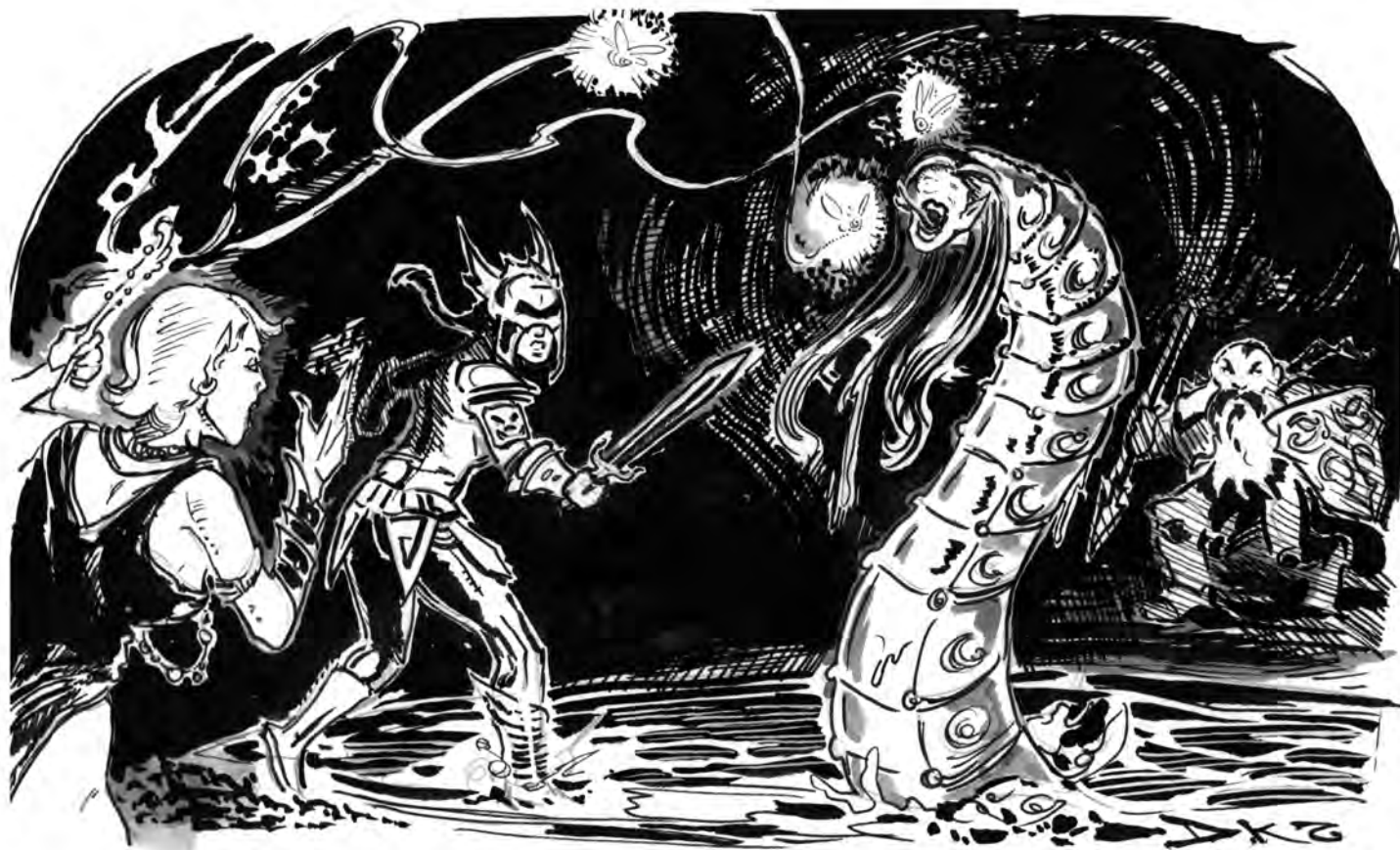
This chamber has a large milk-white pool of water; the water is so opaque, that nothing can be seen deeper than a hand’s breadth. A caiman naga lives in this pool; the witches and other denizens of the caverns give the naga a wide berth as



they avoid this chamber. The caiman naga can sense when prey wanders into her cavern, allowing her to always prepare an ambush should the prey approach the edge of the pool.

Caiman Naga: Init +3; Atk bite +3 melee (2d4 + poison); AC 8; HD 4d8; hp 24; MV swim 30’; Act 1d20; SP charming song, spells, vulnerable to bright light; SV Fort +1, Ref +4, Will +3; AL N.

The caiman naga is a sightless creature, for it lives in a world of absolute darkness; the creature isn’t simply blind, it has no eyes at all. The creature’s sense of touch and hearing are so acute that it can easily sense and track the movements of several creatures at once. When the caiman naga senses prey entering her lair, she swims so that she is just below the surface of the water; she’s close, but still unseen. Then, when she judges the moment to be right, she lifts her head above the water so she can sing to her prey in an attempt to charm them into submission. The caiman naga can cast *charm person* as an innate ability with a +5 bonus to her action die roll. If the spell successfully charms her prey, the victim is compelled by the song to wade into the pool to cool off. The caiman naga also knows and can cast spells like a 3rd-level wizard, (to be determined by the judge), with a +4 bonus on her action die to cast those spells. The caiman naga’s bite injects a poison similar to a mantichore’s sting, (DC 16 Fortitude save, 1d4 damage with successful save, or the temporary loss of 1d4 Agility with a failed save).



The caiman naga is a giant snake with the head of a woman. Her body is completely translucent and is not accustomed to light. Any intense light source, (equivalent to three combined torches, or more), causes her great pain and inflicts 1d6+2 damage. The caiman naga will flee to the furthest depths of her pool if she feels the burn of intense light. And while fire does not do extra damage to her, she is equally afraid of an open flame if it gets to close. The caiman naga is not associated with Nyogtha's cult; she is not swayed by anyone wearing a fetish necklace with Nyogtha's rune.

Area B-3 – Sentry Post: *You can hear muttering and gibbering coming from a cavern up ahead. As you approach the chamber, you can hear the scuffling of feet as shadows dart across the walls. There are creatures ahead, but they have hidden themselves amongst the stalagmites.*

This chamber has five mythos ghouls stationed here as guards. See the Random Monster Table above for the mythos ghouls stats. Mythos ghouls are not too bright; their intent is to ambush the characters, but the concept of subtlety is lost on them. The mythos ghouls are not bright, so they will not attack anyone wearing a fetish necklace bearing Nyogtha's rune.

Area B-4 – The Star Chamber: *As you approach the cavern ahead the hairs on the back of your neck begin to stand as you feel a rhythmic hum vibrating the air; you also feel the temperature dropping, but before you can complain about how cold you are a voice speaks directly to you within your own mind. It says, "Welcome strangers. Please, come in and lay down your arms. There is much work to be done, and fighting only delays that which is inevitable." A shiver runs down your spine as you instinctively shake your*

head to try and expel the spirit that has taken residence within you. As you step into the chamber, you are astonished by what you see; on one wall of the chamber is an ornate portal and before it is something that walks like a man, but it looks to be comprised only of black slime. It is carefully placing rune-covered plates upon the portal, and within the portal itself, a starfield as bright and vivid as clear summer's eve. It's now that you realize that the rhythmic hum chattering your teeth is emanating from that portal.

Guu-tung is an ooze lord, a fetid mass of goo granted sentience by Nyogtha. Guu-tung's body is a smooth absolute black jelly that is shaped like a 7' tall man; all of Guu-tung's features are suggested in a general sense, he does not have any sharply defined features. It is Guu-tung's task to open a gate to Arcturus to usher in Nyogtha's war hoard, a flock of byakhee. If anyone looks into the portal, they get a sense that something is moving, but it's difficult to ascertain what it is, since it's black objects against the a pitch black starfield. Any character that focus their sight into the portal may attempt a DC 14 Personality check, if successful that character is able to discern that a flock of more than a dozen alien creatures are flying through space, straight for the portal.

Guu-tung is overly confident in his powers and abilities, so his preference is to talk the characters into surrendering to the might and will of Nyogtha. Guu-tung only fights the characters if they refuse to surrender to him.

Guu-tung the Ooze Lord: Init +2; Atk pseudopod +2 melee (2d4); AC 18; HD 5d8+4; hp 30; MV 30'; Act 1d20; SP acid breath, immune to mind altering spells; SV Fort +4, Ref +1, Will +4; AL C.

ROLE-PLAYING GUU-TUNG

Guu-tung is aloof and arrogant. He believes himself to be a superior lifeform, and that creatures of mortal flesh are close to extinction. The judge is encouraged to play Guu-tung as if he is addressing disobedient children. Guu-tung completely expects the characters to understand and agree with his viewpoint of the universe, and for them to have contrary opinions befuddles him. Guu-tung's instinct is to scold the characters and try to talk them into surrendering their lives, even to the point where he considers their first assault against him to be a temper tantrum. But, starting with the second attack against his person, Guu-tung is now resolved to settle this matter in the uncivilized fashion of combat.

Guu-tung's pliable body allows him to stretch and strike opponents up to 15' away with a pseudopod attack. Once every four combat rounds, Guu-tung can boil and churn acid within his body, and then expel it like a breath weapon. The acid is sprayed in a cone shape, (width 5' x length 15'), damage 3d10+5, DC 15 Fortitude save for half damage. Despite Guu-tung's ample display of personality and force of will, he does not actually have a brain, and thus he is immune to spells that target the mind. Yet, despite being a literally mindless creature, Guu-tung has been granted sentience by Nyogtha; he communicates telepathically, but it is short range and a general broadcast to anyone within 100'.

When the characters enter this chamber, Guu-tung is in the process of opening the portal by inserting a series of seven stone plates etched with runes. Five of the plates are in place, only the final two are missing. The magicks used to open the gate are unstable, and it's that unstable nature that is vibrating the air in this chamber. The installation of the portal runes must be completed, or the portal will explode with a force powerful enough to level the dungeon and killing everything except Nyogtha itself. Once any of the player's characters attempt to solve the puzzle, they have only three minutes in real time to solve the puzzle, give the players Handout B.

The portal opens once the puzzle is solved; the flock of byakhee then begin to rush towards it. At that point before or after the portal puzzle is solved, any character may attempt a DC 10 Intelligence check to realize that if the runes are rearranged into reverse order, then the portal will close, and the byakhee will be denied entry.

Area B-5 – The Antechamber: *As you approach this chamber, you can hear the sound of a waterfall cascading and falling into a pool. As you enter, you see a small waterfall at the north end of the chamber, and from the pool at the bottom of the waterfall is a stream that leads to the south end of the chamber. This chamber is cluttered with all kinds of boxes, baskets, satchels, and other personal belongings. Clearly, this chamber has become home for someone, most likely those you see within the chamber now!*

The judge should now describe who they see within the chamber. If Kamila has not been encountered via the Random

Monster Table, then she is here. The following text assumes that Kamila is present in this chamber, but if she is not due to a previous encounter, then the judge should remember to omit her from this encounter. Kamila's eldest daughter, Feray, is here, and regardless whether the characters encountered Tavi previously or not, the witches' rat thing is also in this chamber. If the characters have previously encountered Tavi, then Kamila and Feray are prepared and ready to confront the characters, but if not, then it is quite possible for the characters to surprise the witches. If the witches are unaware that the characters are moving through the catacombs, then they see the witches huddled together near a large and bubbling cauldron. If Tavi has warned the witches about the characters, then the witches had summoned an invisible companion less than an hour ago; the judge should use the invisible companion stats found for a spell check roll of a "20." The invisible companion is instructed to constantly monitor all of the entrances to this chamber, and if the characters are spotted, the invisible companion has been instructed to backstab one of the characters like a 3rd-level chaotic thief. The victim's scream is meant to alert the witches.

Within the cauldron is a brand new formless spawn that the witches are creating. The creature is not quite ready; it still needs a jug-full of curdled satyr milk, and Tavi has been instructed to fetch it. It will take six combat rounds for Tavi to drag the ceramic jug from where it is stored over to the cauldron; it takes Tavi two combat rounds to pour the lumpy fluid into the bubbling cauldron. Once the curdled satyr milk has been poured in, the cauldron begins popping and frothing as the formless spawn completes its genesis. The formless spawn leaps out of the cauldron two combat rounds after Tavi finishes pouring in the milk. See the listing posted in the Random Monster Table for the formless spawn. At any point while Tavi is dragging the jug of milk to the cauldron, or while he is pouring it in, the characters may attempt a DC 18 Personality check during the heat of battle, or a DC 12 Personality check when not engaged in combat, to notice Tavi's activity.

THE WITCHES MOTIVATIONS

Kamila and Feray are cruel women, whose rise in power has been swift and treacherous. Both women have been noticeably misshapen through the corruption of magic. Each of them began their devotion to Nyogtha by ingesting a small amount of the gelatinous deity, and the glob has literally taken residence within each of their hearts. The essence of Nyogtha within them is the source of all of their power. The witches view their devotion to Nyogtha as a type of love, and they will do anything within their power to protect and defend that love.

The witches are keen to slay enemy spellcasters, so their battle plan is to first summon monsters to aid with any martial combat so that they can focus on a spell duel. The witches croak and cackle as they speak, and, (if possible), the judge is encouraged to rhyme everything the witches say to the characters.

Kamila the Witch: Init +1; Atk club (walking stick) +1 melee (1d4), dagger +1 melee (1d4); AC 11; HD 3d8+4; hp 20; MV 20'; Act 1d20; SP corruption, spells (check +3, judge's discretion); SV Fort +2, Ref +1, Will +3; AL C.

Kamila the witch has already been corrupted by the taint of Nyogtha. Her flesh is fuzzy and the color of moss, most of her hair has fallen out, and a strong odor of brimstone lingers on her person. She walks with a slight limp and uses a cane. The cane is her personal familiar, and when the command word, "*Fahhsahhla*", is spoken the cane transforms into a viper. Kamila knows up to six spells of the judge's choice, but it is suggested that she at least have *Monster Summoning*, *Scare*, and *Spider Web*. Kamila has 22 sp in a small purse tied to her waist, and a silver wedding ring worth 8 sp.

Fahhsahhla: Init +6; Atk bite +6 melee (2d6 + poison, DC 12 Fort save or temporarily lose 1 Stamina); AC 16; HD 2d8; hp 12; MV 30'; SP magical creature; Act 1d20; SV Fort +4, Ref +3, Will +1; AL C.

Fahhsahhla is a magical creature, a familiar bonded to Kamila, thus it is immune to spells that target her loyalty and bond to Kamila.

Feray the Witch: Init +1; Atk claw +2 melee (1d6+1), dagger +2 melee (1d4); AC 11; HD 4d8+4; hp 17; MV 27'; Act 1d20; SP corruption, spells (check +4, judge's discretion); SV Fort +2, Ref +1, Will +3; AL C.

Feray the witch, like her mother, has been extensively corrupted by the taint of Nyogtha. Her fingers of her right hand have fused to form two large fingers opposed by her thumb. Her left arm is red and scaled like dragonflesh, and her fingers on that arm are black-tipped claws. She also has a pair of small horns curling out from her temples, and her nose is long and hooked. Feray knows up to seven spells of the judge's choice, but it is suggested that she at least have *Monster Summoning*, *Flaming Hands* (left arm only), and *Invisible Servant*. The only item of value Feray is carrying is her ceremonial dagger; it is a cold iron blade with a silver pommel and two sapphires. The dagger is worth 20 gp.

If either witch is slain, a small blob of Nyogtha escapes from their corpse and slips into the stream that runs through this chamber and flows into area B-6: Nyogtha's Lair. This chamber is where Kamila and Feray live, worship Nyogtha, and study. They share a grimoire; it contains a total of 1d10+2 spells from the 1st-level and 2nd-level lists, or the judge may select what spells are in the book. The book is protected by a magic rune, Nyogtha's rune; the same rune etched into the fetish necklaces, (see the 1st-level wizard spell *Runic Alphabet, Mortal*). The rune *Blocks* entry to the book; it cannot be opened unless the person attempting to open the book succeeds a DC 16 Willpower save. Once the book is opened, *Comprehend Languages* is required to decipher the magical text.

Tavi the Rat Thing: Init +1; Atk bite +1 melee (1d2); AC 13; HD 1d4+1; hp 4; MV 60'; Act 1d20; SV Fort +2, Ref +4, Will +1; AL N.

Tavi serves as the witch's eyes and ears; he is also their general servant and does whatever task he is commanded to do. Despite the cruel way he is treated, Tavi has unwavering loyalty to the witches, specifically to Feray. Before dark magicks twisted his body into that of a rat thing, Tavi and Feray were engaged to be married.

Area B-6 – Nyogtha's Lair: As you approach this chamber, beads of sweat drip down your face as the temperature radically shifts. The heat and humidity in here makes your small clothes ride up uncomfortably. Bronze braziers are placed throughout the chamber, each is filled with white hot glowing charcoals; the numerous stalagmites and stalactites cast thick shadows everywhere.

At the far end of the chamber is a grotesque and horrible sight; a huge amorphous oily-black blob hangs in the air, suspended by nothing but the thick moist air. The viscous mass continually dripping, and rolling, and swelling, and burbling. The monstrous thing is floating over a large circular hole on the cavern floor. On the opposite side of the hole, you can see a young woman gyrating as she chants in worship to the blob. Near the woman is a throng of creatures with canine features pressed together in a gang, they lie prostrate on the ground before their gelatinous god.



Despite the numerous braziers of glowing coals that light the room, there are still lots of shadows along the walls of the chamber that could be used by thieves to stalk around the room. Liron is in the midst of a ritual that will break the magical bonds that hold Nyogtha in this subterranean lair. To complete the ritual, Liron must chant as Nyogtha reaches out and feeds on the prostrate mythos ghouls, one at a time. When the characters enter the chamber, there are eight mythos ghouls lying on the ground; the characters witness as Nyogtha stretches a tendril out as lays it upon the back of a creature. As soon as Nyogtha touches the mythos ghoul, the characters can see the creature's body writhe and contort as Nyogtha starts draining the creature of its life force.

The whole process takes about twenty seconds, (2 combat rounds), and when completed, the mythos ghoul is a dried husk. As Nyogtha recoils its tendril, Liron can be seen kicking the lifeless husk into the pit. Nyogtha recuperates for about ten seconds, (1 combat round), before it begins to reach out with a new tendril towards another prostate mythos ghoul. After witnessing the first consumption of a ghoul, the characters should have a pretty good idea of how long they have before Nyogtha has finished "eating."

After the characters witness Nyogtha eating a mythos ghoul, then they notice a strange tripod positioned near Liron on the far side of the hole. The tripod has a bronze brazier mounted under it, and nested on top of the tripod is a gleaming silver skull with a large blue sapphire mounted to its forehead. The skull almost seems to be illuminated from within by some kind of eldritch light.

If the characters encountered Kamila or Guu-tung in the catacombs due to the Random Monster Table, and either or both of those monsters escaped from the characters, then they are also here in this chamber.

Liron and her gang of eight mythos ghouls won't notice the characters until after they have witnessed Nyogtha feed on the first mythos ghoul, (leaving seven more yet to be eaten). Of course, if the characters make use of the ample shadows in the chamber, then it is possible for Liron and her crew to not notice the characters until they are much closer to the pit. The pit is approximately 60' from the chamber's entrance. Once the characters are within 30' of the pit, Liron must succeed at a DC 15 (plus the target character's Agility modifier) Personality check in order to see the characters hiding in the shadows. It is impossible for Liron to see a thief who has succeeded at their hide in shadows check. The stream on the east side of this chamber is deep enough for a character to belly-crawl through unseen by Liron and her minions. Within 20' of the pit, Liron must succeed at a DC 10 (plus the target character's Agility modifier) Personality check, and within 10' of the pit it is a DC 5 (plus the target character's Agility modifier) Personality check.

Liron the Priestess: Init +1; Atk dagger +2 melee (1d4); AC 11; HD 4d8+4; hp 31; MV 30'; Act 1d20; SP eye of Nyogtha; SV Fort +1, Ref +2, Will +3; AL C.

Liron is Nyogtha's priestess, and as a token of her faith to Nyogtha she plucked out her own right eye. Nyogtha then gifted her with a new eye, an orb of Nyogtha's essence now serves as Liron's right eye. The black orb has a small red pupil. The eye is enchanted and grants Liron with certain gifts, (see below). Liron knows six 1st-level cleric spells, and four 2nd-level cleric spells; the judge is free to select any spells, but it is suggested that Liron have at least *Word of Command*. Also,

HOW DOES ONE DEFEAT A GREAT OLD ONE?

It is not unreasonable to assume that the players may be unsure of how to battle something as otherworldly as Nyogtha. But, what may not be immediately apparent to the player's characters when they enter this chamber, is that Nyogtha is essentially bonded to the silver skull on the tripod. If the silver skull is tossed into the bottomless pit, then it will act like an anchor, and drag Nyogtha down in with it. So here are a few tips for the judge, should it become apparent that the characters are beginning to flounder.

- Any character may attempt a DC 10 Personality check when Nyogtha is feeding on a mythos ghoul to notice that the glow emanating from the silver skull intensifies during the feeding.
- If a thief hasn't noticed yet, there are plenty of shadows available to hide in, and sneak through, if the thief wanted to stealthily move to another area in this chamber. It is a DC 7 hide in shadows check for a thief to disappear into the inky darkness of this chamber.
- A cleric of any alignment, or any character of chaotic alignment, may attempt a DC 12 Wisdom check; if successful, that character is familiar with a form of idol worship where a deity is bonded to a holy relic. Legend has it that in such cases, that the deity must always be within a certain radius of the relic.

many cleric spells can have an inverse "evil" version, for example, *Detect Evil* can be reversed into *Detect Good*, or *Protection from Evil* may become *Protection from Good*, and *Restore Vitality* could be twisted into becoming *Drain Vitality*. Liron wears a decorative gold band on her left wrist worth 5 gp.

Eye of Nyogtha: Read Magic (+5 spell check), and Ray of Enfeeblement (+3 spell check).

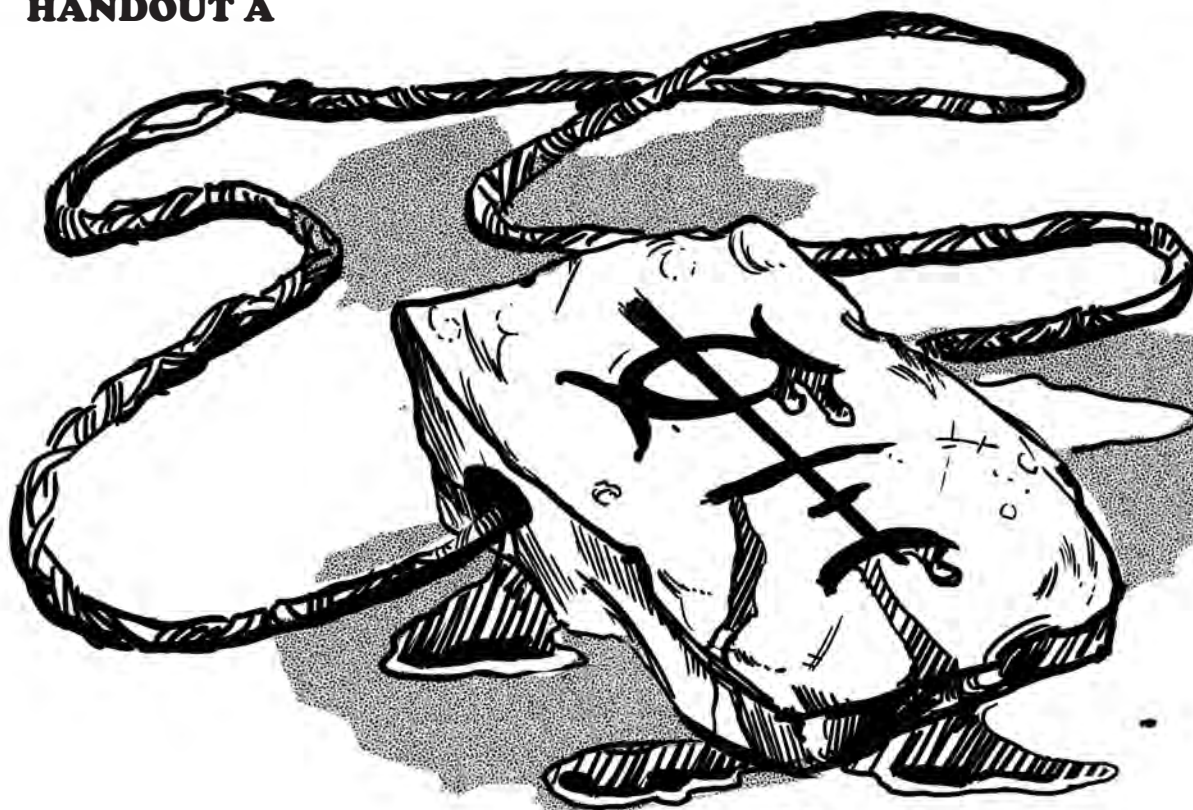
Mythos Ghoul (7): Init +1; Atk claw +1 melee (1d3+1) or bite +4 melee (1d4 + worry); AC 12; HD 2d8; hp 9 each; MV 30', climb 20'; Act 1d20; SP worry; SV Fort +1, Ref +1, Will +0; AL C.

Nyogtha is not given stats, for it cannot be defeated in direct combat. The judge is free to adjudicate how the characters interact with Nyogtha, but once it eats the final mythos ghoul it is free to start floating around the chamber. Nyogtha is not in a hurry, for time is not a concept the Great Old One understands or cares about. Due to the ritual Liron has completed, with the consumption of the mythos ghouls, Nyogtha can roam this mortal plane as long as it stays within 100' of the silver skull. Thus, if the silver skull is tossed into the bottomless pit, Nyogtha will be dragged into the pit with it.

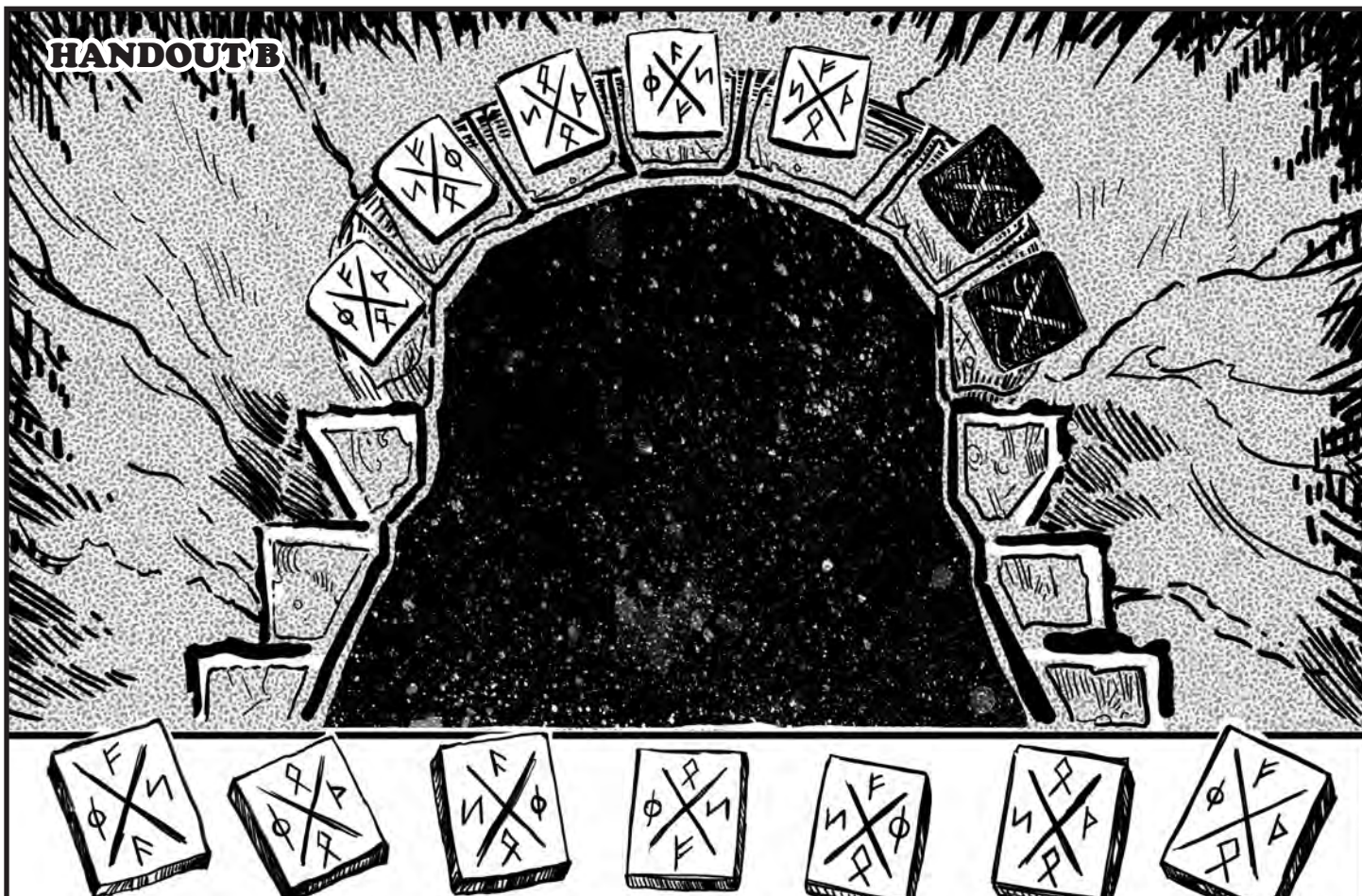
Nyogtha attacks the characters by lashing out a tendril to slap them. Nyogtha's attack is a +8 melee attack, with a DC 20 Fortitude save, or suffer a permanent loss of 1d8 Stamina. Nyogtha could attack as many characters as it chooses to in a single combat round, but the Great Old One is content to only attack one at a time. Nyogtha is immune to all weapons forged by man. Enchanted weapons do minimum damage, and Nyogtha resists most spells with a +15 Willpower save.



HANDOUT A



HANDOUT B





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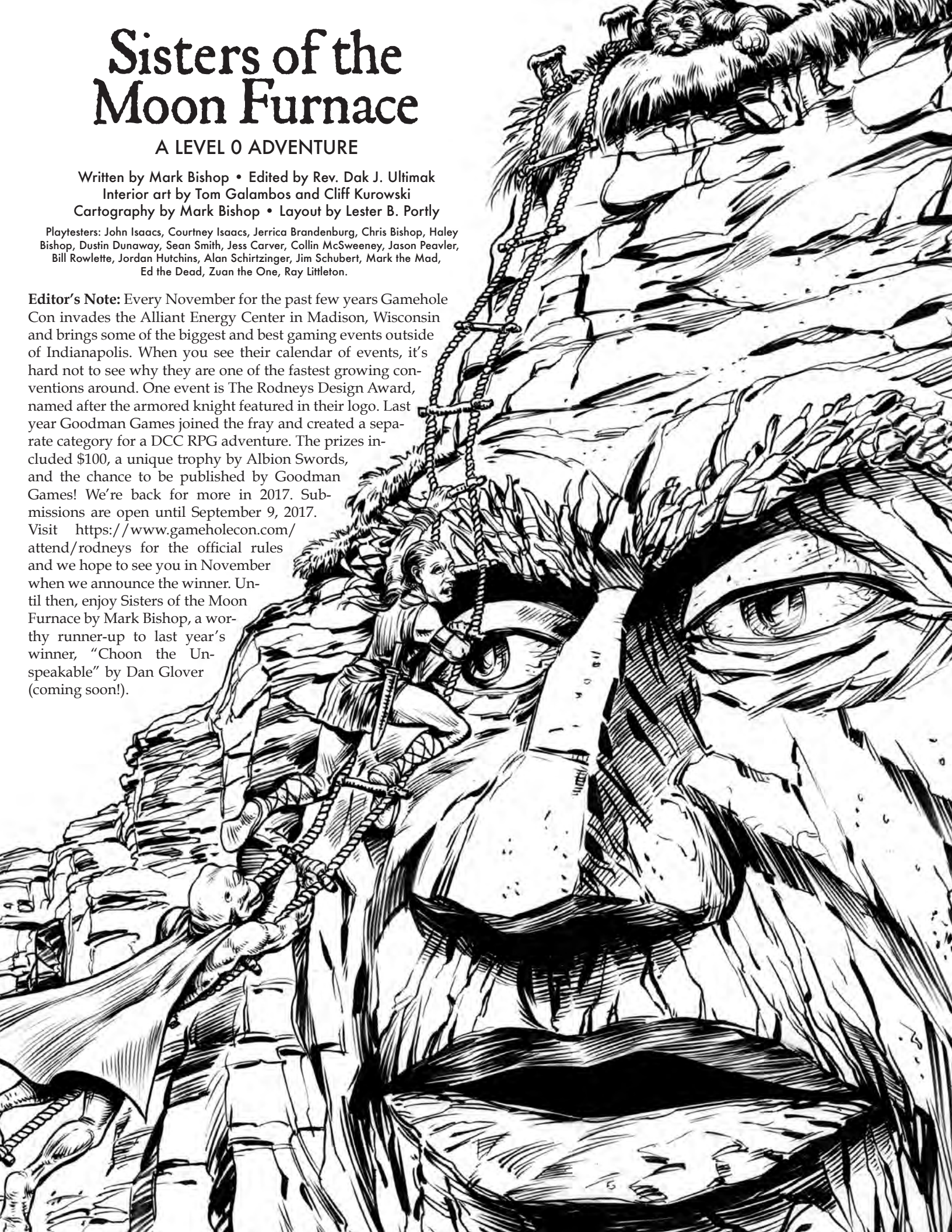
Sisters of the Moon Furnace

A LEVEL 0 ADVENTURE


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Editor's Note: Every November for the past few years Gamehole Con invades the Alliant Energy Center in Madison, Wisconsin and brings some of the biggest and best gaming events outside of Indianapolis. When you see their calendar of events, it's hard not to see why they are one of the fastest growing conventions around. One event is The Rodneys Design Award, named after the armored knight featured in their logo. Last year Goodman Games joined the fray and created a separate category for a DCC RPG adventure. The prizes included \$100, a unique trophy by Albion Swords, and the chance to be published by Goodman Games! We're back for more in 2017. Submissions are open until September 9, 2017. Visit <https://www.gameholecon.com/attend/rodneys> for the official rules and we hope to see you in November when we announce the winner. Until then, enjoy Sisters of the Moon Furnace by Mark Bishop, a worthy runner-up to last year's winner, "Choon the Unspeakable" by Dan Glover (coming soon!).




INTRODUCTION

isters of the Moon Furnace is an adventure that places 12 to 18 0-level (or 6 to 10 1st-level) characters atop a moon-lit tower plateau in the heart of a savage mystery. Depending on the number of players, each person may likely control multiple characters. Should a player lose all of their PCs to the adventure's perils, there are opportunities to replenish their ranks near the final encounter.

The world in which the PCs reside is a harsh place. Death and disease are more common than a gold coin. Heroes are molded from shoe-cobblers and turnip farmers, who will either rise to the occasion or perish unmercifully. In this adventure, the PCs awaken one starry night atop a high plateau beneath a crescent moon, similar to the birthmark that they have always possessed. Why they are here and how they may escape is the thrust of their adventure. If the characters are only beginning their adventuring lives, this first chapter can help to mold an interesting backstory for the PCs. If this adventure's story is dropped into an ongoing campaign, it would be easy enough to have the PCs awaken one starry night in this strange and foreign locale.


BACKGROUND

phelion, goddess of the nighttime orb is dead, torn asunder by the combined demon armies of Ghaas the Unclean and Vlox of Between Things. Her followers continue to offer up veneration, but it is the proxy-work of the Three Sisters who keep unknowing believers faithful with miracles, boons and blessings. In short, because of the ruse perpetuated by the Three Sisters, no one but the gods are aware that Aphelion is gone.

But all is as planned. For the Sisters would tell you—if they were inclined to confide anything to a mere mortal—that their master is not dead; that she cannot truly perish. They know that time and space are no measurements for a god and that in her final moments, she sundered her god-soul into a thousand lesser shards, sending them across time and plane. The Three Sisters—Lawful **Serenzah**, Chaotic **Anumati**, and Neutral **Majilaxhee**—know that Aphelion is hiding in plain sight, manifest as a thousand humans, sub-humans and creatures unknown, spread throughout time, all marked by the crescent moon. All are allowed to live a natural life, returning to the collective Soul upon their last breath.

But a millennium has passed. Exactly 966 souls have been reunited and the Three Sisters grow impatient. Created to expedite Her return, the Sisters have constructed the Moon Furnace to winnow down those final few living souls. For those remaining who are marked by the crescent moon, it is only a matter of time before they awaken one night atop a darkened tower. And then? Cunning and the luck of the die roll will determine if the PCs live to see the light that awaits them at the end of the tunnel, or if their mortal journey ends inside the dark reaches of the Moon Furnace.

STARTING THE ADVENTURE

he PCs awaken one starry night atop the highest point of a tower plateau, unaware of how they arrived. The cliff walls are sheer on every side, surrounded beneath by a cloud-like haze that obscures the earth below. As their journey begins, the players will have little clue about the cosmic game they have been sequestered for, but along the way, the pieces of the puzzle come together regarding Aphelion, the Three Sisters, and the purpose of the Moon Furnace.

In playtests, the PCs were encouraged to burn Luck when necessary to avoid an untimely reunion with the Soul of Aphelion. This adventure is all about the favor of the Three Sisters upon their similarly aligned “heroes”. It is perfectly in character for the Sisters to smile upon the plucky gong farmer if their bravery merits it. It can also inform the judge if he or she has a list of the PCs and their alignments handy before play begins.

PLAYER START

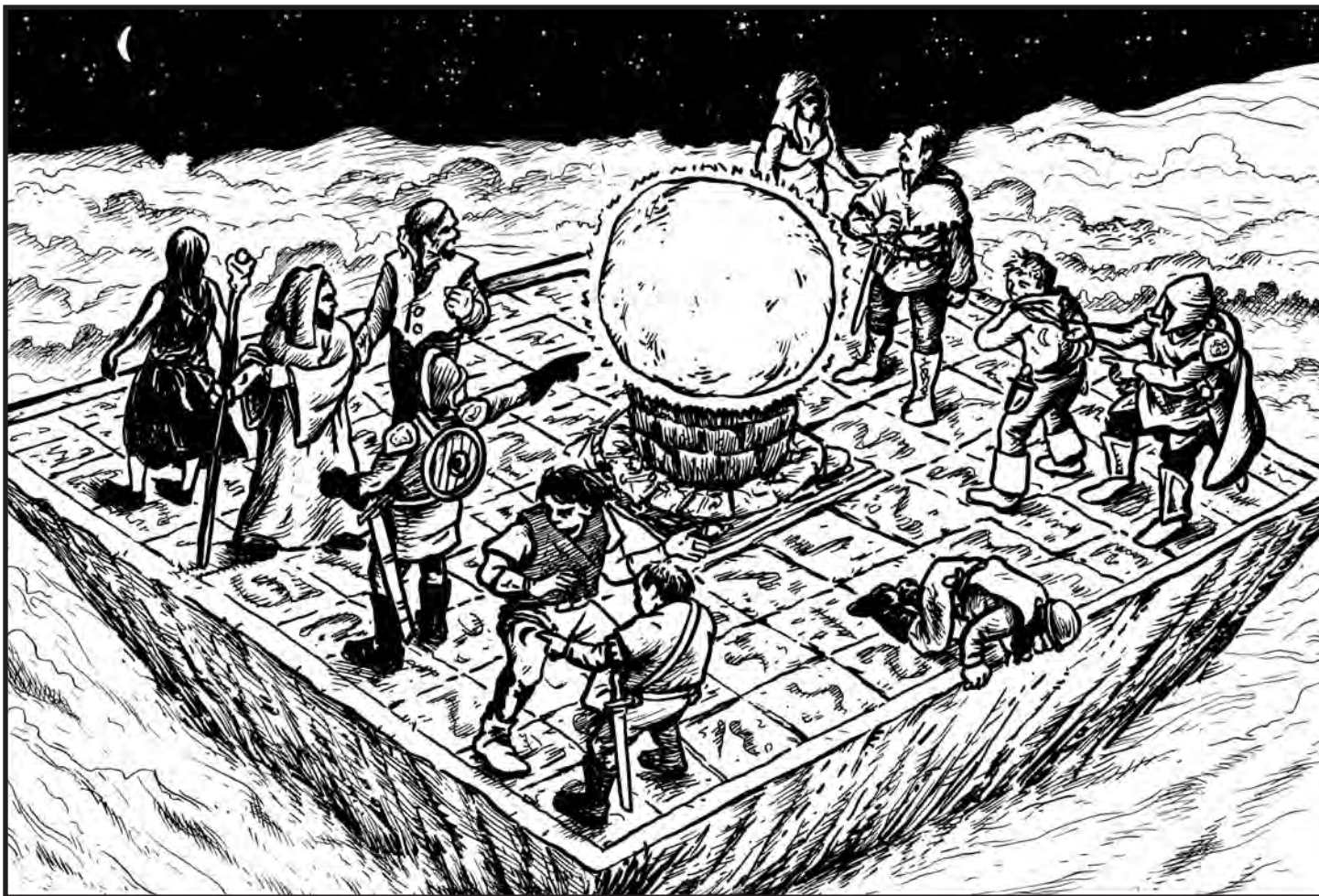
Area 1-1 • The Tower: *Your muscles ache; your head is pounding as you open your eyes to a million shimmering stars and a large crescent moon. Groggy, you stand to your feet, atop a high tower plateau. At your feet, large age-worn tiles are overgrown with grass. Each square is embedded with jewels, glittering in the moonlight. There are inscriptions, but in the faint light, your eyes have not adjusted.*

In the center of the plateau, a large stone orb sits upon the mouth of a crumbling well wall. Is it reflecting the moon light or is the boulder glowing? Suddenly you realize that you are not alone. Others around you begin to stir. And now you are sure of it: the large stone orb does glow and so too does the crescent moon birthmark that you have always had. You notice that the others share a similar luminous birthmark.

You have no memory of how you arrived atop this high tower plateau or how long you've been here. You only know that a soft voice inside your head whispers “descend... descend...”

The tower stands three-hundred feet above the forest floor, though that fact is obscured by the cloud-mist that surrounds it. To descend the cliff walls requires a DC 7 Strength or Agility check every round of movement. The mist envelops the PCs at around 40' down and the Rock Visage from area 1-2 will attempt to either blow the PCs off the ladder or devour them, though the PCs will not see their attacker.

Up to 4 PCs can contribute to a DC 33 Strength check to roll the stone orb from the well wall. On a second failed attempt, the wall will collapse and the boulder will roll back on the PCs (DC 13 Reflex save or 2d6 damage). A corpse is caught between the well wall and the boulder, falling into the darkness below (area 1-5) when the boulder is moved. Etched into the boulder, in elvish, is the phrase “*Summoned here the chosen of Aphelion; should they enter the furnace door, she desires them to live.*”



The plateau is covered with tiles, engraved with hieroglyphs of three different female figures. Each tile is embedded with either an emerald, a sapphire or a ruby. If a PC attempts to pry out a jewel, the others of that match will begin to glow. If the PC continues (DC 5 Strength check) and succeeds, the glowing jewels will rise and hover in the air momentarily before sailing as an arrow to the purloined jewel. 1d4 jewels will pass through the PCs body unless they succeed at a DC 18 Reflex save, doing 1d4 damage each. The now-fused jewels will form one large gem. A burgeoning wizard might discern with a DC 12 Intelligence check that the jewels are imbued with a feminine spirit.

A rope ladder descends on the southern side of the plateau. A smaller plateau can be seen intermittently through the swirling mist below.

Area 1-2 – The Rock Visage: *Halfway down the rope ladder, the earth begins to rumble. The sound of falling pebbles causes you to peer into the shadowy crevices of the cliff wall. An enormous craggy face appears in the mountain as cold dead eyes stare at a minuscule trespasser. He puffs his cheeks and blows a stout wind. (DC 16 Reflex save or be blown off the ladder 20' to landing, 2d6 damage).*

If the PC succeeds and hangs on, the wind will stop and the ladder will swing back to the cliff wall. The Rock Visage will then ask a riddle. *That part of the bird not seen in the sky, can skim 'cross the ocean and always stay dry... what am I?* The answer is a *shadow*. If answered correctly, the creature

ENCOUNTER TABLE

Area	Type	Encounter
1-1	T	well, gem shard
1-2	P/T	rock visage
1-3	C	3 spore spiders
1-4	C	corrupted pudding
1-5	C	avatar of Serenzah
1-6	C	floating heads
1-7	C	brick walrus/ 3 glinderian aliens
1-9	C	4 blood-blights
1-10	C	mosaic dragon
1-11	C	6 chill-touch skeletons
1-12	C	furnace warden/ 2 paroxysm's

THE THREE SISTERS

Never have the gods more delightfully inserted themselves into the affairs of mortal man than have the three sister servants of Aphelion: **Serenzah**, who measures the ocean's tide along with the ebb and flow of **Lawful** hearts; **Majilaxhee**, creature of whim, **Neutral** in the affairs of mortal ambitions, living in the twilight between darkness and light; and **Anumati** who's heart is as cold as the monument in a winter's graveyard, reveling in the unpredictable and the **Chaotic**.

Representing the three alignments, the Sisters cannot help but favor the plucky heroes who fall within their camps of lawful, neutral, or chaotic. Though the purpose of the furnace is to winnow down the "herd" and hasten Aphelion's return, each sister would rather *their* hero outlast the others. To amuse themselves, a Sister will grant boons to a similarly-aligned PC who finds favor. Since each PC is a part of Aphelion, it is important to the Three sisters that they stay true to the nature in which they were created.

The judge acts as the eyes and ears of the Three Sisters, seizing opportunities to reward (or penalize) them. Possible boons could include awarding Luck, temporary hit points, or guidance when firing into friendly melee. Penalties could include half damage against creatures of similar alignment, boils that impair vision in an encounter, or a roll on the minor corruption table (*DCC RPG* rulebook p.116). If the PCs lose favor, the fickle Sisters will certainly make them pay the price in blood.

will be amused at the cleverness of the PCs. Any other response and the ancient elemental will either attempt to blow every third descending PC off the ladder or, if they hang on, swallow them as they swing back (DC 16 Agility to dodge or 2d8 damage).

Area 1-3 – The Lower Plateau: *Moonlight reflects upon the dew-covered mushrooms and grasses of the lower plateau. One grouping of morels seems to form the number nine-hundred-and-sixty-six. Near the edge of the plateau, a wooden hatch is nearly overgrown. The bones of two dry-rotted skeletons rest nearby.*

Among the skeletal remains are a short bow with a dry-rotted drawstring (breaks on any roll of three or lower), a quiver containing six arrows, and a javelin. The hatch is locked from the other side. A DC 11 Strength check succeeds at smashing a hole large enough to unbolt the door, waking three Spore-Spiders sleeping among the mushrooms.

If any PCs should perish in this area, the party will witness the mushrooms coalescing to form a new number reflecting the total souls to join the collective. If a Lawfully aligned PC should land the killing blow against any of the spiders, Serenzah will smile upon them by doubling their next expenditure of Luck.

Spore Spiders (3): Init +1; Atk bite or claw +2 melee (1d4+sleep); AC 11; HD 1d8; hp 4 each; MV 15'; Act 1d20; SP sleep (DC 10 Fort Save or character falls asleep for 1d4 rounds); SV Fort +2, Ref +1, Will -1; AL C.

Area 1-4 – The Looted Armory: *An unlit chamber with cold grey walls and floors. It may have been an armory at one time though now the shelves are mostly bare, save for a few rusty swords and spears. A half-dozen atrophied corpses lay upon the floor. They died with weapons in hand.*

Indeed a weapons cache at one time, it has long been raided. Two rusty short swords hang upon wall brackets (1d6-1). Three spears (1d8) will each break upon first use. There are six withered cadavers. Searching the first *five*, the PCs will find by rolling a d6: (1) a dagger, pipe, and tobacco, (2) a sling, four marbles and a candle, (3) a hand-axe, a bar of soap and a glass eye, (4) a javelin, fish hooks, and fine string, (5) a trowel and a hearing cone, or (6) a crossbow, six bolts, and a turkey call.

The final cadaver – a dwarven corpse – will attack when disturbed, animated by the sentient pudding that has taken up residence inside it. The pudding was once a powerful wizard, corrupted now beyond recognition and remembrance. It still possesses just enough latent memory to muster a scorching eye spell.

Anumati has been searching for the hiding place of the old wizard for centuries and will "gift" any PC who lands the killing blow with full hit points and two small red horns. The blood of any fallen PC will flow to shape the new death toll for all to see.

Corrupted Pudding in a Dwarf Corpse: Init +0; Atk pseudopod +1 melee (1d4 acid) and scorching eye spell -1 missile fire (1d6 fire damage); AC 8; HD 3d10; hp 18; MV 10'; Act 2d20; SP half damage from slicing and piercing weapons; SV Fort +3, Ref +0, Will -1; AL C.

Area 1-5 The Snow Garden: *Shadows dance upon chamber walls, illuminated by green flames that curl in each brazier. Snowflakes fall from above though the ceiling is intact, covering the gnarled roots that have broken through the tiled floor and the stone statuary against the northern wall. The snow has melted near an iron grate set in the floor near the center of the chamber.*

If the PCs moved the boulder in area 1-1, a halfling's corpse lies at the foot of the ladder. He carries a set of thieves' tools and a sheep's-head mace (1d6). There is a statue for each sister. Written upon each base, in elvish, is the sister's name: **Serenzah** stands rested against a two-handed sword. **Majilaxhee** stands with a fan of tarot cards hiding her face; a spear at hand. **Anumati** stands with hollow eye sockets and a demon perched upon her shoulder, a flail in hand.

If the PCs kept any of the coalesced gems from area 1-1, they might notice with a DC 12 Intelligence check that there is an indentation near the feet of each Sister that would hold the jewel. A sapphire fits Serenzah; emerald for Majilaxhee; the ruby for Anumati. Any PC who sacrifices a gem to a Sister learns the name of *their* furnace patron and hears *her* voice urging them on, gaining an additional 1d8 damage on their next attack. Once seated, the jewel will turn to stone and merge with the statue.

Regardless of whether any gems are offered, the statue of Serenzah will animate, pointing her sword at the PCs in turn, asking "Who among thee is selfless enough to offer thy life

to the moon goddess Aphelion? Join her now and grant thy companions my favor." If a Lawful or Neutral PC should offer their life, Serenzah will instantly behead them and return to her pedestal. All remaining party members henceforth receive one opportunity to employ the *Recovering The Body* rule should they "die" in an encounter (DCC RPG rulebook p.93).. The sacrificed PC will resurrect in area 1-11 with 1 hp. If a Chaotic PC should sacrifice their life, Serenzah will behead them and Anumati, disgusted with the PC's show of benevolence, will animate the body to walk the halls, cursed to wander, carrying their own head.

If no PC offers to be sacrificed, Serenzah will attack the PC with the lowest Luck. The PCs shall see the furnace's new number(s) rise through the cold air in the steam of their own dead, as the blood flows toward the iron grate in the floor.

Avatar of Serenzah: Init +2; Atk two-handed sword +1 melee (1d10); AC 13; HD 3d8; hp 16; MV 30'; Act 1d20; SP half damage piercing weapons; SV Fort +4, Ref +2, Will +4; AL L.

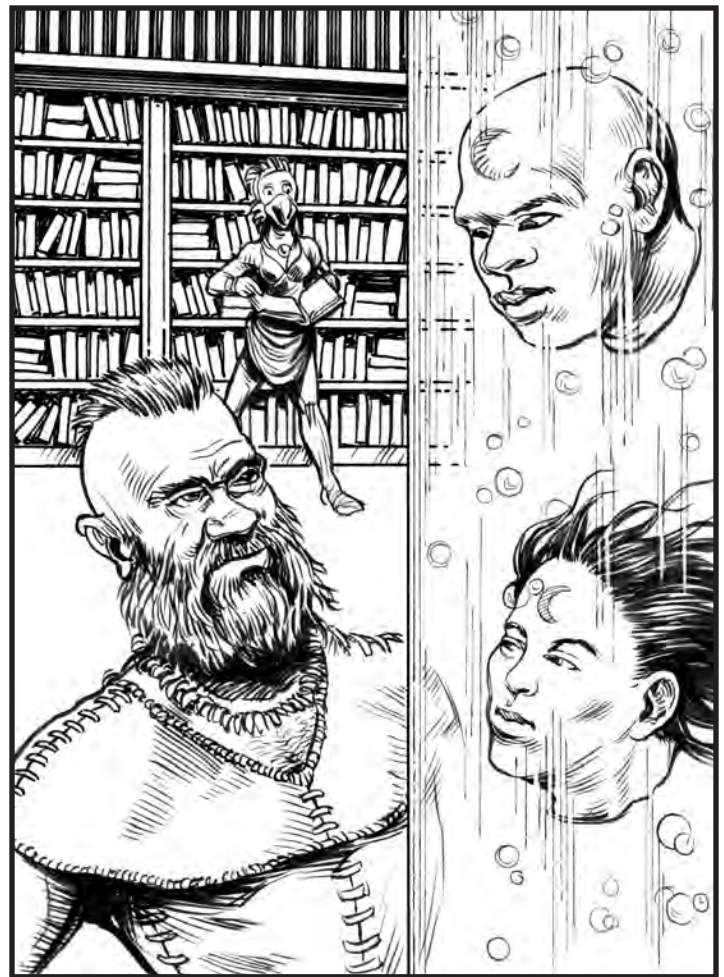
Area 1-6 Library of Souls: *The smell of old books finds you. The room glows with blue light, emanating from the large glass tube, 5' in diameter, running from floor to ceiling near the western wall. Floating inside the cylinder in blue liquid are several severed heads, each with a glowing crescent mark upon their foreheads. On every wall, bookshelves contain volume after volume of dusty tome and ledger.*

The floating heads will follow the actions of the PCs, gazing with unblinking eyes. Any PC that taps the glass must make a DC 14 Willpower save or fall under the telepathic control of the heads. Upon failure, the PC's eyes will turn black as they whisper "We are Aphelion..." making a single melee attack against the closest ally.

There are a thousand books in the library, each with one name inscribed upon its spine. If they search long enough, the PCs may find their own book. Inside is their life story up to the very moment when they entered this room. If they should peruse other volumes, they will see some lives ended here in the furnace, while older books show kings, merchants and peasants passing peacefully in their sleep. Each book ends in a number (excepting those still alive). Older books have lower numbers; newer books have higher numbers. If the PCs find books of their fallen comrades, they will see the number that was magically displayed when death found them.

Eventually, the floating heads will make telepathic attacks against the party, stopping only when the tank is destroyed. When the glass shatters, the swollen heads will spill to the floor, sputtering "You are Aphelion...". The Sisters are annoyed to have lost their collection of telepathic minds and so will curse the PCs with an automatic roll on the fumble table on their next missed melee attack (1d6 on table 4-2: Fumbles, DCC RPG rulebook, p. 80).

Floating Heads: Init +3; Atk mind scream 50' in all directions (DC 11 Will save or 1d3 and stunned ; AC 8; HD 5d12; hp 26; MV 0'; Act 1d20; SP stun (-2 to all attacks until the tube is destroyed); SV Fort +0, Ref -1, Will +3; AL varies.



Area 1-7 The Walrus King: *A torch can neither light the end nor the top of this large chamber. Great pillars guide to a massive statue perched upon a stone plinth, where small, oddly attired imps work vigorously to remove the idol's eyes.*

The pillars can be toppled with DC 18 Strength checks (two PCs may combine their efforts to meet the check) doing 1d12 damage each pillar. The "imps" are actually other-worldly explorers, crescent-marked themselves, sequestered just as the PCs have been. They wear *strange polished fabric* (space-suits) with arm gauntlets *adorned with glowing jewels* (program button pads) and *glass orbs around their heads*. The aliens will not notice the PCs right off, engaged as they are in stealing the gems.

The statue is that of The Walrus King. Majilaxhee will animate the brick statue regardless of the PC's actions, as she tires of the alien's vandalism. The Brick Walrus will, with a tail-swipe, fling one of the aliens to where the PCs cluster, bringing them into the fray should they tarry.

The judge will decide when attacking with the Brick Walrus or the "imps" if they will attack each other or the PCs. To put it in fate's hands, roll a d10 and whichever player that it points to, attack one of their PCs. If it points back to the judge, have the creatures attack each other. The Brick Walrus will avoid any PCs carrying a trowel. The statue's eyes are emeralds of Majilaxhee, identical in power to the gems found in area 1-1. The two tusks are carved with glowing runes, each imbued with a one-use spell (DC 10 Intelligence each to determine spells, see below).

Brick Walrus: Init +0; Atk gore +0 melee (1d8) and tail slap +1 melee (1d6); AC 10; HD 6d10; hp 30; MV 25'; Act 2d20; SP half damage piercing weapons, double damage blunt weapons, trowels do 3d6 damage; SV Fort +4, Ref +0, Will +0; AL N.

Walrus Spell Tusks: *Tusk One* is a Mending spell that will magically repair any one object (DCC RPG rulebook, p. 147). The spell gets an automatic +4 to the roll (along with other modifiers) and will, in this dungeon, repair magical items. *Tusk Two* is a *Magic Missile* spell that manifests as a soaring brick(s) (DCC RPG rule-book, p. 144). The spell gets an automatic +4 to the roll (along with other modifiers).

Gliderian Aliens "Imps" (3): Init +2; Atk +2 missile fire (range 40', 1d4 + choking or 1d4 Stamina loss, see below); AC 11; HD 1d8; hp 4 each; MV 20'; Act 1d20; SP vapo-sphere or marrow-drain (see Gliderian wrist gauntlets below); SV Fort +1, Ref +2, Will +1; AL N.

Gliderian Wrist Gauntlets: A sequence of glowing "jewels" activates the desired function, but because the algorithm is always in motion, any PC will always be guessing at which tool will engage when pushing the buttons. Roll 1d4 to see result. A PC can begin to understand the gauntlet's algorithm after 1d6+1 uses and a successful DC 16 Intelligence check.

1. Self-Destruct: The gauntlet begins to beep. It will explode next round on wearer's initiative and immediately implode in a mini-black hole taking the wearer with it (1d10 damage).
2. Phase-Teleport: Wearer disappears, then reappears next round on initiative 10' away in a random direction. (Roll a d10, go the direction it points.)
3. Marrow-Drain: +2 missile attack; a serpentine arc of energy drains the target's marrow (1d4 damage and 1d4 Stamina loss).
4. Vapo-Sphere: +2 missile attack; a globulous orb of purple gas forms around the target's head (1d4 choking damage for 1d3 rounds; DC 7 Fortitude save each round for half damage).

Area 1-8 Freight Elevator: *The hallway ends in an alcove where a block and tackle descends into an opening in the floor. A lever mechanism stands to the side, a rolled parchment tied to the handle.*

The parchment reads: "To read this tells me that you too have been marked by the crescent moon. Twelve of us there were at the peak; now it is only I and my father's axe. There is a doorway that leads out, through the furnace, if the gods will only let me reach it."

The lever will set the cargo elevator in motion, arriving in two rounds. The body of a dwarven corpse arrives with it, holding a battle-axe. His head has been stripped clean of flesh, leaving a polished skull.

Area 1-9 The Cavern: *The timbers of the old cargo lift groan as you descend into the cold darkness. Stalactites loom above and an eerie silence greets you on the cavern floor.*

Light cascades through the archway on the southern-most wall. Between the lift and the doorway, the path is littered with corpses, each skull stripped clean. To cross the cavern

is to tempt the blood-blights hiding among the stalactites. When a PC walks underneath, fanged maws stretch down to latch onto a PC's head (avoiding torch-bearers). Acidic juices dissolve the skin as interior proboscis siphon grey matter through the ear cavities.

The cadavers possess three sets of human-sized padded armor (+1), one set of elven-sized leather armor (+2), two pitchforks (1d8), and two flasks of oil.

If the PCs make sufficient noise to rouse them, hidden voices will call from behind shadowy formations "Are the creatures vanquished?" If the judge deems, the players can replenish their ranks with the trapped adventurers in this cavern.

Blood-Blights (4): Init +2; Atk engulf +2 melee (1d3 + 1 Intelligence loss per round; DC 14 Strength check to break free); AC 9; HD 1d10; hp 5; MV stretch 25'; Act 1d20; SV Fort +2, Ref +2, Will -2; AL C.

Area 1-10 The Fountain: *The chamber glows with green flame from the braziers upon the walls. A fountain stands in the form of three stone ladies offering drink. The walls are colorful mosaics; angels and demons, dragons and valiant knights. Above the fountain upon the vaulted ceiling, a silver trident is lodged in the masonry.*

Anyone knowledgeable of history might recognize the mosaics are telling the story of Aphelion and her defeat. A DC 12 Intelligence check will reveal that the moon goddess's soul was sundered into a thousand smaller shards and sent across the mountains, the seas and the stars. The tile collage shows those shards coming back together on a mountain where a moon-shaped boulder rests upon the peak. The final mosaic shows that in the lowest level of the mountain, a door stands open inside the mouth of a furnace. In ancient abyssal (DC 18 Intelligence check) it reads "Death's postponement."

There is a cavity near the base of each Sister in the fountain where the gems collected in Areas 1-1 or 1-7 might be seated. Only a sapphire will fit Lawful Serenzah, an emerald will fit Neutral Majilaxhee, and a ruby will fit Chaotic Anumati. Seating a gem activates a blessing for any PC aligned with that Sister who takes a drink from that Sister's hands, in the form of full hp. To drink from the wrong Sister's hands earns a roll on the minor corruption table (DCC RPG rulebook p.116). Unlike in Area 1-5, the gems can be unseated here and taken.

The trident in the ceiling is silvered (1d8+1d4 against undead). It can be reached by climbing the fountain and dislodged with a DC 11 Strength check. The weapon is lodged into a mosaic which depicts a dragon embroiled in battle with a mounted knight. To remove the trident releases the mosaic dragon. If the judge needs to challenge the PCs, the dragon can jostle the trident free and attack. If a Lawful PC strikes the felling blow, Serenzah laughs and confers one permanent point to that PC's Personality.

Mosaic Dragon: Init +3; Atk bite +1 melee (1d4) or tail swipe +1 melee (1d4) or claw +1 melee (1d4) or breath fire +3 missile fire (1d6); AC 12; HD 3d12; hp 18; MV 30'; Act 3d20; SV Fort -1, Ref +3, Will+1; AL C.

The dragon's fire attack can be anticipated as the fireball forms inside the loosely coalesced tiles, giving the target an additional DC 11 Reflex save to take half damage.

Area 1-11 The Graveyard: *The ladder descends past a ceiling of earth and gnarled roots. On the floor, crystals mimic the constellations, while on the ceiling, an upside-down graveyard hangs just barely out of reach. You feel the strange pull of gravity upon your neck though your feet stay firmly planted.*

The room is split between two planes of gravity. The ceiling is a graveyard; the floor shines with embedded quartz. A PC can leap from one plane to another with a DC 5 Agility check (dwarves and halflings at DC 7) as a move action. One grave contains a locked chest (DC 9 Agility or pick locks check to unlock). Inside the chest is a ram's skull ring (10 gp), a flask of oil, and a piece of parchment that reads *"We cannot move forward or backwards. We pilfered a sword that quelled the beasts but alas, it was broken near the furnace door. Curse the three sisters who brought us here."*

Frost-covered skeletons crawl from the graves and attack. Some will leap from one plane to the other, but attacks can come from either plane. If the judge deems that the players need to fortify their ranks, they may hear coughing from caskets in open graves where fellow moon-marked adventurers have been biding their time. If a Lawful or Neutral PC sacrificed their life in area 1-5, they will emerge from one of the graves, neck scarred, anemic, with 1 hp.

Chill-touch Skeleton (6): Init-2; Atk claw +0 melee (1d3 + frost damage, see SP); AC 8; HD 1d6; hp 3 each; MV 30'; Act 1d20; SP un-dead, half damage from piercing or slashing weapons, frost damage (DC 10 Fort save or frozen for one round); SV Fort +0, Ref -2, Will +0; AL C.

Area 1-12 The Portal: *Whispers loft past your ears in this hall. A stone furnace stands from floor to ceiling, constructed to look like the gaping maw of some foul demon. A broken sword lies on the floor. Do your senses betray you? You see sunlit fields beyond the furnace door, catching the fragrance of honeysuckle and hearing the song of the sparrow. Suddenly the passage is blocked. A robed figure emerges, standing between you and freedom. "I am your humble servant Oh Aphelion," he speaks. "I shall free you from these mortal shells."*

Tentacles—primordial paroxysms— will emerge on each side from behind the furnace, two for the Lawful Serenzah; two for the Chaotic Anumati. The robed guardian is a warden of Majilaxhee. The judge can use this final encounter to role-play the Three Sisters as they appear in ethereal form above the furnace. They may command the beasts to *"release our beloved goddess from the shell of the turnip farmer"* or *"destroy the dwarf that Aphelion may come to us!"*

Any PC who strikes while in possession of one of the Sister's gems (found in area 1-1 and 1-7) adds +2 to each attack. To hurl a gem as a weapon does 1d12+3 damage, destroying the gem. The broken mithril sword on the floor can be repaired with the mending spell found in area 1-7 and gains for its wielder +3 to attacks and an additional 1d6 damage. Once passed through the portal door, it becomes an ordinary, if not legendary, mithril sword (elven engraved *Atonement*).

Majilaxhee's Warden: Init +1; Atk staff +2 melee (1d4 + 1 Luck loss) and scimitar +2 melee (1d6); AC 14; HD 4d6; hp 14; MV 30'; Act 2d20; SP staff drains 1 point of Luck on hit; SV Fort +4, Ref +1, Will +3; AL N.



Serenzah's Alabaster Paroxysm: Init +2; Atk tentacles +3 melee (1 + grapple); AC 11; HD 4d10; hp 18; MV 40'; Act 2d20; SP grapple (DC 12 Strength or Agility check to escape, 1d4 damage on subsequent rounds if still grappled); SV Fort +6, Ref +2, Will +0; AL L.

Anumati's Ebony Paroxysm: Init +2; Atk tentacles +3 melee (1hp + grapple); AC 11; HD 4d10; hp 18; MV 40'; Act 2d20; SP grapple (DC 12 Strength or Agility check to escape, 1d4 damage on subsequent rounds if still grappled); SV Fort +6, Ref +2, Will +0; AL C.

When all three champions have been defeated, the Sisters will speak in unison, *"Aphelion is strong... her courage, wisdom and valor shines within you. Return to the mortal realms. The eyes of the Sisters are watching..."*

When the PCs step through the portal, let the judge place them where he or she may, ready to begin the next adventure. In an ongoing campaign, allow the Three Sisters and the moon-marks to become a colorful backstory element for the PCs. This early chapter in their lives should never be forgotten and perhaps from time-to-time, their birthmarks will begin to glow for no reason... *or for a very good reason.*

The Moon Goddess cannot return until the last crescent-marked soul is dead. Are your player's PCs the last remaining? Do other gods, demons or realms-watchers have a vested interest in keeping Aphelion from returning? Do cultists stalk the heroes wishing to hasten Aphelion's return? Perhaps the Three Sisters become patrons for the PCs as they patiently wait for the last crescent-marked soul to return.

Not all who enter the moon-furnace live to tell the tale. Those who do are never truly the same.



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GOODMAN GAMES' OFFICIAL

	Thursday (August 17)	Friday (August 18)	Saturday (August 19)	Sunday (August 20)
8:00 AM - 12:00 AM		Sailors on the Starless Sea - DCC RPG - John Salyer		
9:00 AM - 1:00 PM	Escape from the Purple Planet - DCC RPG - Dan Domme	Of Mice and Minimals - MCC RPG - Michael Bolam	Please Xcrawl Don't Hurt 'Em - Xcrawl Classics - Brendan LaSalle	Please Xcrawl Don't Hurt 'Em - Xcrawl Classics - Brendan LaSalle
9:00 AM - 1:00 PM	Please Xcrawl Don't Hurt 'Em - Xcrawl Classics - Brendan LaSalle	The Vile Worm - DCC RPG - Jeff Good	Elzemon and The Blood-Drinking Box - DCC RPG - Jeff Good	The Museum at The End of Time - MCC RPG - Jeff Good
9:00 AM - 1:00 PM	Scattered Over Centaurus VII - DCC RPG - James Walls	Hubris: It Came From... OUTER SPACE!! - DCC RPG - Mike Evans	Hubris: Orcs - A High Octane Adventure - DCC RPG - Mike Evans	The Cunning Crown of Majlisar - DCC RPG - Julian Bernick
9:00 AM - 1:00 PM	The Museum at The End of Time - MCC RPG - Jeff Good	Frozen in Time - DCC RPG - PJ Foxhoven	Frozen in Time - DCC RPG - PJ Foxhoven	Microcosm Remade - DCC RPG - Dieter Zimmermann
9:00 AM - 1:00 PM	Escape from the CYBERLICH! - DCC RPG - John Dahlstrom	Time Bandits of Areth - DCC RPG - John Dahlstrom	Wrath of the Gungan Horde - DCC RPG - James Walls	The Frost Fang Expedition - DCC RPG - James Walls
9:00 AM - 1:00 PM	The Woeiful Tale of Sour Spring Hollow - DCC RPG - Brent Tomlinovic	Please Xcrawl Don't Hurt 'Em - Xcrawl Classics - Brendan LaSalle	Assault on Redfern Village - DCC RPG - Dustin Clark	The Eon Spa of the Dreaming Sorcerers - DCC RPG - Sam Clifford
9:00 AM - 1:00 PM	Please Xcrawl Don't Hurt 'Em - Xcrawl Classics - Erica King	Lankmar Nights - DCC RPG - Michael Curtis - Hyatt Hotel, Directors #1	Lankmar Nights - DCC RPG - Michael Curtis - Hyatt Hotel, Directors #1	Lankmar Nights - DCC RPG - Michael Curtis - Hyatt Hotel, Directors #1
9:00 AM - 1:00 PM	Assault on the High Tower - MCC - Jim Wampler	The Heist - DCC RPG - Harley Stroth	Please Xcrawl Don't Hurt 'Em - Xcrawl Classics - Erica King	Time Bandits of Areth - DCC RPG - John Dahlstrom
9:00 AM - 1:00 PM	Don't Eat the Worm - DCC/Dark Trails Playtest - David Barry	Incursion of the Ultradimension - MCC - Jim Wampler	Blessings of the Vile Brotherhood - MCC - Jim Wampler	Sky Ov Crimson Flame - DCC RPG - Thorin Thompson
9:00 AM - 1:00 PM		Stormtroopers of the First Order - DCC RPG - James Walls	Escape from the CYBERLICH! - DCC RPG - John Dahlstrom	Masks of Lankmar - DCC RPG - Lance Fietm
9:00 AM - 1:00 PM		Bite of a Dragon - DCC RPG - Troy Tucker	Takes from the Shudder Mountains - DCC RPG - Brent Tomlinovic	
9:00 AM - 1:00 PM	Bride of the Black Manse - DCC RPG - Valerie Emerson	Bride of the Black Manse - DCC RPG - Valerie Emerson	Bride of the Black Manse - DCC RPG - Valerie Emerson	Bride of the Black Manse - DCC RPG - Valerie Emerson
9:00 AM - 1:00 PM	A Gathering of the Marked - DCC RPG - Ethan Hammersmith	Doom of the Savage Kings - DCC RPG - Ethan Hammersmith	The Papyrus Elves of a Central Nome - DCC RPG - Troy Tucker	
9:00 AM - 1:00 PM		Sky Ov Crimson Flame - DCC RPG - Thorin Thompson	Well of Souls - DCC RPG - Sarah Brown	
9:00 AM - 1:00 PM		Attack of the Fluffy Bunny Cult - DCC RPG - Steve Sims		
9:00 AM - 1:00 PM		The End of Watch or The Feytrap - DCC RPG - Antoine Gagnon		
9:00 AM - 1:00 PM		Ghost Wolf - DCC RPG - Brad Bell		
9:00 AM - 1:00 PM			2017 DCC Tournament Round 2, Table 1 (TD, DB, MB)	2017 DCC Tournament Round 3, Table 1 (MB, HS)
9:00 AM - 1:00 PM	2017 DCC Tournament Round 1, Table 1 (TD, MB)	2017 DCC Tournament Round 1, Table 5 (DB, RH)	2017 DCC Tournament Round 2, Table 2 (TD, DB, MB)	2017 DCC Tournament Round 3, Table 2 (MB, HS)
9:00 AM - 1:00 PM	2017 DCC Tournament Round 1, Table 2 (TD, MB)	2017 DCC Tournament Round 1, Table 6 (DB, RH)	2017 DCC Tournament Round 2, Table 3 (TD, DB, MB)	
1:00 PM - 2:00 PM		Writer-palooza / Artist-palooza at the Goodman Games Booth	Writer-palooza / Artist-palooza at the Goodman Games Booth	
1:00 PM - 2:00 PM	lunch break	lunch break	lunch break	lunch break
2:00 PM - 6:00 PM		2017 DCC Tournament Round 1, Table 7 (TD, RH, DB)		
2:00 PM - 6:00 PM	2017 DCC Tournament Round 1, Table 3 (MB, RH)	2017 DCC Tournament Round 1, Table 8 (TD, RH, DB)		
2:00 PM - 6:00 PM	2017 DCC Tournament Round 1, Table 4 (MB, RH)	2017 DCC Tournament Round 1, Table 9 (TD, RH, DB)	Violence for Voishal - DCC Lankmar - Terry Olson	Attack of the Fluffy Bunny Cult - DCC RPG - Steve Sims (12:30 - 4:00)
2:00 PM - 6:00 PM	DCC Classics: Jewels of the Carnifex - DCC RPG - Thorin Thompson	Violence for Voishal - DCC Lankmar - Terry Olson		Hole in the Sky - DCC RPG - Raymond Weidner (12:00 - 4:00)
2:00 PM - 6:00 PM	ROCK GOD DEATH-FUGUE: Dice & Drugs and Rock 'n Roll the DCC Way! - DCC - Steve Bean	Sailors on the Starless Sea - DCC RPG - John Salyer	Dingonbottle Brooklyn - X-Crawl DCC - Michael Bolam	
2:00 PM - 6:00 PM		The Madhouse Meets - DCC Lankmar - Michael Bolam	Outsmart, Outkill - DCC RPG - Julian Bernick	
2:00 PM - 6:00 PM	Tower out of Time - DCC RPG - John Salyer	A Cold and Dark Existence - MCC RPG - James Floyd Kelly	Please Xcrawl Don't Hurt 'Em - Xcrawl Classics - Brendan LaSalle	
2:00 PM - 6:00 PM	Please Xcrawl Don't Hurt 'Em - Xcrawl Classics - Brendan LaSalle	The Jeweler that Dealt in Stardust - DCC RPG - Dan Domme	The Temple of Lasorace and The Kung-Fu Masters of the 4th Dimension - DCC RPG - Dan Domme	
2:00 PM - 6:00 PM			Tournament of the Damned Furnel - DCC RPG - Steve Sims	
2:00 PM - 6:00 PM	The Heist - DCC RPG - Harley Stroth	A Gathering of the Marked - DCC RPG - Ethan Hammersmith		
2:00 PM - 6:00 PM	Xcrawl Providence - Xcrawl / DCC - Tim Dischune			
2:00 PM - 6:00 PM	Doom of the Savage Kings - DCC RPG - Ethan Hammersmith			
2:00 PM - 6:00 PM			The Heist - DCC RPG - Harley Stroth	

GEN CON 2017 EVENT GRID

	Thursday (August 17)	Friday (August 18)	Saturday (August 19)	Sunday (August 20)
2:00 PM - 6:00 PM	DragonMech: Grave of the Gearwright - DCC RPG - Dieter Zimmermann	DragonMech: Temple of Serotifacit - DCC RPG - Dieter Zimmermann	Microcosm Remade - DCC RPG - Dieter Zimmermann	
2:00 PM - 6:00 PM	Attack of the Fluffy Bunny Calt - DCC RPG - Steve Sims	The Eon Spa of the Dreaming Sorcerers - DCC RPG - Sam Clifford	The Falcate Idol - DCC RPG - Dustin Clark	
2:00 PM - 6:00 PM	The Maul Mail - DCC RPG - Jim Yoder	Death Among the Pines - DCC RPG - Brent Tomlonovic	The Sword & The Stars - DCC RPG - Marc Bruner	
2:00 PM - 6:00 PM	Bride of the Black Manse - DCC RPG - Raymond Weidner	The Arwath Grinder - DCC RPG - Sarah Brown	The Eon Spa of the Dreaming Sorcerers - DCC RPG - Sam Clifford	
2:00 PM - 6:00 PM	Temple of the High Snoozer - DCC RPG - David Coppoletti		The Chained Coffin - DCC RPG - Brent Tomlonovic	
2:00 PM - 6:00 PM		The Maul Mail - DCC RPG - Jim Yoder	The Arwath Grinder - DCC RPG - James Yoder	
2:00 PM - 6:00 PM		Bride of the Black Manse - DCC RPG - Raymond Weidner	Hole in the Sky - DCC RPG - Raymond Weidner	
2:00 PM - 6:00 PM		Dark Trails Mystery Theater - DCC RPG - David Coppoletti	Prince Charming the Reanimator - DCC RPG - Sarah Brown	
2:00 PM - 6:00 PM			Arena Race Prologue Edition - DCC RPG - David Coppoletti	
6:00 PM - 7:00 PM	dinner break	dinner break	dinner break	
7:00 PM - 8:00 PM			What's New with Goodman Games Seminar - Crown Plaza Hotel, Grand Central Ballroom C	
7:00 PM - 11:00 PM	The Eon Spa of the Dreaming Sorcerers - DCC RPG - Sam Clifford			
7:00 PM - 11:00 PM	Escape from New Ragdasil - DCC RPG - Tim Deschere (was Fletcher Blake)	DCC First Time Mystery Crawl (Enter the Portal Under an Empty Star) - DCC RPG - GM Sonny Scott		
7:00 PM - 11:00 PM	Bile of a Dragon - DCC RPG - Troy Tucker	DCC First Time Mystery Crawl (Island of the Gonturzap) - DCC RPG - GM Cory Gahsman		
7:00 PM - 11:00 PM	They Served Brandolyn Red - DCC RPG - Sarah Brown	DCC First Time Mystery Crawl (Ought's Haunted Quest) - DCC RPG - GM Joan Troyer		
7:00 PM - 11:00 PM	Where the Drowned God Dwells - MCC RPG - Michael Jones			
7:00 PM - 11:00 PM	DCC Classics: The 13th Skull - DCC RPG - Thorin Thompson			
7:00 PM - 11:00 PM	Please Xcrawl! Don't Hurt 'Em - Xcrawl Classics - Brendan LaSalle	Please Xcrawl! Don't Hurt 'Em - Xcrawl Classics - Brendan LaSalle		
7:00 PM - 11:00 PM	Careful What You Ask For - DCC RPG - Lance Helm			
7:00 PM - 11:00 PM	Cyberhive Citadel - DCC RPG - Jim Yoder			
7:00 PM - 11:00 PM	The End of Watch or The Feytrap - DCC RPG - Antoine Gagnon			
7:00 PM - 11:00 PM	The King's Hunt - DCC RPG - Brad Bell			
7:00 PM - 11:00 PM	You're Not in Kansas Any More - DCC RPG - Gary Fortuin			
7:00 PM - 11:00 PM	Tower of the Black Pearl - DCC RPG - Jon Carnes			
8:00 PM - 12:00 PM	Caverns of Utrachia - DCC RPG - Dan Domme	The Papyrus Elves of a Central Nome - DCC RPG - Troy Tucker		
8:00 PM - 12:00 PM	Five Ways to End the World - DCC RPG - Julian Bernick	Tegel Manor - AD&D 1st Edition - Julian Bernick		
8:00 PM - 12:00 PM	Shade Hunter: A Nowhere City Nights Adventure Play Test - DCC - Steve Bear	Advance of the Adventure Lords: Mutant Crawling the 2015 DCC RPG Xmas Module - MCC - Steve Bear	Directive from "The Don" A.L.D. - Dopey-Mutant-Losers Must Be Fined! - MCC - Steve Bear	
8:00 PM - 12:00 PM		The People of the Pit - DCC RPG - John Salyer	Where the Drowned God Dwells - MCC RPG - Michael Jones	
8:00 PM - 12:00 PM		The Arwath Grinder - MCC RPG - Michael Jones		
8:00 PM - 12:00 PM		The 13th Skull - DCC RPG - Gary Fortuin	DCC First Time Mystery Crawl (The Emerald Enchanter) - DCC RPG - GM Sonny Scott	
8:00 PM - 12:00 PM		The Quicksilver Panopticon - DCC RPG - David Coppoletti	DCC First Time Mystery Crawl (Portal to the Plane of Probability) - DCC RPG - GM Cory Gahsman	
8:00 PM - 12:00 PM		And the Sky-Gods Fell From on High - MCC RPG - Jon Carnes	DCC First Time Mystery Crawl (Knight's Haunted Quest) - DCC RPG - GM Joan Troyer	
8:00 PM - 12:00 PM		A Night at the Crossroads - DCC RPG - Antoine Gagnon	A Night at the Crossroads - DCC RPG - Antoine Gagnon	
8:00 PM - 12:00 PM		Careful What You Ask For - DCC RPG - Lance Helm	Twilight of Solstice - DCC RPG - Lance Helm	
8:00 PM - 12:00 PM				
8:00 PM - 12:00 PM	optional: open gaming (ie, Doug Con)	optional: open gaming (ie, Doug Con)	optional: open gaming (ie, Doug Con)	

REAL LIFE ADVENTURES: THE GOODMAN GAMES 2017 CREATIVE RETREAT

By Joseph Goodman

Dungeon Crawl Classics is a game grounded at the origin point of D&D. Fundamentally DCC tries to recreate what D&D could have been, had Gyax and Arneson utilized the same inspirational sources but had exposure to the 40+ years of RPG game design evolution that has occurred since their earliest work. Much of the creative inspiration for D&D evolved from the creative works now known as Appendix N (along with a healthy dose of *Hammer Horror* movies, EC Comics, and other material). The rules material for D&D, as opposed to the creative material, is arguably rooted in simulationism – the design approach of 1960s-1970s era wargames, where a conscious effort is made to create rules that accurately simulate “real” conditions. Over the years, the emphasis on simulationism has declined, and we no longer write rules that try to strictly interpret real physics. But what if we merged these two concepts? What if we encouraged real-world experiences that mirrored fantasy/sci-fi tropes, and tried to derive creative inspiration from that “fantastic simulationism”?

I have long encouraged “creativity through simulationism” – getting out into the fantastic places of “the real world” as an inspiration for writing about it. Harley in particular is also a big advocate of this approach. In early 2017, I took the Goodman Games creative crew on a “creative retreat” in northern California. In one very long week, we visited a host of unusual sites, all of which had clear application to inspiring creative writing. The goal was to break out of our comfort zones and find real-world locations that can better infuse our creative works. We were simulating fantasy writing through real-world adventures, or at least as close as we could come to that.

This article is a collection of photographs from that trip. They are included here in part as my own personal “yearbook” so I can remember the trip, but also so that you, dear reader, may gather inspiration from them. If you would like to become an even better judge or player of DCC, I would encourage you to find your own local inspirations. There are many natural and manmade locations in the world that can set the mind spinning around fantastic possibilities. As you explore such places, think about how they could apply to your own games. In this very issue of the Program Guide you can find a description of one such site written by Marc Bruner. I’m sure you will find many such sites in your own area if you search.

The Goodman Games Creative Retreat Itinerary

Manmade Locations

Alcatraz, a real island fortress and jail in the San Francisco Bay. <https://www.nps.gov/alca/index.htm>

SF-88, a restored Nike nuclear missile launch site north of San Francisco. <https://www.nps.gov/goga/nike-missile-site.htm>

The USS Hornet, a restored aircraft carrier moored in Alameda. <https://www.uss-hornet.org>

The Winchester Mystery Mansion, a haunted mansion in San Jose. <http://www.winchestermysteryhouse.com>

Hearst Castle, an American castle and estate with its own wild zebra herd. <http://hearstcastle.org>

The Madonna Inn, a madhouse of a hotel. <http://www.madonnainn.com>

Natural Locations

The elephant seal breeding grounds at Año Nuevo State Park, north of Santa Cruz. http://www.parks.ca.gov/?page_id=523

Big Basin Redwoods State Park, home of many giant redwoods and natural waterfall trails. http://www.parks.ca.gov/?page_id=540

The Mystery Spot, a gravitational anomaly in the Santa Cruz mountains. <http://www.winchestermysteryhouse.com>

Stores

Dark Carnival, bookstore of the imagination. <http://www.darkcarnival.com>

Borderlands Books, a bookstore of fantasy, science fiction, mystery and horror. <http://www.borderlands-books.com>

Paxton Gate, a natural curiosities store. <https://paxtongate.com/paxton>



At SF-88 Nike Missile Site: Doug Kovacs, Rev. Dak Ultimak, Harley Stroth, Ranger Al, Tom Denmark, Brendan LaSalle (kneeling), Michael Curtis, Stefan Poag (kneeling), Joseph Goodman, Jim Wampler, Brad McDevitt



In front of the USS Hornet: Brendan LaSalle, Doug Kovacs, Harley Stroth, Rev. Dak Ultimak, Michael Curtis, (kneeling row) Stefan Poag, Steven Bean, Jim Wampler, (standing row) Joseph Goodman, Brad McDevitt.



At dinner after the Winchester Mystery Mansion: (left side of table) Michael Curtis, Stephen Newton, Joseph Goodman, Terry Olson, Rev. Dak Ultimak, Brad McDevitt, (right side of table) Jim Wampler, Brendan LaSalle, Doug Kovacs, Harley Stroth, Steven Bean, Stefan Poag



At the elephant seal breeding grounds: Brad McDevitt, Jim Wampler, (kneeling) Harley Stroth, Michael Curtis, Brendan LaSalle, Joseph Goodman, Rev. Dak Ultimak, Steven Bean, Stefan Poag, Stephen Newton, Terry Olson, Doug Kovacs



At the waterfall in Big Basin Redwoods State Park: Rev. Dak Ultimak, Brendan LaSalle, Jim Wampler, Doug Kovacs, Stefan Poag, Michael Curtis, Brad McDevitt



At the Mystery Spot: Terry Olson, Doug Kovacs, Brendan LaSalle, (between Brendan's legs) Harley Stroth, Joseph Goodman, Brad McDevitt, Stefan Poag, Jim Wampler, Steven Bean, Rev. Dak Ultimak, (lying on ground) Michael Curtis

ALCATRAZ



SF-88 MISSILE BASE



USS HORNET



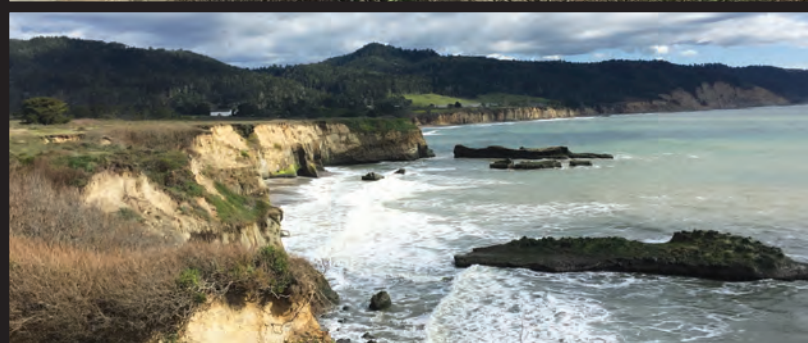
WINCHESTER MANSION



HEARST CASTLE



AÑO NUEVO STATE PARK



BIG BASIN REDWOODS STATE PARK



THE MYSTERY SPOT



DEALING DCC ON THE STREET



PAXTON GATE



CABINET OF CURIOSITIES



INTO THE BUNKER!



WARNING SIGNS!



REAL LIFE ADVENTURES: THE ALAMO

By Marc Bruner

Like many Texans, my childhood was steeped with lore of the Alamo. Names like Crockett, Bowie, and Travis were emblazoned on local elementary schools and the phrase "Remember the Alamo!" was part of the general culture meant to foster a spirit of independence in every true "Texian". The Alamo *was* history, albeit of a type that conveniently skipped over the centuries of Native American and Spanish influence prior to it becoming most famous as the site of a pivotal battle in the Texas' war for independence from Mexico.

The first time I visited the Alamo, it was during a family vacation on the way to the gulf coast. I was in prime 80's-role-playing-kid age, immersing myself in fiend folios, unearthed arcana, and dungeon master's guides, and shopping for my gaming material at Waldenbooks and B. Daltons, the only stores in town that carried a selection of D&D books. I recall little from that trip, but I definitely remember a) there was no basement and b) everyone's first impression is completely true: it is way smaller than you imagine it, that is until you start digging into its rich history.

The iconic Alamo chapel with its bell-shaped facade is actually only a small part of the original complex. Originally the Mission San Antonio de Valero, the Alamo was one of 26 Spanish missions in Texas that comprised a series of religious outposts established by Catholic church to spread the Catholic doctrine among area Native Americans. Early in its history the growing site was walled to keep out Apache raids and was improved over the years as it became repurposed as a prison, barracks, and even a hospital.

Revisiting the Alamo recently with my own family made me consider how the setting would make a great inspiration for a 'last-stand' encounter for an adventure - think Helm's Deep, but with much more of an improvised feel to the defenses. By the time of the famous battle, the site sprawled across three acres and had a perimeter wall a quarter mile long made of 3' thick stone that ranged in height from 9'-12' except sections where there was a hastily constructed wooden palisade and a series of earthen-work lunettes that jutted out to provide raised emplacements for cannons. The defenders were too few to man the entire length of the barricade and ill-prepared for an extended siege against a numerically superior enemy

force. Since they didn't have enough ammo, they filled their cannon with any metal they could find, including door hinges, nails, and chopped-up horseshoes, essentially turning the cannon into giant shotguns. Weather was a factor as well as it was close to freezing, a rarity for south Texas even in February and something neither side was prepared for.

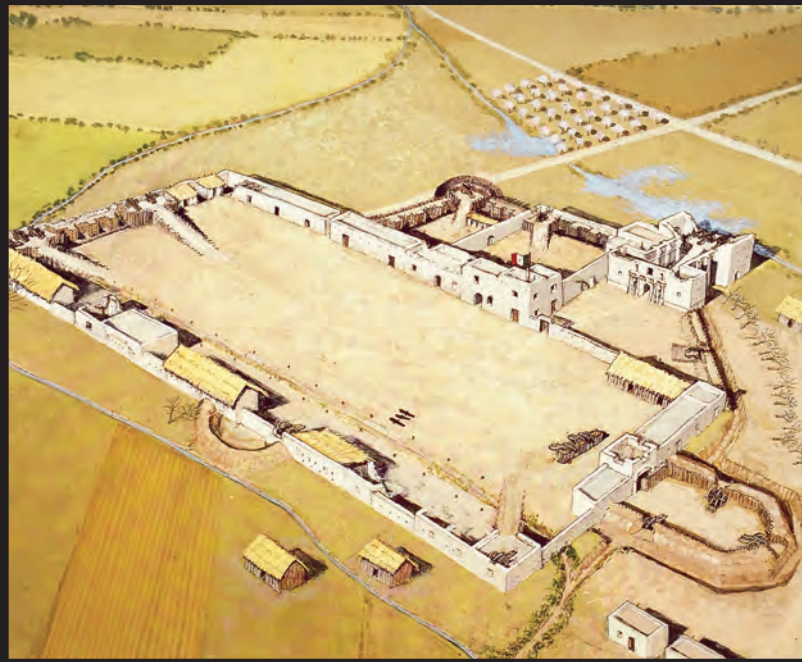
The lead-up to the attack took almost two weeks as the Mexican army continued to arrive until there were nearly 2000 soldiers encamped in the surrounding town of San Antonio de Béxar, cutting off the perhaps ten score defenders inside. The final assault was preceded by intense canon fire that suddenly ceased, lulling the weary defenders into sleep such that the initial attack was not observed until the leading Mexican troops were inside musket range, about 200' from the walls. Within a quarter hour the attackers carried the walls and the battle became a pitched door-to-door melee.

The chapel was primarily used as a place of last retreat for the defenders overwhelmed after the initial early morning assault. Unlike the building that stands today, at the time of the battle it had no arching facade and no roof, and the four niches located on either side of the door would have held carved statues of saints instead of standing barren. The last of the Texians to die were the men manning the two cannon in the former chancel. The Mexican soldiers used a captured cannon to blow apart the barricades at the front of the church and storm inside. One defender who had been tasked with keeping the gunpowder from falling into enemy hands was killed by a musket ball with his torch only inches from the powder. If he had succeeded, the explosion would have likely destroyed the entire church!

The story of the Alamo is rich with inspiration for judges wishing to integrate elements based on the many historical details surrounding this iconic set of buildings. The idea of a desperate defense against an enemy that gives no quarter is easily modifiable to the time period of any campaign and can be a memorable challenge for any party, especially if they have to contend with a similar grim reality to that of what the defenders of the Alamo had to endure. With that, here are a handful of additional ideas for Alamo-inspired encounters inspired by the events of the battle.

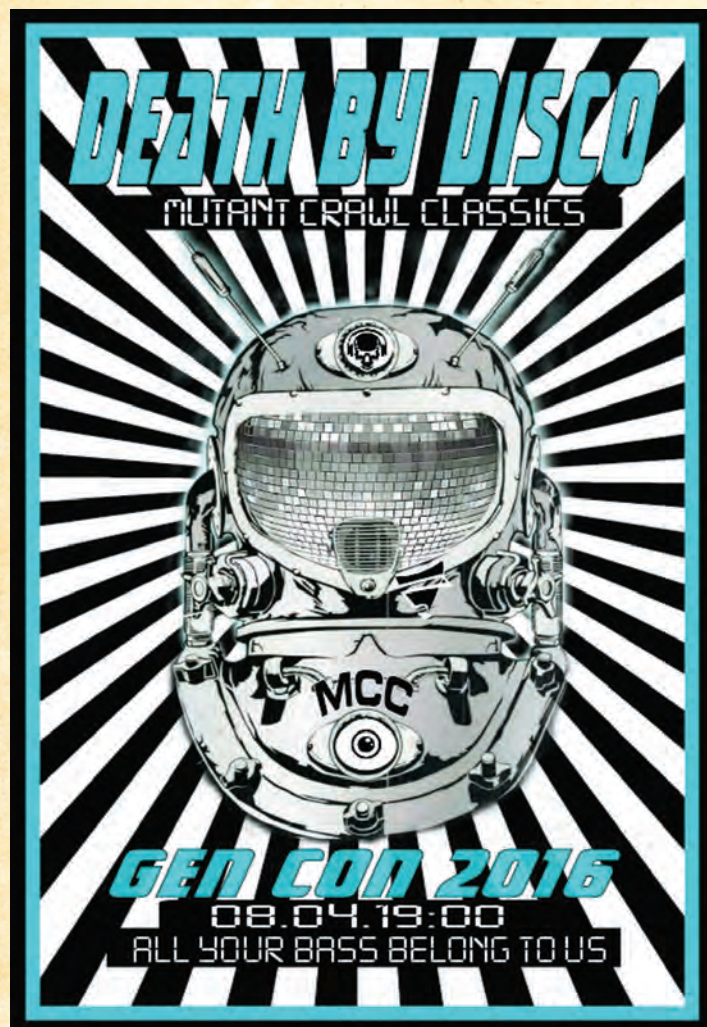
ALAMO ENCOUNTERS

- The PCs man a lunette or a portion of the wall facing off against a group of enemy forces. Weary from days of constant skirmishes testing the defenses, the enemy bombardment suddenly ceases and an eerie silence falls over the battlefield.
- The party must take over the defenses after the garrison commander falls ill and lead the disorganized group of volunteer ranchers and frontiersmen in its defense, overcoming the lack of professional training and weapons.
- The PCs are scouts sent out to burn abandoned shacks and cover near the walls and encounter an enemy raiding party preparing for a night-time assault.
- A cleric in the party serves in an order of San Antonio de Padua, and must break through the siege lines to retrieve the relics of his order before the battle commences.
- Finally, the PCs themselves are part of the enemy forces faced with the challenge of assaulting the fortress, and must charge against determined defenders who know retreat is not an option.



ROAD CREW FLYER DESIGN CONTEST 2016

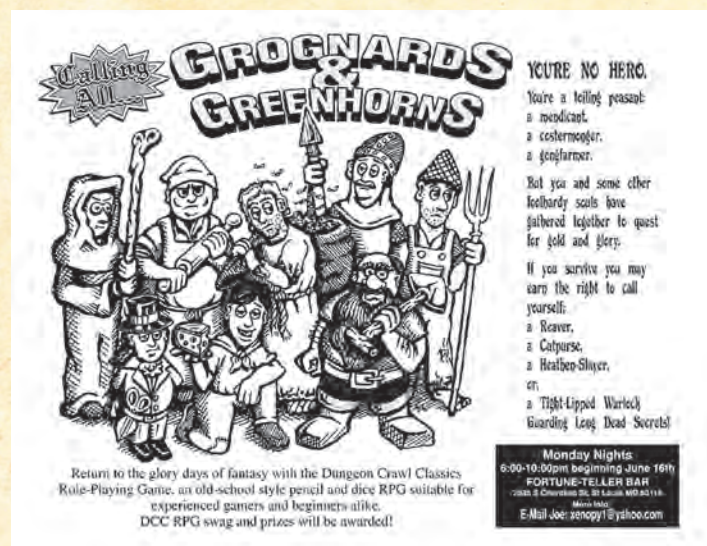
In 2016, Goodman Games ran a contest for members of the Road Crew to design flyers to advertise their sessions. We got some great submissions! Fans all around the USA sent in their creative ideas for pulling players into their games. Here are some of the most inspiring submissions. Feel free to use one of these designs to advertise your games!



THE RAD WAGON IS READY FOR BAND PRACTICE

Return to the glory days of science fiction gaming with the Mutant Crawl Classics Role Playing Game. Roll dice like it's 1979 again, with modern rules grounded in the origins of post-apocalyptic role playing. Fast play, a mysterious future, and 100% compatibility with the DCC RPG system await you — just activate your artifact...

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FOR A
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DUNGEON CRAWL CLASSICS

ROLE PLAYING GAME



GEN CON 2016

WARLORD OF THE PURPLE PLANET
THURSDAY (AUG 4) 2:00 PM - 6:00 PM
FRIDAY (AUG 5) 9:00 AM - 1:00 PM
SATURDAY (AUG 6) 2:00 PM - 6:00 PM

ENTER THE DRAGON II

THURSDAY (AUG 4) 7:00 PM - 11:00 PM
FRIDAY (AUG 5) 8:00 PM - 12:00 AM
SATURDAY (AUG 6) 8:00 PM - 12:00 AM

CARNIVAL OF THE DAMNED

FRIDAY (AUG 5) 2:00 PM - 6:00 PM, 8:00 PM - 12:00 AM



ROLL DIE, CRUSH YOUR ENEMIES

Are you a
reaver,
a cutpurse,
a heathen-slayer,
a tight-lipped
warlock guarding
long dead
secrets?

We need you to
join our party:

DUNGEON CRAWL CLASSICS

ROLE PLAYING GAME



You seek gold and glory, winning it with sword and spell, caked in the blood and filth of the weak, the dark, the demons, and the vanquished.
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Join our party, contact:

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ESCAPE FROM THE CYBER-LICH!

A LEVEL 0 ADVENTURE FOR THE DUNGEON CRAWL CLASSICS ROLE PLAYING GAME



SATURDAY
AUGUST 13
11:00 AM - 2:00 PM
AT THE GAMERS DEN

PARTY LIKE IT'S 1974!

I WANT MY MCC!

Here's your chance to try out
Mutant Crawl Classics, the upcoming
post-apocalyptic game from the producers
of **Dungeon Crawl Classics**!



**Saturday
July 30th
10am-7pm
Phantom of the
Attic Games
406 S Craig St
Pittsburgh**

**10-2: The Museum at the
End of Time (0-level)
10-2: Children of the
Fallen Sun (1st level)
3-7: Warlords of ATOZ
(3rd level)**

GOODMAN GAMES WORLDS TOUR 2011



WORLDS OF ADVENTURE!











CATASTROPHE ISLAND PRESENTS:



AFTER HOURS DCC RPG AT GEN CON



PUNJAR 50,000

NAME: _____ FACTION: _____

AC HP CURRENT ALGN _____

STR AGL STA PER INT LUCK

INIT: _____ SPEED _____

SYMBOL OR SKETCH _____

CLUT FOR LUCK









CARNIVAL OF THE DAMNED FUNNEL TOURNAMENT
WINNER: JOHN F. WATSON
RUNNERS-UP: CHRIS BONNET AND CHROS FERNALLD

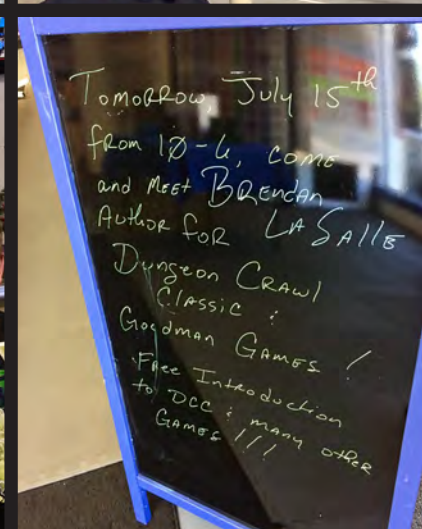


WARLORD OF THE PURPLE PLANET TOURNAMENT
WINNER: DANIEL "SON-SLAYER" CARLSON
RUNNER-UP: CONNOR SKACH

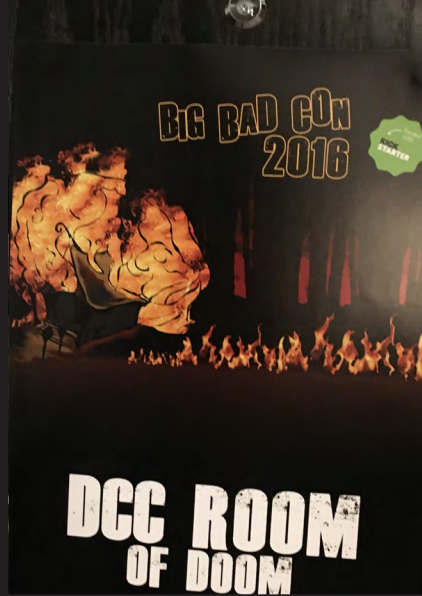




2016 GAME STORE EVENTS



BIG BAD CON



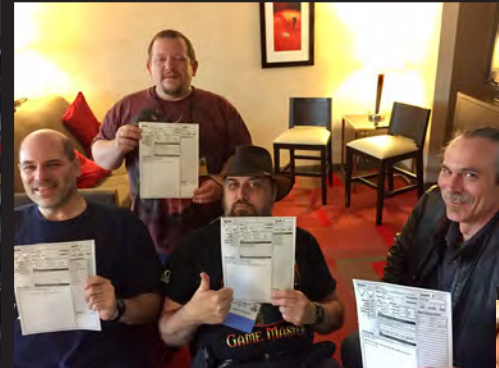
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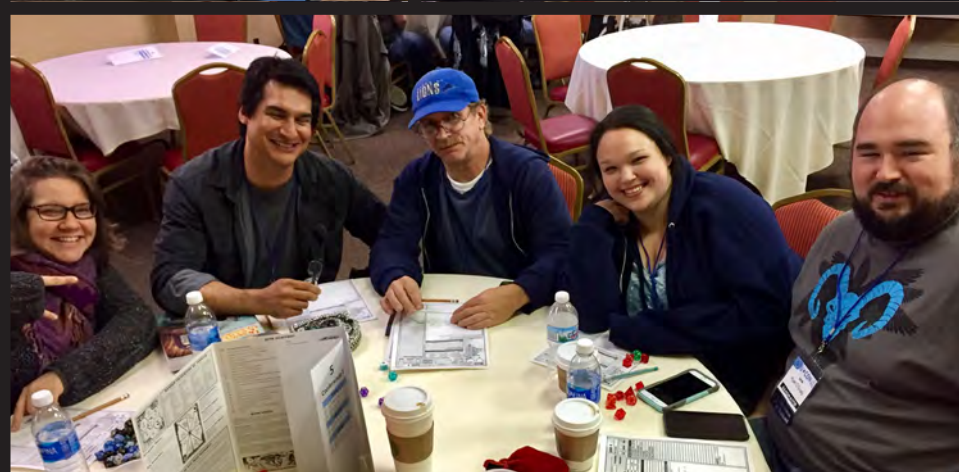


FREE RPG DAY





U-CON



MOMO CON



TOTAL CON





**SLUR YOUR
ROLL**



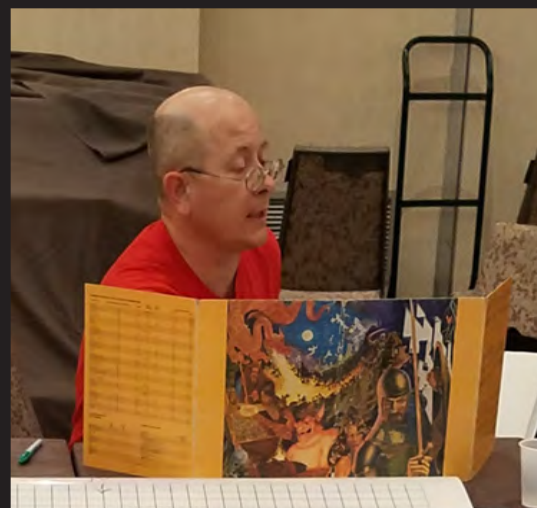
ORIGINS



**DRINKING &
DRAGONS**



NORTH TEXAS RPG CON



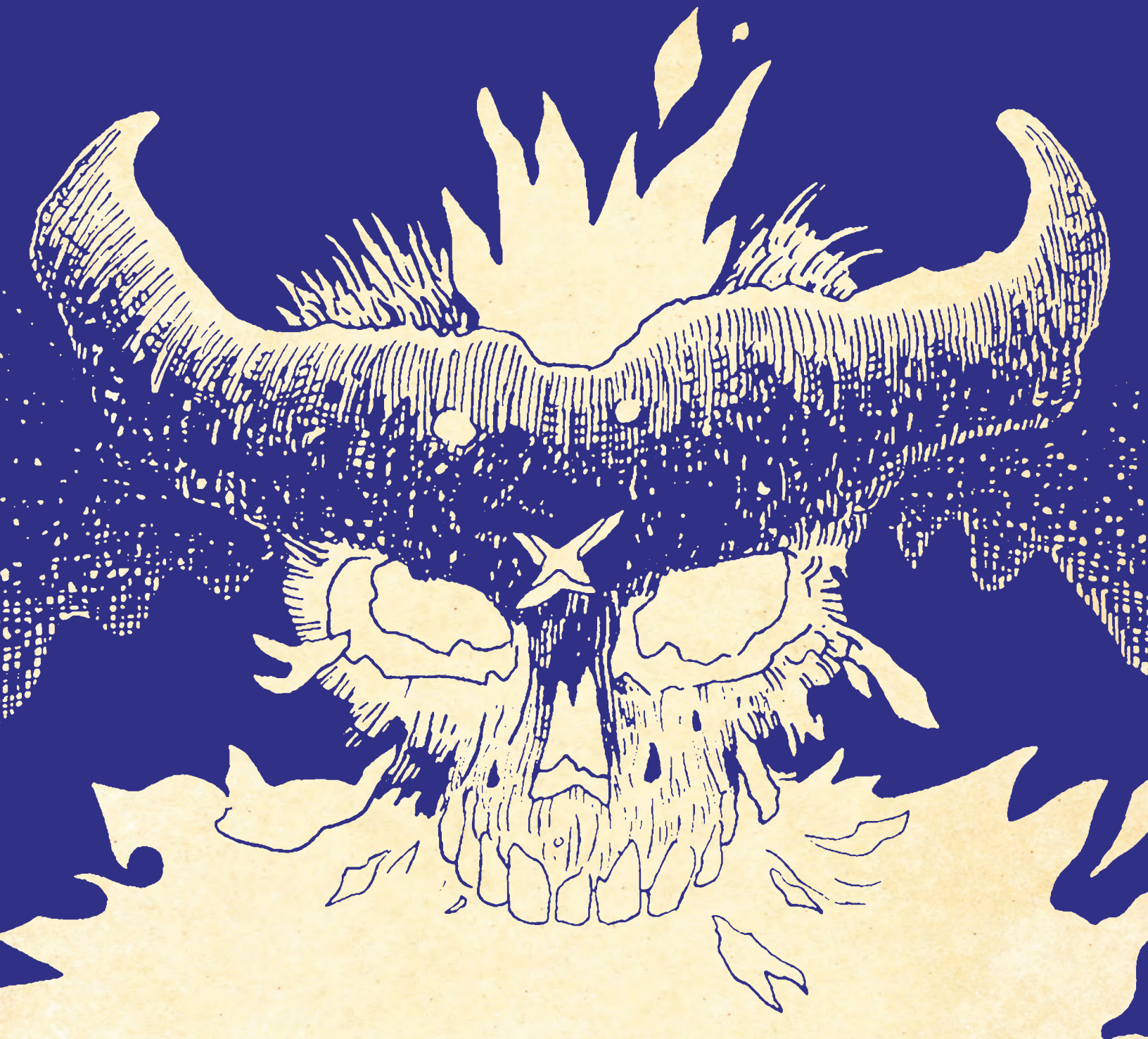
GARY CON



**STRONGEST JUDGE CONTEST
WINNER:
DYLAN THE UNYIELDING**







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**DINOSAUR
CRAWL
CLASSICS**

