

The 2016 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



TABLES & TOOLS PART I

VOLUME 7 OF EIGHT BOOKLETS

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The Many Divisions of the d120

by Michael Markey



The recently invented d120 can be divided in such a way as to replace several dice on the dice chain, and even some that aren't. To use the d120 as another die, simply refer to the tables below.

d120	d2
1 – 60	1
61 – 120	2

d120	d3
1 – 40	1
41 – 80	2
81 – 120	3

d120	d4
1 – 30	1
31 – 60	2
61 – 90	3
91 – 120	4

d120	d5
1 – 24	1
25 – 48	2
49 – 72	3
73 – 96	4
97 – 120	5

d120	d6
1 – 20	1
21 – 40	2
41 – 60	3
61 – 80	4
81 – 100	5
101 – 120	6

d120	d8
1 – 15	1
16 – 30	2
31 – 45	3
46 – 60	4
61 – 75	5
76 – 90	6
91 – 105	7
106 – 120	8

d120	d10
1 – 12	1
13 – 24	2
25 – 36	3
37 – 48	4
49 – 60	5
61 – 72	6
73 – 84	7
85 – 96	8
97 – 108	9
109 – 120	10

d120	d12
1 – 10	1
11 – 20	2
21 – 30	3
31 – 40	4
41 – 50	5
51 – 60	6
61 – 70	7
71 – 80	8
81 – 90	9
91 – 100	10
101 – 110	11
111 – 120	12

d120	d15
1 – 8	1
9 – 16	2
17 – 24	3
25 – 32	4
33 – 40	5
41 – 48	6
49 – 56	7
57 – 64	8
65 – 72	9
73 – 80	10
81 – 88	11
89 – 96	12
97 – 104	13
105 – 112	14
113 – 120	15

d120	d20
1 – 6	1
7 – 12	2
13 – 18	3
19 – 24	4
25 – 30	5
31 – 36	6
37 – 42	7
43 – 48	8
49 – 54	9
55 – 60	10
61 – 66	11
67 – 72	12
73 – 78	13
79 – 84	14
85 – 90	15
91 – 96	16
97 – 102	17
103 – 108	18
109 – 114	19
115 – 120	20

d120	d24
1 – 5	1
6 – 10	2
11 – 15	3
16 – 20	4
21 – 25	5
26 – 30	6
31 – 35	7
36 – 40	8
41 – 45	9
46 – 50	10
51 – 55	11
56 – 60	12
61 – 65	13
66 – 70	14
71 – 75	15
76 – 80	16
81 – 85	17
86 – 90	18
91 – 95	19
96 – 100	20
101 – 105	21
106 – 110	22
111 – 115	23
116 – 120	24

d120	d30
1 – 4	1
5 – 8	2
9 – 12	3
13 – 16	4
17 – 20	5
21 – 24	6
25 – 28	7
29 – 32	8
33 – 36	9
37 – 40	10
41 – 44	11
45 – 48	12
49 – 52	13
53 – 56	14
57 – 60	15
61 – 64	16
65 – 68	17
69 – 72	18
73 – 76	19
77 – 80	20
81 – 84	21
85 – 88	22
89 – 92	23
93 – 96	24
97 – 100	25
101 – 104	26
105 – 108	27
109 – 112	28
113 – 116	29
117 – 120	30

d120	d40	d120	d60	d120	d60
1 – 3	1	1 – 2	1	81 – 82	41
4 – 6	2	3 – 4	2	83 – 84	42
7 – 9	3	5 – 6	3	85 – 86	43
11 – 12	4	7 – 8	4	87 – 88	44
13 – 15	5	9 – 10	5	89 – 90	45
16 – 18	6	11 – 12	6	91 – 92	46
19 – 21	7	13 – 14	7	93 – 94	47
22 – 24	8	15 – 16	8	95 – 96	48
25 – 27	9	17 – 18	9	97 – 98	49
28 – 30	10	19 – 20	10	99 – 100	50
31 – 33	11	21 – 22	11	101 – 102	51
34 – 36	12	23 – 24	12	103 – 104	52
37 – 39	13	25 – 26	13	105 – 106	53
40 – 42	14	27 – 28	14	107 – 108	54
43 – 45	15	29 – 30	15	109 – 110	55
46 – 48	16	31 – 32	16	111 – 112	56
49 – 51	17	33 – 34	17	113 – 114	57
52 – 54	18	35 – 36	18	115 – 116	58
55 – 57	19	37 – 38	19	117 – 118	59
58 – 60	20	39 – 40	20	119 – 120	60
61 – 63	21	41 – 42	21		
64 – 66	22	43 – 44	22		
67 – 69	23	45 – 46	23		
70 – 72	24	47 – 48	24		
73 – 75	25	49 – 50	25		
76 – 78	26	51 – 52	26		
79 – 81	27	53 – 54	27		
82 – 84	28	55 – 56	28		
85 – 87	29	57 – 58	29		
88 – 90	30	59 – 60	30		
91 – 93	31	61 – 62	31		
94 – 96	32	63 – 64	32		
97 – 99	33	65 – 66	33		
100 – 102	34	67 – 68	34		
103 – 105	35	69 – 70	35		
106 – 108	36	71 – 72	36		
109 – 111	37	73 – 74	37		
112 – 114	38	75 – 76	38		
115 – 117	39	77 – 78	39		
118 – 120	40	79 – 80	40		

What's This Crap!?

A Self-Generating Crud Toolkit

This grand catalog of cephalic corrosive cruds has been curated by Messieurs Victor Garrison and Forrest Aguirre.

Note: [FA] indicates that the crud creature was conceived, created, and handled by Forrest Aguirre, whom most likely did not adhere to strict healthy hygiene practices during the fermentation of his corrupted, amoebal anomalies. Therefore, should you notice the development of any new pustulant sores or oozing lesions on your hands, arms, or eyes, after reviewing this material, IMMEDIATELY burn your copy of The Gongfarmer's Almanac, bury the ashes in a sealed vault, and contact your local authorities for further instructions. Neither I, nor anyone associated with this publication assumes any responsibility for the misuse of any of the following material.

Sincerely, Victor A. Garrison

Introduction: Delving the Realm of Cruds

Manifests of molds, cinched by slime, finagled by fungi and ancient algae, lecherous lichen watch and wait, while snail ooze and slug goo and living unctuous grimes wait to feast on what is left behind, and so it is in the realm of cruds.

There are those who speculate that wild cruds are of astral origin, arriving from far-flung galaxies many aeons ago, guided here by divine providence. The venerated College of Mycophagyst Mages has long postulated that all life on this planet owes its existence

to cosmic crud fallen from the heavens. Thus, they have generated a highly secretive system of ooze-ingestion magick that attempts to manipulate the energy patterns of the 78th primal sludge current and bend reality to the will of the mage. Their arcane and wizened gunk-slurping centers on establishing a telepathic connection to a celestial network of slime-swallowers believed to reside at the center of the universe. No one has ever penetrated the dank halls of the college's inner sanctum to record the mysteries of the Mycophagysts' ritualized goo-guzzling performances, undoubtedly due to the fact that no one has the intestinal fortitude to witness it.

Heliculture Alchemists, on the other hand, vehemently disagree with the Mycophagysts. This cloistered community of gastropod-harvesting cultists instead support the theory that all life was begotten on this rock due to the diligence of wurms and slugs, the Creator's first creatures. The Alchemists claim these slimy creatures toiled to break the rocks of the planet down into soil before the first ray of light ever entered the universe, making the way for all other lifeforms to follow. This small island conclave focuses on the singular task of farming slugs, wurms, and snails in order to harvest and preserve the goo their quiet and diminutive brethren ooze. These secretions, collected from a multitude of species, are used to concoct a myriad of magickal aperitifs in the divine effort to distill a nectar that will transform the minds of the Alchemists to experience 'Slug Mind', a state of planetary transcendence and omniscience which they believe the slugs and snails live in.

The Mucophagyst Magickians are yet another crud camp who believe that true reality is a slippery non-physical experience beyond time that human minds are not evolved enough to experience. According to the Mucophagysts doctrine, our minds construct a gateway filter that allows us to know only one small sliver of reality at a time. For the Mucophagysts, the cosmos is an

infinitely expanded, gelatinous pool of phlegm, its circumference is immeasurable and its center is quivering everywhere. Aiming for this true and holy knowledge the Phlegm Priests ingest various fermented body secretions claiming that the power to transcend this mundane plane of existence and live beyond the body among the stars and extra-dimensions of time and space lies in their motto, “Better Living Through Mucusistry”...

...ah, but, I digress. We came here today to discuss the wild crud that lies hiding and waiting in dark fetid swamps, the dank corners of ancient edifices, and the close, musty pine barrens from which no traveller has ever returned. We seek knowledge of those slinking, semi-sentient hybrid creatures made from the juxtapositions of a myriad of species living in colonies of symbiotic cohabitation, all of which elicit from you the same horrific gagging response, sometimes, with nausea and vomiting, but always with a terror filled inner cry of, “EWWWWWWW!”, as it consumes your catatonic body in waves of gurgling, pudding-like pustulence.

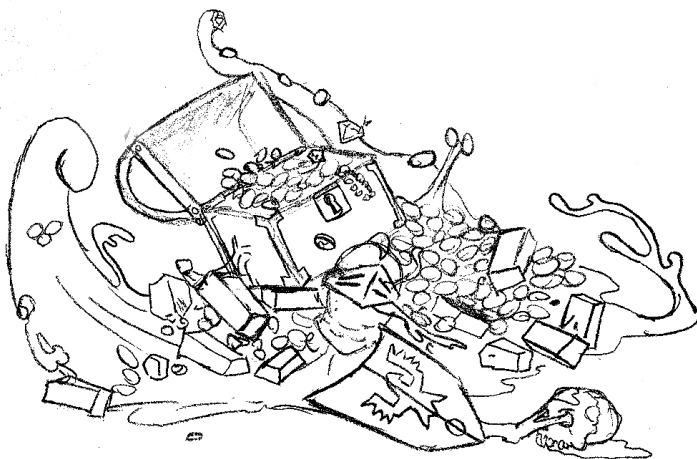
What’s This Crap?! is a multipurpose tool. On the one hand, you have a d30 table of ready-made creatures of slime, mold, fungus and other nasty goo and ooze, all of which we like to refer to collectively as cruds. You can use these quivering jelly mounds and poisonous dusts as is, or you can add additional details by rolling on the d50 crud tables, which include effects, a compilation of colors & textures, an odor & scent table, and a name generator. These tables not only customize the ready-made creatures, but more importantly, allow you to quickly manifest all-new randomized cruds on the fly...

...just, please, remember to wash your hands when you’re finished.

What's This Crap!?

d30 Crud Creature Compendium

The Realm of Semi-Sentient Slimes, Molds, and Fungi (Plus Wurm, Slug, & Snail Goo, and Other Oozes)



Anxiety abounds when trying to create dynamic, yet mostly stationary, but still deviously dangerous creatures that are, at best, only moderately aware of their surroundings. Here are 30 crud (slimes, molds, fungus, goo, ooze and their hybrids) for you to roll up on the fly and terrorize your PCs with stank, phlegm, ooze, bile, and grave disgust which should spell out 'finis' for the unwary adventurer who does not heed the warning trumpet of fungal flatulence, or the gurgling hunger of a bloated, necrotic slime hiding in the archway. So now, I hereby transfer my stress of creation to you, dear judge, but please heed the following advice: an "EWWW" is simply not acceptable! You are not correctly applying this material to your game if you are not cleaning player's vomit off your dice and table!

- 1 **Spiraling pig cocker** - small (one to two inches in length), slimy, slug-like creatures resembling cork screws. Encountered in grassy plains and forests, they cling to animals and humans passing through the tall wet grass in the early morning. They are delicate in their touch as they move into boots and clothing, where they will attempt to bore their way into their prey in a corkscrew motion. Once half of its body is firmly lodged in flesh they begin feeding from the victim's bloodstream, filling the bottom of the crud like a water sack. If an attempt is made to pull it out, DC 19 Fort save or it will break in half and the wound will bleed continuously until healed with magic causing a -1 to Strength, Agility, and Intelligence every three days, and 1 damage every fourth day. Additionally, the severed pig cocker will intermittently make squealing porcine-like noises through the part of its body slightly protruding from the wound. This will continue until healed, doubling the chance of attracting wandering monsters, causing a -3 to initiative rolls, eliminating any chance of hiding, sneaking, or using a surprise attack, and disrupting the sleep of the entire party. If the pig cockers are left alone without attempting to yank them out or damage them, they will gently exit the body in about half an hour after drawing a half pint of blood. As it exits, it will pump a slime into the victim's body that will immediately heal the wound and give the PC a permanent +1 bonus to Stamina (there is a lifetime limit of +4 Stamina bonus regardless of the number of times a PC is bitten by a spiraling pig cocker).

Spiraling pig cocker: Init +3; Atk special; AC 1; HD 1d3-1; MV 1'; Act 1d20; SP bore into flesh; SV Fort +0, Ref +0, Will +0; AL N.

- 2 **Lich lichen, aka, devil goat** - while not a true lich and therefore not undead, the lich lichen is a deadly king of the mountain forests. Feared from time immemorable, the lich lichen is the protector of forests and has held a hatred for mankind since humans first discovered how to make fire. The lich lichen is nearly 8' tall, a massive human skeletal frame that is completely overgrown with layers upon layers of greyish green lichen

which looks like crusty, scaly scabs of grey green camouflage. The lich lichen blends well into its environment and will stand motionless against a tree camouflaged from view waiting until his victims are within reach of his 5' arms. Unless the lich moves, it is impossible to detect without the use of magic. When it does move its limbs sound like tall trees creaking in a stormwind. His physical attacks are preceded by a thunderous roar as his jaw drops wide open, sounding like dry leaves rustling together in a powerful storm (DC 13 Will save, or stunned, -2 Personality, hearing loss, and falling to the bottom of initiative for 2 rounds). His physical attack will be one of the following (1d3): 1) strangle with his hands, 2) crush within his embrace, or 3) stab with sharp, thorny bone hands. When a victim is killed their essence is absorbed by the green lichen that encrusts the lich, becoming brighter the more essence it absorbs. If a PC is able to escape his grasp, check for open wound injuries (DC 14 Fort save) otherwise the PC has been scratched or cut, which will heal normally but the is infected. In 1d30 days the PC will become sick, causing -2 Stamina and Strength for 1d7 days. Afterwards, the PC notices their skin is becoming dry and scaly, and their nails and hair become grey-green lichen (-3 to Personality until healed by magic).

The lich has no magic ability, but has the unnerving ability to instantly shift its position by 5' in any direction at will (1d7, successful shift on a 1-6), making retreat virtually impossible. It will also use this shifting ability to avoid any attack. The lich lichen is especially susceptible to fire attacks, taking double damage from them.

The lich lichen travels with a goat companion that walks on its hind legs and is able to speak. Like the lich lichen, its voice sounds like the rustling of dry autumn leaves in the trees, only softer and gentler, like on a light breeze. The goat's coat is the color of the twilight sky, its eyes are all white, and its tongue is bifurcated like a snakes. Its horns and hooves are covered in the same lichen as the lich's body. The goat will attempt to distract the party and draw them closer to the lich so he can attack. If

the party tries to attack the lich, the goat will attack them with (1d3): 1) horns, 2) acidic bite, or by 3) kicking. If the goat is pierced by a weapon, a blinding white shaft of light will pour from the wound into the eyes of the attacker (DC 13 Ref save or it immediately causes 1d4 rounds of blindness). Any who are killed during an encounter will have their flesh devoured by the goat.

Lich lichen: Init +6; Atk strangle +5 melee (1d4+2), or crush +5 melee (1d5+2), or stab +5 melee (1d6+2); AC 15; HD 5d6; MV 20' + special; Act 1d20+1d16; SP thunderous roar, absorb, infecting cut, shift position, vulnerable to fire; SV Fort +6, Ref +8, Will +6; AL L.

Twilight goat: Init +2 ; Atk kick +3 melee (1d4), or horn butt +3 melee (1d4), or bite +3 melee (1d6+1d3); AC 10; HD 2d6+2; MV 40'; Act 1d20; SP blinding burn; SV Fort +1, Ref +1, Will +2; AL L.

- 3 **Blood jelly fungus** - a pulsating, crimson red mass the size of a pony. Strange mushroom-like sections of irregular size rise and fall from the creature's surface in a nonsensical non-pattern. Each of these appendages are capable of striking out at nearby creatures. Those hit by it will note blood smeared on the area where they were hit. This blood, however, quickly sinks into the PC's skin (DC 20 Ref save will remove the blood before it seeps into the skin). Those infected in this way must make a DC 16 Fort save or temporarily lose 1d4 points of Stamina. Those brought to 0 Stamina transform into a blood jelly fungus in 1 turn unless the infection is magically cured. The new blood jelly fungus will lash out at whomever is nearest and will be, in all respects, just another blood jelly fungus, retaining none of the personality or memories of the PC, who is now permanently dead. [FA]

Blood jelly fungus: Init +0; Atk special; AC 10; HD 2d8; MV 10'; Act 1d20+1d16+1d12; SP stamina drain, infection; SV Fort +0, Ref +0, Will +0; AL N.

- 4 **Witch's butter** - a small slimy, greasy creature the color and consistency of melted butter and the size of a pancake. They are seemingly innocuous until they come into the presence of a wizard. If the witch's butter senses a wizard, it will swiftly move to touch the spellcaster's skin. Upon a successful attack, randomly determine a spell from the wizard's spell list. For a period lasting 24 hours, the wizard suffers a -5 penalty to their spellcheck when casting that spell. The wizard will be unaware of this fact until they try to cast the spell. Enterprising individuals have been known to pack witch's butter into a sealed glass jar, then hurl the trapped creature at a wizard. This is a gamble, though, as each day spent in the sealed glass jar gives the witch's butter a 10% cumulative chance of dying if it cannot feed on magic. [FA]

Witch's butter: Init +3; Atk special; AC 13; HD 1d4; MV 40'; Act 1d20; SP magic curse; SV Fort +0, Ref +3, Will +0; AL N.

- 5 **Gabriel's stinkhorn** - a fungus that grows within one night from an underground bulb or egg to a 4' tall phallus-shaped fungus with a bright red "head". It is covered in a stinky slime that, if it comes into contact with humanoid flesh, causes the one touched to scream uncontrollably for 1d6 turns. The scream, after a few seconds, becomes a sort of trumpeting sound as the larynx is damaged. After the screaming/trumpeting subsides, the person is unable to speak for 1d12 hours as their voice box must rest and repair itself. Screaming and trumpeting adventurers are twice as likely than normal to attract wandering monsters. [FA]

Gabriel's stinkhorn: Init +2; Atk special; AC 12; HD 1d6; MV 0'; Act 1d20; SP touch causes victim to scream; SV Fort +0, Ref -2, Will +0; AL N.

- 6 **Downy mildew** - appears as a cloud of tiny feathers or snowflakes. Those who see it must make a DC 8 Personality check or be inexorably drawn closer because of its pleasant - nay - cute appearance. As the character approaches this little cloud,

it thrust itself toward the character's nose and mouth, hoping to be sucked inside. If the attack is successful, there is no immediate effect except for causing a sneeze and a slight cough. No other symptoms will manifest for 1d6 turns. If the downy mildew is not removed from the body by the end of the 1d6 turns (usually through magical means), bad things happen. The character first notices a slowness of thought and action. All initiative rolls and Agility checks are at -2. Within another 1d6 turns, chills and a fever set in. Spells used to attempt to remove the disease are at a -4 on their spell check. After a further 1d6 turns, the character's Agility, Stamina, and Strength are halved, rounding up. When the character coughs or sneezes, small clouds of downy mildew fly out of their mouth or nose. Those who are in very close proximity will also become infected if a successful attack roll is made. After another 1d6 turns, the character loses all bladder and bowel control, and their breath comes in rattling wisps. Personality score is cut in half at this point, Agility, Stamina, and Strength are halved again. By the end of this 1d6 turns, clouds of downy mildew fly out of all the character's orifices, forming another, full-strength downy mildew, which nearby persons must make a DC 8 Personality check or be drawn in by that cloud. No wonder, then, that this strange creature is known as "The Death of Heaven on Angel's Feathers". It can only be attacked with fire or by magical means - weapons have no effect on it at all. [FA]

Downy mildew: Init +0 ; Atk thrust +2 melee (special); AC 10; HD 2d8; MV 10'; Act 1d20; SP cute appearance, disease, immune to all non-fire-based and non-magical attacks; SV Fort +0, Ref +0, Will +0; AL N.

- 7 **Astral heliozoa (aka, little spiny stars)** - sometimes called spiny earth stars, these are semi-sentient spore creatures that travel in packs. They range in size from two to seventeen inches. Believed to be a hardened fungus spore that once fell from the cosmos, they have a multitude of stiff, spiny micro-tube like projections jutting straight out from their small spherical, stony bodies. The length of each microtube is equal to a third of the

overall size of the heliozoa. They are small but vicious and will attack any animal or human they become aware of. They move by rolling on the spiny stalks and are capable of surprising speed, and attack by flinging themselves at any unprotected area of their victim (DC 12 Ref save to avoid for each star). On contact, poison-tipped barbed appendages jut out of the microtubes and lodge inside their prey's flesh. The poison causes paralysis of affected limbs (DC 15 Fort save to resist). Once affixed, the heliozoa begins feasting slowly on the victim's blood. The astral heliozoa does this enmasse as a pack, leaving a victim covered in a multitude of heliozoa, each one attached by several barbed appendages. Removing them is difficult and painful, causing 1d3 damage for each appendage. Fire will kill them, but the lodged barbed appendage will still cause damage if removed without surgery or magic.

Astral heliozoa (1d30+10): Init +3; Atk special; AC 9; HD 1d5; MV 30'; Act 1d20; SP fling attack, blood-feasting; SV Fort +2, Ref +1, Will +0; AL N.

- 8 **Shroom apes** - sentient, gorilla-sized and shaped bipedal fungal creatures who dwell in sophisticated treetop colonies. Their treetop cities are rich in gold, silver and beautiful art objects crafted by the apes, though little is known about their culture and few have ever seen their dwellings. Ferociously territorial, they attack all who trespass their home grounds by diving on land travellers from the tree cover above. Shroom apes are incredibly strong, quick, and vicious but lack stamina and are easily overcome if a struggle drags on. For this reason they attack in large packs with individuals on vines swinging in and out of the brawl with spears, heaving weapons from above, or running in and out of the fray while beating opponents with clubs. If the apes are attacked with blunt weapons, damage to their bodies will result in large chunks of fungus breaking off. Arms, legs, sections of torso, and face will crumble and fall off if hit hard enough. Surprisingly, the flesh of the shroom apes is edible and delicious, and enjoyed by many cultures. The corpse of an ape can easily fetch 125 sp in cities, but hunting them for

food is extremely dangerous.

Close inspection of the shroom ape's fur coat will reveal that the fur is not hair. Their fungal bodies are covered in thin black worms that shelter in the hundreds of thousands of pores covering the shroom ape's fungal body. These worms must be cleaned off before the ape's flesh can be consumed.

Shroom apes: Init +2; Atk spear +2 melee (1d5) or club +2 melee (1d4) or thrown weapon +4 missile fire (1d3); AC 8; HD 2d5; MV 40'; Act 1d20; SV Fort +0, Ref +2, Will +0; AL N.



burning heap (napalm golem)

- 9 **Burning heap (aka napalm golem)** - a 7' tall sentient slime that exudes a flammable gel that burns perpetually. If approached, it launches this flaming material at its

assailant that sticks and burns like napalm. The napalm golem was magically created by a bitter and resentful Heliculture Alchemist in his lab nearly one hundred years ago. It has wandered the continent searching for its creator, inadvertently setting thousands of villages on fire while defending itself against attacks.

Burning heap: Init +1; Atk flaming fist +2 melee (1d4) or special; AC 11; HD 2d8; MV 20'; Act 1d20; SP flaming napalm slime (DC 14 Ref save or burned for 1d4 damage every round until the gel is extinguished); SV Fort +4, Ref +0, Will +1; AL N.

- 10 **Fire spore puffball** - a rucksack-sized puffball fungus filled with tens of thousands of spores that pour out into the air in a strong steady stream when its casing is cracked open. Contact with oxygen instantly ignites the larger-than-normal spores, which can burn skin and set dry vegetation on fire, causing 1d8 damage to nearby creatures (DC 6 Fort save for half). In the spring and summer the skin of the puffball is white streaked with orange and red. In autumn the puffball's color darkens to a shade of umber that can be seen glowing at night. In this umber stage, the fire spore puffball is extremely unstable and can furiously explode at the slightest touch, blasting embers in every direction up to 25' and burning everything within its radius for 1d7 damage (DC 18 Ref save to avoid). In winter the puffball shrinks to the size of a coconut, turning black and becoming safe to handle and transport. The dead winter spores are still explosive and can be used as a bomb if manually ignited, making them an ideal weapon of destruction, doing 1d7 damage to everything in a 25' radius.

Fire spore puffball: Init +0; Atk none; AC 5; HD 1d6; MV 0'; Act 1d20; SP spore combustion; SV Fort +0, Ref +0, Will +0; AL N.

- II **Lumbering sludge** - born in sewer canal cesspits located far outside the outskirts of affluent cities, this diseased crud is a mountainous humanoid-shaped mound of refuse, slime, offal, and human and animal carcasses bound by fibrous fungal binding. The lumbering sludge is a fully sentient, hostile, and aggressive towering creature standing 25' tall and reeks of excrement, urine, decaying flesh, and rotting garbage. It moves in a gliding shuffle leaving a trail of greasy offal in its wake and absorbing anything in its path into its shambling form. When attacking, the sludge will attempt to poison with its bellowing breath of noxious gasses, including methane, making it highly flammable. It can also attack by flinging large masses of offal from its body or by throwing (or flopping) its body onto its opponents in an attempt to drown them and absorb the corpses, which immediately begin decomposing into its mass. Fire and magic are the only effective attacks against this creature as any traditional weapon will only be absorbed into its body. If fire is used to ignite the body, the beast will continue to attack for 1d6 rounds while it is burning until it realizes it is on fire and panic, throwing itself into any nearby large body of water, or rolling on the ground and igniting anything flammable near it. PCs must roll DC 13 Ref save to avoid igniting the sludge's breath (unless that's their intention). If ignited during exhalation the breath will act as a flame cannon causing 1d7 damage for 2 rounds. On inhalation (or after 2 rounds of exhalation) the flame will explode the gasses in its lung cavities and blow the creature up in a fireball, blasting sludge, excrement,

diseased rotting flesh, wurms, etc., in every direction within a radius of 200'. DC 15 Ref save to avoid being hit by flaming offal causing 1d4 damage for every round it takes the PC to remove the flaming waste from their body.

Lumbering sludge: Init +3; Atk special; AC 15; HD 4d8; MV 30'; Act 1d20+1d16; SP death breath (1d4, -2 Strength and Agility, and -2 to initiative rolls for 1d5 rounds, DC 14 Fort save to avoid), offal fling (1d3, -3 Personality until cleaned, DC 14 Ref save to avoid), drown (1d5 each round trapped, DC 16 Ref save to avoid), immune to non-fire-based and non-magical attacks; SV Fort +5, Ref +0, Will +0; AL C.

- 12 **Slough sloth** - slow moving beast of unknown species and origin covered in decaying, necrotic skin slime. It is absolutely diabolical in its ability to hide from view until the moment it attacks, although the rank, infection odor of its decaying flesh can be smelled 25' away. Its surprise attack and death grip makes up for its slow movement. The last thing many of its victims ever see as its lengthy arms and torso suddenly drop upside down from its perch is the slough sloth's monstrous, hideous face with patches of hair and black layers of hanging peeling dead flesh, yellow eyes oozing pus from their sockets, and the black cavity where its nose used to be. But the most chilling sight is its ghoulish, beaming smile of rotten teeth and gums; a permanent blackened outline of decayed lips that fell off its face long ago. Attacking from an overhanging perch, it will snatch a victim in its long arms and disappear back to its hidden overhang, all the while crushing the victim against its body and biting at the victim's face. Its mouth and necrotic body exudes

infection and disease. If the PC is infected, their skin begins turning black and slippery within a week, smelling like hell and oozing off (-6 Personality as the rotting odor of infection becomes too much for the party to withstand. This infection can only be healed by either amputating infected limb immediately or by healing magic).

Slough sloth: Init +4; Atk special; AC 10; HD 1d8; MV 12'; Act 1d20; SP diseased touch (1d5, DC 12 Fort save to avoid. Fort save must be repeated each day to check if infection has invaded PCs body. Stop check after 5 days of successful saving rolls); SV Fort +0, Ref +0, Will +0; AL N.

- 13 **Ghost algae** - a floating algae that exudes slime-binding colonies that keep this "lighter than air" algae together. It is phosphorescent and thus is always mistaken for a glowing specter floating through the dark. It can sense and is attracted to body heat and will quickly move to warm bodies. DC 12 Ref save to avoid contact or the ghost algae will adhere to PC's skin and clothing making them visible at night and in the dark. The phosphorescent goo is absorbed by skin and clothing and can not be washed away, taking 1d14+2 days to fade.

Ghost algae: Init -2; Atk none; AC 3; HD 1d8; MV fly 30'; Act 1d20; SV Fort +3, Ref +5, Will +1; AL N.

- 14 **Sucking mud** - a dirt mold colony inhabiting the ground, often on dusty paths, that only becomes active when wet, forming a tight bond with the surrounding mud. These colonies are often three or more feet deep and will suck its prey quickly in when stepped on. A 6' deep or more colony can suck a human-sized creature one foot per round and completely engulf and suffocate its victim in five rounds. When dry, the colony is encapsulated in hard

dirt and has no effect on passing creatures.

Sucking mud: Init +0; Atk special; AC 9; HD 1d8; MV 0'; Act 1d20; SP suck victims down (pulls victim in 1' each round, DC 17 Ref save to avoid or free); SV Fort +0, Ref +0, Will +0; AL N.



crud burro

- 15 **Crud burro** - non-aggressive semi sentient slime beings that have evolved from reanimator slime, but do not have the aggressive traits of that species. Crud burros range in size from that of a small dog to a large rhino, though stories of mammoth elephant-sized creatures have been recorded. Crud burros, like reanimator slime, are made of slime growing around a found

framework that can be manipulated by the slime for mobility. Unlike reanimators that exclusively use skeletal remains and decaying bodies, the framework that this species prefers is random items from its environment, typically tree limbs and fallen tree trunks. Other molds, fungi, and small plants are often found growing on crud burros, and sometimes colonies of insects, nesting birds, and small animals can be found inhabiting it. Crud burros are normally encountered wandering aimlessly in the wilds and have never been encountered near areas populated by humans. No matter how large an encountered crud burro is, it is docile, slow, and can be easily handled and used to transport humans or cargo up to 30% of its own size. Its unencumbered movement rate is 40' but drops 10% for every 10% of its own mass that it is encumbered with up to its limit, at which point its internal frame will begin to fall apart. Crud burros cannot survive in arid environments and need to be watered down daily (1 pint of liquid per 8 cubic feet of the burro's mass, alcohol will kill any area it touches). The burro, if not properly watered, will lose 5% of its mass per day after its 3rd dry day, and its movement rate will slow exponentially each day it loses mass. Thus, on its 4th dry day it loses 5% mass and its movement slows by 5%. On the 5th dry day, it loses another 5%, but slows 10% more. The 6th dry day it loses another 5% mass, but slows down another 20%, etc.

Crud burro: Init +0; Atk none; AC 4; HD 1d12; MV 40'
hydrated or special; Act 1d20; SP vulnerable to alcohol, dehydration; SV Fort +2 hydrated, -4 dry, Ref -4, Will +0; AL N.

- 16 **Summer's siren** - summer's siren is a sentient slime that lives in ponds and lakes. It generates and stores gas in chambers within its mass and releases the gas through small orifices above the surface of the water, creating a complex system of sounds that mimics a young woman's voice humming a soothing song luring humans and animals alike to its irresistible melody. Summer's siren is similar to reanimator slime in that it can manipulate objects such as tree limbs to be used as grasping weapons. It will use these to pull an unwary victim into the

water. Once its victim is below the surface it will flood the unfortunate soul's mouth and nose with slime, then, once subdued, coat the prey's body. At this point the slime's behavior can follow three different courses of action (1d3): 1) suffocate its victim and slowly devour it in the water as the body decays, 2) suffocate the victim and animate the body, using it like a puppet to attack the party, or 3) assume a symbiotic relationship with its victim where it will generate oxygen for the victim to breathe underwater. If it takes this action the victim will live the rest of their life underwater and can never move beyond 10' of the water's edge, lest the slime suffocate it.

Summer's siren: Init +1; Atk special; AC 10; HD 2d6; MV swim 30'; Act 1d20; SP pull victims underwater; SV Fort +2, Ref +2, Will +3; AL N.

- 17 **Fen henchman (aka, black bog baron)** - sentient slime-mold shape shifters that stalk swamps and moors. It morphs into a black silhouette in the general form of its intended prey before striking. Survivors often describe their encounter as being 'attacked by their shadow'. The fen attacks by stealthily adhering to the feet of its victim (DC 15 Ref save to avoid), then quickly slithering its thin slime mass up the PC's legs and back until it envelopes the entire body in a thin membrane of shadowy slime. The membrane-thin slime is elastic, like being stuck in a balloon with self-healing properties so it cannot be ripped or cut open. Once the victim is enveloped in shadow-slime, the fen henchman slowly suffocates its prey. Any member of the party attempting to help a PC attacked by the fen henchman by touching the slime in an effort to cut it, pull it, wipe it off, etc., must roll DC 15 Ref save or the fen henchman will begin to cover them as well. The slime can be burned off with fire but this will also burn any PC it is attached to. Touching flames to several spots of the fen henchman's surface long enough to cause a minimum of 3 total points of damage to the PC will force the entire slime to retreat and remove itself.

Fen henchman: Init +4; Atk special; AC 8; HD 3d6; MV 30'; Act 1d20; SP suffocate (each round, DC 13 Fort save or -1 Stamina and 1d3+1 damage); SV Fort +2, Ref+5, Will +3; AL N.

- 18 **Bore Optic Slime Serpents (aka, BOSS)** - this amorphous crimson sentient slime typically resides in town and village wells. The crud can exist for years at the bottom of a well without anyone suspecting that the water is infected. In fact, the slime only becomes a health threat once the townspeople become aware of its presence and attempt to remove it from the well, or if someone hides in the well or enters it for some other reason. While it can assume most any shape, it typically chooses to lurk and swim in the dark in the shape of a pencil-width thin snake, sometimes up to 5' in length and tapered to fine points at either end. The body is a colony of micro-organisms each with the ability to see in the infrared spectrum and detect body heat. Being extremely territorial, the BOSS will attack anything living thing that climbs, or falls, to the bottom of the well, waiting for the chance to wrap around the victim's neck and bore into both eyes with the ends of its body. Additionally, it will leave part of its body in each eye that it was able to bore into and lie in wait, and when another human inspects the damaged eyes, it will launch itself (now very thin and about a foot long) into the eyes of the next human. The only way to stop it is to use a red hot poker to burn out the eye sockets of someone currently affected by the slime.

Bore Optic Slime Serpents: Init +4; Atk special; AC 9; HD 1d10; MV 20' or swim 30'; Act 1d20; SP bore into eyes (DC 11 Ref save or 1d3 damage for each eye, this roll also indicates the following: 1) eyesight is impaired, 2) eye can only detect shadow, 3) total blindness); SV Fort +4, Ref +3, Will +0; AL N.

- 19 **Universal veil** - a membrane-thin sheet of bacterial slime; a living curtain. This is a nearly transparent colony of bacteria and slime living in cohabitation. It usually grows like a drape hanging down from tree limbs over pathways or from arches in buildings or tunnels waiting for something to walk into it and

become ensnared. Like a spider web it is sticky and adheres to its prey. Once caught, it injects poison into the victim through 1d4 barbed proboscis and begins siphoning bodily fluids to feed the colony. As the universal veil draws blood it fills its thin sheet body and becomes a thick cushion that will drown the PC in their own blood in 1d10 turns. Attempts to cut the veil off the victim will likely be fatal for the PC since all parts can act independently and the proboscis will continue siphoning the victim's blood, draining the body in 3d5+4 turns.

Universal veil: Init +3; Atk special; AC 13; HD 3d8; MV 0'; Act 1d20; SP blood-siphoning with barbed proboscis (DC 15 Ref save or 1d3-1 damage per round. Ripping a barbed proboscis out of flesh causes 1d4 damage, DC 18 Fort save to avoid); SV Fort +5, Ref +0, Will +0; AL N.

20 **Rucker's ectoplasm** - a trans-dimensional thread of slime that stretches throughout all of time. It can appear anywhere at any time, but since it exists primarily in the fourth dimension it seems (to beings limited to a simple three- or four-dimensional experience) to suddenly appear and then quickly disappear.

To the casual observer the ectoplasm appears as shining, feathery, multi-hued fibrous tendrils that quickly shoot out of the air, rapidly growing like wild grasping vines and then disappearing. Scholarly mages familiar with rucker's ectoplasm have made an astro-science of attempting to calculate when and where it will appear next in three-dimensional terra-based space.

A mage fortunate enough to capture the ectoplasm and harness its power will, if only temporarily, experience all of time and space simultaneously. It is believed that afterwards, though, the mage's ability to communicate with other humans on a three-dimensional/linear time level is impossible. Because of its utterly random nature of appearing, there have been incidents where living things have had rucker's ectoplasm shoot through or out of their bodies. It has been theorized that talking animals

are a result of this event. This may also be the cause of reports of spontaneous 'Astral-Consciousness' and the sudden ascension of ordinary humans to godhead status.

If a PC comes in contact with rucker's ectoplasm they instantly have insight into the history of the universe. They must make a DC 12 Will save or go insane for 1d24+6 hours. This period of insanity includes withdrawal from party, inappropriate behavior, and incoherent speech. Once the insanity passes the PC may begin to interact with the party again and has gained omniscient insight. The PC has 2d14 total opportunities to use this unique ability up to twice per session to gain a deeper understanding of what is going on at the moment. The PC can write a question and pass it to the judge who will respond to the PC in writing, providing a brief and accurate answer. The question may concern any aspect of the adventure or campaign world. The idea is that this is information that the PC already has knowledge of through their experience with the ectoplasm. If you are a judge and you're unsure of how you feel about this action, please do not use it.

Legend says that a small piece of rucker's ectoplasm was captured in a large crystal and lies hidden somewhere in the world in a massive impenetrable vault.

Note: no stats for this crud as interaction with it is not possible. It is a creature that is treated as an event.





drumpfungi

- 21 **Drumpfungi** - a slimy orange fungus that grows like floppy elephant ear mushrooms. It exudes a slippery, sticky substance that is emotionally toxic. When a PC comes in contact with drumpfungi effluence escape is nearly impossible (DC 21 Will save, adding any Agility and Intelligence bonuses. For each failed escape attempt, the PC must make a DC 14 Fort save or suffers 1d3-1 damage). It wounds victims by secreting an acid that quickly melts skin, then absorbs its victim's blood into its own body like a sponge. The bizarre thing about this attack is that on a failed DC 13 Will save, adding any Personality bonus, the PC will find this acid melt and blood-letting pleasureable.

This fungi is encountered in decaying cities and around collapsing architecture. When encountering drumpfungi, PCs must make an Intelligence check using a d18 or else they become mesmerized by the drumpfungi and will want to see it up close. Attempts to prevent mesmerized PCs from coming in

contact with it will cause them to become violent against the party. Restrained mesmerized PCs will scream, making it dangerous to try to hold them back when secrecy or discretion is important.

Drumfungi: Init +5; Atk special; AC 10; HD 2d8; MV 0'; Act 1d20; SP toxic acid; SV Fort +5, Ref +2, Will +8; AL N.



Rikert's radioleria

- 22 **Rikert's radioleria** - a colony of single-celled protozoa typically the size of a small hut. These colonies create immense and intricate models of the protozoa's individual, single cell form. These are complex awe-inspiring structures with an interwoven

frame of spindly bone-like material.

No human architecture has ever approached the detail and precision created by these single-celled creatures. The entire outer part of the structure is coated with a thick layer of sticky translucent yellow ectoplasm. Housed inside is a crimson jelly-like endoplasmic ooze which acts as a muscular system. The interior endoplasm of the radioleria colony functions much like a giant brain, and is a conduit of communication for the hive mind of the colony. The structure is fully aware of itself as well as its surroundings. It is capable of nonverbal telepathic communication and will use this power as a beacon, broadcasting over a five mile radius and attempting to coax intelligent creatures to its side. While the radioleria appears at first to be rigid and inflexible, it can move. If it is touched, it will fold itself over with blinding speed to capture the perpetrator, the sticky ectoplasm adhering to its victim while the spindly network frame opens up and stuffs them inside (DC 19 Ref save). Once it has engulfed its victim in the crimson endoplasmic goo, the framework will quickly close back up. It will then keep the victim alive indefinitely supplying oxygen and food through the plasmic goo and the colony mind will telepathically merge its mind with the victim in order to develop an understanding of the species it has captured. If it is attacked while holding a PC inside it will begin suffocating and crushing the PC and will only stop if the attacks cease.

Rikert's radioleria: Init +3; Atk special; AC 14; HD 2d10; MV 0'; Act 1d20; SP capture and consume creatures, non-verbal telepathic communication; SV Fort +4, Ref +2, Will +1; AL N.

- 23 **St. Christie's bile** - it is not uncommon to find this thick yellowish slime pooling in areas where drumpfungi has spread. This slime puddles in dark recesses where it swells into patchy undulating, blobs. When found in the presence of drumpfungi, it usually manifests as a parasite in a symbiotic relationship, devouring bacteria and insects attracted to the drumpfungi. The bile's attack is a thunderous, offensive, and highly flammable

flatulence. Once an hour the slime becomes over-inflated from poisonous gasses that ferment within its network of inner cavities and releases these noxious vapors in a series of roaring emissions. When it senses body heat in its environment, it becomes excited and more bloated, and it will use the gasses as an offensive attack blasting its fumes and a spray of bile out of several of its numerous orifices. Anyone within 20' of the slime must roll a DC 13 Ref save or suffer 1d3 damage. If an open flame is within ten feet of St. Christie's bile, the gas explodes in a 30' diameter fireball causing 1d7 damage.

St. Christie's bile: Init +0; Atk special; AC 10; HD 2d6; MV 1'; Act 1d20; SP spew noxious gas; SV Fort +1, Ref -2, Will +0; AL N.

- 24 **Destroying angel puffball** - explosive bright white mushroom shaped like a large ball. It grows to one foot in diameter and is packed with poisonous spores and sharp, conical shaped crystallized sap. The skin of the ball has tremendous tensile strength, and can handle an immense amount of internal pressure. When touched and prodded, the destroying angel explodes, spewing a cloud of toxic spores and sharp crystal shards 20' in every direction. The deflated 'skin' of the exploded puffball has often been noted to resemble a small pair of angel wings lying on the ground.

Destroying angel puffball: Init +0; Atk special; AC 5; HD 1d4; MV 0'; Act 1d20; SP toxic spore and shard cloud (DC 13 Ref save, if failed DC 16 Fort save or suffer 1d5 damage from poison and 1d3 damage from shards, roll 1d30 to find how many crystal shards were spewed, then divide equally among those who failed the toxic cloud save save, maximum of five crystal each PC); SV Fort +0, Ref +0, Will +0; AL N.

- 25 **Skull dust** - a nasty flesh-eating mold that lays dormant and sleeping until it comes in contact with oils secreted by a mammal's flesh. It looks like a grayish orange dust when encountered in its dormant state but becomes fiery red when

active. It has no odor until it comes in contact with skin, when it emits a variety of smells (roll for odor). Typically it is encountered among the skeletal remains of its past victims. An unwary adventurer may pick up the helmeted skull of a long dead victim and dust off or blow off the mold. Once airborne it settles all over the exposed flesh of the fool who disturbed it and any nearby members of the party within 15'. On contact the PC must make DC 12 Fort save or it changes to a bright flaming red and begins devouring layers of flesh. Beware any piles of weapons, armor, treasure and skeletal remains, that is a good indication that skull dust lies waiting. Fire is its only enemy.

Skull dust: Init +0; Atk special; AC 9; HD 1d12; Act 1d20; SP devour flesh (DC 12 Fort save or 1d8 damage), immune to non-fire-based attacks; SV Fort +0, Ref +0, Will +0; AL N.

- 26 **Manky ditch weed** - despite the name, manky ditch weed is not a weed or plant. This is a slime that grows tall weed-like stalks which actually look like 6"-12" thick hair follicles. Its color varies (roll for visual description) but it often absorbs color from its environment. Its odor is strong but varies (use order table). The top ends of the follicles have what look like small black seeds, but are actually eyes that only detect light/dark and motion, but through the use of hundreds of these tiny eyes it can determine size and distance of moving objects. It grows in swampy low-lying areas, drawing its name from frequently being encountered in ditches along the side of lesser traveled roads. If a PC steps off the path into a patch of manky ditch weed, the slime will wrap its stalks around the PC's ankles attempting to trip them (DC 10 Ref save or fall into the body of the slime which is like a pool of sticky, slippery, acidic digestive bile), then the slime stalks will wrap around the PC's arms, legs, head and torso, excreting flesh-dissolving acid each turn they are trapped. Any party members attempting to save the PC must make a DC 6 Ref save or suffer the same fate.

Manky ditch weed: Init +0; Atk special; AC 6; HD 1d4; MV 0';
Act 1d20; SP flesh-dissolving acid (DC 16 Fort save or 1d3
damage each round); SV Fort +0, Ref +0, Will +0; AL N.



mutitan



reanimator slime

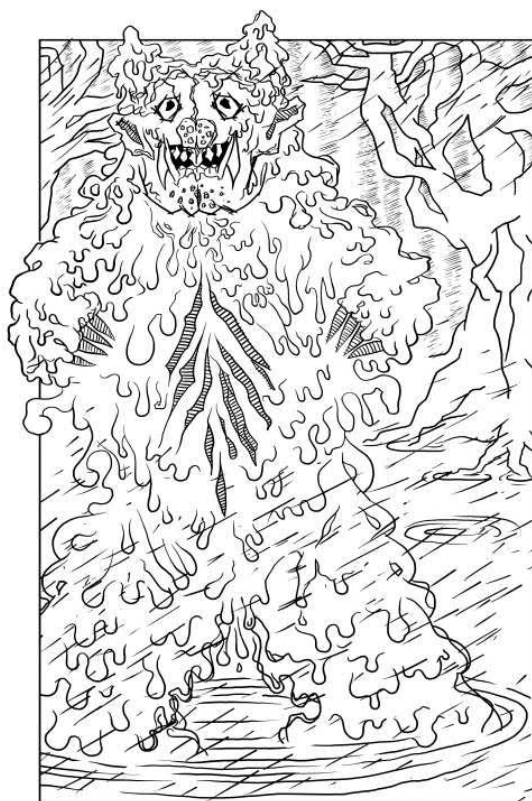
- 27 **Reanimator slime** - this is a semi-sentient crud that Astro-Alchemists believe has astral origins. An 'extremophile', this slime can survive any conditions including fire and extreme arctic sub zero cold. The reanimator is known for its ability to grow itself around the remains of animals and humans, whether skeletal or decaying corpses, and animate the bodies through its own control over the limbs. The slime is also able to merge multiple remains into massive hybrid creatures of bone, decaying flesh, thick layers of fibrous slime and anything else it can meld together for its ferocious and aggressive attacks. To randomly determine the body type of a reanimator slime, use the sub-table that appears after this d30 table (pg 38). Assume that the slime has a minimum of two legs that can support its weight, movement, and stability.

Reanimator slime: Init +4; Atk as body part type +2 melee; AC 11; HD 1d5 for each body the reanimator has merged, MV 20'; Act 1d20+1d14 for each additional body merged; SV Fort +6, Ref +3, Will +7; AL C.

- 28 **Whistling widowmaker** - the whistling widowmaker is a dense fungi that is shaped like a tall spiraling cylinder, wider at the base and narrowing towards the top. It is bright white until it spreads its two large flaps, which look somewhat like bird wings. When it does so, it exposes a dark bloody-looking area, which makes it look somewhat like a wounded bird. It gets its name from the crying, whistling sound it makes from gasses escaping through orifices at the top of its body to attract victims looking for easy prey. Once an animal or human is close enough, it releases a deadly cloud of spores and noxious gas (DC 16 Fort save or 2d4 damage). The spores attach themselves to the victim and grow into more widowmakers that devour the body over time, then devour each other until only one survives. Victims that survive attacks still have spores on their bodies and spread the whistling widowmaker to other areas. Attack survivors must make a DC 7 Fort save to see if attached spores are present 3 days later. A failed save causes 1d3 damage due to the spores eating their flesh and the save must be repeated again 3 days later for every failed save. If the save is successful, consider the spores removed.

Whistling widowmaker: Init +4; Atk special; AC 6; HD 1d8; MV 0'; Act 1d20; SP deadly cloud of spores and noxious gas; SV Fort +0, Ref +0, Will +0; AL N.

hagbear



- 29 **Hagbear** - hagbears are found in swamps, underground streams, and stagnant lakes and pools. These hairless creatures, when mature, are the shape and size of adult grizzly bears but their faces resemble that of blobfish. They have no bones except their massive skulls which house incredibly strong jaws and shark-like rows of teeth. The beasts are never encountered out of the water because their limbs, while strong and inescapable in the water, lack of a skeleton making them incapable of supporting their weight on dry land. Fast, angry, and aggressive, it attacks by bite or uses its long sharp claws to tear into and snag its prey. It will then voraciously drag the victim to it, squeezing its prey in its arms and using its teeth and jaws to crush the head of its victim. The hagbear exudes massive amounts of slippery slime through its pores to make its body super slick and thus avoid capture. The slime and lack of bones also makes it adept at squeezing through narrow passages and crevasses. It can fit through any passage large enough for its head.

Hagbear: Init +3; Atk bite +3 melee (1d3) or claw +3 melee (1d3) + special; AC 10; HD 2d8; MV swim 30'; Act 1d20+1d16; SP drag victim (upon a successful attack, victim is pulled in and squeezed for 1d4 additional damage and crushed by the hagbear's jaws for 2d5 additional damage); SV Fort +2, Ref +1, Will +0; AL N.

- 30 **Eckson's sludge mire** - this fungus was found growing in sub-zero arctic climates during Captain Ekson's arctic quest and brought back on their return. The fungus actually grows inside ice. During the expedition it was discovered to be edible and nutritious, though not very tasty. This was fortunate for the expedition party since they were quickly running out of rations, but after their return, many became ill and eventually unable to eat, experiencing bloating and impossible weight gain. The sludge mire was growing inside of their intestinal system as it could not only thrive inside of ice, but also grow rapidly among gastric acids in the bellies of the crew. It continued to grow inside the crew's bodies until their torsos burst open.

Ekson's sludge mire is an extremophile, a lifeform capable of thriving in conditions thought to be completely inhospitable to life (extreme subzero cold and ice, gastric acids, inside rock, etc.). Upon contact with the air, ekson's sludge mire spews spores infecting people and animals within 20'. Breathing or ingesting spores requires a DC 12 Fort save, an unsuccessful saving throw means the PC has a fungus growing in their lungs or stomach. Rolls a 1d4 to determine growth rate: 1) slow growth. -1 Strength every 3 months, 2) moderate growth. -1 Strength each month, 3) quick growth. -1 Strength each week, 4) very rapid growth. -2 Strength every week. Once a PC's Strength drops below zero, the PC's body has exploded open, killing the PC and potentially infecting everyone within 10' of the body.

Eckson's sludge mire: Init +0; Atk special; AC 4; HD 1d3; MV as wind speed; Act 1d20; SP spore infection; SV Fort +0, Ref +0, Will +0; AL N.

Reanimator Slime Body-type Determination Sub-table

- a Body type (1d3): 1) single humanoid, 2) single animal, 3) multiple bodies. If multiple, roll the number of bodies (3d4): odd result) animal bodies, even result) human bodies.
- b Animal body parts. Roll 1d24 for each animal body to determine type, then roll 1d3 for each type to determine condition: 1) recently killed, 2) decomposing, 3) skeletal:
 - 1 Vulture head and neck (bite/1d3-1 damage)
 - 2 Deer legs (kick/1d3-1)
 - 3 Snake head and body (bite/1d3-1, poisonous venom DC 12 Ref save)
 - 4 Turkey talons (claw/1d3-1)
 - 5 Wolf head (bite/1d3)
 - 6 Wolf legs (claws/1d3)
 - 7 Extra-large goat head (horn ram/1d3, or bite/1d3)
 - 8 Bear arms and claws (claw/1d6)
 - 9 Bear head, neck and shoulders (bite/1d6+1)
 - 10 Mouse torso and head (special: this body part will always be attached to an appendage that can come in contact with an opponent and it is always a recent kill that was rabid and can still infect others. Bite/DC 17 Fort save or contract rabies)
 - 11 Extremely large eagle wings, eight foot wingspan (no attack or damage).
 - 12 Deer stag head, neck, and shoulders (stab with horns/1d5, or bite/1d3-1)
 - 13 Octopus tentacles (I don't know how it got them, but it did. Must be recent. Crush/1d3)
 - 14 Mountain lion legs (claw/1d3)
 - 15 Mountain lion head, neck, and shoulders (bite/1d3+1)
 - 16 Unknown arms (gorilla-like, maybe sasquatch (hit/1d2, or crush/1d4)
 - 17 Unknown head, neck and shoulders (gorilla-ish but a bit human like (bite/1d3)
 - 18 Huge 4' lamprey eel-like body and 2' mouth with massive rows of teeth (bite/2d4)

- 19 Shark head (bite/2d5)
 - 20 Massive snail head and portion of torso. Size of a pony's head with tall eye stalks. Must be recent. (bite/1d2)
 - 21 Alligator head (bite/2d4)
 - 22 Alligator tail (club/1d4)
 - 23 Cow head (bite/1d2)
 - 24 Egret head and neck (stab with beak/1d3)
- c Human body parts. Roll 1d7 for parts, then roll 1d3 for each type to determine condition: 1) recently killed, 2) decomposing, 3) skeletal:
- 1 Woman's head, neck and shoulders (bite/1d2)
 - 2 Man's head, neck and shoulders (bite/1d2)
 - 3 Child's head, neck and shoulders (bite/o)
 - 4 Adult arms (hit/1d2)
 - 5 Child's arms with sharp jaw bone knife (knife/1d3)
 - 6 Adult legs (kick/1d3)
 - 7 Child's legs (kick/o)

What's This Crap!?

d50 Crud Color and Texture Calculator

When using this chart for powdery molds, use only the colors described unless other parts of the description are applicable. Do not be afraid to mix and match, or roll a few and combine favorite parts from each description.

d50 Color and Texture

- 1 Translucent blue viscous material embedded with multiple tiny black orbs (eyes).
- 2 Translucent green slime with network of fibrous nerves and fleshy nodules (various gastrointestinal, pulmonary and/or tiny brain like organs). Nerves sparkle with electricity the closer the PCs get to it.
- 3 Translucent bile in shades of orange and yellow shimmering and rippling as it expands and contracts.
- 4 Glistening khaki slug flesh with lime green leopard spots.
- 5 Iridescent pearl white slime with clusters of pink red pustules that occasionally squirt a viscous white fluid up to 10'.
- 6 Undulating slab of grey worm flesh.
- 7 Texture and color of a human lung.
- 8 Thin sinewy red and black fibers intertwined, moving in slight but jumpy skittering motions.
- 9 Camouflaged with with surroundings.
- 10 Oily black liquid with a slowly swirling rainbow sheen.
- 11 A small greenish-brown powder cloud that floats in the air by expanding and contracting like a jellyfish swimming in water.
- 12 Red grainy sand-like surface with black shiny irregular spots that expand and contract.
- 13 Glistening white with gray green streaks and spots. It can only be seen from the PC's peripheral vision.
- 14 Thin grey membrane dripping acidic bile.

- 15 Texture of excrement, brown with streaks of black.
- 16 White powdery mushroom caps that squirt and drip a blood-like liquid if disturbed.
- 17 Silvery reflective pool with mucus-like bubbles on it's surface that reflects the surroundings, but not exactly as the surroundings actually are. None of the scenarios reflected in the pool are necessarily real or have any future consequences for the PCs, unless the judge decides so. Roll 1d3: 1) reflection displays one PC murdering another in the current environment; 2) displays local environment decayed and decimated, a future apocalyptic environment with PCs aged and dying. One or more PCs may not be present in this reflection; 3) the reflection of the current environment is accurate but there are large angelic, yet hideous-looking beings hovering over the party in a threatening manner.
- 18 Fungal network of thin fibrous squirming stalks that bend towards anything moving within 20'.
- 19 Large mound of clear jelly that appears to have a member of the party trapped and struggling inside. The first PC to gaze on the jelly has their image absorbed by it. At that point, the party will become blind to the PC and will only be able to see the image struggling in the quivering mass of jelly. Magic can be used to dispel this effect.
- 20 Mold spores that glow in unison in ever changing colors and patterns. Roll 1d4: 1) spores are attracted to the most odiferous member of the party; 2) the spores are attracted to the party member possessing the most metal; 3) the spores are attracted to magic users in the party and/or members possessing magic items; 4) the spores swarm the entire party. When the spores swarm a member or the whole party they cling to the targeted PCs causing no damage, but they will continue to glow in unison. If an attempt is made to brush or wipe them off, the glowing effect is intensified and spread over larger areas of the body. Fire is the only way to completely destroy the mold.

If it is not destroyed, the colony will continue to grow at a rate of 50% per week. Washing will only reduce the colony size by 7% once per day.

- 21 Thick rubbery skin that inexplicably can be felt from up to 10' away without contact. The texture is telekinetically felt by the observer in an unpleasant manner and in no specific area of the body.
- 22 Sickly greyish green layers upon layers of scab-like material that breaks off in flakes only to be replaced by more and bigger layered flakes. As flakes snap off making a scratchy, hollow cracking noise, each PC believes they hear their individual name in a hideous dry crackling whisper.
- 23 Dark purple with glittering stars. [FA]
- 24 Thick, translucent outer skin surrounding red, blood-like smears. [FA]
- 25 Gritty viscous fluid, like quicksand, glows blue underneath. [FA]
- 26 Cottony fibers laced through clear jelly. [FA]
- 27 Smooth white streaked with various grays and black, like marble. [FA]
- 28 Texture of tree bark, bright yellow on surface, ochre underneath. [FA]
- 29 Scabrous, weeps blood from under the crust. [FA]
- 30 Bright blue plasticine skin with bright yellow "beads" in irregular strands. [FA]
- 31 Stone-like skin in rectangular red bricks over dark gray putty. [FA]
- 32 Tiny black spores connected by thin light gray tendrils, like a wispy rain cloud. [FA]
- 33 A fine mist that somehow stays together in one body. [FA]
- 34 Rubberly dark gray riddled with holes that ooze orange paste. [FA]
- 35 Bumpy, yet glossy, off-white surface that continually undulates. [FA]
- 36 Man-sized squash-like tube, bright green with dark green

crevasses. [FA]

37 Black blob with bubbles that grow, then burst in phosphorescent green splatters. [FA]

38 Looks like a simple puddle of water. [FA]

39 Shiny chrome-like skin that reflects everything perfectly - except vampires. [FA]

40 Flesh-colored blob that assumes the shape of any person it touches for 1d4 Rounds, then melts back into a formless mass. [FA]

41 Bronze-colored lumpy mass with sharp crystals continuously growing out, then collapsing back in on the main mass. [FA]

42 Vibrating translucent blue jelly, continually in frantic motion. [FA]

43 Rubbery cylinder that flashes through 200 shades of bright electric colors each minute. Mesmerizing. Always wins initiative. [FA]

44 Very thin film, like ragged sheets floating in the wind. [FA]

45 Like a self-contained river of molten gold whose “waves” continually “leapfrog” over one another, propelling it. [FA]

46 Pink, with regular bumps and tiny hairs growing out of each bump, like chicken skin. [FA]

47 Purple-gray, like a giant liver, that puffs up with air, tears, releasing noxious air, deflates, then puffs up again, as if “breathing”. [FA]

48 Black vessels, like a giant system of blood vessels without any attached body. Crawls along floor and up walls and can climb on ceilings. [FA]

49 Brain-like yellow-green blob that oozes navy blue liquid from its grooves. [FA]

50 Continuously “exploding” green slime that bursts into a mushroom cloud, splatters all over the room, then re-gathers itself, every round. [FA]

What's This Crap!?

d50 Crud Effects Machine



Roll d50 and apply the effect. The judge may need to use a bit of imagination when creating a random crud. Plan sensible adjustments that will apply these effects in a manner consistent with any previously determined crud type, color, and texture.

d50 Crud Effect

- 1 Magic Nulling Property. Within sight of the crud, no matter what the distance, all effects of magic are nullified.
- 2 Blindness. Afflicted PC loses sight for 1d6 turns (-4 Agility, automatically loses all initiative rolls).

- 3 Diminished Eyesight. PC loses partial eyesight for 1d6 turns (-2 Agility, -2 to initiative rolls).
- 4 Deafening. Afflicted PC loses hearing for 1d6 turns (-1 to initiative rolls).
- 5 Anxiety. PC is overcome with dread for 1d6 turns (-2 to initiative rolls, loses any Intelligence bonus, and nervous shaking causes -2 to Agility).
- 6 Disoriented. For 1d6 turns PC experiences a -2 to Intelligence, Strength and Agility.
- 7 Sleep. PC falls asleep and cannot be woken for 1d8 turns.
- 8 Exhaustion. For 1d6 turns, PC suffers -3 to Strength, -2 to Agility and Stamina, and -1 to initiative rolls.
- 9 Speeding Effect. For 1d6 turns the PC experiences +2 to initiative rolls and Strength, +3 Agility, and +1 Stamina. After the effect ends, they incur -2 to initiative rolls, Strength, Agility and Stamina, and -3 Personality until fully rested.
- 10 Stinging. DC 10 Ref save or victim is stung by the crud. Afflicted area becomes swollen, red, and painful. The PC must succeed on a DC 13 Fort save or the judge rolls 1d4 to determine severity of sting: 1) Deadly. Swelling spreads from point of contact throughout the victim's body. Each turn a new extremity is affected and can no longer be used. Within 6 turns the PC cannot move, their eyes and mouth are swollen shut, and they can barely breathe. The victim will remain in this condition for 24 hours; 2) The swelling begins in the afflicted area and spreads to the nearest limb on that side (right or left) of the victim's body. Swelling takes a full day to subside. During that time the affected limbs cannot be used; 3) The stung limb/body part becomes swollen and cannot be used for half a day; 4) The PC suffers painful swelling in the area stung, but no additional effects. The antidote for this stinging poison is to be stung again in

the same spot. If the afflicted PC touches the stinging crud a second time, the swollen area will heal within 2 turns. If the stinging crud is touched a third time, the above effects recur but cannot be healed with additional stings.

- 11 Vomiting. The PC is unable to act for 1d4 rounds and suffers a -4 penalty to AC. [FA]
- 12 Clairvoyance. The PC has breathed, touched, or eaten some crud that causes clairvoyance for 1d24 hours. The player rolls 1d7 to determine the number of times they can access this ability. To use this power, the player asks a yes or no question pertaining to the game environment out loud (for example: Is anyone hiding behind this door? Is there an exit down this corridor? Are we being watched? etc.) and then rolls 1d24. The judge also secretly rolls 1d24. If the judge's roll is different than the player's, the judge indicates a truthful answer, yes or no, on a piece of paper and passes it to the player. If the judge rolls the same number as the player, the clairvoyance ability conveys incorrect information. The judge writes the opposite answer on the paper and hands it to the player without letting the player know it's incorrect. When the player is made aware of the clairvoyance ability they should be informed there is a very small chance that an answer could be incorrect.
- 13 Singing Nettles. The PC is slightly drugged by the crud (breathing in spores, eating or touching it) and for 24 hours whenever the PC becomes nervous or anxious they sing at the top of their lungs. This includes every time a save roll needs to be made, during combat, or anything that might be stressful. The affected PC will also loudly break into song when the party is trying to hide or sneak up on something, announcing where they are, or that they are creeping up. While afflicted, the PC automatically loses all initiative rolls as they sing details of how they are going to attack, and

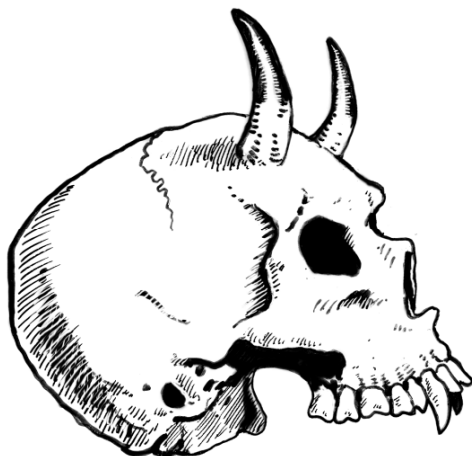
- suffers a -2 Agility.
- 14 Incredible Strength. The PC experiences +1d5 Strength for 1d10 turns.
- 15 Healing Power. The PC self-heals all damage immediately for 2 days. Actually, they just think they do. In reality they have been drugged with a poison that blocks any feelings of pain and clouds their ability to understand the seriousness of any wound.
- 16 Edible But Causes Uncontrollable Farting. The PC finds the crud tasty and nutritious, but it causes extremely foul smelling gas and breath starting 3d3 turns after consumption (-2 Personality for 1d24 turns). Each time the PC attempts to hide, sneak, charm, or any other activity that requires extreme quiet or discretion, they must make a DC 15 Ref save to avoid accidentally farting loudly.
- 17 Time Disruption. The party experiences intermittent time dyslexia. The judge rolls a 1d5 every turn until the party has left the vicinity of the crud causing this effect: 1) The PCs go back in time to when they entered the encounter area and begin the encounter again; 2) The PCs suddenly find themselves leaving the encounter area with no knowledge of what happened, and possibly affected by the type of crud color and texture. For example, "You are stumbling away from the room you had entered. You are sweaty, disoriented and exhausted and covered in a glowing powdery substance (color and texture result 20) ; 3) The PCs repeat the last turn, including suffering from damage and effects incurred during previous time traveling events prior to this one; 4) The party is transported to a previous period of time within the current or recent game session when a conflict occurred. The event reoccurs and any changes are now their new history. They still have their memories of everything that occurred from that point on and can make new choices

based on that knowledge. Any party members that were injured or killed are where they were stat wise when this area was first encountered. Any items or magic effects obtained after this encounter are no longer in the possession of the PCs; 5) The PCs lurch forward in time an untold number of turns. Choose another nearby area in the vicinity where a conflict might take place or a trap might be sprung. Tell them they have no idea how they just arrived here. Let them roll for initiative, look for traps; whatever they choose, they do at a -1 disadvantage due to being disoriented. They also have any residual effect from the previous encounter to deal with, if any. Within 1d5 turns the party suddenly finds themselves transported again. Roll 1d5 again to determine where according to this chart. If “5” is rolled again continue and repeat as necessary.

18 Causes Paranoia. The PC must make a DC 16 Personality check for each person in the room or the PC thinks that the person is trying to kill them. [FA]

19 Causes Irrational Anger. DC 15 Personality check or for 1d10 turns the PC loses themselves in an all-consuming anger directed at the party, including attacking one or more members. During this heightened anger, the PC has +2 to Strength, Stamina, and Agility. Furious screaming, yelling, and insulting ensues regardless of how sensitive the overall situation the party is involved in.

20 Causes Extreme Fear. DC 17 Personality check or for 1d4 turns the PC becomes paralyzed with fear with no idea what it is from. The PC refuses to do anything the party requires regardless of the situation or how desperate any needed action is. If forced to do anything, even getting picked up and carried, the PC will scream and cry.



- 21 Temporary Change to Strength. This is a crud magic effect. After contact, the PC's Strength changes by $2d3-1$ (50/50 chance for either loss or gain) for 1d24 hours. If a "24" is rolled, the PC is affected for a full day plus an additional 1d24 hours, continuing to add days as needed.
- 22 Temporary Change to Stamina. This is a crud magic effect. After contact, the PC's Stamina changes by $1d3+2$ (50/50 chance for either loss or gain) for 1d24 hours. If a "24" is rolled, the PC is affected for a full day plus an additional 1d24 hours, continuing to add days as needed.
- 23 Temporary Change to Intelligence. This is a crud magic effect. After contact, the PC's Intelligence changes by 1d4 (50/50 chance for either loss or gain) for 1d24 hours. If a "24" is rolled, the PC is affected for a full day plus an additional 1d24 hours, continuing to add days as needed.
- 24 Temporary Change to Agility. This is a crud magic effect. After contact, the PC's Agility changes by 1d5 (50/50 chance for either loss or gain) for 1d24 hours. If a "24" is rolled, the PC is affected for a full day plus an additional 1d24 hours, continuing to add days as needed.
- 25 Temporary Change to Personality. This is a crud magic

effect. After contact, the PC's Personality changes by 1d4+1 (50/50 chance for either loss or gain) for 1d24 hours. If a "24" is rolled, the PC is affected for a full day plus an additional 1d24 hours, continuing to add days as needed.

- 26 Temporary Change to Luck. This is a crud magic effect. After contact, the PC's Luck changes by 1d6 (50/50 chance for either loss or gain) for 1d24 hours. If a "24" is rolled, the PC is affected for a full day plus an additional 1d24 hours, continuing to add days as needed.

- 27 Paralysis of Exposed Limb. Upon contact of any body part with this crud, the PC must make a DC 12 Fort save or suffer paralysis of that part lasting for 1d24 turns. When rolling 1d24, if the result is 8 or over, the PC must make another DC 10 Fort save at the halfway point of the effect duration or the paralysis spreads to an additional nearby body part for the balance of the effect duration.

- 28 Temporary Omniscience. After ingesting crud orally or from breathing in spores, mold, or vapor, the PC must make a DC 16 Fort save or develop temporary omniscience. When the PC comes in direct contact through touch with an item or NPC, the omniscient PC instantly knows all there is to know about it/them. This includes magic items, how an item functions, understanding any language or symbols, ancient forgotten knowledge, NPC motives, plans, health, true feelings...everything, but only if there is direct contact. An item belonging to an NPC will not reveal knowledge of the NPC, only information about the item's own history, which includes belonging to the NPC. This effect lasts for 1d24 hours. If in a structure, the PC can touch the walls of the structure and know the layout of the building (plus traps built into it, when it was built, by whom, how long it took, materials, etc.), but not what each room contains or where NPCs might be within it.

- 29 Temporary Omnipresence. After ingesting crud orally or from breathing in spores, mold, or vapor, the PC must make a DC 16 Fort save or develop temporary omnipresence. The PC is overwhelmed with information as everything within 1d5 miles is known and felt simultaneously. Parsing this information is impossible. The PC is reduced to a quivering mess for 1 turn as they deal with suddenly sensing, feeling, seeing, smelling, hearing, knowing everything happening over a wide area all at once. This effect lasts 1d12 hours. After the first turn the PC is able to communicate with the party. The PC can answer questions about what is happening at the exact moment asked. Precise answers are given but interpretation of the info is impossible for the PC. The judge will supply the answers to the PC who will decide what to divulge, if anything at all. For example, Q: Where is the Napalm Golem right now? A: 1500 feet away. Q: Is it heading this way? A: It is facing north (PC can only see where it is in that split second). Q: Is it moving our way? A: It has moved (PC is only able to compare this second to the previous second). Q: Is there an exit from here? A: There are many exits from this building (PC is unable to think of the question in reference to themselves and their immediate surrounding since they are now present everywhere, mentally occupying every space within miles of where their physical body is).
- 30 Duck Lips. Crud slime sprays or spores blast from mold or fungi. DC 17 Ref save or the PC's lips are painfully drawn tight, harden, turn orange, and become elongated in the course of 1d3 turns, like a duck bill. The effect lasts for 1d14 turns. During this time, the PC suffers a -4 to Personality, finds drinking and eating difficult, and their speech is slurred and hard to understand.

- 31 Extra Dimensional Communication. After ingesting crud

orally or from breathing in spores, mold, or vapor, the PC must make a DC 14 Fort save or immediately become cognisant of extra dimensions. The PC becomes incapable of navigating their environment for 1d6 turns as they now see incomprehensible angles and perspectives and colors that do not exist, hear sounds that are felt like emotions, feel textures without touch but which are instead experienced as taste, if taste was a mathematical equation calculated through pain. While affected, the PC feels the presence of an unseen entity outside of the party's present dimension that is trying to give the PC an item, which appears to be a small, hyper-dimensional, brass colored metal key. If the PC rejects the item or attempts to fight the presence, the entity curses the PC then leaves, resulting in -3 to Luck and corruption of a random body part. Roll 1d5 for the body part: 1) right leg; 2) right arm; 3) head; 4) left arm; 5) left leg. Roll 1d4 for the corruption: 1) limb replaced by, or head covered with, fleshy squid-like tentacles; 2) 1d8 horn like shafts; 3) bubbling pustulant raw always burning flesh; 4) body part is growing volcanic rock that must be chipped back down to normal size at least once a week. All corruptions cost the PC -3 to their Personality. If the PC accepts the item, they have accepted the most destructive tool that has ever existed in this dimension in all of history. The key acts as an anchor for the extra dimension tethering it to this one. Seven keys need to be planted here to successfully open a permanent portal from that dimension to this. The key acts as a beacon, attracting the attention of chaotic mages. Parties that these PCs don't want to ever run into are already aware that the first key is here. Many want to be its keeper. The PCs now top the most wanted list of the most chaotic evil entities in this universe, but have no clue what the key is and never will until it's much too

- late...unless somebody sniffs some omniscience goo.
- 32 Causes Difficulty Breathing. For 1d10 turns the PC has difficulty breathing: -3 Stamina, -2 Strength, -2 Agility, and -1 Intelligence.
- 33 Causes Complete Fearlessness. DC 17 Fort save or victim does not have the ability to assess risk. All bonus modifiers are doubled for 1d10 turns (this means a +2 bonus becomes +4, but a -2 penalty becomes -4, etc.).
- 34 Causes Seizures. The PC loses consciousness and control of their body. DC 12 Fort save or they suffer 1d3 damage from the fall and seizures.
- 35 Psychedelic. The PC is unable to do anything but stare at psychedelic hallucinations for 1d8 turns. Intelligence and Personality are temporarily halved, rounded up, and the PC utters strange phrases like “far out, man” and “Dave’s not here, man”. [FA]
- 36 Catatonic State. The PC is unable to move for 1d10 turns, after which the PC moves at 1/2 normal movement for another 1d10 turns.
- 37 Caustic to Touch. Any part of a body that touches the crud will be damaged immediately, no saves. If a PC initiates contact it causes 1d4 damage to that PC. If somehow the crud initiates contact, the judge rolls 1d5 to determine the severity of the contact, rolling 1d4 the number of times indicated on the d5, then tallying the results. If the total exceeds the PC’s current hit points, the entire limb afflicted is dissolved and the PC has passed out. If the PC’s head or torso is afflicted, sorry, the PC is dead. Yeah, it sucks, I know.
- 38 Target Falls In Lust With First Person/Creature They See. The PC has no self-control for 1d6 turns. [FA]
- 39 Sensation of Bugs Crawling Underneath Skin. [FA]
- 40 Tickling. The PC is affected by a feeling of extreme

tickling. [FA]

- 41 Loses Memory of Previous Hour. This includes any memorized spells. [FA]
- 42 Uncontrollable Screaming. The PC screams uncontrollably for 1d6 turns, but without any other fearful symptoms. [FA]
- 43 Complete Loss of Bowel and Bladder Control. The PC suffers -2 to Personality until cleaned. [FA]
- 44 Muscular Necrosis. DC 15 Fort save or muscles in area of contact begin to die and the affected area turns black. The PC suffers -1 Stamina and -1 Strength every two months until either healed by magic or affected limb is amputated. If not resolved after four months the necrosis moves to an additional body part. [FA]
- 45 Extreme Hunger. The PC will eat the nearest anything with abandon for the next 1d6 turns. [FA]
- 46 Electrical Shock. The PC takes 1d12 damage and must make a DC 12 Fort save or be stunned for 1d4 rounds. [FA]
- 47 Instantly Rusts Metal. [FA]
- 48 Break Out in Itchy Pustules. The PC suffers -1 Agility and -2 Personality for 1d6 turns. [FA]
- 49 Hemorrhagic Reaction. The PC loses 1 hp/round for 1d4 turns. [FA]
- 50 Allergic Reaction. The PC's eyes swell shut, and mucous abounds causing -4 to attacks for 1d6 turns [FA]



What's This Crap!?

d50 Cruds Odor Description Generator



Roll a 1d3: even = no odor present; odd = create a smell by rolling on the following d50 table.

Roll two or more times. Multiple rolls add layers of complexity to the smell description. Excrement may be bad enough, but a 'peppery excrement-like odor with undertones of petroleum' is more suffocating and ghastly. So is a malty halitosis odor. Not every creature will smell bad. Some vile creatures use pleasant aromas to lure prey to them.

If judge desires, roll 1d4 for intensity:

d4 Cruds Odor Intensity

- | | |
|---|---|
| 1 | Barely perceptible. You just caught a slight whiff, you're not sure where it is coming from. |
| 2 | Smell catches their attention. You have a general idea of what direction it is coming from. What the hell is that smell? |
| 3 | Strong identification of smell. OMG! You can tell exactly where it is coming from. DC 10 Fort save or nausea and gagging occurs causing -2 to initiative rolls. |

- 4 Utterly repulsive, suffocating. AAGGGHHH!!!! You gotta get outta there! DC 14 Fort save; failed save causes one of the following (1d4): 1) migraine headache for 1d3 turns (moves at half normal, -2 to attacks, -5 to initiative, -1 to all saves); 2) gagging and retching for 1d4 turns (-6 to initiative, -3 to attacks, -3 to all saves, -3 to spell checks); 3) choking for 1d5 turns (cannot do anything but cough and gasp for air); 4) passes out for 1d6 turns.

Note: even pleasant aromas at obnoxiously intense levels will cause the above reactions.

d50	Cruds Odors	d50	Cruds Odors
1	Dead Fish	26	Sickening Sweet
2	Fresh Seaweed	27	Musk
3	Decaying, Rotting Wood	28	Moldy
4	Mossy Odor	29	Dirt
5	Excrement	30	Patchouli
6	Sulphurous	31	Burning Rubber
7	Decaying Flesh	32	Peppermint
8	Rotten Eggs	33	Lemon
9	Sour	34	Extreme Dirty Foot Stench
10	Vomit	35	Swampy
11	Stomach Bile	36	Cedar
12	Sweet Pastry	37	Pepper
13	Burnt Coffee	38	Crushed Ants
14	Yeasty	39	Malty
15	Alcohol	40	Banana
16	Petroleum	41	Hydrochloric Acid
17	Burnt Chocolate	42	Parmesan Cheese
18	Rancid Meat	43	Musty
19	Swiss Cheese	44	Halitosis
20	Rotting Citrus	45	White Vinegar
21	Garlic	46	Skunk
22	Onion	47	Urine
23	Baby Diarrhea	48	Cabbage
24	Rotting Food Grease	49	Cinnamon
25	Honeysuckle	50	Gardinia

What's This Crap!?

d50 Crud Naming Device



Simply roll a d50 twice. The judge decides which result to assign to the prefix and suffix. Go with whatever order sounds the most doomed and diseased!

d50	Prefixes	Suffixes
1	Devouring	Wort
2	Mud	Naut
3	Wurm	Stalk
4	Mourning	Cap
5	Death	Drool
6	Skull	Face
7	Fly	Lace
8	Stink	Stool
9	Drooping	Lick
10	Scarlet	Monger
11	Pearl	Hand
12	Fire	Dust
13	Null	Stone
14	Puffy	Crumb

d50	Prefixes	Suffixes
15	Slippery	Wax
16	Poison	Spit
17	Toad	Bile
18	Crimson	Ooze
19	Fever	Monk
20	Ear	Sac
21	Dread	Fist
22	Doom	Jelly
23	Necrotic	Pudding
24	Deadly	Shade
25	Night	Curtain
26	Weeping	Dirt
27	Dripping	Seepage
28	Silt	Coat
29	Ebony	Blanket
30	Blood	Skin
31	Unctuous	Pelt
32	Glassy	Glop
33	Powdery	Muck
34	Creeping	Sludge
35	Evil	Must
36	Demon	Rot
37	Crawling	Mire
38	Prickly	Fat
39	Sour	Oil
40	Bubbling	Jam
41	Flatulent	Nits
42	Molten	Veil
43	Feather	Jacket
44	Hairy	Crust
45	Downey	Shank
46	Slug	Treacle
47	Porcupine	Clabber
48	Milky	Honey
49	Fink	Horn
50	Devil's	Cup

Dungeon Crawl Classics Character Record Sheet



Occupation Class Level Exp. Points
Equipment and Notes

Alignment Languages

Strength

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Agility

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Stamina

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Personality

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Luck

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Intelligence

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Lucky Roll

Fort

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Reflex

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Will

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Combat!



Weapon in hand



armor worn

Fumble Die Check Pen.

Action Dice

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Crit Table & Die

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Hit Points Speed

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AL

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