

The Gongfarmer's Almanac



The 2019 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



DCC PATRONS & DEITIES

VOLUME 8 OF FOURTEEN BOOKLETS

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The Great Ak

Written and Illustrated by SGT Dave

Also known as the *Master Woodsman of the World*, the immortal Great Ak oversees every wood, orchard, and grove from his home in the Forest of Burzee. Ak stands at the head of the Great Council of the Immortals with his brothers, Kern the Master Husbandman and Bo the Master Mariner. The three master tradesmen employ their collective omniscience and wisdom to protect their respective realms from evil, as well as the encroaching blight of man.

With his silver ax in hand and his faithful servant Nelko at his side, the lawful Ak tends to the forests of the world. He considers himself father to the wood nymphs, advising and protecting them with loving care. Magic users with a patron bond with Ak commit to a druid's life, protecting the forests from blight and industry.

Ak is omniscient, sensing every leaf of every tree. He can render himself invisible to mortals, travel freely through time and space, and wield natural magic as proficiently as he wields his magic ax.

Note: As a patron of the druidic order, Ak taps into the intrinsic phlogiston stream flowing between Yldgrrl, the World Root and the faerie domain of the King of Elfland. Keeping the watch over the balance between these two great magical conduits, Ak teaches his servants spells from both sources.



Invoke Patron Check Results:

- 12-13 Ak protects the caster from forest enemies. The user skin turns to malleable oak. For 1d6+CL rounds, the caster half damage from physical attacks but takes double damage from fire attacks.
- 14-17 The caster may invisibly travel to witness one specific passage of time in the past or future. The duration of his clandestine travel lasts for 1d4+CL rounds.
- 18-19 The Wood Nymphs grant the caster an enchanted holly branch. This branch can reflect any single physical or magical missile attack, including magic missile back upon its user. The original attacker must make a DC15 Reflex save to avoid being hit by their own attack. There is no Reflex save for magic missile.
- 20-23 Ak invokes tree roots to aid his follower. Tree root bursts forth from the ground binding the legs of up to 1d6 enemy targets. The roots prevent the targets from moving their legs and reduces their attacks by -3. The targets stay entangled until they break free with a DC18 Strength check, or until they inflict 10 HP chopping damage.
- 24-27 The Nooks grant the caster a one-time-use, magic wisteria wand. A successful melee strike with the wand, shrinks the target to one quarter its normal size. The target's Strength and Stamina, AC and HP, and attack and damage rolls are all reduced by 75% for 1d4+CL rounds.
- 28-29 Ak convinces Yddggrl to send a large tree-man to your defense. He moves on the caster's initiative and the caster can perform other actions while directing him. The tree-man remains for 1d6+CL rounds.
- Tree-man:** Atk slam +8 melee (dmg 2d6+6); AC 16; HD 4d8; MV 20'; Act 2d20; SP takes 2x damage from fire; SV Fort +7, Ref -1, Will +8; AL N.
- 30-31 The Ryls bestow a blessed branch of mistletoe upon the caster. Upon contact with the branch, a target with less than or equal Hit Dice than the caster polymorphs into a



sentient flower. The target can no longer move or speak (except to other flowers). The transformation lasts 1 hour per caster level. If uprooted, the change is permanent. The branch turns to dust after one use.

- 32+ The Great Ak temporarily bestows his magic girdle to the caster. Anyone touching the girdle is transported to any time and place imagined by the caster. Planar travel is also possible as long as the caster can specifically picture the plane in his mind. The girdle returns to Ak after one use.

Patron Taint: The Great Ak

When patron taint is indicated for **Ak**, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll Result

- 1 The caster's skin take on the roughness of tree bark. If this result is rolled a second time, the caster's skin takes on the hardness and appearance of oaken tree bark; -2 to Agility, +2 to AC. If this result is rolled a third time, the caster's skin fully transmutes into the bark; -4 Agility, -10' MV, +4 AC, double damage from fire.
- 2 The caster begins to long for the comfort and peace of the forest. If the result is rolled a second time, the caster shuns the urban places of the world and cannot stay in a city, town or village for more than 1d3 days in a row without equal time spent convalescing in a natural setting. If the result is rolled a third time, entering any city, town or village incapacitates the caster with violent illness.
- 3 The caster takes upon the elfin vulnerability to iron. If the result is rolled a second time, the caster takes on the pointed ears and forehead antenna of a wood nymph. This antenna transmits the thoughts of surrounding trees into the caster's mind; unless the caster speaks the language of trees, the thoughts sound like distracting babble. If the result is rolled a third time, the caster shrinks to the full, diminutive form of a wood nymph, increasing Agility by +3, but reducing Strength and Stamina by -3 each.
- 4 The caster grows acutely aware of the emotional state of trees. On the second result, the caster is overcome with arborescent empathy, feeling the intense elation and pains of any tree in a 100' radius. If the result is rolled a third time, the caster no longer relates to beings of flesh, refusing to speak any language but *tree*.
- 5 The caster's appearance vaguely takes on the appearance of one of the following tree-dwelling beasts (roll 1d4): (1) a silky anteater, (2) a tarsier, (3) a green tree python, (4) a genet. On a

second result, the caster can no longer pass as human as he is covered in the fur or scales of the applicable beast, as well as taking on its eyes, ears, mouth, and nose. On a third result, the caster has completely transmuted into the beast, taking on all its physical characteristics while maintaining his mental faculties and speech.

- 6 The caster keeps a journal, obsessively catalogs the various trees and plants he encounters throughout the day. If this result is rolled a second time, the caster can communicate with trees, carrying on long conversations with the many trees he meets along the way. If this result is rolled a third time, the caster suffers from flora dysphoria. Convinced he is a tree, the caster disappears into the forest to live among his newfound kin.

Spellburn: Ak

The Great Ak requires his followers to respect the forest by adopting a full druidic lifestyle. When a caster utilizes spellburn, roll 1d4 on the table below when a request is made. These ideas should hopefully give you room to expand in your own campaign.

Roll Result

- 1 The caster must adopt a full druidic lifestyle. He violently retches and sweats until all unclean toxins are free of his system. For the next 1d3 days, the caster may only use water, dirt, and sunlight for sustenance.
- 2 The caster must complete a minor quest before regaining stat points. Quests always center around protecting the forest and its denizens, i.e. cure a blight, vanquish a malevolent force, rescue a wood nymph.
- 3 The caster is attacked by an evil, invisible beast called an Awgwa. The caster's blood poisons the monster, but not before receiving the reflected stat loss.
- 4 The caster collects, blesses, and ingests acorns, pine cones, and tree bark until he is painfully overfull to the point of retching. The caster then vomits a powerful, pine-scented bile. Drinking this bile grants the caster the desired casting bonus.

Patron Spells: Ak

Those willing to dedicate themselves to the protection of forest life may choose from among these spells during level advancement, instead of rolling for spells randomly, as follows:

Level 1: Forest Walk (see page 345 of the DCC Core Rulebook)

Level 2: Invisibility (see page 172 of the DCC Core Rulebook)

Level 3: The Silver Ax

The Silver Ax

Level: 3 (*The Great Ak*)

Range: See below Duration: Varies Casting time: 1 round Save: NA

General: The Great Ak bestows his powerful Silver Ax upon the caster. The roll determines how many attributes of this weapon the caster can unlock. Every attribute below is *in addition to* all the attributes above it. Only the caster may wield this weapon. Anyone who attempts must Fort save vs. shock (DC 20).

Manifestation: See below.

- | | |
|-------|--|
| 1 | Lost, failure, and patron taint. |
| 2-11 | Lost. Failure. |
| 12-15 | +5 melee attack, 3d6 chopping damage. The ax remains for 2d3+CL rounds. |
| 16-18 | Caster is immune to the effects of cold and heat. This is in addition to all the above attributes. The ax remains for 1d6+CL rounds. |
| 19-21 | The caster can spin the ax to create a blinding shield of light, providing a +4 AC bonus for himself and up to two companions for as long as he spins it. This is in addition to all the above attributes. The ax remains for 2d6+CL rounds. |
| 22-24 | +3 missile attack when thrown, up to 30' for 2d8 chopping damage. The ax always returns to the caster's hand in the same round. This is in addition to all the above attributes. The ax remains for 2d8+CL rounds. |

- 25-27 The caster can fire a scorching ray of light at the target for 1d12+caster level-up to 100' away. This is in addition to all the above attributes. Lasts 1d20+CL rounds.
- 28-29 Critical hit range is 17+. This is in addition to all the above attributes. The ax remains for 2d12+CL rounds.
- 30-31 Each successful critical hit shatters the target's non-magical weapon or shield. This is in addition to all the above attributes. The ax remains for 1 hour.
- 32-33 The caster temporarily dons the Mantle of Immortality and only receives half damage. This is in addition to all the above attributes. The ax remains for 1d4+CL hours.
- 34+ The ax can be thrown to unfailingly to strike any target up to two miles away, at the rate of one mile per round, for 10d6 explosive damage, up to a 20' radius. Using this feature immediately returns the ax back to the Master Woodsman. Otherwise, the ax may remain with the caster until the next sunset. This is in addition to all the above attributes.

ASLAN

Written and Illustrated by SGT Dave

The Knights of the Noblest Order of the Lion comprise of lawful clerics noble to Aslan. Aslan appears as a magnificent lion of shimmering gold, without blemish, terrifying but kind, savage but wise. He never changes, but the appearance of his size appears larger in proportion to the wisdom and character of the beholder. Thus to the worldly and foolish, Aslan seems to be no larger than any other healthy lion, but to the pure in heart, he towers over any natural beast. To the faithful, he epitomizes good. To followers of evil, he personifies ferocity.

As a divine deity, Aslan is nigh-omnipotent and second in power to only his father, the Emperor Beyond the Sea. In spite of this, Aslan is subject by covenant to the Deep Magic from the Dawn of Time. His powers include omniscience, omnipresence, matter-manipulation, inspiration, causing deep sleep, curing curses and petrification, seemingly limitless healing, and even resurrection. However, Aslan often limits the extent of boons and blessings upon his followers that they may learn wisdom and faith.

Aslan may charge his loyal knights on quests of universal, or sometimes personal, peace. These knights swear an oath to defend the world against evil, uphold the righteous, and protect the innocent.

Knights of Aslan must commit to a life of charity and benevolence. They seek to perfect the virtues of honor, gallantry, courtesy, generosity, valor, and love.

Their mantra is:

*Wrong will be right when Aslan comes in sight,
At the sound of his roar, sorrows will be no more,
When he bares his teeth, winter meets its death,
And when he shakes his mane, we shall have spring again.*

Aslan aligns himself with righteous lawful deities, like Justicia, and well as neutral deities of nature and old magic, such as the King of Elfland.



Aslan opposes all evil and chaotic beings.

Aslan's knights are proficient in the longsword, longbow, and shield. Their holy symbol is, of course, the lion.

As clerics, the knight may turn unholy demons, evil spirits, and the undead.

Followers of Aslan may never take an innocent life.

Disapproval Table

Roll Result Effect

0 or less	Do not give up hope, little one. Try again immediately.
1	You lack gratitude. You must say aloud seven things for which you are grateful before casting again.
2	You lack humility. Perform one act of menial service for another before casting again.
3	You lack selflessness. Perform one act of major service (taking at least seven hours) for another before casting again.
4	Bless the poor. Your spells (aside from healing) are lost until you donate 10% of your treasure to someone in need.
5	Bless those who mourn. Your spells (aside from healing) are lost until you perform ceremonial funeral rites for a fallen comrade (PC or NPC).
6	Bless the meek. Your spells (aside from healing) are lost until you adopt a young lamb. As long as the lamb stays by your side, healthy and uninjured, you can cast spells without penalty. This charge lasts for seven days.
7	Bless the hungry. Your spells (aside from healing) are lost until you fast for six days, losing one point of stamina for each day. After feasting on the seventh day, your stamina and your powers return.
8	Bless the merciful. All spells are lost until you successfully defend the life of an enemy.
9	Bless the pure in heart. All spells are lost until you commit no acts of violence or unkindness for 1d7 days.

- 10 Bless the peacemakers. All spells are lost until you successfully negotiate a peaceful resolution to an enemy encounter.
- 11 Bless the persecuted. All spells are lost until you suffer at least half your HP without defending yourself.
- 12 Like King Peter, you must slay a dire wolf of at least 2d6 HD before casting another spell.
- 13 Like King Caspian X while on the Lone Islands, you must free at least one captive slave before casting another spell.
- 14 Like Prince Rilian you must slay a great serpent of at least 3d8 HD before casting another spell.
- 15 Roll 1d3. You take the form of a (1) lamb, an (2) albatross, or a (3) horse for 1d7 days. You retain the ability to talk.
- 16 To learn humility and reconsider the error of your ways, you now permanently possess the head of a donkey resulting in -5 Personality.
- 17 You feel the icy breath of the adversary and are turned to stone for 1d7 days.
- 18 You have lost the ability to heal until you retrieve juice from the fire-flowers that grow in the mountains of the sun.
- 19 You are unworthy to fight in the Last Battle and will wander the battlefield of Armageddon for eternity unless you complete 7 holy quests.
- 20 or more Your faith has left you; your powers are lost. However, if you die protecting an innocent soul, Aslan may resurrect you as a humble, level one knight.

Erhyta

Goddess of Harvest, Death and the Moon
(Chaotic)

Written By James A. Pozenel, Jr. Art by Stefan Poag

Author's note: Erhyta was generated using The Lesser Key to the Celestial Legion during its successful Kickstarter and was used extensively to add extra details to this article. The Lesser Key to the Celestial Legion is available from Psychoda Press.

Erhyta, the Harvesting Lady, Gatherer of the Sown, Moon Reaper, The Luminous One. She keeps watch on the faithful's crops at night. She guides the harvest of men. She takes from the earth those whose time is ripe.

Erhyta is a deity of few words. Her worshipers understand the cycle of life not only as it applies to crops and animal husbandry but also as it applies to themselves. Everyone has a finite number of seasons on the earth. It is best to reap with a clear eye what you have sown -- not just in the fields, but also in life.

Clerics of Erhyta are largely members of the community in which they serve. They tend their own lands as well as those of the church. All churches of Erhyta have their own holy fields, animals, and agricultural implements. Each year an augury determines which field will be the holy, chosen field. In the autumn, The Reapening will begin at the chosen field. The harvest festival always concludes at the church's fields, or Erhyta's Croft. The ceremonial Last Sheaf is cut from the church's fields under the full moon as determined by the ranking cleric's divination.

The lunar calendar is the most important time keeping instrument for communities that worship the Luminous One. Records about lunar cycles and yearly harvests are extensively documented and usually kept in the church's library. Ceremonies practiced during lunar eclipses are especially important. Lunar eclipses are seen as dread omens and special ceremonies must be performed to banish unholy forces. Priests consult the records and heavens attempting to predict when the next event might occur.



Known Heralds

Ofo, Executioner of Erhyta

A strong gale blows picking up dead leaves, twigs and larger branches. The wind born detritus begins collecting in one spot until the Herald's shape is complete. Ofo looks like a column of dead thorny branches, twigs and leaves roughly 6 feet tall. Its eyes look like orange planetoids or moons pockmarked with craters. Its eight arms end in scythe like blades. Dead animals/raw meat temporarily return to life when near Herald, and as it speaks, the crackling of a low fire can be heard. Blood oozes and drops from Ofo, and it turns into a column of blood when it is done conversing. Ofo guides clerics of Erhyta and assists the Harvesting Lady with her solemn chore.



Example Religious Groups

The following section outlines two holy communities of Erhyta. Given the history of human religious practice, clerics of various orders or sects ought to have different religious practices in our games. Recalling the section of the *DCC Core Rulebook* regarding “Journeys in a Small World,” a Judge can safely create many versions of worship for the same god. It should not be assumed that a cleric of a specific god is the only sect in existence nor that everyone worships that entity in the exact same way. Style of religious practice reflects a community’s culture, views, and values. Do not shy away from creating specific titles, vestments, and other details for each group of clerics the players meet. Afterall, what’s better than a sectarian holy war to get a cleric’s blood pumping?

Harvesters of Erhyta

The Harvesters of Erhyta is a traditional sect. Harvesters are largely dedicated to the agrarian communities they serve. They lead their faithful through the seasons of harvest and life.

Holy Symbol

A painted black shield emblazoned with Erhyta’s white scythe reaping the holy orange moon.

Religious Practice

Observance of faith requires quiet prayer accompanied by droning bowed-stringed instruments. Each priest must scar themselves with their scythes in penance and scream “Ai Unt Erhyta!”

Sacred Text

The Baiykarilion. It is written in cynabarr inks on bleached white linen.

High Holy Days

- *The first full moon of the first month of Spring, The Sowing*

Erhyta’s pious ones sacrifice a tenth of last year’s grain stores sowing the chosen field of Erhyta. Priests wear costumes and masks while leading the congregation in prayers for a bountiful harvest. During the festival one member of the community’s fields are chosen to be the holy field.

- *Third day of the second month of Fall, The Reapening: Dusk Rites*

Erhyta’s chosen sacrifice of their evening meal and abstain from evening meals until Dawn Blessing.

- *Eighth day of the second month of Fall, The Reapening: Midnight Harvest*
Erhyta's pious ones shear their heads of hair with ceremonial sickles.

- *Tenth day of the 2nd month of Fall, The Reapening: Dawn Blessing*
Erhyta's blessed take the sacred mind fungus, the chosen bull is sacrificed in the chosen field, the year's blessed harvest begins. Blessed be Erhyta!

- *The last full moon of the Fall, The Last Sheaf*
The harvest concludes in the Croft of Erhyta. The Last Sheaf of the harvest is taken under the light of the full moon. Drinking and orgiastic debauchery follows.

- *Twenty-third day of the First month of Winter, Ascension of Erhyta*
Erhyta's faithful celebrate the Elevation to the Orange Moon, at the Altar to the Orange Moon Mysteries. Gathered thus for six hours, singing while drums beat until the moon doth rise. At the moon's blessed appearance, we drink and feast as we watch the ascension of our god.

Clerical Titles

High Priest of the Last Sheaf

Apostle of the Scythe

Cultist of the Orange Moon Mysteries

Blessed Convert of Erhyta

Zealot of the Night Shield

Vestments

The sect dresses in diaphanous white robes festooned with red ribbons, whilst carrying the white scythe and orange moon topped rod, the high symbols of their office.

Relics

St. Beeka's Hand. Though still fleshy the hand of the martyr is greatly discolored and weeping puss, the faithful are emboldened against the unholy (+3 to attack).

Benefits

All members of the Harvesters gain the occupation of farmer if they did not have it before. Harvesters are also granted access to the 1st level wizard spell *chill touch* as a first level cleric spell.

The Sacred Order of the Black Sickle

The Sacred Order of the Black Sickle is dedicated to answering the faithful's pleas of death. Whether the pleas are of a homicidal or suicidal nature matter not. If the signs from Erhyta support the request, then the task will be done. They are often viewed as assassins from the outside, but the Order of the Black Sickle do not kill for coin. A request for death is always considered through the lens of what is the Will of Erhyta. Augury and/or consultation with her heralds decides the fate of the supplicant's request.

Holy Symbol

Octagon of dark clay showing a sickle piercing a skull.

Religious Practice

The Sacred Order of the Black Sickle conducts their services at night in complete silence. They recite selections from the Baiykarilion with sign language.

Sacred Text

The Sacred Order of the Black Sickle records the Baiykarilion as a huge collection of knotted black strings all connected to a central ring of gold. When not being used, it looks like a misshapen pyramid. Augury often involves reaching into the pile and pulling one string free. The verse or allegory told by the different shaped knots are then interpreted by the reader.



High Holy Days

The last full moon of the Fall, The Reapening

Each member of the order must answer the pleas of death for the faithful. As dusk approaches, members of the order gather, shave their heads, don ebony masks carved into the shape of skulls, and ritualistically kill their chosen prey.

Clerical Titles

High Priest of the Black Sickle

Apostle of the Black Skull

Cultist of the Righteous Harvest

Convert of Lady Death

Zealot of the Orange Moon

Vestments

Black leather garments sewn with citrine and onyx gemstones. A sash of white embroidered with a scythe blade in black.

Benefits

Members of the Black Sickle are always given access to the first level cleric spell *darkness*. High Priests of the Order of the Black Sickle may be able to cast the second level wizard spell *invisibility* as a third level cleric spell. All clerics may backstab as per the thief skill with their sickles (treat as a dagger) gaining a bonus to attack equal to half their level rounded up.

Lady of Shadows

Written by Michael Harrington and Delaney Harrington

Art by bygrinstow

Desfirate, the Lady of Shadows, is the demon princess of the Mürbe - a realm of darkness and shadow. It is a perpetually rotting reflection of our world, where the air is stale and toxic and quivering things that hunger lurk in the dark, waiting for their chance to feed.

It is widely believed that Azragoth the Profane is the first mage to have discovered the Mürbe and made the first pact with Desfirate.

Known also as the Mistress of Despair and the Black Hearted Mother of Rot, Desfirate lusts after the life force of those who live in the brighter mirror of her realm - finding the young and innocent especially delicious.

Desfirate is blind with gaping weeping holes where her eyes should be. Her head is crested with two ebony curling horns. Around her neck is a high spiked collar that bites into the pale dead flesh of her neck. Her ebony black hair is an ever-swirling nimbus and her high pale forehead is marred with a jagged seeping wound in the shape of an X.

About her neck, she wears a necklace of eyes that roll, blink, and stare. She is clothed in a black and scarlet gown that conceals a glowing, oozing, rotten black heart visible in the middle of her desiccated chest.

She is often accompanied by a large three-headed creature called Loko, that resembles a cross between a dire wolf and a crocodile, whose fangs drip with poison and whose forked tongue coils ceaselessly about her legs; or by silent shadowy attendants that flow around and through her.

Her mouth, twisted in a perpetual grin that stretches from ear to ear, is sewn shut with spider silk and her voice, while never more than a whisper, cuts like a razor through willing flesh.

The sign of the Lady of Shadows is a jagged X.

The Lady of Shadows is a petty demi-patron as described on pgs 174-175 of "Angels, Daemons And Beings Between". As such she has limited invoke patron results. The Lady of Shadows and the Mürbe are new however. As such, those who seek the Lady's patronage can gain great knowledge and power in exchange for a surge in her influence and foothold in this world. Of course, this is left to the individual judge to decide for their campaign needs.



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Patron Bond

Those who lust for power, knowledge, and revenge through subterfuge and deceit seek Desfirate. She is often a patron to thieves and assassins and scurrilous rulers.

To bond with Desfirate, the ceremony must be performed in a dark or shadowy area - a swamp or dank forest for example. The caster must also have a rotted carcass for the ritual and smear offal across their eyes and in an X shape on the forehead.

Invoke Patron check results

- 12-13 The Lady of Shadows sends 1d3 of her attendants to assist the caster. They obey the caster unerringly for 1d4 rounds until they are destroyed or disappear.
- 14-17 Desfirate makes the caster shadowy and insubstantial. The caster can pass through the cracks of doors or through tight spaces as if made of smoke and can hide in shadows like a thief of equivalent level. The effect lasts for 1d4 rounds during which time the character cannot make melee attacks and gets +2 to AC.
- 18-19 The Lady of Shadows's negative energy flows through the caster, granting them the rotting power of the Mürbe. The next foe the caster touches (unarmed attack) must make a DC 14 Fortitude save or take 1d4 points of necrotic damage. For 1d3 rounds after a successful initial attack, the victim must again make a Fortitude save at a DC of two less of the initial DC for each round of the effect as the rot spreads. This rot can only be healed by magical means. The caster must make a DC 14 fortitude save or receive a patron taint.
- 20-21 Desfirate whispers her corrupting despair in the caster's ear. For 1d3 rounds anyone the caster makes a touch attack against will be drained 1d3 Stamina points (half of that rounded up if the victim makes a DC 14 Fortitude save). The caster will gain that drained Stamina for 1d3 days and can use it to spellburn. This Stamina damage can only be healed by magical means. The caster automatically receives a patron taint.

Patron Taint: The Lady of Shadows

When patron taint is indicated for The Lady of Shadows, roll 1d4 on the table below. When a caster has acquired all four taints at all levels of effect, there is no need to continue rolling any more.

- 1 Two large bumps appear on the caster's forehead, the skin around them looking red and painful to the touch. The caster loses a Personality point. If this result is rolled a second time, the bumps erupt, and two tiny black horns sprout from the caster's forehead. This causes a loss of another two Personality points and a temporary loss of 1d3 hp. If this result is rolled a third time, the horns grow to their full 12-inch curved length. The caster loses another point of Personality and 1d3 temporary hp. The caster can now head butt with an attack of +1 melee and doing 1d4 damage.
- 2 The caster develops a pathological need to collect eyeballs. The first time this result is rolled, the caster must collect the eyes of each creature they kill or lose 1 temporary point of Intelligence for each 2 HD of creature(s) they don't collect eyeballs from. If the caster is reduced to one Intelligence point, they will be totally consumed by the need to get eyeballs and will do nothing until this need is satisfied - including committing atrocities to get them. The eyeballs must be preserved. If this result is rolled a second time, the caster now creates jewelry from the eyeballs and must wear it or lose 1 temporary point of Intelligence for each day they do not wear the jewelry. If the caster is reduced to one Intelligence point, they will be totally consumed by the need to wear their eyeball jewelry and will do nothing until this need is satisfied - including committing atrocities to get to their jewelry. In addition, the caster loses a permanent Personality point. If this result is rolled a third time, the caster removes both of their eyes and adds them to their necklace taking 1d4 hp of damage when doing so. The caster can now see out of their eyeball necklace though they are blind without it. The necklace also allows the caster to see in complete darkness up to 60'. The caster loses 2 points of Personality from the maiming and wearing the necklace.

- 3 The caster begins to fade and become insubstantial like a shadow. The first time this result is rolled, while in full sunlight the caster suffers a -1 to initiative as bright light hurts their eyes. If this result is rolled a second time, the caster cannot bear light of any kind, preferring the darkness or shadowy areas. If the caster is in bright light they suffer -2 to initiative and -1 to attacks and spell checks. If the caster is in torchlight or dim light they suffer -1 to initiative rolls. If this result is rolled a third time, the caster must make a DC 13 Fortitude save for each round they are exposed to direct or indirect sunlight or suffer 1d4 points of damage. The caster suffers a -1 to initiative rolls if exposed to dim light or torchlight.

- 4 The caster begins to continually rot as the essence of the Mürbe begins to infuse their body. The first time this result is rolled the caster's skin begins to blacken and curdle in random places. The caster loses one permanent point of Personality. The second time this result is rolled, the caster now begins to exude the smell of decay and damp rot. The caster loses another point of personality and suffers a -1 to initiative and cannot surprise others. The third time this result is rolled, anything touching the caster begins to rot, eventually completely dissolving in 1d4 days. When the caster touches another living creature, the creature must make a DC 12 Fortitude save or suffer 1d4 points of necrotic rot.

Spellburn: The Lady of Shadows

Desfirate hates our brighter world and grants her servants extra power to corrupt and destroy it. When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

Roll Spellburn Result

- 1 The caster feels an excruciating burning sensation in her eyes and weeps blood. She loses her sight for 1d4 rounds (the pain expressed as Strength, Stamina or Personality loss).

- 2 The caster feels the cold draining touch of the servants of the Lady of Shadows. The caster's very essence drains away (expressed as Strength, Stamina or Personality loss).

- 3 The Lady Of Shadows craves eyeballs for her necklace. Within three days the caster must deliver as many eyeballs to the Lady as points of spellburn used. These must be freshly obtained from humanoid creatures within the time frame or the caster will suffer double the spellburn damage.
- 4 The Lady grants 2 points of spellburn for each used. However, she wants fresh flesh to feed Loko. The caster must sacrifice humanoid flesh of equivalent HD for every point of spellburn used by the next moonlit night or permanently lose 1d3 Stamina.

Bestiary: The Lady of Shadows

The attendants of the Lady of Shadows appear as shadowy humanoid shapes that billow and swirl like smoke. They have baleful pale burning eyes and exude a foul smell akin to that of rotting vegetation and decaying flesh.

Shadow Servants: Init: +1, Shadow touch +3 (1d4 + rot), AC 15, HD 2d8, MV 30, Act 1d20, SP Shadow touch, SV Fort +4, Ref +0, Will +2, AL C

Shadow Touch: The touch of a shadow servant, in addition to the damage, causes necrotic rot. The victim must make a Fortitude save (DC 8+damage dealt) or suffer 1d3 Stamina damage as necrosis and rot spreads over the touched area. The Stamina damage can only be healed by magical means. The servant can target a weapon, shield or armor. In this case, the save is the same, but no modifiers can be applied. If the save fails, the item is reduced by -1 in effectiveness for armor or shields or -1d in damage for weapons. A subsequent hit will destroy the item.

BABA JEDZA

Written by Michael Harrington Art by Matt Sutton

Baba Jedza is the death that leads to rebirth. She usually appears as an enormously fat crone with rolls of warty blubber encircling her chin, her long pocked and hooked nose reaching past a twisted mouth full of iron teeth. Her gnarled, sausage-like fingers end in curved iron fingernails.

Occasionally the Baba Jedza appears as a beautiful, full-figured young woman dressed in a green and yellow gown, her golden flowing hair cascading down past large almond shaped eyes framed by long fluttering eyelashes. She will reward only the most wily and clever seekers of her counsel.

She is also known as White Lady of Death and Rebirth Who Guards The Waters” of Life and “The Ancient Goddess of Old Bones.”

Baba Jedza’s once mighty power has waned with the rising influence of Jawecz the god of light, love, justice, and mercy whose worship demands no other gods before him. Though her power has waned with the coming of new gods, Baba Jedza is omniscient and can grant those who seek her patronage great knowledge and power in exchange for her resurgence.

The Baba Jedza is a petty demi-patron as described on pgs 174-175 of *Angels, Daemons, and Beings Between*. As such she has but one patron spell and limited invoke patron results. Of course, this is left to the individual judge to decide for their campaign needs.

The Hut of Baba Jedza

Baba Jedza lives deep in the middle of a dark forest in a wooden hut propped on two chicken legs. The hut is turned with its back towards a traveler, and only magical words can make it turn around on its chicken legs to face the interloper. When the hut moves it does so with loud grinding noises and horrible screams. The hut is said to be alive with its own evil intent; and indeed, its windows and door resemble eyes and a mouth.



Surrounding her hut is a picket fence with the posts made of human bones and topped with 11 skulls that glow with light in the evening. One fence post is empty - presumably for her next victim as the Baba Jedza is known to eat those who she surprises in the forest.

The gate leading past the fence uses human legs instead of posts; human hands for bolts and instead of a keyhole, there is a mouth with sharp teeth. Her hut is protected by dozens of ravenous, slaving dogs.

When encountered at her hut the Baba Jedza can often be found with animated doll, which sometimes speaks to and aids those who enter the hut to entreat her. She also has an eight-legged horse that she occasionally lends to heroes to aid them in their quests. The horse can travel great distances with incredible speed without tiring.

Baba Jedza travels by rowing in the air in a mortar, using a pestle for her oar. She sweeps all traces of her flight from the air with a broom. She is quick to fly into an inchoate rage and is a adept shape changer.

Patron Bond

Baba Jedza acts as patron for both male and female wizards but is suspicious of men and prefers women. Elves or wizards who cast patron bond to secure a compact with Baba Jedza gain a +2 bonus if the subject of the spell (herself or another) is female and a -4 penalty if the subject is male. This modifier also applies to the casting of her patron spell.

To bond with Baba Jedza, the ceremony must be performed in a deep, uninhabited forest.

Invoke Patron check results

- 12-13 The caster is allowed to ask Baba Jedza one question about the future. Baba Jedza always answers in a cryptic way, ensuring that only the clever benefit from her wisdom. Casters must make a DC 12 Intelligence save or be turned into a small woodland animal for 1d4 rounds.
- 14-17 Baba Jedza grants the caster the ability to create “healing” water. The transmuted water will heal 1d4+CL hp or ability damage.
- 18-19 Baba Jedza gifts the caster with the ability to shape change for 1d3+CL rounds. When the spell ends the caster must make a DC 12 Fort save or gain a Patron Taint.
- 20-21 Through the beneficence of the Baba Jedza, the caster can transmute one target of her choice into a woodland animal. The target must make a DC 13 Fortitude save or be changed for 1d4 rounds. Roll 1d4: 1) Crow, 2) Toad, 3) Hamster, 4) Hedgehog

Patron Taint: Baba Jedza

When patron taint is indicated for Baba Jedza, roll 1d4 on the table below. When a caster has acquired all four taints at all levels of effect, there is no need to continue rolling any longer.

1. The caster's teeth become sharpened iron points. The caster can now bite with an attack of -1 melee (1d3-1). The caster also loses 1 permanent point of Personality. If this result is rolled a second time, the casters nails become sharpened iron points. The caster now gains a claw attack at -1 melee (1d3). If this result is rolled a third time the caster's nose grows six inches and hooks and their jaw juts out unnaturally, resulting in a loss of 2 permanent Personality points.
2. The caster develops an unnatural and insatiable need to consume only meat. The caster must consume fresh meat at least once per day or lose 1 temporary point of Stamina for each day without eating meat. If this result is rolled a second time, the caster now needs to consume only raw meat (as above) and continually smells of freshly slaughtered flesh and blood, losing 1 permanent point of Personality. If this result is rolled a third time, the caster now needs to consume human flesh (as above) and also loses another permanent point of Personality.
3. The caster immediately gains 40 pounds of weight and cannot lose it. The caster has -5' to movement and loses a point a Stamina. If this result is rolled a second time, the caster gains another 60 pounds with an additional 5' of movement loss and the loss of an additional point of Stamina. If the result is rolled a third time, the caster gains 60 pounds losing five more feet of movement and this time losing 1d3 Stamina (not to be reduced below 1).
4. The caster becomes prone to flying into an incoherent rage. They must make a DC 10 Will save each time confronted with a difficult social interaction, task, or situation. If they fail they become maddened by rage with the following effects: -1 to attacks or spell checks (due to blind fury) and -1 to Personality and Will saves lasting 1d4 rounds. In addition, the caster

cannot be reasoned with and will do things contrary to companions' wishes and even attack friends if provoked. If this result is rolled again the DC of the Will save is increased to DC 15 and the rage is even stronger with -2 to attacks or spell checks and -2 to Personality and Will saves for 1d6 rounds. If this result is rolled a third time the DC is increased to 20 and the effects are again increased -3 to attacks or spell checks and -3 to Personality and Will saves for 1d8 rounds.

Spellburn: Baba Jedza

Baba Jedza grants power to those who would seek her aid. However, she is quick to anger and does not tolerate those who aren't clever and pure of motive.

When a caster utilizes spellburn, roll 1d4 and consult the table below or build off the suggestions to create an event specific to your home campaign.

<i>Roll</i>	<i>Spellburn Result</i>
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- | | |
|---|--|
| 1 | The caster's legs shrivel and become chicken-like. The caster suffers -5' to their movement score because of awkwardness. This effect disappears when spellburn damage is healed. |
| 2 | The caster becomes bent like an old crone feeling the aches and pains of incredible age. The caster suffers -5' to movement and -1 to attacks until the spellburn damage heals. |
| 3 | The caster feels irresistibly compelled to cut off their fingers and consume them (one finger per 5 points of spellburn used and causing 1 additional point of HP of damage per finger). The fingers grow back after the spellburn damage is healed. |
| 4 | Baba Jedza feasts on the flesh of the caster who appears to waste away. In addition to the ability damage the caster loses 1d3 temporary HP for 1d3 rounds (not to go below 1 HP). |

Patron Spell: Baba Jedza

The fearsome magical matron of the forest grants the following unique spell:

Level 1: Hidden Movement

Hidden Movement

Level: 1 (*Baba Jedza*)

Range: Varies Duration: Varies Casting Time: 1 round Save: None

General: Baba Jedza can fly through the forest and erase all traces of her passage. This spell allows her servants to do the same for themselves or their companions.

Manifestation: See below

- 1 Lost, failure and patron taint.
- 2-11 Lost, failure
- 12-15 Failure but the spell is not lost
- 16-17 A magical straw and birch broom appears and begins to wipe away all traces of the caster's passage including muffling sounds. The effect lasts for 1d4 minutes.
- 18-19 As above, except the effect now lasts for 1d8 minutes and the caster automatically gets surprise and a +2 to initiative.
- 20-21 As above but the caster cannot be tracked by magical means as per Thief Sneak ability pg. 37 of the *DCC RPG rulebook*.
- 22-23 As above with the effect lasting 1d10 minutes and extending in a 10' radius of the caster to include the caster's companions.
- 24-25 As above with the effect at a 20' radius around the caster
- 26-27 As above plus the caster now gains the ability to Hide in Shadows per the Thief ability in the *DCC RPG rulebook* and a +3 to rolls.
- 28-29 As above, but the hide in shadows ability now extends to all within a 20' radius of the caster. The caster must make a Fort save of DC 13 or receive a patron taint.
- 30+ The range of the spell extends to 30' and lasts 1d4 hours. Hide in shadows and move silently automatically succeed. The caster receives a patron taint.



MIDWINTER MAKER

Written by Matthew Carr Art by Matt Sutton

*The author would like to thank Isaac, Mario, Tim and Hannah
for their input and encouragement!*

Midwinter Maker (directly inspired by Father Frost from *DCC 2015 Holiday Module: Advent of the Avalanche Lords*) is a popular figure in the cooler climates of the world. Legend has it he was a warrior and smith. He would carry a maul into battle and was renowned for using it to bash shields and break their bearers arms. When he got too old to go into combat, he focused his time on smithing, and began fashioning weapons and armor for younger warriors. The stories say that each midwinter he would sneak into their homes and leave the weapons and armor as gifts. When the gifts kept showing up for years after the famed warrior died, his legend grew in mystical power and became the patron, Midwinter Maker.

Midwinter Maker's Magnificent Marvels

Level: 1 (Midwinter Maker)

Range: Varies Duration: Permanent Casting time: 1 round Save: None

General: Midwinter Maker demonstrates his generosity to his followers through gifts. A gift from Midwinter Maker may aid his followers or be used to harm his enemies. Anyone receiving aid from Midwinter Maker must follow up by giving a gift to someone in Midwinter Maker's name or risk his ire.

Whoever receives a new weapon or armor must give their old set (if any) to the first worthy soul they meet. Similarly, receiving gifts of food or harming enemies of the party while using this spell requires each beneficiary to provide some impoverished soul with a warm nutritious meal or gift of an old set of clothing. Any recipient (not just the caster) who refuses suffers a corruption from the Solstice or Holiday corruption table <https://goodman-games.com/blog/2018/12/25/happy-holidays-from-goodman-games/>

Manifestation: See below. On a successful casting, the caster may choose to invoke any effect of equal to or less than their spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.

- 1 Lost, failure and patron taint.
- 2-11 Lost. Failure.
- 12-13 A wrapped gift box appears at the feet of the caster. It contains random presents. Roll four times on Table 3-4 or Judge's Discretion
- 14-17 A shower of cold lumps of coal falls from the sky and begins pelting the caster's enemies. Three creatures the caster designates within 30 feet take 1d8+CL damage from the coal.
- 18-19 A treasure chest of common goods appears at the feet of the caster. Roll 1d6: (1-2) the chest contains 10 items from table 3-4 deemed most helpful by the Judge (3-5) the chest contains one weapon (with 12 ammunition each if ranged) or one piece of armor up to scale mail usable by the caster's party (6) the chest contains one weapon (with 12

ammunition each if ranged) AND one piece of armor up to scale mail, usable by the caster's party. The chest disappears after its contents are removed or 1 hour passes.

- 20-23 Sharp Icicles fall from the sky hitting $1d4+2$ of the caster's enemies within a 15 foot radius circle, centered on the caster. Each creature hit takes $2d6+CL$ damage. The entire area becomes slippery for 3 rounds, or until the ice melts if in a cold climate. Everyone except the caster in the 15 foot radius area must make a DC 10 Ref save each round to avoid falling on the ice.
- 24-27 A large treasure chest filled to the brim appears at the feet of the caster. It contains 2 pieces of armor usable by the caster's party up to chainmail, two weapons the party can use (with 12 ammunition each if ranged), and a winter holiday feast including 6 bottles of wine, and enough warm delicious food to feed 6 creatures. At the bottom of the chest are 6 candy canes; each one will restore 1 hp, but a creature can only receive this benefit once per 24 hours. The chest disappears after its contents are removed or 1 hour passes.
- 30-31 $1d4+1$ of Midwinter Maker's warrior felves appear for 1 turn, to smite the enemies of the caster and provide whatever other aid they can. Each felf carries a warhammer and wears hide armor (use orc statistics). In addition to combat, they are skilled in the repair of most adventuring gear and other common items.
- 32+ At first nothing appears to happen. After $1d10$ rounds, a cart appears trundling out of nowhere. A team of 3 felf crafters jump out of the cart and begin measuring and inspecting the caster's party. Each person receives 2 items from table 3-4, a brand new weapon, a brand new and possibly upgraded piece of armor (Judge's Discretion), a brand new set of traveling clothes, and a 10 day supply of rations for them and any mounts they have. After the gifts are handed out, the walls of the cart drop down, revealing a lavish winter holiday feast with a setting for each member of the caster's party and up to two guests. Each person who consumes the feast regains $1d6$ hp and heals 1 point of temporary ability damage the next morning. After the feast, the cart folds back up and trundles off to nowhere.

Midwinter Maker's Phlogiston Phighter

Level: 2 (Midwinter Maker)

Range: Self Duration: Varies

Casting time: 1 action Save: None

General: For the duration of the spell, the caster transforms into a warrior with a horned helm and an icy blue maul.

Manifestation: Varies, see below.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 The caster gains 1d6 temporary hit points. The caster also gains +1d3 to their attack and damage rolls. An icy blue helmet appears on the caster's head granting a +1 bonus to AC, and an icy blue maul (1d10 dmg) appears in their hands; for the duration of the spell they are proficient in it. These effects last 2 rounds, during which the caster loses all spellcasting abilities.

16-19 The caster gains 1d10 temporary hit points. The caster also gains +1d3+1 to their attack and damage rolls. An icy blue helmet with antlers appears on the caster's head giving them a +2 bonus to AC, and an icy blue maul (1d10 dmg) appears in their hands; for the duration of the spell they are proficient in it. These effects last 4 rounds, during which the caster loses all spellcasting abilities.

20-21 The caster gains 1d6 per caster level-1 (CL-1) temporary hit points. The caster gains a deed die from Table 1-10 equivalent to CL-1, they can perform Mighty Deeds using the same rules as a Warrior of CL-1. The Crit Die, Table and Threat Range become those of a warrior of the same level as their CL-1. An icy blue helmet with antlers appears on the caster's head giving them a +2 bonus to AC, and an icy blue maul (1d10 dmg) appears in their hands; for the duration of the spell they are proficient in it. The maul counts as a +1 magical weapon with regard to immunities. These effects last 5 rounds, during which the caster loses all spellcasting abilities.

22-25 The caster gains 1d6 per caster level (CL) temporary hit points. The caster gains a deed die from Table 1-10 equivalent to their CL, they can perform Mighty Deeds using the same rules as a Warrior of their CL. The Crit Die, Table and Threat Range become those of a warrior of the same level as their CL. An icy blue helmet with antlers appears on the caster's head giving them a +2 bonus to AC, and an icy blue maul (1d10 dmg) appears in their hands; for the duration of the spell they are proficient in it. The maul counts as a +1 magical weapon with regard to immunities. These effects last 5 rounds, during which the caster loses all spellcasting abilities.

26-29 The caster gains 1d8 per caster level+1 (CL) temporary hit points. The caster gains a deed die from Table 1-10 equivalent to their CL+1, the caster can perform Mighty Deeds using the same rules as a Warrior of their CL+1. The Crit Die, Table and Threat Range become those of a warrior of the same level as their CL+1. An icy blue helmet with antlers appears on the caster's head giving them a +2 bonus to AC, and an icy blue maul (1d10 dmg) appears in their hands; for the duration of the spell they are proficient in it. The maul counts as a +1 magical weapon with regard to immunities. These effects last 8 rounds, during which the caster loses all spellcasting abilities, except for one randomly determined 1st level spell.

30-31 The caster gains 1d8 per caster level+2 (CL) temporary hit points. The caster gains a deed die from Table 1-10 equivalent to their CL+2; they can perform Mighty Deeds using the same rules as a Warrior of their CL+2. The Crit Die, Table and Threat Range become those of a warrior of the same level as their CL+2. An icy blue helmet with antlers appears on the caster's head and icy blue scale mail appears around their body; these grant an AC of 17. An icy blue great maul (1d14 dmg) appears in their hands; for the duration of the spell they are proficient in it. The maul counts as a +1 magical weapon with regard to immunities. These effects last 1 turn, during which the caster loses all spellcasting abilities, except for three randomly determined 1st level spells.

32-33 The caster gains 1d10 per caster level+3 (CL) temporary hit points. The caster gains a deed die from Table 1-10 equivalent to their CL+3; they can perform Mighty Deeds using the same rules as

a Warrior of their CL+3. The Crit Die, Table and Threat Range become those of a warrior of the same level as their CL+3. An icy blue helmet with antlers appears on the caster's head and icy blue scale mail appears around their body; these grant an AC of 20. An icy blue great maul (1d14+4 dmg) appears in their hands; for the duration of the spell they are proficient in it. The maul counts as a +3 magical weapon with regard to immunities. These effects last 1 turn, during which the caster retains normal spellcasting ability.

34+ The caster become Midwinter Maker's Maul. The caster can float 30 feet per round in any direction, attack with a +5 bonus and do 3d12 damage. The caster also retains their normal abilities and statistics, sprouting arms and hands as necessary to perform chosen functions (such as firing an arrow from a bow or opening a door). The caster can shrink themselves to the size of a carpenter's mallet. The caster may speak and cast spells as normal. The caster counts as a +3 magical weapon with regard to immunities. In maul form the caster has an AC of 20 and 100 hit points. If the caster drop to 0 hit points, the caster transforms back into their normal form with whatever hit point total they had before casting Midwinter Maker's Phlogiston Phighter. These effects last 3 turns.



Midwinter Maker's Felf Finder

Level: 3 (Midwinter Maker)

Range: 10' Duration: Varies Casting time: 1 action Save: None

General: The caster finds that a number of felves happen to be just behind the nearby objects or allies ready to do the caster's bidding, and they may choose to find either felf warriors or felf crafters.

Manifestation: Midwinter Maker sends a number of felves to temporarily aid his follower. The caster may request either felf warriors or felf crafters.

Felf Warrior: Init +1; Atk miniature warhammer +2 melee (1d4+1) or antler gore, +0 melee (1d6+1); AC 12 (leather armor); HD 1d6+1; MV 25'; Act 1d20; SV Fort +1, Ref +2, Will -1; AL N.

A felf is a diminutive warrior creature. It has white fur and antlers and usually carries a hammer. It has dark clear eyes that resemble a swirling snow storm.

Felf Crafter: Init 0; Atk tool -1 melee (1d3-1); AC 10; HD 1d4; MV 25'; Act 1d20; SP +10 to any carpentry or smithing related repairs or construction; SV Fort +1, Ref +1, Will -1; AL N.

A felf crafter is much like a felf warrior, except that it emulates Midwinter Maker's abilities in carpentry and metal work. Felf crafters have a magic tool belt; whenever they need a specific tool they simply have to reach for it. This magic belt disappears if the felf dies.

- 1 Lost, failure and patron taint.
- 2-11 Lost. Failure.
- 12-15 Failure, but spell is not lost.
- 16-17 1d3 felves appear. Felf warriors battle on behalf of the caster for 1d4 rounds. Felf crafters set to work immediately and have just enough time for minor repairs to a single item, weapon or suit of armor. Felves who are killed turn into snow and quickly swirl away, along with all their equipment.
- 18-21 1d6+1 felves appear. Felf warriors battle on behalf of the caster for 1d4 rounds. Felf crafters set to work immediately and have just enough time for minor repairs to one non-magical item, weapon or suit of armor for every 2 felves summoned. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.
- 22-23 1d3 felves appear. Felf warriors battle on behalf of the caster for 1d4 turns. Felf crafters set to work immediately and have plenty of time to repair all the non-magical armor and weapons of an adventuring party, fix a broken row boat or wagon, or perform other similar repairs to non-magical structures. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.

24-26 1d6+1 felves appear. Felf warriors battle on behalf of the caster for 1d4 turns and have +2 to attacks with their antlers. Felf crafters set to work immediately and have plenty of time to repair all non-magical armor and weapons of an adventuring party, fix a broken row boat or wagon, or perform other similar repairs to non-magical structures for every 2 felves summoned. If five or more felf crafters are summoned, they have enough time to make a single small item, such as a shield, a dagger, or a backpack, but not larger or more complicated weapons and armor. They must be given raw materials or similar items to recycle. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.

27-31 2d6+1 felves appear. Felf warriors battle on behalf of the caster for 1d4+2 turns. Felf crafters set to work immediately and have plenty of time to repair all non-magical armor and weapons of an adventuring party, fix a broken row boat or wagon, or perform other similar repairs to non-magical structures for every 2 felves summoned. If five or more felf crafters are summoned, they have enough time to make a single small item, such as a shield, a dagger, or a backpack, but not larger or more complicated weapons and armor. They must be given raw materials or similar items to recycle. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.

32-33 2d6+3 felves appear. Felf warriors battle on behalf of the caster for 3d6+2 hours. Each warrior is equipped with scale mail (AC 14) and a regular sized battle axe; +4 melee (1d10+1). Felf crafters set to work immediately and have plenty of time to repair all armor and weapons of an adventuring party, fix a broken row boat or wagon, or perform other similar repairs to structures. If five or more felf crafters are summoned, they have enough time to make a single large item, such as a suit of leather armor, a battle axe, or a wagon, but not larger or more complicated weapons and armor. They must be given raw materials or similar items to recycle. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.

- 34-35 2d6+3 felves appear for 1d4 days. Felf warriors battle on behalf of the caster for the duration. Each warrior is equipped with banded mail (AC 16) and a regular sized battle axe; +6 melee (1d10+3) and has 2d6+2 hp. Felf crafters set to work immediately and have plenty of time to repair whatever the caster requests. Felf crafters collectively have enough time to make one suit of armor per day, four weapons a day, or build a small house. They have a magic sack which contains all the raw materials they need for their creations. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.
- 36+ The caster and friends find that they are transported to the land of the Felves where they are repaired by specialized felf crafters, using pliers, hammers, saws, nails and rivets (people repaired this way regain max hp, the nails and rivets are permanent). All of their equipment is also cleaned and repaired. They are healed of all temporary ability damage, except that caused by spellburn. Each individual can decide whether to become a felf and live forever in the land of the felves, or return to the moment they left with a host of either 25 felf warriors, or 25 felf crafters. The felves will serve the caster for 1 week - enough time to equip a band of 40 warriors with a suit of armor and a weapon, or to construct a well defended keep, complete with a wizard's tower and stone wall. Felf warriors will be equipped with plate armor (AC 18) and a magical battle axe; +8 melee (3d6+5) and have 4d6+8 hp. Felves who are killed turn to snow and quickly swirl away, along with all their equipment.

Spellburn: Midwinter Maker

Midwinter Maker is a generous patron, and he expects his supplicants to demonstrate generosity in his name. Midwinter Maker swiftly punishes his miserly or greedy followers.

Roll Spellburn Result

- 1 The caster is rimed with frost. At least half of the total spellburn, rounded up, must come from Agility, as the caster is chilled to the bone and the caster's movements are slowed long after.

- 2 Spellburn works as normal, but Midwinter Maker demands a service from the caster. Within one week, the caster must spend 20% of the caster's wealth (100 gp minimum) to build something for the poor or throw a feast for at least ten of the downtrodden. Failure to do so results in permanently losing 2 points of luck.
- 3 Midwinter Maker is not happy with the lack of generosity shown by the caster. Midwinter Maker sends the cold north winds to punish his follower. A icy whirlwind forms around the caster, sapping away the caster's strength. This manifests immediately as 5 points of temporary physical stat damage. The caster may burn further ability points to receive a spellburn bonus; the 5 points of damage do not count toward this.
- 4 Midwinter Maker sees the casting as a show of charity. For 1 week after spellburn, the caster receives a +2 to subsequent castings of the same spell.

Patron Taint: Midwinter Maker

Roll Result

- 1 The caster grows antlers that are almost a foot long and have 2 or 3 points per side. If this result is rolled a second time, the antlers grow in size and become impossible to hide without a huge and wide headdress of some sort. If this result is rolled a third time, the antlers grow outward to a combined width of 5 feet, making walking in urban areas and through human-sized doors very difficult.
- 2 The caster immediately sprouts a full white beard and impressive bushy eyebrows. If this is rolled a second time the caster grows a thin coating of soft white fur over their entire body. The third time this result is rolled, the caster grows a thick set of white coarse fur over their entire body. This thick fur grants a +1 against non-magical cold, but gives the caster a -2 penalty on attack rolls and spell checks in hot climates and against fire or heat based magic.

- 3 The caster feels an overwhelming compulsion to go buy a maul. The second time this result is rolled, the caster demands to upgrade the maul with either enchantments or expensive (at least 1000 gp) decorations and jewels. In melee the caster feels compelled to use this as the caster's main weapon, even with the proficiency penalty. The caster can avoid this with a DC 15 Will save. If this result is rolled a third time the caster will use no other weapon and can no longer avoid the compulsion to use the maul as the caster's main melee weapon. In addition, every third action the caster takes must be an attack with this maul.
- 4 The caster must seek out a village in a cool climate and offer to become its wintertime protector. Failure to do so invokes the ire of Midwinter Maker. The second time this result is rolled, the caster must extend the period of protection to either spring or fall. The third time this result is rolled the caster must spend fall, winter and spring near the village providing protection to the it and nearby farms.
- 5 The caster finds hot humid territories to be unbearable and suffers a -1 penalty on attack rolls in hot climates. The second time this results is rolled, the caster feels a strong pull to head toward colder climates. Each week that the caster remains in a warm climate, the caster must make a DC 15 Will save or set off for a cooler region. The third time the caster rolls this result, the compulsion becomes overwhelming. The caster must establish a home in a cool climate, and can only make short trips into hot climates.
- 6 The caster feels a strong compulsion to learn smithing and build a weapon for a poor warrior. Until he has constructed such a weapon, the caster has -1 penalty on all spell checks. The second time this result is rolled, the caster feels compelled to build a smithy and make weapons and armor for the warriors of a whole village, suffering a -2 penalty to all spell checks until the task is complete. The third time this result is rolled, the caster feels compelled to make weapons and armor for every adult (including non-warriors) in one village and its surrounding farms, and deliver them each midwinter. The caster will suffer a -3 penalty from pangs of guilt to all attack rolls, checks and saves until the next midwinter if he fails to do so.

On the Altar of Neutrality

Three New Neutral Deities to Plague your Games

By Michael Jacobson

neu·tral

adjective

1. not helping or supporting either side in a conflict, disagreement, etc.; impartial.
2. having no strongly marked or positive characteristics or features.

The concept of alignment is one that has existed since long before our roleplaying hobby has. In layman terms, it's one of the easiest ways to assign moral value on a person, group, or idea. For example, think back to a movie villain who stuck with you long after you heveleft the theater. Their evil actions and goals, likewise, stuck with you and kept you looking behind you. Additionally, imagine a hero whom you aspired to be. You assign their journeys great value due to the hardships they endured and the accomplishments they achieved. Good and evil, easy right? Let's make this more complex.

When you hear the term *neutral*, what do you think about? Switzerland? Fair, but overblown. Fence sitters? Good! We are making progress. To own a neutral alignment of any kind can explain the goals and motivations of the creature. The obvious observation is that all neutrally aligned creatures share a caution or balance to most of their actions. A lawfully neutral Elfen General will do their best to uphold rules and laws of war even when it come to the enemy, whereas the chaotically neutral Orc War Chief opposing him will utilize any advantage presented to them that could win the day, on the battlefield or elsewhere.

Pretty black and white, no? However, the idea that neutral characters are boring is one that has frequently haunted many gaming tables including my own. Once given time and depth, many players will conclude that neutrality is a very complex and rich alignment when their choices are more thought out and carry weight. Where does that leave us with the strongest motivators for

many classes, the gods that many get their powers from? With their wills and goals usually so plain, how would a truly neutral deity act?

Mythology and popular culture are chock-full of examples of gods and goddesses and their oftentimes rash and selfish behavior, usually leaving no room to argue over their alignment. In many gaming universes, these gods grant boons and powers to their most devout followers, strike bargains with mortals, and inspire heroes or villains to legend and infamy. By action and inspiration, neutral deities are more ambiguous with their wants and desires and that room for interpretation is rich with roleplaying material.

What follows are three new neutral deities ready for worship and conflict in your adventures.

Sud-Tabu

Our Lady of Scales, the Last to Stand, The Wandering Axe

Lawful Neutral

Domains of Death, Life and Knowledge

Symbols of rust covered copper scales and a mono-eyed ivory mask

The last surviving member of her pantheon, Sud-Tabu is a wandering goddess who inspires many lawfully aligned adventurers to self-sacrifice and make hard but fair decisions. She exists to judge all according to divine law and is often sought out by other pantheons to act as their impartial adjudicator in matters of law and infighting. She is an emotionless deity and expects the same emotional range among her followers. Although honored by many diverse gods, she is rightly feared as her judgments are met with swift and oftentimes extreme punishments.

Likewise, many seek out her mortal worshippers to act as arbiters in a wide array of examples. One of the more unique traits of her followers is they travel and judge in groups of three, usually consisting of one cleric, one warlock, and one paladin acting as her wisdom, her voice, and her aura, respectively. These tribunals are greatly valued and feared as their rulings are given the gravity of divine magnitude and endorsement. Many found guilty will find that their own godly patrons have abandoned them, fearing the gaze of Sud-Tabu.

She is very protective of the common folk and peasants, and will usually inspire her children to protect them from unjust laws and rulers. There are tales of her origins as the patron goddess of street

urchins long before her current position, however until now these rumors are nothing more than wind. Those looking to seek her patronage are usually folk seeking justice, despite working within an unjust system or the desperate who still have hope in the law. Once a year on the first week of fall, her followers gather and present their judgments to a tribunal made of her most trusted children. It is a time for self-reflection and fasting after which they will again spread to the winds to bring justice to an unjust world.

Tanvir Bonecaller

God of Dice and Chance, Writer on the Wall, The Blank Canvas

Chaotic Neutral

Domains of Light and Trickery

Symbols of crystal dice and a paintbrush dipped in blood

Tanvir Bonecaller exists as a deity caught in eternal flux. Although inspiring many artists, gamblers, and bards with a lust for life at its fullest, Tanvir Bonecaller also showcases the cost of living such a life, scars and all. Tanvir Bonecaller appears as a handsome roguish man, eyes burning with passion, and yet he will never know what or how to direct that passion. Never satisfied with any of his creations, Tanvir has wandered for millennia as a troubled creature bound to not only the cycle of nature but also the cycle of his own wants and desires.

His followers are much like he is, passionate and creative, yet the same unfulfilled energy burns through them, driving them onto their next creation or heist only to be left empty at its conclusion. On the surface, it may seem that no one would ask for his blessings or patronage, however many of his children are among the greatest artists, gamblers, and thieves in all of creation. Although happy with his children's success, he is very critical with their work and will end almost every conversation with examples of flaws and errors in what they've created.

He is also a very amorous god, taking lovers frequently and loving them passionately, then quickly growing bored and ready to warm another person's bed. Many of his clerics and warlocks have at one time or another left his bedchamber only to seek out his next conquest much to their disappointment. His manic presence is frequently intoxicating at first taste, yet his violent outbursts and ever-changing wants can be hard to navigate.

Once one of his followers have achieved a semblance of steady and lasting happiness in their personal life or art, Tanvir often capriciously revokes his blessings in jealousy. He will often pit his followers against each other in games of chance and dice with high stakes. His festivals are held often and usually end with a sacrifice of a great piece of art painstakingly crafted by his children. This loss of beauty fills him with regret and hope, sorrow for a loss of such art but excitement of where the pain of loss will drive his children to create next.

Lea'La'lunne

Goddess of Full Nets and Empty Bowls, Wearer of Eight Masks, Woman of Tides

Neutral

Domain of Tempest

Symbols of a growing wave and a moon dripping water

The storm doesn't discriminate who it drowns, it just drowns all within its ability. When the island birthed Lea'La'lunne on its shores, the young goddess watched the tides ebb and flow, and lost herself in its cycle. When she grew hungry, she ate what she could catch. When she grew lonely, she captivated mortals and took them to her bed. She is a being of needs and wants, seemingly of simple nature and yet this all belies a powerful and savage capability of violence and retribution.

A goddess of the moon and of water, Lea'La'lunne is protective of the islands and shores that she claims, viewing another god or their followers with distrust and thinly veiled contempt, and as such exists outside of any other pantheon. She is also very selective with her blessings and patronage, and will only exemplify those who serve her and her waters. As such she is fond of martial followers and bless crews of sailors who keep her waters clear of those who would pollute or unravel the natural order. She has a deeply felt hatred of Sahuagin and Sea Goblins, and often withholds her blessings if any of these vile creatures exist in her waters.

She demands a strong tithe in food and wealth to be offered and sunken with every full moon. When she is content with the offerings, it is said that she will visit the strongest among her followers and take them as a lover only to leave them with a child at the end of the lunar cycle. These children are often looked to for great things by

their villages and frequently have deep blue hair and eyes showcasing their parentage.

Lea'La'lunne exemplifies the uncaring cycle of the sea and nature among her islands. She shows no regret whenever a storm destroys a village belonging to her followers. Her followers know her well enough to expect this behavior, it is in her power to quell the waves, and yet she lets nature and random chance direct the waves until she is motivated enough to intervene.

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Matthew Carr, Delaney Harrington, Michael Harrington,
Michael Jacobson, James A. Pozenel, Jr., SGT Dave

Illustrators & Cartographers

bygrinstow, Stefan Poag, SGT Dave, Per Singer, Matt Sutton

GFA 2019 Credits

Cover Art

Doug Kovacs

Title Page Art

Marc Radle

Editors & Proofreaders

Jose Luiz Cardoso, Jim Cox, Marc Elsenheimer, Klint Finley,
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Tim Snider, Dan Steeby, Shyloh Wideman, Chris Zank

Printing Offset Contributors

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