

The 2016 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



MEN, MAGIC & DRINK

VOLUME I OF EIGHT BOOKLETS

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HOT-DOG SUIT

A Low-Class Class for DCC RPG

You're no reaver, no cut-purse, no heathen-slayer... You're a screw-up. Have been your whole life. The clearest example: you fell through some kind of dimensional portal or whatever, *while wearing nothing but a hot-dog suit*. The guy next to you had a chainsaw and a hand grenade. Some other dude had nun-chucks *and* Chuck Taylors. The woman in the business skirt? Even she had mace and a hold-out pistol. You? YOU HAVE YOUR HOT-DOG SUIT AND THAT'S IT!

Get ready to kill monsters with flyers for Mr. Peppy's Sandwich Shack!

HIT POINTS - A Hot-Dog Suit rolls a d6 for their hit points each Level.

ARMOR AND WEAPONS - A Hot-Dog Suit is considered trained in one randomly determined weapon, as well as their Zero-Level weapon. Why did you even take up fooling around with that thing in Junior College? Ah well, I guess it wasn't a complete waste of time.

They aren't trained to wear any armor, beyond the hot-dog suit they are wearing.

ACTION DICE - You are lucky to even have a d20 Action Die. Count your blessings.

BAFFLE - When combat starts, and when wearing the hot-dog suit (assuming that's not all the time), a Hot-Dog Suit gains +2d6 to their AC. No one and no thing can quite figure out what to make of the hot-dog suit. Sometimes (on a 1-in-12) creatures with a low Intelligence are completely freaked out by the hot-dog suit and will not attack the Hot-Dog Suit for any reason, staying no less than 20' away from them if possible.

PINK PAPER FLYERS - Something happened to these flyers for Mr. Peppy's Sandwich Shack when you came though that hole in reality or whatever it was... It's like now they obey your brain! Roll 1d30 +1d20 +1d10 +1d5 +1. That's how many flyers you had in your hand when time and space took a dump on you. You have masterful telekinetic



bygrinstow 16

control over these slips of 5 by 8 inch paper... You can fold them into intricate origami with pure thought! You can use them like paper-thin hands at a distance! You can shoot them out at lightning speed to paper-cut your opponents to death! Your control extends to these pieces of paper, and these pieces of paper only, out to a range of 30'. When used as weapons, they deal 1d3 damage, using their thinness to maximum advantage, even wheedling into small gaps in heavy armor. They may be used to strike an un-armored opponent 1d3 times before becoming useless. Most uses of these flyers will render them useless immediately thereafter, but the Judge may allow them to be recovered and used again, if the task is not too punishing to the paper.

IGNORED AND OVERLOOKED - You pick up information that no one else does. Everyone assumes you amount to nothing, and then they forget you and sometimes have conversations in front of you that they otherwise wouldn't have. The Judge should totally be giving you information that other characters would have to pay for, or hunt around for, but you simply overheard it somewhere along the way. This doesn't mean you know *everything*, but you have plenty of oddball facts in your head that no one else does. Many of these brain nuggets make no sense, until the relevant context is apparent.

If you want to request something from the Judge, you have to roll under your Luck score by 4 points. You can use that roll once per session at most, unless the Judge gives you extra tries.

ELEMENTAL INTERACTIONS - The hot-dog suit is flame retardant and non-conductive, so you take fire and electrical damage at two steps down the Dice Chain lower than usual. It's also really hot to wear, which is good in cold environments (less hindrance/damage), but a problem in hot environments (extra hindrance/damage).

ONE LUCKY BASTICH - If it weren't for the Universe just taking a shine to your stupid waffle-headed ways, you would've burnt out long ago. You gain spent Luck points back at a rate of your current Level every 25 hours. That's right, 25 hours. That's just the way it is, loser.

LUCKIER BASTICH - When you spend Luck, you gain benefits at twice the value, e.g., if you burn 2 points of Luck, you get 4 points with which to adjust your results. You can distribute these as you prefer, e.g., burn 2 Luck, add 1 to your to-hit and 3 to your damage.



MORE LUCKIER BASTICH - You can spend Luck to reduce the rolls of opponents when their actions threaten you. For each point of Luck you burn, you can reduce a single opponent's Attack Roll, Damage Roll, Spellcheck or opposed Ability-check by 1d3 points. If others are aided along with yourself by this adjustment, that's fine, but you can't 'target' others to gain this aid.

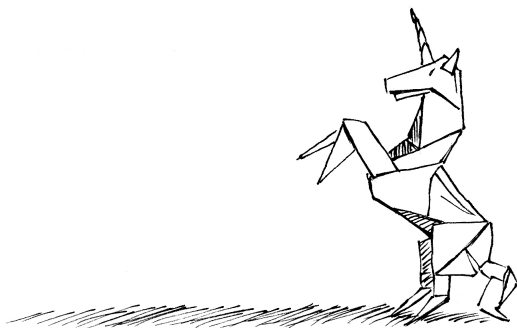
ENOUGH WITH THE LUCK ALREADY - When you gain a new Level (including 1st), you gain 1dLevel Luck, to a maximum of 18. So, 1 point at 1st Level, 1d2 at 2nd, 1d3 at 3rd, and 1d4 at 4th Level.

ADVANCEMENT - At some point, you've got to leave the suit behind... After four Levels of Hot-Dog Suit, the loser has proved that maybe he's not such a waste-of-space after all, and can take a level of any other Class into which the Judge allows him to advance. He assumes the Action Dice and Crit Table of the new Class, but adds his Hot-Dog Suit Attack Bonus and Saves to those of the new Class. The Ignored and Overlooked ability carries over, but new information is not garnered.

The Luckier Bastich ability also carries over. If any Pink Paper Flyers remain, they may be used as described under that ability, until they are used up.

Lvl	Atk	Action Die	Fort	Ref	Will	Crit	Title
1	+0	1d20	+1	+0	+0	1d6 / 1	Waste-of-Space
2	+0	1d20	+1	+1	+0	1d7 / 1	Loser
3	+0	1d20	+2	+1	+1	1d8 / 1	Dumb-Ass
4	+1	1d20	+2	+1	+1	1d8 / 1	Tolerated

– J. Kitchen posted the photo,
Kevin Heuer said it,
bygrinstow wrote it up.



Barbarian Class



By Diogo Nogueira

You are a savage from the cold north, capable of fighting bears with your bare hands. You are a fierce hunter from the southern jungles, stalking your enemies with the stealth of a panther. The wilderness was your home, the place where you grew up and learned the skills you needed to survive. Nature, and the beasts themselves, were your teacher - and you learned your lessons well.

Now, something attracts you to the civilized lands. It may be curiosity, or you may be searching for glory, gold or just the thrill of facing new challenges.

Barbarians differ from typical warriors by being more instinctive and less formally trained. Barbarians are more primitive; but what they lack in focus, they gain in natural instincts and endurance.

Hit points: A barbarian gains 1d14 hit points at each level.



Weapon training: A barbarian is trained in the use of the battleaxe, club, dagger, dart, flail, handaxe, javelin, longbow, long-sword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Barbarians can wear whatever armor they can find. However, any armor heavier than hide prohibits the use of the following class abilities: Loincloth, Animal Instincts, Savage Skills, Armed With Anything, Smell Sorcery.

Alignment: Barbarians are a product of savage nature and are more comfortable in the presence of fierce beasts than in the presence of “civilized” culture. Therefore, barbarians are almost exclusively of neutral or chaotic alignment. This represents the natural rejection of rules, laws, and patterns present in the civilized world, as well as the bond with the primal forces of nature.

Attack modifier: Like warriors, barbarians receive a randomized attack modifier, or deed die. At first level this is a d3 and advances as shown in the class table.

Luck: Barbarians do not choose a weapon type to which their Luck modifier is added, as warriors do at first level. Also, barbarians cannot spend Luck points to avoid fumbles on attack rolls.

Mighty Deed of Arms: Barbarians can perform Mighty Deed of Arms the same way warriors do.

Critical hits: Similar to warriors, barbarians have an improved critical hit threat range, as indicated in the class table.

Improved initiative: A barbarian adds their class level to their initiative rolls.

Loincloth: A barbarian not wearing any armor adds their Stamina modifier to their AC.

Animal instincts: Having lived in the wilderness, side by side with animals and savage beasts, barbarians have developed keen instincts similar to those of the creatures around them. A barbarian's initial Luck modifier is added to all perception and surprise checks made by them. If their Luck modifier is zero or lower, they still add +1 to those checks. In addition, barbarians are still granted a check, even if distracted or not actively searching for something. Finally, the barbarian can spend a single Luck point to turn a failed surprise check into a success.

Savage skills: Surviving in the wild without the comforts of civilization teaches barbarians an impressive set of skills. This allows them to shine in situations where savage beasts would be comfortable, to overcome obstacles and hazards with animal grace. In game terms, any time a barbarian attempts a task similar to an action in which a wild animal would be skilled, they can roll 1d20, adding the appropriate ability modifier (per judge's discretion) and the Savage Skill modifier from the class table. These checks includes tasks such as jumping over chasms, climbing surfaces, stalking prey, tracking, finding shelter, hunting, etc.

Armed with anything: When it comes to weapons, barbarians are master of improvisation and are therefore highly capable of using anything within reach as a weapon. In game terms, barbarians can use any hard object as a weapon and are considered trained. When using an improvised weapon, small objects do 1d4 points of damage, objects of medium size do 1d6 damage, large objects do 1d8 damage, and extra large and/or heavy objects that are handled with both hands do 1d10 damage. However, any critical hit or fumble will cause the improvised weapon to break.

Smell sorcery: Barbarians can smell the foul odor of sorcery from afar. Being a product of the wild, they instinctively reject magic and can sense its presence as animals can smell prey. In game terms, this ability works like the casting of the Detect Magic spell. The barbarian rolls a die according to the class table, adds his level and his Luck modifier. When using this ability, barbarians do not suffer corruption, gain disapproval and are unable to spellburn. This ability can only be used once per hour.

Superstitions: Due to their natural rejection of magic, barbarians suffer restrictions regarding the use of magic items and spells. Barbarians will not carry or use magic items for which they do not see an immediate and practical use in combat or for survival. In general, this means barbarians are restricted to owning one or two weapons, a piece of armor, a shield, a helm, a girdle, a pair of bracelets and a pair of boots. However, if the magical nature of any of these items is not of immediate use in combat or for survival (for example, a helm that allows the wearer to view and interact with the spiritual world) the item must be discarded. Any item carried beyond these restrictions imposes a -1 Luck penalty to the barbarian. This Luck penalty is cumulative; each item that violates this restriction adds another -1 to the Luck penalty.

In addition, a barbarian will try to resist the effects of any spells cast on them, including beneficial ones. This means the barbarian makes saving throws against any spell cast upon them, even those intended

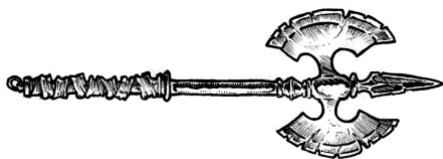
to be beneficial - including healing spells. If the saving throw succeeds, the spell has no effect.

Primitive: Since they come from lands beyond the civilized kingdoms, barbarians are considered primitive. They are illiterate (that means that some occupations will not work with this class) and they have trouble working with more civilized concepts and devices. Each time a barbarian attempts to interact with civilization in a meaningful way, an Intelligence check is advised (per judge's discretion).

Titles: Barbarians use the same titles as warriors.

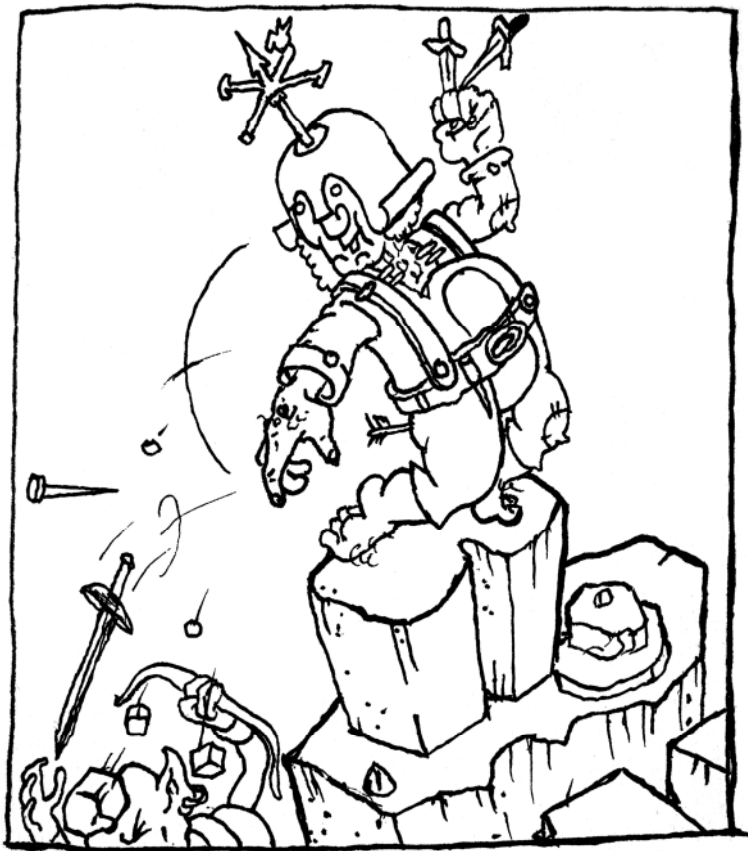
Lvl	Attack (Deed Die)	Crit Die/ Table	Threat Range	Action Die	Ref	Fort	Will	Savage Skills	Smell Sorcery
1	+d3*	1d12/III	19-20	1d20	+1	+1	+0	+2	1d14
2	+d4*	1d14/III	19-20	1d20	+1	+1	+0	+3	1d14
3	+d5*	1d16/IV	19-20	1d20	+1	+2	+1	+4	1d14
4	+d6*	1d20/IV	19-20	1d20	+2	+2	+1	+5	1d16
5	+d7*	1d24/V	18-20	1d20+1d14	+2	+3	+1	6	1d16
6	+d8*	1d30/V	18-20	1d20+1d16	+2	+4	+2	+7	1d16
7	+d10+1*	1d30/V	18-20	1d20+1d20	+3	+4	+2	+8	1d20
8	+d10+2*	2d20/V	18-20	1d20+1d20	+3	+5	+2	+9	1d20
9	+d10+3*	2d20/V	17-20	1d20+1d20	+3	+5	+3	+10	1d20
10	+d10+4*	2d20/V	17-20	1d20+1d20+1d14	+4	+6	+3	+11	1d20

* A barbarian's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the barbarian adds both a die and a fixed value.



Halfling Hucker

An alternate class by R.S. Tilton



Weapon Training: Huckers prefer to battle with a small throwing weapon in each hand. A Hucker is trained in the use of the boomerang, dagger, handaxe, javelin, short sword, and of course rocks. Huckers usually wear armor – it's much safer, you know.

Alignment: as Halfling.

Two-Fisted Thrower: Huckers use the the same two-weapon fighting rules as standard halflings (see DCC core rulebook) for two-weapon fighting, except that the rules apply only to small thrown weapons.

Huckers have the same Infravision, Language Bonuses, Small Size, and Slow speed (20') as the standard Halfling (see DCC core rulebook).

Lucky Tosser: The Hucker isn't the typical halfling Lucky Charm, however they can make incredibly lucky throws with thrown weapons, including larger weapons such as spears. The Hucker may spend a point of Luck to add a Luck Die to the attack and damage roll of all thrown weapons for the round. Huckers they regenerate Luck daily as a Halfling (see DCC core rulebook) .

Prizewinner: Every Halfling Hucker has a prizewinning hucker, which is both their lucky stone and Achilles Heel. The Hucker loses the Lucky Tosser ability for a day if he loses his Prizewinner. He has to take time to either acquire a new Prizewinner or familiarize himself with with a lesser stone. A Hucker adds his Luck bonus (minimum +1) to attack and damage rolls.

Level	Luck Die
1	d3
2	d4
3	d5
4	d6
5	d7
6	d8
7	d10
8	d12
9	d14
10	d16

The Halfling Hucker uses Table 1-18 (see DCC core rulebook) for other attributes.

Level	Title
1	Tosser
2	Hucker
3	Bellringer
4	Skullcracker
5	Grand Hucker

Weapon	Range	Damage	Cost
Hucker	10/15/20	1d4	-
Hucker, Prizewinner	15/20/30	1d4+Luck mod	-
Rock, random	5/10/15	1d3	-
Boomerang	20/40/80	1d6	10 gp

Hucker: A smooth flat stone, which flies far and true.

Boomerang: A flat obtuse angled club with an convex top surface. When thrown by a proficient character, a missed boomerang will return to within 1d6 (-Luck modifier) x 5 feet of the thrower. Catching a boomerang requires a DC 15 Agility check. On a DC 5 it returns exactly, but failure inflicts normal damage to the thrower. A boomerang thrown in tight quarters such as a dungeon has no chance of returning, and risks the normal ammunition breakage. A boomerang thrown in open spaces ignores the ammunition rules.

Fantastic Familiars



By Bob Brinkman

With the wide variety of spellcasters there are also an equally diverse number of potential familiars. Presented here is a sampling of some of the more fantastic creatures that have been known to bond with spellcasters. While there are a bevy of interesting selections in the DCC RPG rulebook, sometimes a wizard needs something a little more...special.

Blessed Leech



This tiny, worm-like creature is highly prized as a familiar by spellcasters of all alignments. Easily concealed and difficult to discover, many wizards with “no familiar” carry with them this tiny, flat worm. The familiar survives by draining a point of temporary Stamina, once per month.

Blessed Leech: Init +0; Atk none; AC 5; HD 1d2; hp 1; MV 1' or swim 10'; Act 1d20; SP Healing (heals host 1 hit point per turn); SV Fort +0, Ref +0, Will +0; AL N.

Brown Jenkin



“Witnesses said it had long hair and the shape of a rat, but that its sharp-toothed, bearded face was evilly human while its paws were like tiny human hands. It took messages betwixt old Keziah and the devil, and was nursed on the witch’s blood—which it sucked like a vampire. Its voice was a kind of loathsome titter, and it could speak all languages.”

– H. P. Lovecraft, *Dreams in the Witch House*

Found as the familiar to a witch with the ability to warp both time and spatial dimensions, Brown Jenkin is a singular creature and, as such, can only be in service to a single witch or wizard at a time. The only way to fully bond Brown Jenkin as a familiar is to murder his current master/mistress.

Brown Jenkin: Init +0; Atk claw +0 melee (1d2) or bite +1 melee (1d3 plus disease); AC 10; HD 1d10; hp 6; MV 40' or climb 30'; Act 1d20; SP disease (DC 15 Fort save or be struck unconscious by fever for 1d4 hours), linguist; SV Fort +1, Ref +2, Will +1; AL C.

Linguist: Brown Jenkin can understand all spoken languages and confers that ability to its master (range 50').

Coagula



Covered in darkening scabs and growing to stand 3', these scabrous homonculi have no features other than their bloody crust.

These creatures are made from blood spilled by 10th level wizards during a phlogiston disruption. When magical energies run rampant, these creatures can be formed, ripping spell knowledge from their former host and keeping it with them. One wizard's loss is another wizard's gain as it allows for the familiar's master to cast the coagula's spell once per day.

Coagula: Init +0; Atk slam +2 melee (1d6+1) or spell; AC 12; HD 2d8; hp 9; MV 30'; Act 1d20; SP Spell (a coagula knows one, randomly determined, wizard spell of any level); SV Fort +3, Ref +1, Will +3; AL N

Lightning Hawk



The lightning hawk is a whirlwind of energy with a vaguely birdlike shape.

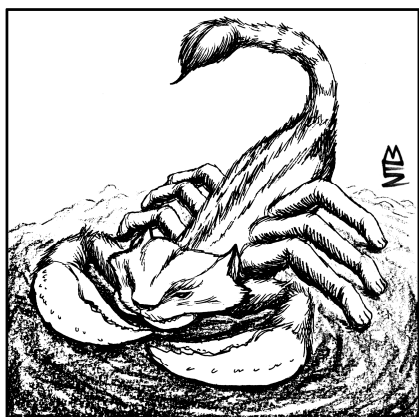
The size and general shape of a large bird of prey, the lightning hawk is a creature of pure electrical energy capable of moving with astonishing speed. Rather than the cry of a raptor its shriek is that of a fully powered, and discharging, Tesla coil. The air around it crackles with ambient electricity and, as a result, the hair of its wizard always stands on end.

Lightning Hawk: +0; Atk talons +3 melee (1d4); AC 13; HD 4d8; hp 18; MV 20', fly 120'; Act 1d20; SP ambient electricity, lightning (as per Lightning Bolt spell DCC RPG rulebook page 222); SV Fort +2, Ref +3, Will +2; AL L.

Ambient Electricity: Metal armor clad foes struck by the talons of the lightning hawk suffer an additional 1d5 points of electrical damage.

Lightning: The lightning hawk can transform its entire body into a solid bolt of electrical energy as a form of attack with a 1d6+4 action die.

Scorline



Horrifying creatures, looking at first glance to be furry scorpions, these eight-legged pedipalps were originally spawns by a phlogiston disruption that warped a simple housecat into an eight-legged monstrosity with a poisonous stinger. The forepaws of the Scorline are not used for locomotion, instead being held aloft for striking with its wicked claws.

Scorline: Init +0; Atk claw +1 melee (1d3) or sting +3 melee (1d4 plus poison); AC 12; HD 2d7; hp 7; MV 30' or climb 20'; Act 1d20; SP poison (DC 10 Fort save or death), tremor-sense; SV Fort +0, Ref +2, Will +0; AL C.

Tremor-Sense: Able to track prey via vibrations in the ground, scorline are immune to the effects of being blinded and likewise see through all forms of invisibility and concealment when dealing with moving targets.

Enhanced Spellburn

By Doug Keester



The following rules extend the Spellburn rules in the DCC RPG core book.

Communal Spellburn: If an adventuring party contains multiple magic-users of the same class, and all participating magic-users are willing, the caster of a spell may draw upon the life force of those other willing magic-users. The non-casting magic-users choose the amount of points sacrificed and the ability score to be sacrificed. Each magic-user may sacrifice a different number of ability points from different abilities than each other, as long as the spell and the entreated entity allow for it. The enhancements listed below may all be applied to a Communal Spellburn, except for an Ultimate Sacrifice.

Sacrifice of Non-Physical Ability Scores: Spellburn is the sacrifice of part of the magic-user's body and/or soul to an otherworldly entity (a demon, a demi-god, a god, or something else). Sometimes those entities may not want a physical sacrifice and require something less tangible. Enhanced spellburn extends the possible sacrifice to all six ability scores. All sacrifices should be roleplayed appropriately. For example, a Wizard who sacrifices Intelligence might feel a sensation of the world changing as part of his brain burns out, ceasing to function. This damage heals at the same rate as normal spellburn damage. A new spellburn table for non-physical abilities (Personality, Intelligence, Luck) is provided below.

Sacrifice of Named Abilities: At the discretion of the judge, some entities may want to specify which of the six abilities it desires from the magic-user. Some demons might crave Strength; some might crave Personality. Giving the entity that which it desires doubles the effect of spellburn. For example, if the entity craves Luck, then each point of Luck sacrificed gives a +2 to the casting, rather than the normal +1. If the magic-user sacrifices other abilities, the normal +1 is given.

Avaricious Entities: Some entities might only accept sacrifices of specific abilities and may be angered by sacrifices other than desired. The reasons for this predilection are left up to the judge. If the magic-user gives the entity only what it desires, as specified above, the +2 is given for each point sacrificed. However, if the magic-user gives a mixture of ability points, including some of the ability which the entity desires, the magic-user is only given +1 for each point spent since the sacrifice is of lower quality. If the magic-user gives the entity only ability points other than the specific ability desired, each point of sacrificed ability is only worth ½ point of spellburn, rounded down, if the entity is still willing to accept the sacrifice at all. If the entity is angered by the caster's sacrifice, the judge should consider other nasty consequences on top of the listed spellburn results for offending the entity.

Permanent Sacrifices: The magic-user may choose to make any spellburn sacrifice permanent. If the magic-user chooses to do this, all points sacrificed for the casting must be permanently sacrificed. The magic-user cannot choose to make only part of the sacrifice for the spell permanent. Each point sacrificed on a permanent basis gives a +4 to the spell check. Permanent ability score sacrifice represents an act that is so against nature, and which puts the caster in such close contact with the otherworldly, that it automatically gives the caster corruption. The sacrifice forces a roll on the core rulebook Table 5-3: Minor Corruption (pll6) before the spell check is rolled. The act should be permanently scarring in some significant way, such as cutting off of whole appendages (i.e. fingertips are not enough, whole fingers or the entire hand is required), permanent scars which are horribly disfiguring, permanent mental changes, etc. This should be immensely painful to the magic-user, with long-term negative consequences, and roleplayed as appropriate. Any damage suffered this way cannot be removed; the scars, and corruption, are permanent.

Permanent Magical Effects: Even if the judge does not allow Permanent Sacrifices as part of spellburn, one place where it could be appropriate would be the creation of permanent magical effects. Magic-users wishing to cast a spell so that the effect becomes permanent in the world can permanently spellburn one or more ability score points in order to make the effect perpetual.

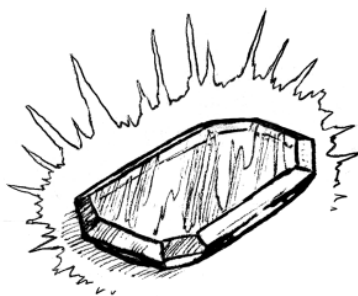
Failed Spellburn: When using these rules for Enhanced Spellburn the rewards are greater, so the risks should be greater as well. If the magic-user is not making a Permanent Sacrifice and rolls a natural 1 on the spell check, the normal spellburn failure occurs, with the exception that the corruption is more powerful and Luck may not be spent to avoid it. If the spell failure result calls for minor corruption, the spell instead causes major corruption. If the spell failure result calls for major corruption, the spell instead causes greater corruption. If the spell failure result calls for greater corruption, the spell not only still causes greater corruption, but also causes a minor corruption in addition to the greater corruption.

When Permanent Sacrifices are allowed the risks are huge as well. If the magic-user has made a Permanent Sacrifice and rolls a natural 1 on the spell check, all of the effects listed in the Permanent Sacrifices section above still occur, and all spells cause one or more greater corruption results that cannot be avoided by using Luck. If the spell failure result calls for minor corruption, then the magic-user suffers greater corruption. If the spell failure result calls for major corruption, then the magic-user suffers two greater corruptions. If the spell failure result calls for greater corruption, then the magic-user suffers three greater corruptions.

Lastly, there is a 20% chance of the caster being devoured, body and soul, by the entity to which the Permanent Sacrifice was made.

Ultimate Sacrifice: In instances of great need, or great want, the magic-user, acting alone, may sacrifice the whole of his body and soul to an otherworldly entity to power a single spell. As a dying act, the magic-user casts a final spell that automatically achieves the maximum effect listed in the spell description, with the addition that the effects of the spell are tripled (as appropriate) and any dice are bumped one up the dice chain. For example, a magic-user casting magic missile as an Ultimate Sacrifice would cast $9d5+6$ missiles for $3d12+3*CL$ damage per missile, rather than the normal $3d4+2$ missiles at $1d10+CL$.

Any spell cast in this manner should alter the reality of the place where it is cast commensurate with the nature of the spell. For example, the judge might rule that the after effects of the above magic missile leave permanently smoking, magically active, craters wherever the missiles explode, and if multiple missiles explode in the same area, the crater is wider and deeper based on the number of missiles that impacted the area (perhaps even leveling buildings or entire towns). The judge should make it an effect that changes the world, altering the course of civilization, and leaving a permanent magical reverberation in that place. A caster performing an Ultimate Sacrifice should be remembered for the act performed, either for good or for ill.



Spellburn Actions for Non-Physical Attributes

This table is to be used like Table 5-1: Spellburn Actions in the core rulebook (p109). See the section on “Sacrifice of Non-Physical Ability Scores” above for more information. This damage is permanent if it is the result of a “Permanent Sacrifice” otherwise it lasts until the ability damage is recovered.

d24	Result
1	The wizard suffers a severe stroke leaving him with slurred speech (-2 to all social interactions).
2	The wizard can only speak when casting a spell. Any other attempt to communicate verbally causes the wizard to cast one spell randomly from his spell list at the intended recipient of his communication.
3	The wizard swears an oath to a minor demi-god, who aids him but curses him with mutism until the oath is fulfilled.
4	The wizard suffers a severe stroke leaving him with a limp (MV -5').
5	The wizard begins suffering night terrors every night causing him to always be exhausted.
6	The wizard becomes belligerent and abusive to everyone he encounters.
7	The wizard swears an oath to a minor demi-god, who aids him but curses him with hearing loss until the oath is fulfilled.
8	The wizard suffers varied hallucinations.
9	The wizard loses one of his prepared spells for the day.
10	The amount of time required for the wizard to prepare and cast spells is doubled.
11	The wizard enters a catatonic state for an entire day. He may only act to flee from danger, unless given a specific request by a trusted person (e.g. a friendly party member). He may then choose to perform that action, flee, or remain inactive.
12	The wizard begins to suffer kleptomania.

13	The wizard begins to suffer agoraphobia.
14	The wizard begins to suffer claustrophobia.
15	The wizard becomes vulnerable to the cleric turn unholy power.
16	The wizard swears an oath to a minor demi-god, who aids him but curses him with blindness until the oath is fulfilled.
17	The wizard agrees to teach his most powerful spell to an outsider.
18	The wizard's ability to read his spellbook is hampered. In order to read it as normal he must hold it up to a mirror and read the mirror image.
19	The wizard agrees to give up knowledge of one of his highest level spells. He must relearn that specific spell as if learning it for the first time in order to regain it.
20	The wizard agrees to be possessed by a powerful outsider for 1d6 hours. During that time the wizard must win an opposed Personality check against the creature to take any action not desired by the outsider.
21	The wizard agrees to be possessed by a powerful outsider for 1d6 days. During that time the wizard must succeed on a Personality check to take any action not desired by the outsider.
22	The wizard agrees to be possessed by a powerful outsider for 1d6 weeks. During that time the wizard must win an opposed Personality check against the creature to take any action not desired by the outsider.
23	The wizard agrees to be possessed by a powerful outsider for 1d6 months. During that time the wizard must win an opposed Personality check against the creature to take any action not desired by the outsider.
24	Roll again twice.

Skeletal Heap (Thief Spell)

by Jarrett Crader



Level: 2

Casting Time: 1 round

Range: 20'

Save: N/A

Duration: Varies

General

Thieves from North Kovacistan have a tendency to steal spell books from their wizard traveling companions. This spell is as much a defense mechanism for the wizard's spell book as it is an actual spell that the wizard can cast. If casting as a wizard, for all results below 12 the spell fails and is

lost for the day, but otherwise they suffer none of the listed effects. Thieves may cast this spell using a d16 but must burn 1 point of Luck PERMANENTLY - yes, you may never recover it, ever!

The caster attempts to summon forth a hideous necromantic warrior from the piles of bones of long-dead creatures. Alas, even failure has its price!

Manifestation The bones of long-dead friends, foes or others come together with the screeching sound of unreleased voices silenced in violent combat, knitting themselves together in stop-motion and exhibiting the general shape of the bones' previous form, albeit crudely pasted together (for example, a skeletal heap conjured from ape-man bones might have long arms where its legs should be and short, squat legs growing from its back or head, while a heap formed from triceratops bones may have one arm with three spikes protruding from it). Judges are encouraged to embellish the attacks listed below as they see fit in regards to the component bones available.

Corruption None. The results of the spell are corruption enough (see below).

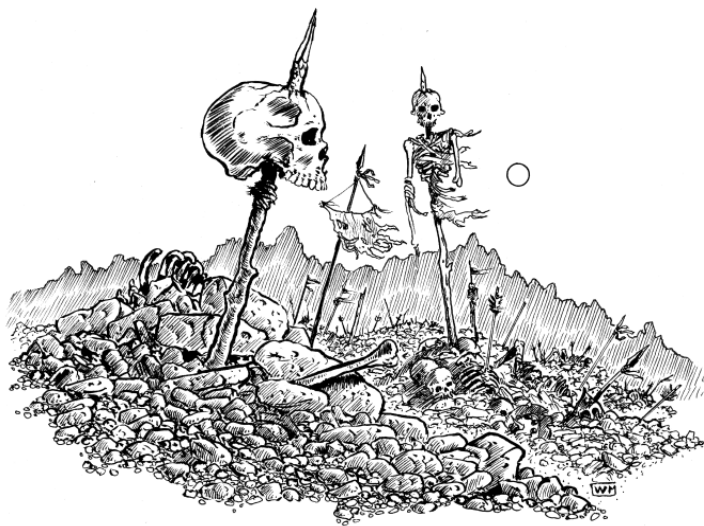
Misfire None. Though when cast by a thief, all results produce some form of skeletal heap, most beyond the caster's control.

- 1 The bones of the fallen fail to achieve the desired state due to a lack of sufficient necromantic energy. The caster's own bones begin to pop from his body to supplement the creature. Suffer 2d4 Luck loss (permanent, cannot be restored, ever - but you won't live long enough to regret it, anyway!) Each round, the caster must pass an incrementally more difficult Fort save, beginning at DC 14, or suffer the ill effects of their own bones being sucked out through their skin as they attempt to join the heap (lose 1d5 points of Strength, Agility, or Stamina). Three successive saves will halt the process and return the dead to their slumber, leaving the caster in awfully bad shape otherwise.
- 2 - 8 The heap begins to take shape but needs more, more, more! Suffer 1d7 Luck loss (permanent, cannot be restored, ever - stop messing around with the wizard's spell book, thief!) to supplement the creature's growth. The resulting heap has the following stats: Init -4; Atk limb +0 (1d3); AC 10; HD 2d6; MV 20'; Act 1d6; SP un-dead traits; SV Fort +1, Ref +0, Will +0, AL C. Creature only has one usable limb for attacking and will randomly lash out at the nearest target, usually the caster. This heap will continue to attack random targets for 1d3 rounds before falling into a pile of its component bones.
- 9 - 11 The heap begins to take shape but you can't control it! Suffer 1d3 Luck loss (permanent, cannot be restored, ever - what, you think magic is easy?!) to supplement the creature's growth. Also, make an opposed Personality check (heap gets +4 to this check - leave the dead where they rest, fool!) or the heap will randomly attack the nearest target, usually the caster. If you gain control of the heap this way, it will function for 1d3 rounds at your command before falling apart into its component bones. Init -4; Atk limb +0 (1d3); AC 10; HD 2d6; MV 20'; Act 1d6; SP un-dead traits; SV Fort +1, Ref +0, Will +0, AL C.

12 - 13	It's alive! The heap has formed and will remain under the caster's control for 1d4 rounds or until destroyed. Init -2; Atk limb +0 (1d3); AC 10; HD 2d6; MV 20'; Act 1d16; SP un-dead traits; SV Fort +1, Ref +0, Will +0, AL C.
14 - 17	Getting stronger, now! The heap lasts for 1d4 rounds or until destroyed. Init -2; Atk limb +0 (1d4); AC 12; HD 2d6; MV 20'; Act 1d20; SP un-dead traits; SV Fort +2, Ref +0, Will +0, AL C.
18 - 19	That's better! The Heap lasts for 1d4 rounds or until destroyed. Init -2; Atk limb +0 (1d5); AC 13 + special; HD 2d7; MV 20'; Act 1d20; SP un-dead traits, can block one attack with an extra limb as though carrying a shield (+2 AC), which then splinters; SV Fort +2, Ref +0, Will +0, AL C.
20 - 23	Now we're cooking! The heap lasts for 1d5 rounds or until destroyed. Creature only has one usable limb for attacking but now has a melee weapon in its grip. Init +0; Atk limb +0 (1d5) or melee weapon +0 (1d6); AC 13 + special; HD 2d10; MV 20'; Act 1d20; SP un-dead traits, can block one attack with an extra limb as though carrying a shield (+2 AC), which then splinters; SV Fort +2, Ref +1, Will +0, AL C.
24 - 27	It's getting bigger! The heap lasts for 1d5 rounds and now has two usable limbs for attacking, both of which grip melee weapons. Init +0; Atk limb +0 (1d5) or melee weapon +0 (1d6); AC 14 + special; HD 3d10; MV 20'; Act 2d16; SP un-dead traits, can block one attack with an extra limb as though carrying a shield (+2 AC), which then splinters; SV Fort +2, Ref +1, Will +0, AL C.
28 - 29	Look at the size of that thing! The heap lasts for 1d5 rounds and has two usable limbs for attacking, both of which grip melee weapons. Init +0; Atk limb +0 (1d6) or melee weapon +0 (1d8); AC 16 + special; HD 3d12; MV 20'; Act 2d20; SP un-dead traits, can block one attack with an extra limb as though carrying a shield (+2 AC), which then splinters; SV Fort +2, Ref +2, Will +0, AL C.

30 - 31 We're gonna need a bigger boat! The heap lasts for 1d6 rounds and now has three usable limbs for attacking, all of which grip melee weapons. Init +1; Atk limb +0 (1d6) or melee weapon +0 (1d10); AC 18 + special; HD 3d16; MV 20'; Act 3d20; SP un-dead traits, can block one attack with an extra limb as though carrying a shield (+2 AC), which then splinters; SV Fort +2, Ref +2, Will +0, AL C.

32+ Over 9000! The heap lasts for 1d6 rounds and has three usable limbs for attacking, all of which grip melee weapons. Init +1; Atk limb +0 (1d8) or melee weapon +0 (1d12); AC 20 + special; HD 3d20; MV 20'; Act 3d20; SP un-dead traits, can block up to two attacks with an extra limbs as though carrying a shield (+2 AC), which then splinters; SV Fort +3, Ref +2, Will +0, AL C.



Drunk's Luck



By Diogo Nogueira

It's an iconic scene in many Sword & Sorcery stories: the adventurers are all gathered in a seedy tavern, sharing tales of their daring adventures and drinking beer and wine, as if they had no worries. In a setting where magic healing isn't as common as other genre-fantasy worlds, a sip of wine can give a breather for a beaten warrior, but it can cost them their reflexes too.

The following rules were created for a game with no magic healing and with a desire to make the consumption of alcohol by the characters somewhat important in the game. A drink can help you recover hit points, but you can get drunk doing that. If that happens, as it's said, then Lady Luck may favor you.

Alcohol Limit: Each character has a maximum number of drinks they may consume per day without the risk of getting drunk. This number is 4 modified by the character's Stamina modifier, varying from 1 to 7 doses. A dose can be either a mug of beer or a tiny glass of a really strong spirit.

A Drink to Soothe the Pain: After a combat or action encounter where the character lost HP, the character can rest for a full turn and drink a dose of alcohol to recover some of the lost HP. He can roll his Hit Dice downgraded by 1d on the dice chain for the amount of HP regained. The character can't recover more HP than he lost on his last combat though. For example, a PC with a d10 HD could take a drink and roll a d8 for healing.

Drunk's Foolhardiness: After drinking a dose of alcohol, the character enjoys a +1 bonus on Will saves for 1d4 turns. Drunken people are always more courageous than they should be.

Luck Favors the Drunk: Once per game session, when the character has drunk more than his Alcohol Limit, they receive a point of Luck. The character, however, cannot be drinking alone and need at least another companion drinking with him.

Getting Drunk: When a character drinks more than his Alcohol Limit, he needs to pass a DC 15 (+2 for each additional drink) Fort save or suffer a -1d penalty for all actions until he is sober again (making another Fort save with the same DC – the DC get reduced by 2 by each hour thereafter).

"Drunk's Luck": While a character is drunk (see above), and only while he is drunk, he may spend a point of Luck to increase a roll (any roll) one step on the dice chain. He can do that as much as he wants, until the die reaches d30.

With these simple rules, the role of drinking in the fiction of the game can be really enhanced and made more iconic to the story, as it should be considering the literature that inspired it.

Random Tavern Generator



By Keith A. Garrett

Ah, the humble tavern. The beginning of so many adventures. The next time your game involves a tavern, go ahead and spice it up a bit with our handy tavern generator.

To generate a random tavern, roll a fistful of dice (d4, d6, d8, d10, d12, and d20) and consult the corresponding tables below. Or, if you prefer, pick and choose whatever details appeal to you. It's your tavern!

(If you also need a name for your tavern, please consult the 50 Tavern Names and Their Crusty, Crotchety Proprietors, in the Gongfarmer's Almanac 2016, volume 8.)

Size & Amenities (d4)

d4	Result
1	Small and basic, only offering drink and possibly food
2	Small with rudimentary lodging (2-4 rooms)
3	Medium (several rooms, possibly a 2nd floor)
4	Large (2 or more floors, plenty of rooms for lodging, large dining room)

Barkeep Personality (d6)

d6	Result
1	Friendly and helpful
2	Gruff
3	Busy or inattentive
4	Holds a grudge against a PC for some reason (e.g. for race or class reasons)
5	Greedy (overcharges, waters down drinks, etc.)
6	Eccentric (e.g. sings, uses magic, has an unusual background)

Decor & Upkeep (d8)

d8	Result
1	Dusty, as if the place is rarely used
2	Run down and in urgent need of repair
3	Grimy but functional
4	Moderately clean
5	Clean and in good condition
6	Well-furnished but not too fancy (items cost 2x normal price)
7	Expensively furnished and decorated (items cost 3x normal price)
8	Exhibits an opulence that rivals that of a king's banquet hall (items cost 5x normal price or more)



Location (dl0)

dl0	Result
1	The slums
2	Near the center of town
3	A bustling merchant district
4	A peaceful residential district
5	Amid the rubble of a disaster (either recent or long ago)
6	Down by the river
7	In a wealthy neighborhood
8	At a crossroads far from any town
9	Underground
10	Exotic (another plane, under water, hovering, etc.)

Special Features (dl2)

dl2	Result
1	Especially good food
2	Food so bad it's famous...or dangerous
3	Regionally-renowned beverages
4	Brothel
5	In-residence cleric who may offer healing
6	An acting troupe putting on a show
7	Establishment contains (or is adjacent to) a religious shrine
8	Patrons are having a contest (arm wrestling, drinking, etc.)
9	A stockpile of something tempting to thieves (jewelry, artwork, potions, etc.)
10	Tension due to the presence of two factions unfriendly toward each other
11	Bounty board showing wanted criminals (hope none of the PCs have legal troubles...)
12	One feature of the tavern that's not what it seems

Notable Customers (d20)

d20 Result

1	None; the place is empty
2	Easily angered half-orcs
3	A bard entertaining the crowd
4	A thief picking pockets
5	Two citizens arguing about local politics
6	An annoying drunk
7	A group of city guards
8	A tough guy who wants to arm wrestle everyone
9	A cleric trying to convert people to his faith
10	A wizard attempting to look inconspicuous
11	Hirelings eager to accompany the party
12	A kid looking for his/her parent
13	A noble who will tolerate no disrespect from anyone
14	A local celebrity surrounded by fans
15	A table of gamblers eager to lure in a new sucker
16	A woman being shunned by the other patrons due to rumors she's a witch
17	A merchant eager to make a sale
18	A relative, friend, or acquaintance of one of the PCs
19	A nutjob spouting a lot of nonsense (or is it?)
20	Enemies of the PCs from a past encounter

Fantasy Food Generator



By Keith A. Garrett

The party reaches a tavern after a hard day of adventuring and demands dinner. Or they're invited to the duke's palace and meet him for a grand banquet. Or, most commonly, they start out in a tavern and need to pick out some drinks. Quick, what's on the menu?

If you ever need an answer to that question, use these tables! Roll on one or more of the tables below, or choose something you find interesting. You can use some of the tables individually (such as the Meal Time table), while others are intended to pair up with other tables. Some sample table combinations include:

- Cooking Method + Meat Source (e.g. braised shrooman)
- Cooking Method + Meat Source + Food Type (e.g. flambéd satyr fondue)
- Meat Source + Meat Product (e.g. giant bacon)
- Meat Source + Food Type (e.g. banshee rings)
- Meat Source + Beverage Type (e.g. sparkling mummy wine, or possibly mummified sparkling wine)

If a combination doesn't make sense (such as Meat Source "Minotaur" with Food Type "eggs,") just re-roll one or more results or choose an item that's a better fit. Or declare that, contrary to expectations, Minotaur young come from eggs.

Meal Time (d5)

d5	Result
1	Breakfast
2	Brunch
3	Lunch
4	Dinner (optional dinner course d3)
	(1) Appetizer
	(2) Main Course
	(3) Dessert
5	Snack

Food Type (d10)

d10	Result
1	Bread (optional subtype d7: (1) breadsticks, (2) buns, (3) cornbread, (4) dumplings, (5) muffins, (6) rolls, (7) toast)
2	Casserole
3	Eggs (optional subtype d4: (1) custard, (2) omelet, (3) roe, (4) soufflé)
4	Fondue
5	Meat (optional subtype: see Meat Products table)
6	Rings
7	Salad
8	Sauce (optional subtype d3: (1) cream, (2) gravy, (3) syrup)
9	Sandwiches
10	Soup (optional subtype d5: (1) bisque, (2) broth, (3) chili, (4) chowder, (5) stew)

Cooking Method (d20)

d20	Result		
1	Baked	11	Flambéed
2	Barbecued	12	Fried
3	Blackened	13	Grilled
4	Boiled	14	Pickled
5	Braised	15	Poached
6	Breaded	16	Puréed
7	Broiled	17	Roasted
8	Creamed	18	Sautéed
9	Deviled	19	Steamed
10	Dried	20	Stuffed

Beverage Type (d10)

d10	Result
1	Ale
2	Beer
3	Distilled liquor (optional subtype d4: (1) brandy; (2) gin; (3) rum; (4) whisky)
4	Hot (subtype d4: (1) cider; (2) chocolate; (3) coffee; (4) tea)
5	Juice (optional subtype d3: (1) fruit juice; (2) punch; (3) vegetable juice)
6	Liqueur (flavored sugary liquor)
7	Mead (based on fermented honey)
8	Milk
9	Water
10	Wine (optional subtype d4: (1) port; (2) sherry; (3) sparkling; (4) vermouth)

Meat Product (dl0)

dl0 Result

1	Bacon
2	Brisket
3	Chops
4	Legs
5	Loin
6	Ribs
7	Roast
8	Steak
9	Wings
10	Offal (subtype dl0: (1) brains, (2) ears, (3) eyes, (4) feet, (5) giblets, (6) intestines, (7) liver, (8) testicles, (9) tongue, (10) tail)

Meat Source (dl00)

dl00 Result

1	Ape man	51	Levithan
2	Banshee	52	Lizardman
3	Basilisk	53	Man-bat
4	Behemoth	54	Mandrake
5-6	Bugbear	55	Manticore
7-8	Cave cricket	56	Mermaid/merman
9	Cave octopus	57	Mimic
10	Centaur	58	Minotaur
11	Changeling	59	Mummy
12	Chimera	60	Nymph
13	Cockatrice	61	Ogre
14	Cyclops	62	Oliphaunt
15-16	Deep one	63-64	Orc
17-18	Demon	65	Owlbear
19	Dragon	66	Pegasus
20	Dryad	67	Peryton

21	Dwarf	68	Phoenix
22	Elemental	69-70	Pixie
23	Elder brain	71-72	Primeval slime (a/k/a jelly, ooze, pudding, slime)
24	Elf	73	Pterodactyl
25-26	Faerie	74	Redcap
27	Gargoyle	75-76	Roc
28	Ghost (aka spectre, wraith)	77	Salamander
29	Ghoul	78	Satyr
30	Giant	79-80	Sea serpent
31-32	Giant animal	81	Selkie
33	Gnome	82	Serpent-man
34	Gnoll	83	Shrooman
35	Goblin	84	Sphinx
36	Gremlin	85-86	Sprite
37	Griffon	87	Toadfiend
38	Halfling	88	Troglodyte
39	Harpy	89-90	Troll
40	Hell hound	91	Underdark slug
41	Hippogriff	92	Unicorn
42	Hobgoblin	93-94	Warg
43	Hollow spawn	95-96	Wyrn
44	Human	97	Wyvern
45	Hydra	98	Yeti
46	Imp	99	Zombie
47	Jackalope	100	Roll (or choose) two
48-49	Kobold		
50	Kraken		

House Rule: Adventuring Companion

By Diogo Nogueira

Sword & Sorcery tales (like the those of *Fafhrd and Grey Mouser*) are a big influence in my games and are a reason why I end up wanting to run a game with a strong Sword & Sorcery bent (meaning no demi-humans, no clerics, or genre-fantasy stuff). That means the nice and cool feature of sharing the halfling's Luck points is off the table.

That's until I thought about it and created the *Adventuring Companion* house rule. Inspired by the companionship between *Fafhrd and Grey Mouser* and the mechanics of another fantasy game, the players can choose another player character with whom to have a special bond—and to share some benefits and hindrances too. This has an impact on the way they spend, regenerate, and lose Luck in the game, as their fates will be interconnected.

Adventuring Companion

The life of an adventurer is not an easy one, especially far away from the connections they had before leaving to risk all in search for gold and glory. That's why so many of them end up creating strong bonds with their fellow adventurers.

Each player character can (though is not obligated to) choose another player character (preferably from a different player) as his *Adventuring Companion*. It's best that this decision be made after they reach at least 1st level in a class, when they will already have experienced dangerous situations together, forming a friendship and trusting each other with their lives. Doing so provides advantages and disadvantages, as follows:

Advantages

- The player character can spend Luck to affect the dice rolls of the Adventuring Companion as if they were his or her own.
- At the end of an adventure, the character can recover one point of Luck if he or she spent Luck points to help the Adventuring Companion in dramatic situations (at the judge's discretion).
- At the end of an adventure, the character recovers a point of Luck if they finished the adventure together, safe and (mostly) sound, and they share a drink in front of a fire.
- At the judge's discretion, the character can earn Luck points for other significant actions that affect the Adventuring Companion—e.g., risking life and limb to save the Adventuring Companion, etc.

Disadvantages

- The character loses a point of Luck each time the Adventuring Companion drops to zero hit points while adventuring with the PC (even if healed afterward). This is a stressful situation for both of them.
- The character loses a point of Luck each time he or she willingly takes actions to damage, undermine, or betray the Adventuring Companion (at the judge's discretion).
- If the Adventuring Companion dies, the character loses 1d4 points of Luck and has to wait at least 1d4 months before being able to choose another Adventuring Companion and forge another strong bond.

With any luck, this rule will bring a little more dynamism to the table and encourage the group to forge connections between their characters and create interesting moments when the companions share their fate and work hard to help one another.

The Art of Infighting

By R.S. Tilton

When fighting in close proximity to your foe, you want to get in and mix it up without getting gutted by a longsword. For more on Mighty Fumbles and Criticals, see *Steel and Fury* by Purple Duck Games. If you do not have access to *Steel and Fury*, ignore the Fumble and Critical results.



Fisticuffs

The art of bare-fisted fighting.

Deed Die Result:

Fumble	Your foe reads your attack and may immediately make a counter attack.
3	Close the Gap. Gain a +2 bonus to AC if your foe is armed with a weapon larger than a dagger. Inflict +1d3 damage.
4	Right on the Button. A solid strike to the nose. Attack causes 1d6 damage, and foe suffers a -2 to AC and rolls he makes next round.
5	Bellringer. You pummel your foe's head, staggering them. Make an immediate free attack.
6	Knock em out. A solid blow to the jaw. Foe must make a Fort save (DC 10 + PC Level) or be knocked out for 1d4 rounds.
7+	Skullcracker. You break the skull of your foe, driving bits of bone into the brain. Inflict +2d6 damage and if foe is not wearing a helmet 1d4 permanent Int loss.
Critical	Neck Breaker. You lay a perfect strike across the jaw, wrenching the neck around. foe must make a Fort save (DC 13 + PC Level) or be paralyzed and die in 1d4 rounds. Inflict +2d6 damage.



Grappling

The ancient art of grappling.

Deed Die Result:

Fumble	Your foe reads your attack and may immediately make a counter attack.
3	Tie Up. Your foe loses his next attack as he fights off your grappling attempt.
4	Arm Lock. You grapple your foe's arm in a wrist lock, the pressure on the joints forces them to drop their weapon or suffer 1d6 damage.

5	Bear Hug. A mighty bear hug, foe must make a Fort save (DC 10 + PC Level) or begin to suffocate.
6	Headlock. You wrap your mighty thews about your foe's head and squeeze. Inflict +2d4 damage. You may also move your foe 5 feet in any direction.
7+	Mighty Heave. With a mighty heave your grab your foe and drive them into the ground causing an additional 2d6 damage and knocking them prone.
Critical	Snap the Neck. You are able to get a your thews about the foe's neck and heave mightily attempting to snap it's neck. Foe must make a Fort save (DC 13 + PC Level) or be paralyzed and die in 1d4 rounds. Inflict +2d6 damage.

Grappling attacks can be held with an opposed Strength check to escape.



Dagger

The dagger relies on lightning fast attacks and precise strikes.

Deed Die Result:

Fumble Your foe reads your attack and may immediately make a counter attack.

3 Twist the Blade. You wrench the blade from your foe's body. Inflict +1d4 damage and foe is stunned for 1 round.

4 Tendon Slice. You slice a major tendon, causing 1d3 Agility damage and disarming the foe.

5 Double Strike. You strike with lightning speed, inflict double damage.

6 Impaled Organ. You impale a vital organ. Inflict +1d10 damage and foe must make a Fort save (DC 13 + PC Level) or fall unconscious from shock and blood loss.

7+ Flurry of Blades. Your attack puts you in position to inflict multiple stab wounds. Inflict +4d4 damage.

Critical Go for the Jugular. You are able to get a clean strike at the jugular, Foe must make a Fort save (DC 20 + PC Level) or die in 1d4 rounds. Inflict +3d4 damage.

Missing Player Tables

by Mike Markey

I can't make it to the game this Saturday, but I don't want Mike running my character for me...

Throw caution to the wind and let the dice run your character for you! When the judge wants to know what you're doing, he rolls a d24 on the appropriate table to find out. Be sure someone has your character sheet for reference!

Directions

Relative directions

d24	Result
1-5	Left
6-10	Right
11-15	Up (otherwise left)
16-20	Down (otherwise right)
21-24	Forward/Straight

Cardinal directions

d24	Result
1-6	North
7-12	South
13-18	East
19-24	West

Combat (Dwarves and Warriors add mighty deed)

d24	Result
1-10	Cast if available, otherwise close to attack
11-15	Cast if wizard, otherwise shoot from here/move to range
16-24	Shoot from range if wizard, otherwise close to melee and attack

Spells (Wizards, Elves, Clerics)

I cast ____!

d24	Result
1-12	Signature spell (player's usual go-to spell)
13-24	Number spells on the character sheet and roll for it

Mighty Deeds (Warriors and Dwarves)

d24	Result
1 - 10	Signature Deed
11 - 12	Blinding
13 - 14	Disarming
15 - 16	Pushback
17 - 18	Trip/Throw
19 - 20	Precision Shot
21 - 22	Rallying Maneuver
23 - 24	Defensive Maneuver

Will you throw me some luck? (Halflings)

Make opposed Personality checks. The Halfling gets +2 per point of Luck after the first.

Will you lay on hands? (Clerics add disapproval range to the die roll)

d24	Result
1-20	Yes
21-24+	No

Will you check for traps/disarm a trap/pick a lock? (Thieves)

d24	Result
1 - 24	Yes

Interpersonal Communication (add personality modifier to the die roll)

d24	Result
≤1	Sucker punch!
2 – 6	Yawn...I defer to you
7 – 15	I disagree/no
16 – 24	I agree/yes

Other

d24	Result
1-3	I search for treasure
4-6	I search for traps
7-8	We should camp here for the night
9-10	Listen! ...do you smell that?
11-12	Open mailbox
13-14	I go poke it
15-16	I attack the darkness
17-18	Whelp, looks like pudding time
19-20	Kill it with fire!
21-22	Adumbrate elephant
23	_____ (judge's choice)
24	_____ (judge's choice)

Peasant Draft



A Fun Mechanic for the Start of O-Level Funnels

By James A. Pozenel, Jr.

The O-Level funnel is a fun and engaging way to start a campaign. Funnels give the surviving characters a great backstory, plausible reasons as to how they accumulated their wealth and possessions, and, as oft mentioned, foster a real sense of attachment to the character.

Inspired by such drafting games as *Sushi Go*, *Dominion*, *Quarriors*, etc., I've added an additional mechanic that has put even more fun into funnels at my table. It is called the Peasant Draft. It's a pretty simple drafting system for building out each player's regular allotment of four peasants.

The steps are simple:

First: Generate a pile of peasants, and if you are using a generator like Purple Sorcerer's, cut the sheets into four separate characters. Shuffle that pile together and that is the "deck".

Second: Deal each player three characters from the deck in any manner you chose. Players pick up their “**hands**”, select one of the three peasants, and pass the rest to the next player. The hands continue to be passed (right, left, across -- you decide) from player to player until everyone has selected three characters.

Third: Deal a number of peasants from the deck face down in the center of the table; this is the “**kitty**”. The number of peasants dealt to the kitty should be equal to the number of players. Choose who will go first -- highest d20 roll, numbers in a hat, whatever the group agrees on. Here are a couple variant suggestions on drafting the final peasant:

Blind Kitty

Once the selection order is determined, the player who goes first picks up the kitty of peasants in the center and selects the one they want. The kitty is placed back on the table face-down for the next person to select from. This continues until everyone has their last peasant.

White Elephant

Place each of the peasants face down on the table and do a White Elephant - yeah, just like those awful Christmas parties.

The first person selects a face down peasant. Everyone gets to examine the peasant. The next person can select a peasant from someone else or pick one from the face-down pile. This continues until the last player has selected from the pile. Game ends when everyone stands pat and doesn't steal. The first person usually gets an opportunity to steal at the end if no one stole from him the entire game.

It will probably behoove you to institute some sort of swapping limits so that the exchanging doesn't get out of hand. Under no circumstances is the player's original hand part of the swap, just their final peasant!

The Peasant Draft has been a lot of fun in our group. Some players pick the funniest characters or the ones they want to roleplay the most. Others develop a group of similar types (either along racial or professional lines) and establish shared interests, backstories and/or goals for their group of peasants. It can be a terrific ice-breaker for pick-up games at a store or, if there's enough time, during a con.



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