

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



YOU BE THE JUDGE #1 (RULES & TABLES)

VOLUME 12 OF FOURTEEN BOOKLETS

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THE KNOWN REALMS HEXCRAWL STARTER

By Jason Abdin
Cartography by Jason Abdin

WHAT THIS IS

I always see folks online asking which DCC RPG adventure is best to start with or what's a good follow-up for a particular funnel. This article is an answer to those questions in the form of a campaign starter hexcrawl. It combines multiple DCC RPG adventures of levels zero to three, and places them in a geographical region that's somewhat compact, but more or less lines up with details given in the adventures themselves. And, if you grab your own sheet of hex paper, there's plenty of room to expand the map with additional adventures beyond the first three levels. For simplicity, I kept to some of the more well-known official adventures by Goodman Games, but highly recommend branching out to the amazing output by third party publishers and making your hexcrawl unique.

THE KNOWN REALM



PROCEDURES AND RULES

A hexcrawl is a form of gameplay that condenses wilderness exploration into manageable regions called hexes. In this way, it's a little like exploring rooms in a dungeon. Your characters tell you which direction they go and you describe the results using the entries detailed in the various hexes. Feel free to use whatever hexcrawl rules you prefer. However, for the sake of simplicity, I offer the following:

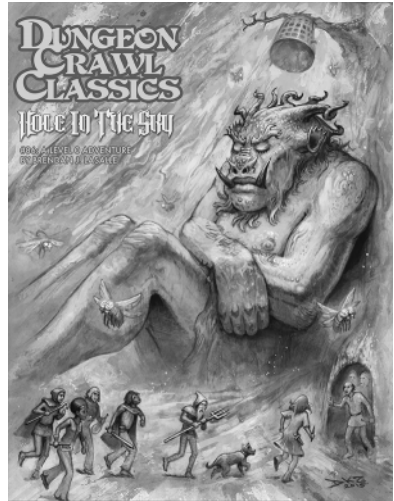
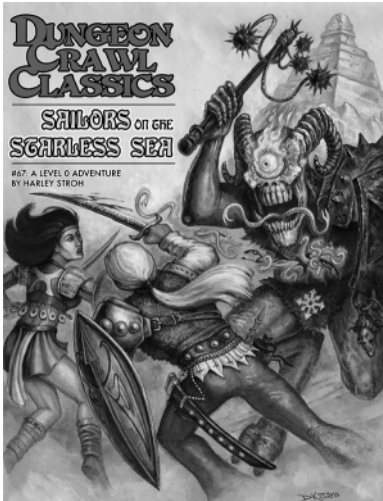
Each day, your adventuring party may either move from their current position to an adjacent hex or they can explore the hex they're in. Whatever they choose, the judge should roll 1d4 on the random encounter tables, once for daytime and once for nighttime (as you use up the random events, feel free to replace them with your own and incorporate things from any completed adventures). For those groups who prefer fewer random events, use a d6 instead of a d4, a 5 or 6 indicates that it was uneventful.

At the end of the day, it is assumed the adventurers take time to rest and heal, otherwise it's recommended they take 1-4 damage to their ability scores (such as stamina, intelligence, personality, etc...) for not camping.

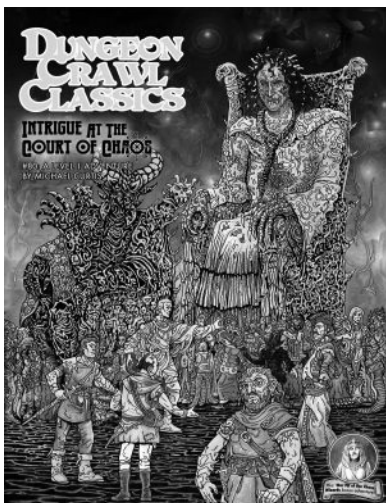
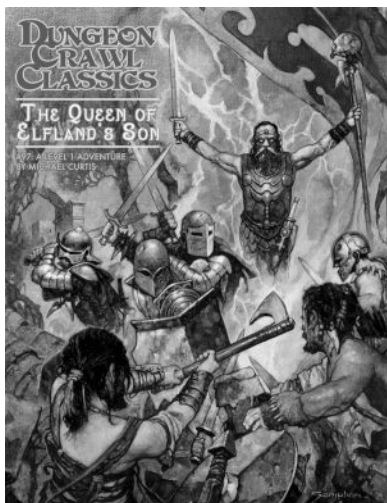
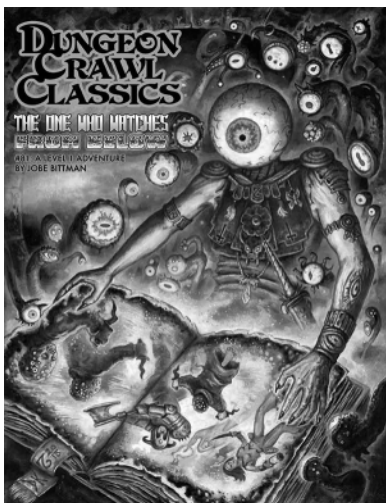
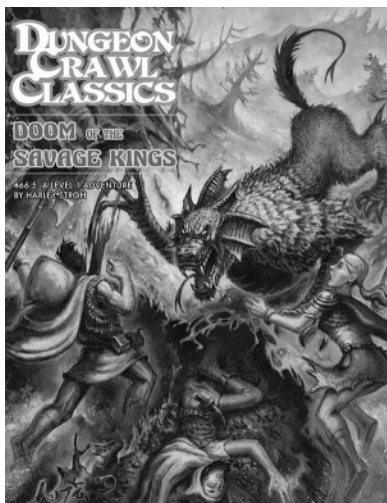
RECOMMENDATIONS

The following DCC RPG adventures are referenced in this hexcrawl:

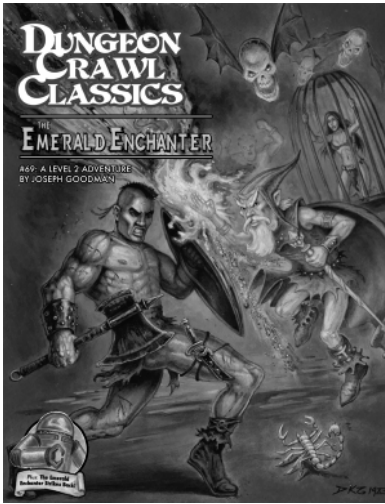
Level 0 funnels: *Not in Kansas Anymore* by Dieter Zimmerman (found in the Goodman Games Gen Con 2016 Program Guide), *Sailors on the Starless Sea* by Harley Stroh, and *Hole in the Sky* by Brendan LaSalle



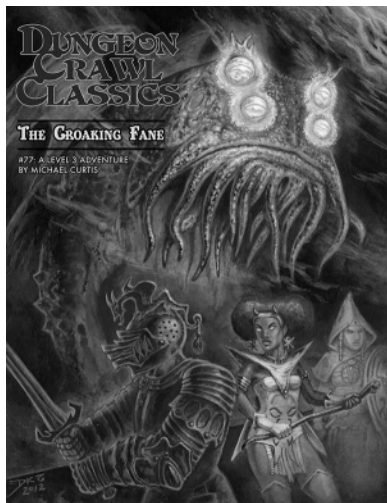
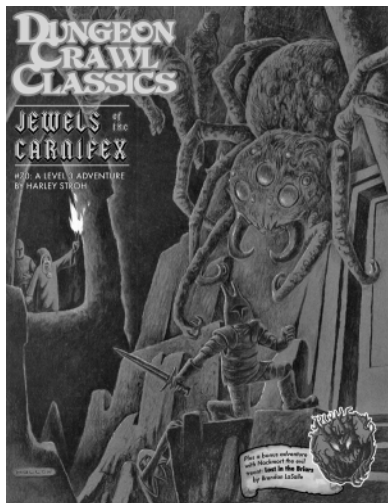
Level 1 adventures: *Doom of the Savage Kings* by Harley Stroh, *One Who Watches From Below* by Jobe Bittman, *The Queen of Elfland's Son* by Michael Curtis, *Intrigue at the Court of Chaos* by Michael Curtis, *Gnole House* by Michael Curtis (found in the DCC RPG quick start rules)



Level 2 adventures: *The Emerald Enchanter* by Joseph Goodman, *Fate's Fell Hand* by Harley Stroh, *Dread on Demon Crown Hill* by Michael Curtis, *The Emerald Enchanter Strike Back* by Jobe Bittman (found as a bonus adventure with *The Emerald Enchanter*), *The Tower Out of Time* by Michael Curtis (found in the adventure collection *Chaos Rising*)



Level 3 adventures: *Jewels of the Carnifex* by Harley Stroh, *The Croaking Fane* by Michael Curtis, *Neon Knights* by Brendan LaSalle



In addition, I highly recommend the following gaming-related reading and materials for all your hexcrawling needs: *The Perilous Wilds* by Jason Lutes, *Wilderness Hexplore (Revised)* by Jed McClure, *D30 Sandbox Companion* by Richard J. LeBlanc, Jr., and *Hazard System v0.3* by Necropraxis Productions.

Lastly, the following is a recommended list of useful gaming aides while your players are hexcrawling (though much of the previous gaming materials I mentioned will cover these areas as well):

1. A collection of loot tables for treasure, junk, common items, and other such things.
2. A list of names for settlements and NPCs, as well as perhaps some quick descriptors for each to add a little flavor.
3. A system for encumbrance so as to limit the number of items a character can carry around unhindered (I generally allow a number of items equal to the character's strength score).
4. Rules for equipment use, such as rations, water, ammunition, and so on (at the very least, I might suggest requiring the use of a single ration per day, with one ration taking up one encumbrance slot in the player inventory).

THE FUNNELS

There are three adventures I highly recommend starting with:

The first is *Not in Kansas Anymore*, which has the players roll up beginning characters from the 1970s that get transported to the Known Realms of DCC RPG, starting in the midst of a battle in Ezaurak's volcano fortress in hex 0302. I've had great success with having the characters be from our modern day, additionally allowing one character for each player to be based on themselves. At the successful conclusion of this adventure, the characters may naturally make their way to Dorcaster and hear of beastman attacks that will inevitably draw them to the chaos keep of Sailors on the Starless Sea.

Another adventure that might be a good start for this particular hexcrawl is *Hole in the Sky*, which has the characters meeting in hex 0203, chasing dreams of a woman dressed in blue, her face obscured by shadow.

And then, the classic beginning for likely a good number of DCC RPG campaigns is *Sailors on the Starless Sea*. This would place the group in hex 0402, either having travelled from Dorcaster (hex 0303) or another village of your own making. I've set the conclusion of this adventure as placing the characters along the river that flows north of Hirot, but where the group ends up is your choice.

Finally, while not a funnel, an alternate option is to have the players start in a tavern (or similar place of gathering) in the grand city of Punjar down in hex 0304. The Lankhmar of the Known Realms, Punjar has a long history with Dungeon Crawl Classics that extends back into the very early days. It's a city of infinite possibility that could lead your eager adventurers to anywhere you like.

HEX DESCRIPTIONS

Note: For additional information, I will often use parentheses to indicate something that can be found in an official adventure or the DCC RPG core rulebook.

O212 (HILLS)

Daytime Random Encounters:

1. 1 lesser gnole scouting the area, will report back to the gnole house (Lesser Gnole stats from Gnole House).
2. The half-eaten carcasses of two human travellers, a middle-aged man and a younger boy, left by a wandering fir bolg who is currently sleeping under a small bridge nearby (Fir Bolg stats from The Queen of Elfland's Son).
3. A statue carved of rich oakwood rests in the middle of the forest depicting a beautiful maiden with antlers like an elk. Carved into the base is a bowl containing flowers, fruits, and coin (this is a shrine to Ildavir, goddess of nature). If a character of neutral alignment places at least 5gp into the bowl, they will gain 1 temporary luck. A donation of at least 100gp gains them one permanent luck. If anyone attempts to steal from the bowl, their luck will decrease by 1 permanently.
4. The adventurers must ford a shallow river blocking their path. There is no difficulty in crossing, but due to numerous disease-carrying leeches that latch on to any who enter the waters, all must make a Fortitude save (DC 10) or become sick with fever and diarrhea, causing 1d4 stamina damage at the end of each day until the save is made or the sickness is otherwise healed.

Nighttime Random Encounters:

1. 3d4 mound trolls searching the forest for small game to hunt and torture, but will settle for sleeping travellers (Mound Troll stats from The Queen of Elfland's Son).
2. A fir bolg wanders drunkenly into the adventurers' camp, thinking it's his, and loudly rummaging through everyone's supplies, looking for his missing boot (Fir Bolg stats from The Queen of Elfland's Son).
3. A woman, decently outfitted and carrying a torch, wanders into the camp, shaking awake the nearest sleeping adventurer to ask if they have seen her husband and son who had come to trade

with the gnoles who live in the forest (obtain quest for Gnole House).

4. A patch of edible mushrooms is found at the base of a large tree, nearby to where the adventurer's have set up camp. For each character partaking in a handful of these nourishing fungi, gain +2 hp.

*

The Village of Eng - A small village rests in a valley just on the eastern outskirts of the Ivy Forest. The village is run by a "parliament" of well-off villagers.

Rumors around the village of Eng:

1. Give the Ivy Forest a wide berth, it is known that a family of flesh-eating Gnoles lives somewhere deep within (further hooks and information can be found in the adventure Gnole House).
2. For the past six nights, villagers have been living in fear of strange occurrences and people going missing (the adventurers are directed to the Parliament of Eng and begin the adventure The Queen of Elfland's Son).

*

A narrow, two-story house, ordinary in its construction, but seeming to be in disrepair, sits in a small clearing of the dark and now-silent forest (Gnole House adventure start).

*

A dark cave containing a den of 4d10 gibbelins who will frequently trade with the gnoles of the Gnole House. They will attempt to speak a broken common in an effort to not fight, going as far as to offer a single precious emerald in their possession, worth 150gp (Gibbelin stats from Gnole House).

O212 (HILLS)

Daytime Random Encounters:

1. The party comes across an overturned cart, baskets and shattered boxes strewn across the roadside. Nearby, several corpses are piled together, having suffered numerous lacerations and puncture wounds. Little of value remains amongst the corpses or containers. One of the party, however, has a sudden

vision of an old man's face among those dead. The face comes to life and speaks, imploring the adventurer to rescue him from another realm that can be reached by a cave in the nearby hills in this hex (obtain quest for Fate's Fell Hand).

2. A crackling thread of darkness, highlighted by strands of violet and amber, pierces the landscape and shatters a nearby tree. From the wreckage, as if emerging from a black river, a single gigantic worm is birthed upon the physical realm from some unknown hell (Worms of the Phlogiston stats from Fate's Fell Hand).
3. A river leads you to a rushing waterfall, with deep blue, and serene waters. If a character decides to bathe in the waters, allow them to recover +1 to hit points and ability point loss. At the bottom of the pool at the base of the waterfall, a small and ancient reliquary is found. It's intricately carved and decorated and would potentially fetch 100gp alone to a collector. Inside are 5d10 large, thin coins depicting the moon, each worth 10gp ea. Any cleric will know this is the symbol of Shul, god of the moon.
4. You find an abandoned camp, seemingly left in a hurry, for belongings remain and fire pit has gone unused for at least several days. If the adventurers decide to loot the camp (aside from finding some worn garments and bits of trash), they may roll 1d6: 1. A silver-etched plate worth 100gp; 2. A pipe with uncommon smoking mushrooms; 3. Scented body oil; 4. A dirty chunk of soap; 5. A brass candle snuffer; 6. And a wooden boat toy for a child.

Nighttime Random Encounters:

1. A strange, shimmering black light, barely perceptible in the darkness, but shocked by tendrils of violet and amber, opens like a mirror upon the night. From some other world, a monstrous helminth bursts forth (Worms of the Phlogiston stats from Fate's Fell Hand).
2. One random character wakes up in an adjacent random hex, having no memory of how they got there and not likely to know where they are (to determine hex, roll 1d3: 1. Hex 0302; 2. Hex 0202; 3. Hex 0102).
3. A random character may gain +2 xp for telling a campfire story about anything they like (suggestions include: roll 1d4 - 1.

something about their journey thus far, 2. their goals or hopes, 3. life in the Known Realms, 4. someone they know or miss).

4. You meet a friendly traveler as you set up camp, he asks to join and assist your party. He's a gambler with Str 7, Agi 16, Sta 9, Per 15, Int 14, Lck 15, AC: 12; HP: 1; he uses a club for defense, and carries some lucky dice and a piece of chalk, as well as 35cp to his name.

*

A shallow, dry cave looms before you. Leaves and twigs are scattered across the cave floor and dried guano is thick across the back wall (Fate's Fell Hand adventure start).

*

In a craggy valley, you come upon what looks like a hut but seemingly carved from the rock on which it stands. The details are intricate, almost as if the hut is made of wood. A door with a wreath upon its front has a handle, but no means to open. There are no seams with which to gain entry to the place whatsoever. The rock from which this hut is made cannot be chipped or damaged, as if it's the hardest material you've ever encountered. (A wizard with the Knock spell and a sufficient result to open magically locked doors may gain entry, or similar magic. Within, one may find a home and hearth, larger on the inside than it seems on the outside. Each day, upon reentry, a fresh meal is set out upon a dining table, beds are made, and messes cleaned).

O2O2 (PLAINS)

Daytime Random Encounters:

1. 2d6 especially imposing soldiers bearing the banners of the Crimson Wheel look like they're up to no good, wandering the plains, seeking travellers or small hamlets to pay fealty to their warlord, Savaxis the Mighty.
2. You come across the body of a halfling, laying up against a tree, swollen and red, his breath slow and coarse. By his side is a travelling pack and a stringed instrument. He doesn't seem able to speak but his eyes look at you pleadingly. (This halfling is having an allergic reaction from many wasp stings all over his body. His throat is closing up and he will die in 3 rounds).

3. A family of 2d6 boars rustle around in a clump of berry bushes. These particular berries are extremely long-lasting and nutritious (granting a one-time bonus of +1 luck recovery and +2 hp). However, anyone getting near to these bushes will be attacked by the boars. (Boars: Init +1; Atk charge/tusks/bite +1 melee (1d4+1); AC 12; HD 1d8; hp 6 each; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N).
4. Town guard from Bonderbrook patrol the roads, asking people their business (where they're headed, and what business, and where they hail from). If they suspect any illicit affairs, they will demand adventurers turn back the way they came and keep away from Bonderbrook (their descriptions will be written down and passed on to town officials).

Nighttime Random Encounters:

1. A random character wakes in the middle of the night, unable to see anything, and discovers that a good portion of their body (including their eyes and face) is covered in a crusty, foreign substance. With assistance and light, the character will discover that a species of greenish, yellowish lichen has colonized their skin. It doesn't do anything to harm the character, but it looks strange and doesn't seem to be going away.
2. A thundering noise and violent shaking wakes the characters as they sleep. When daylight comes, the characters discover that an entire hillside has collapsed and uncovered the buried ruins of some dark and cursed temple to the chaos titan, Cadixtat. This temple houses one of the nine pieces of the Sundered Master.
3. The night was especially cold, temperatures dropping to below freezing. Any characters without something warm in their inventory (blanket, thick cloak, winter jacket, etc.) does not get any benefit from resting.
4. This particular campsite has majestic views, all may regain one point of Luck. Have someone describe the scenery as the sun rises. Does this remind them of anything from their past? Any players that contribute gain +2 xp.

*

The energetic town of Bonderbrook - its open market, inviting merchants from all around, is well-known in the region. The adventurers arrive in the village during a festival day and come

across a strange young man in front of a wooden puppet show (Intrigue at the Court of Chaos adventure start).

O2O3 (PLAINS)

Daytime Random Encounters:

1. You glimpse a flock of birds coming from the direction of the ocean like a black splotch growing fatter against the sky. As they approach the adventurers, their vile and monstrous details can be better observed (Sea Shrike stats from Hole in the Sky).
2. A procession of 3d10 humanoid creatures with distended arms and horrifyingly disfigured faces, few wearing more clothes than what covers their sexual organs, and some completely naked. They are made up of what looks to be men and women of their race. They are accompanying a 2d6 human prisoners of all ages, men and women, who are bound, gagged, and beaten. They will take no notice of the adventurers, but if they are followed, they will complete their journey at a massive cave where their king, the most deformed of them all, sits upon a throne made of bones. They plan on eating their prisoners over the next several days while performing a very dark ritual to summon forth an earth elemental made of rock, soil, bone, and flesh. (Use subhuman and earth elemental stats from DCC RPG).
3. Following an old road, you come across an ancient, broken tomb. At first it seems a trick of the light, but you come to realize that a ghostly, female figure dressed as a knight stands by the tomb, as if on guard. The knight says she is bound here until her charge is returned to this place. The ghost (DCC RPG) refers to a young maiden and daughter of a farmer in the region some many years ago, who was engaged to be married to a prince of Punjar. She was murdered before the wedding and buried here. Her bones have been taken by a mad wizard for devious magic experiments. The ghost's old sword still sits in the tomb and will be offered as a gift upon completion of the quest.
4. A gentle creek rolls by, allowing for a moment of relaxation and contemplation. This is a chance for the characters to discuss their goals on this journey and reflect on what they've accomplished. +2 xp to any players that contribute.

Nighttime Random Encounters:

1. (If the subhumans were not stopped or encountered during the daytime...) You are awoken by the stopping feet of a massive creature made of rocks, soil, bones, and flesh (earth elemental stats from DCC RPG). It comes seeking more bone and flesh to add to its pile, having destroyed a tribe of subhumans already. (If the subhumans were previously encountered and stopped, then the players have a nice, uneventful sleep).
2. A random character tells a story around the campfire. Suggestions include - roll 1d4: 1. something about an enemy of theirs, 2. something about their childhood, 3. a mistake they intend to fix, 4. a mysterious figure from their past. The participating character gains +2 xp.
3. The adventurers are very rudely awoken in the middle of the night by 1d6 guards of the Crimson Wheel (Man-at-arms stats from DCC RPG). They tell you this land is within the realm of their warlord, Savaxis the Mighty (see below in this hex), and there is a tax of 5gp each for loitering. If the fine is not or cannot be paid, they will be taken as prisoners before the warlord for judgement. If they adventurers escape or kill the guards, a bounty will be placed on their heads.
4. The party's camp is set up in a grove containing a number of bushes containing berries, ripe and perfect for eating and refilling some rations.

*

A solemn cliff overhangs the ocean, looking far off into the distance at the glittering waters beyond (Hole in the Sky adventure start).

*

The dingy fishing and trade village of Mherkin is nearby to the main road in the region. The village owes fealty to Savaxis the Mighty, a local warlord of the Crimson Wheel (3HD Berserker stats from DCC RPG), and 2d6 guards (Man-at-arms stats from DCC RPG) are stationed in the city and patrol the road (more info in the adventure Hole in the Sky).

Rumors around the village of Mherkin:

1. Sometimes merchants from Punjar (hex 0304) will travel through Mherkin and sell some of their exotic goods here while on their way to the open market in Bonderbrook.
2. A village called Dorcaster to the northeast (hex 0303) has seen residents abducted by monstrous creatures in the night.

O2O4 (SEA)

Daytime Random Encounters:

1. Wind and rain batter at the ship during a storm. In the chaos, the ship is run into a reef. The hull takes excessive damage and requires repairs. If any of the characters has an applicable profession, they can attempt a Str check DC 14. Success means only one day is lost, failure means three days are lost (if not tracking rations, each character instead takes 1 Stamina damage per day).
2. You're able to catch the wind in the sails and head forward at great speed. The sailors begin to sing a sea shanty that brings up everyone's spirits. Have the players discuss what the song is about and all may gain +1 xp (+4xp if they actually come up with a song on the spot).
3. Exactly what you hoped wouldn't happen is happening when a large vessel rushes towards you from the west upon the horizon. The ship bears a flag with the symbol of a red wheel dripping blood - pirates of the Crimson Wheel. The ship contains 3d6 pirates and their captain (use bandit and bandit hero stats from DCC RPG). The pirates want to kill everyone aboard the ship, claim any treasure for their own, and repurpose the ship for their fleet.
4. The translucent body of a colossal jellyfish drifts beneath the waves. You can make out the nearly intact skeleton of a sea dragon slowly dissolving within it.

Nighttime Random Encounters:

1. You are awoken by the crackling sounds of something similar to lightning. Looking out from the deck, small tendrils of purple light streak and sparkle above a mysterious emerald tower in the center of a small desert island. If the adventurer's choose to explore the tower, they will find that a Sun Scorcher demon (DCC RPG) of Azi Dahaka has been imprisoned within.

2. You're awoken by the sounds of song and laughter coming from out in the sea. Just off the side of the ship, floating on the ocean, a ramshackle collection of ships and floating docks rock up and down with the waves, apparently lashed together by a great quantity of rope. If the adventurers investigate, they find a floating tavern, inn, and marketplace combined into one. It's neutral territory where all are welcome, but it can still get a little rough there.
3. You awake to the sounds of thudding and stomping on the main deck. Upon investigation, you discover an airborne skiff, floating above your sailing vessel, large ropes attached to spears piercing the deck of your ship. 1d4+4 blue-skinned sailors climb down from their skiff (Dimensional sailor stats from DCC RPG). The pirates aren't looking to kill, only loot. If there are no problems, they'll take all they can carry and be on their way.
4. The gentle rocking of the boat through the night is comforting. A random character is greatly affected by a nostalgic dream. Have that character relate a nostalgic memory from their past. The participant gains +2 xp and a permanent +1 to a stat of their choice other than luck, so long as it relates to the story told.

*

The Empyrean Ocean, an large body of water that contains mysterious islands, sunken treasures, forgotten secrets, and a means to endless adventure!

O3O2 (VOLCANO)

Daytime Random Encounters:

1. 2d4 Iguana-man Warriors patrol this area. If watched from a distance, they will eventually return to the entrance of a complex of tunnels burrowed into the side of the volcano (Iguana-man Warrior stats from Not in Kansas Anymore).
2. You find a cave that extends deep into the rock towards the heat of the magma within the volcano. Deep within, a fire elemental (DCC RPG) guards a magical creature's sanctum. The creature was once a familiar belonging to Ezaurak the wizard, but somehow gained its freedom, having learned the use of magic and stolen several books from Ezaurak's library. One in particular allowed the familiar to summon the fire elemental, but its hold on the creature will end in 1d4 days, at which point

the elemental will attack in a blind rage all who have controlled it or dealt it damage, then return to the plane of fire within 1d6 rounds.

3. The adventurers journey across the rocky terrain safely, as one random character relates or describes a story to the rest. Suggestions include - roll 1d4: 1. Something interesting about their backstory, 2. Something about another character, 3. Something about an item in their inventory the value greatly, 4. What made them leave their life and become an adventurer.
4. You witness as an old monk traverses the terrain and gets caught in a bursting lake of lava. He is stuck on a small island of rock in the middle of the rushing fire about 20 feet on either side. He has nowhere to go and sits down cross-legged on the rock, perhaps ready to die.

Nighttime Random Encounters:

1. A geyser suddenly bursts forth from the ground, scattering your party. Everyone makes a Reflex save DC 12 or takes 2d4 damage from the scalding vapor.
2. You somehow manage to get wonderful sleep as you cozy up to the rocks, warmed from hot air vents underground. Take double recovery for the night.
3. A mercenary stumbles into your camp, surrendering his weapons and asking for food and drink. He's been wandering around lost in the area after his regiment crossed paths with a horde of beastmen to the south (hex 0303) and were slaughtered. If taken in, he's willing to join your adventuring party, especially if he can take revenge on those beastmen.
4. Rhythmic crashing sounds, perhaps those of rocks falling are heard in the distance during the night. In the morning, upon further investigation, the characters discover massive footprints, like those of a man, but twice as big and with only four toes. The footprints will lead to a giant cave housing a fire giant (DCC RPG).

*

Built into the volcano, Ezaurack's fortress is the site of a great summoning, if all goes to plan (Not in Kansas Anymore adventure start). At the successful conclusion of the adventure, the party will find themselves within sight of the town of Dorcaster, in hex 0303.

O3O3 PLAINS

Daytime Random Encounters:

1. 2d6 Beastmen raid the roads, killing travelers and looking only to take supplies and loot (Beastman stats from Sailors on the Starless Sea).
2. The party encounters a deadfall trap placed by beastmen. The two characters in the lead make a Ref save DC 12, or otherwise falls into the pit, taking 1d6 damage. 1d6 beastmen will come to check on and reset the traps once night falls.
3. A strange formation of rock dots this area, seemingly forming a pentagram. The rocks are immovable, but can be destroyed. This is actually the ruins of a buried structure from long ago, once connected to the chaos cult that built the abandoned keep in hex 0402.
4. You come across a large tree, about 40 feet high. Hanging from the branches at the top are a number of corpses. These are villagers from Dorcaster taken by the beastmen. A corrosive substance is caked on the bark of the tree to prevent anyone from climbing it. If anyone comes in contact with the substance, make a DC 10 Fort save for each round spent climbing the tree, failure causes 1d4 damage per round until the save is made and no longer making contact with the tree.

Nighttime Random Encounters:

1. 2d6 Beastmen wander the area, seeking easy prey. Victims will be brought to a ruined keep in the hills of hex 0402 where they will either be transformed into more beastmen to fill the ranks or sacrificed during a dark ritual deep below the keep (Beastman stats from Sailors on the Starless Sea).
2. Nearby camp, you find a ring of stones that are softly glowing a faint emerald color. This is a faerie ring, anyone spending a few minutes meditating within the ring may roll their hit die, choose one ability score that's been damaged and regain whatever the hit die result is, up to your max. Also recover 1 missing luck.
3. A wildfire of unknown origin engulfs the trees and grasses around your camp in the middle of the night. Leave anything you're not wearing and run, or instead take 2d6 fire damage from the flames, Ref save DC 13 for half.
4. A random character has a prophetic dream during the night. Grant them +1 permanent luck and give a beneficial clue

regarding something nearby or tell them about the area's past (this was once land belonging to the forces of chaos; refer to Sailors on the Starless Sea for more info).

*

The sleepy village of Dorcaster is home to a number of farmers and several skilled craftsmen. Many here pray to the gods Ulesh, Justicia, Choranus, and Shul, as well as other lawfully-aligned gods. However, as of late, residents believe their prayers have been going unanswered.

Rumors around the village of Dorcaster:

1. Villagers, livestock, and travelers along the road have been disappearing at night, never heard from again. A large man, the village smith, has been distraught since his two sons, Keary and Alban, went missing eleven days ago.
2. Strange, bestial creatures have been spotted coming from the direction of the old abandoned keep in this hills to the northeast in hex 0402 (obtain quest for Sailors on the Starless Sea).
3. The city of Punjar to the south (hex 0304) is a corrupt and miserable place, filled with thieves and vermin.
4. Those in Dorcaster who are more well-off will sometimes lead a group of villagers on a journey to the town of Bonderbrook (hex 0202) to the northwest, to sell wares or product in the large marketplace found there.

O3O4 (MARSH)

Daytime Random Encounters:

1. The party sneaks a peek at some drunken thieves using an alternate entrance into the city of Punjar. What seems like a dilapidated, abandoned hut out in the marsh actually connects an intricate network of tunnels that run beneath Punjar.
2. The sucking marshes of this region bring down morale for the whole party. Take a minute to lighten the mood and have a random character share something about themselves. Suggestions include - roll 1d4: 1. Something about their journey up to this point; 2. Something about a dear friend from their childhood; 3. A tavern game that you once played and enjoyed immensely; 4. A favorite hobby. The participating character gains +2 xp.

3. A lone assassin (DCC RPG) stalks and hunts a random character among the party. Talk with the character and figure out a reason why they would be hunted by an assassin. The assassin will, at the last minute, try to escape rather than die, if given the chance, maybe using a smoke bomb contraption.
4. You come across a farmhouse seemingly in working order, though some animals wander around outside their pens around the house. Inside, you're witness to the terrible scene of an entire family massacred by many small cuts and punctures (throats, chest wounds, and punctures on the torso, mainly). It looks like the inside was gone through for loot. The characters might find a key hidden in the cold hand of an older boy, perhaps in his late teens. This key opens a safe box hidden in a stable outside the house, which contains a quantity of gold, gems, and a ring with the symbol of a notorious Punjar jeweler by the name of Boss Ogo. If the characters aren't watchful, there's a chance they will be apprehended by Punjar authorities when they exit the farmhouse.

Nighttime Random Encounters:

1. A circle of small, evenly spaced stones are found out in the marsh setup upon a circular island. All magic performed within this circle uses a d30 to cast and everyone recovers one point of spent luck.
2. The water here seems to run quicker than other places. It is clear and cool, good for drinking. All may take +1 hp.
3. A random character wakes up feeling well-rested but also covered in hundreds of some fuzzy insect that they've never seen before. The character is otherwise unharmed... for now.
4. A rock tumbles down from some stony outcropping above the camp, crushing belongings and nearly rolling over a couple characters. 1d6 random belongings are completely destroyed.

*

Before you is the bustling streets and blighted air of Punjar, City of a Thousand Gates. Its long alleyways, forgotten temples, and smoke-filled taverns litter the once-majestic metropolis of the region.

Rumors and events around the city of Punjar:

1. The party hears tales of the great treasure in the Cave of Secrets. The lucre is probably only guarded by a few old monks (The One Who Watches From Below adventure start).
2. You hear of the legendary Tolomak Islands, containing ancient ruins brimming with lost treasures and gold. The captain of a ship called the Vainglorious Rat is seeking more for their crew to make the journey west (Obtain quest for Moon-Slaves of the Cannibal Kingdom).
3. You sneak a look at a rolled up piece of parchment sticking out of the belt of the sleeping rogue Magmar the Lucky. The map seems to point to the entrance of the Undertemple of the Carnifex, rumored to contain forgotten treasures of a long-lost cult (Jewels of the Carnifex adventure start).
4. The adventurers find out that the notorious jeweler Boss Ogo has not been seen around the city for the past month, the door to his three story shop and residence has been barred, his shutters locked. (The Jeweler That Dealt in Stardust adventure start, around party level 3).
5. A large sewer rat scurries around your feet, a tiny piece of rolled up parchment secured to its back. Within the scroll is a cryptic message that seems to describe the location of a cave to the north in hex 0201 (obtain quest for Fate's Fell Hand).
6. While in the midst of probing the many arcane scrolls and tomes of the library of Punjar, you come across a peculiar piece of literature that describes a cave, used as the hermitage of a wizard, Al-Hazred. Soon after, the adventurer is haunted by dreams that will lead him to a cave in hex 0201 and a mystical land beyond (obtain quest for Fate's Fell Hand).
7. Outside the party's favorite tavern, a muttering, half-crazed beggar pan handles for coin. If given a little something, he rambles ever so rabidly about an old cult called the Salient Knot that worshipped some dark lord. For a time they were somewhat flourishing, but they've since vanished and been forgotten by most, their temples abandoned and ripe for plunder (obtain quest for The Croaking Fane).
8. (For adventuring parties around the 3rd level) The adventurers awake one day while staying in Punjar to the sounds of shouting and hectic activity to find the city surrounded by thousands of humanoids just outside the city gates. They are soon contacted and summoned by the authorities, hopefully known at this point

for their great (or perhaps dubious) deeds, to attend a meeting on how to handle the present situation (Neon Knights adventure start).

O4O1 (MOUNTAINS)

Daytime Random Encounters:

1. 1d4 emerald eidolons patrolling the surrounding area, and attacking any who get too close to the emerald enchanter's citadel (Emerald eidolon stats from The Emerald Enchanter).
2. 1d4 Flying emerald skulls keep to a distance, observing the party as they move through the region (Flying emerald skulls stats from The Emerald Enchanter).
3. You come upon a section of the mountain, about 60 feet in diameter, that has been carved from the rock to look like the head of a nightmarish, demonic hound. Any chaos-aligned magic-user may use a d30 when casting near this place.
4. A small pond is found along the side of a sloping section of the mountain, it seems to almost defy physical laws with its existence. There are many brightly multi-colored fish swimming within. Eating one of these fish in a fresh state will heal +1d4 hp and recover +1d4 ability scores of your choice. Upon returning to this place, the pond and fish will be gone. Preserving the fish is impossible as they turn into a weird, foul-smelling goo after a day.

Nighttime Random Encounters:

1. Under the cover of darkness, 1d4 Flying emerald skulls chance getting a close-up peek at the adventuring party while they sleep in their camp (Flying emerald skulls stats from The Emerald Enchanter).
2. The unearthly howls of some monstrous beast echoes through the mountains as you prepare to sleep. If the adventurers pursue the noise, they are led to the cave-like complex (See below in this hex).
3. A random character has a very lucid dream. Either choose an adventure and tell the player what information they receive that leads to that adventure or have the character come up with something interesting themselves. The character receives gains +1 hp and +2 xp.

4. The weather changes to warm and humid. The characters will wake up a bit wet and uncomfortable from humidity and the following day will be cloudless and require a Fort save DC 13 at some point, failure means characters take 1d4 Sta damage from heat exhaustion.

*

A dark and brooding citadel sits atop a barren cliff among the Trolltooth Mountains (The Emerald Enchanter adventure start and follow-up with The Emerald Enchanter Strikes Back).

*

You come to a wide valley within the mountains, home to a savage tribe of 5d10 barbarian peoples (Berserker stats from DCC RPG, plus a 4HD Berserker with AC 17 for their chieftain, who wears the skin of a giant lizard as his armor) who have lived in this region for ages and they don't like outsiders. They are what's left of those who worship an ancient chaos spirit that takes the form of an enormous demonic hound, currently known as the Hound of Hirot and tormenting the people of that village to the southeast (hex 0502).

*

You come upon the opening to a cave-like complex, well-constructed once past the first couple corridors. It leads eventually to a large temple and various shrines to the ancient chaos spirit now known as the Hound of Hirot. Here, long ago, many sacrifices were made to the chaos spirit. Some of the ghostly aspects of those killed remain to haunt and torment those who intrude (Ghost stats from DCC RPG). A number of wolves and hellhounds are drawn to this place as well (wolves and hellhound stats from DCC RPG).

O4O2 (HILLS)

Daytime Random Encounters:

1. 1d4 Vine horrors (using the corpses of travellers, or animals, sometimes a collection of animals) creep amongst the rotted vegetation that seems to plague this region, often growing out of the rocky hillsides, spoiling the surrounding soils. (Vine horror stats from Sailors on the Starless Sea).
2. A random character describes something interesting, suggestions include - roll 1d4: 1. Something about their

- previous experiences exploring the wilderness (or lack thereof); 2. Their feelings regarding the party's current goals; 3. Their personal goals and what they want to get out of their journey; 4. Their honest feeling regarding one or two of their companions.
3. A travelling merchant attempts to ford a river with his cart full of merchandise, but having some difficulty. A combined strength check of DC 25 is required to safely get everything across. Failure means the cart busts a wheel and gets taken by the waters, goods scattered everywhere. If successful, however, the adventurers have a chance to resupply with a one-time 50% discount.
 4. A large sound, like the crashing of enormous boulders, is heard echoing through the hills. A moment later, a swarm of bats (Mundane bat swarm stats DCC RPG) flies through the path of the adventurers, attacking and biting, but disappearing after 2 rounds. The bats came from the direction of the old abandoned keep (see below).

Nighttime Random Encounters:

1. 1d6+4 Beastmen raiding camps of any travellers through the region, hoping to sacrifice them to their chaos cult (Beastman stats from Sailors on the Starless Sea).
2. 1d4 Vine horrors extend their tendrils to creep out from beneath bed rolls and backpacks, attempting to strangle the adventurers while they sleep (Vine horror stats from Sailors on the Starless Sea).
3. A good camping spot is found on the top of a rise, from here, the adventurers are able to get a great look at the surrounding regions for purposes of navigation. All may take +1 xp.
4. You hear strange sounds in the night, whispers and curses with the stepping of boots. If the players' camp is not well-hidden, they will be attacked by a small band of 3d4 bandits (DCC RPG). They will, however, attempt to flee when it looks like things aren't going their way. If the camp is well-hidden, they will wake to find travelers having been murdered on the road.

*

An old abandoned keep crouches in ruin atop a low and stony hill, its walls and towers in ruin and disrepair (Sailors on the Starless Sea adventure start). Upon successful completion of the adventure, the party will be sent through the caverns far below the hills and out

into the river that goes through the forest and near the town of Hirot (0502). A larger, more detailed map of this particular region can be found in the adventure *The Emerald Enchanter Strikes Back*. Alternatively, you could have the party land wherever you like.

O4O3 (HILLS)

Daytime Random Encounters:

1. A single four-armed ape-man (DCC RPG) has wandered from his group. If watched from a distance and he doesn't take notice, he will eventually lead the party back to the rest of his group near a strange spire (see below).
2. Tall grasses in this area are infested with small, biting roaches that leave red rashes on the skin. They will swarm anyone entering the area (insect swarm stats from DCC RPG). They are drawn to this area by a stone disk, about a foot high and four feet in diameter, hidden by the tall grasses. Etched upon the disk are symbols of Nimlurun, the unclean one, lord of filth and pollution.
3. A troupe of performers travels down the road, heading to the town of Bonderbrook for the festival (hex 0202). They ask the party if they would camp with them as guards overnight, as they've heard this region is dangerous. They offer 50gp for the party's services or a trade: the troupe will perform their act for the protection (in which case, the judge might award an extra +2 xp, but no coin). Either way, if the party accepts, they will lose one day of travel.
4. You cross paths with a regiment of 2d4+4 mounted soldiers, belonging to the Fraternal Company of the Black Swan, that have been hired by several guilds of Punjar to rid the region of beastmen who have advanced too closely to the grand city. Unless a warrior among the players' group is part of their order or a similar militant order, they will do little to even acknowledge the adventuring party aside from letting them know that this area is unsafe for travelers. The entire regiment, however, will be no more by sun up the next day.

Nighttime Random Encounters:

1. 1d6+4 Beastmen looking to collect more prisoners for their camp to use as test subjects on their “Pool of Souls” back at their camp. They don’t want to risk much and will flee to avoid losing too many of their own.
2. An eerie howling can be heard throughout the night. If the party chooses to investigate, it will lead them to the strange spire in a vale, golden rippling light illuminates the area (see below).
3. While searching for a suitable campsite, you find an ancient obelisk within a rocky crag. A glowing pool of constantly shifting colors has accumulated at the base of the stone. A character may attempt to drink from the pool or collect some in a flask. A drink of the broth allows the character to roll upon the Make Potion spell (DCC RPG). The first drink allows a roll of d20+15+luck modifier. Roll for a random potion within the line of the result (for example, a result of 24-26 gives the options of polymorph, speed, heroism - roll a d3 to randomly decide the final potion result). Any drinks after the first taste like water and have no magical effects.
4. A small group of 1d4 travelling minstrels barge into camp requesting help in recovering their friends from a cave inhabited by monstrous cyclops creatures (see below in this hex). They will offer 100gp once their friends are safely rescued. Their friends are hung up in the cave of the monsters, their bodies completely shriveled and preserved. The minstrels will not want to pay up when they find that their friends are already dead.

*

A camp of 1d10+10 beastmen and 2d6 beaten and starving prisoners in a small valley connected to a shallow cave where a beastman shaman rests and performs horrifying sorcery on a pool of water. It is their goal to transform this pool into something like the Well of Souls (from Sailors on the Starless Sea) so as to change their prisoners into more beastmen for their ranks.

*

In a small vale, blocked from sight by the surrounding hills, a spire sits, a rippling, golden energy runs through the area. Throughout the night, spectral howling can be heard, emanating from the spire. The body of an ancient wizard rests within a glass chamber filled with blue fluid at the top of the tower, awaiting a day in the future when

his energies will have compounded to make him immensely more powerful. His purpose is delving into the mysteries of the universe, and he will create his own universe in a vat once his powers have coalesced. The area is guarded by a group of 2d4 four-armed apemen (DCC RPG) who feed upon the rocks imbued with the rippling gold energy of the area. The inside of the spire is guarded by multiple traps and magical locks requiring answers to riddles.

*

A group of three large, cyclopean creatures with strange bony protrusions all over their bodies inhabit a cave in this region (use Ogre stats from DCC RPG, give them +1 AC and cause 1d4 damage when they are attacked in melee). They live simple lives of capturing human and demihuman races, dragging them to their cave, and desiccating their bodies (removal of all moisture) for purposes of preservation. To do so, they use some strange arcane tools they took from the wizard that created them (after using them on the wizard).

0502 (FOREST)

Daytime Random Encounters:

1. A small wagon carrying a family of villagers from Pilgrim's Rest sets off down the road, loaded up with everything they own. They flee from the misfortune that has befallen the village and fear more is to come with the appearance of the star Serbok in the night sky (more info in The Tower Out of Time).
2. Two creatures, dressed in bizarre, metallic clothing, are found dead in the middle of the forest. One carries an odd tool, like a thick, hollowed-out staff with two handholds and a number of tubular compartments attached (this is a gamma rifle with 2d5 shots remaining, dealing 5d6 damage on a hit and turning creatures inside out on death. It has a 1 in 6 chance of misfiring, sundering, and causing 3d6 to the user).
3. Your wanderings through the forest are serene and enchanting, a random character tells a story from their past - roll 1d4: 1. Something of mystery, 2. Something of magic, 3. Something about an exotic culture of people they came across in their travels, 4. Something like a vision they experienced that seem to help them make an important choice. The participating character gains +2 xp.

4. You come across a busted and abandoned carriage along the road. Anyone coming close will be attacked by a swarm of hornets (use insect swarm stats from DCC RPG) who have made a nest in the carriage.

Nighttime Random Encounters:

1. A burning star pierces the night sky, a long tail of white-green trails across the inky expanse (more info in The Tower Out of Time).
2. Hard rain pounds the forest throughout the night, forcing the party to find cover from the storm. Early in the morning, while it's still dark, strange creatures, like large mushrooms, emerge from the forest floor, dispersing a fungal cloud all around the area. If left undisturbed, they will burrow back into the earth as the sun rises. Many exotic mushrooms can be picked from the ground the next day once the rains have cleared.
3. A crying maiden can be heard on the wind. If investigated, the ghostly appearance of a maiden is found kneeling at an altar and weeping within a circle of magical stones. She says she is bound to this place unless the adventurers seek out the Silver Boar (use stats for Hell Hound with 5 HD, and +2 AC) found in the plains to the south (hex 0503), and slaughter it upon the altar at the rise of the next moon (three days from now).
4. A giant lizard (DCC RPG) comes to rest in the party's camp. He means no harm and when spoken to, will speak in return. He is intelligent and seeks an adventuring party to join in order to take revenge on the savage tribe of hunters that slaughtered his partner (the barbarian tribe in hex 0401).

*

The smokes and clatter of the nearby village of Hirot fill the air. The forests recede from the town, like servants bowing to their master (Doom of the Savage Kings adventure start).

*

The village of Pilgrim's Rest sits along the well-travelled road, The Pilgrim's Path. What would normally be a very standard village has been thrown into upheaval and fear due to recent events, causing

villagers to take extra precautions when sleeping. Many keeping in doors by the time night falls, barring their doors, or simply huddling together in the same home, taking turns keeping watch throughout the long nights.

Rumors around Pilgrim's Rest:

1. Villagers have been going missing by night, and there have been frightening, crystal-like statues spotted near the citadel to the northwest in the Trolltooth Mountains, where it is believed a strange wizard lives. They wonder if the two events are related (obtain quest for the adventure The Emerald Enchanter).
2. You hear talk of a "bearded star" crossing the night sky, white-green in coloration. Some say it signifies ill fortune, a mad prophet says it predicts the birth of monstrosities, terrified villagers say plague and famine are near at hand (more info in The Tower Out of Time).
3. (After the adventurers have been made aware of Serbok, the comet) Woodcutters, who have been logging in the nearby forest, came across a large, ominous lake that seems to have appeared overnight. Additionally, a bizarre and monstrous tower rests upon the lake's shore (obtain quest for The Tower Out of Time and refer to the adventure for more info).
4. You hear a tale of a magical shield, lost in battle with a powerful demon long ago. Legend holds that it may still be found somewhere atop Demon Crown Hill to the south (hex 0503) where that battle took place (obtain quest for Dread on Demon Crown Hill).
5. Strange bestial creatures, walking on two legs like men have been spotted from a distance wandering the hills to the southwest (hex 0402 - more info in Sailors on the Starless Sea).

*

(Once the "bearded star" is no longer in the sky) A beam blazes constantly from the nearby forest, pierces the sky, and parts the clouds above. The burning ray guides any who follow deep into the forest where they will discover a strange tower at the shore of a wide lake (The Tower Out of Time adventure start).

0503 (PLAINS)

Daytime Random Encounters:

1. A caravan travels from Pilgrim's Rest (see hex 0502) to Punjar. Among those belonging to the caravan are merchants, pilgrims, religious acolytes, and several craftsmen. The adventurers can resupply with this caravan or rest amongst them. The caravan is always seeking more guards and can pay 1gp per level of character for every day of travel. Travelling through each hex with the caravan takes one extra day of travel.
2. A small herd of eight wild horses (DCC RPG) graze upon the grasses in a nearby field. Each one is marked with an arcane rune corresponding to one of the eight runes of the fey runic alphabet (DCC RPG). If captured and befriended, a character can repurpose the rune and make a one-time use of it.
3. Within a hollowed-out stone, massive and scabrous, a peculiar scepter, almost natural and biological in form, rests among a bed of leaves surrounded by small candles radiating a pale green and blue flame. The scepter has the power to speak with the spirit of a recently deceased corpse and often attracts spirits still bound to this world, looking for help or vengeance.
4. A tall, drunken man lays in a ditch at the side of the road, singing songs of lament for the death of a close friend. He says his friend went to explore Demon Crown Hill (see adventure Dread on Demon Crown Hill) and never returned. He's been meaning to go himself to find out what happened, but has yet to work up the courage. He will offer what little he has remaining (2d20 sp and a ring belonging to his missing friend worth 1d10x10 gp). This man will be nothing but a nuisance and frequently get the adventurers into trouble while he is with them.

Nighttime Random Encounters:

1. During the witching hour, a fiendish wizard rides a pterodactyl (DCC RPG) across the sky and over the party's camp. He is seeking a perfect location for a wizard's tower from which to summon a demon army in the name of Azi Dahaka and turn the land into a perpetual desert wasteland. As he passes over the camp, a momentary sandstorm blows through the area causing all water sources in the immediate area to dry up and be replaced by sand.

2. (If the Tower Out of Time hasn't been discovered yet...) A strangely-colored comet, with a long tail of white and green, lights up a section of the night sky to the north.
3. The party finds what looks like an empty cave that can guard them from any sort of bad weather. However, a pool towards the back of the cave contains a cave octopus that will slink out during the night and attack the adventurers as they sleep. At the bottom of the pool is the skeletal remains of a deceased adventurer and a jeweled dagger, its tip looks like the flame of a torch. Once per day, the dagger can launch a jet of flame in a cone, 40' long and 10' wide at end. All within take 2d6 damage and may catch on fire (Ref save DC 13 to avoid).
4. Crying can be heard all through the area. A source cannot be found and characters begin to feel a sense of loss and blame others for it. All characters make a Will save DC 12 or lose 1 Intelligence permanently.

*

The grasses here turn brown and sickly, leading up a distance to a squat and ominous hill that rises into the sky like a tombstone. Pillars of rock jut out at the hill's apex, giving the appearance of a titan's dark crown (Dread on Demon Crown Hill adventure start).

0504 (HILLS)

Daytime Random Encounters:

1. In a depression between the hills, a stream flows in an endless circle around an ancient stone carved in the likeness of a screaming owl with no eyes and its wings outstretched. If a character touches the stone, lights begin to burn where the owl's eyes should be. They grow brighter and brighter until everything is white and suddenly the characters are standing directly in front of the entrance to one of the following adventures, with no memory of how they got there and only vague memories of the owl. They do, however, recall various hooks that would have led them to this new place. Roll 1d4 for a random adventure module: 1. Jewels of the Carnifex (hex 0304), 2. The One Who Watches From Below (see below in this hex), 3. The Emerald Enchanter (hex 0401), 4. Fate's Fell Hand (hex 0201).

2. A friar (DCC RPG) dressed in regal robes, leads 1d4 acolytes and 1d10x10 followers (use acolytes and peasants in DCC RPG), seeking a shrine to Justicia, goddess of justice and mercy (hex 0602), but they are hopelessly lost and the faith of the acolytes and followers is faltering. By the next day, they will have murdered the friar and begun to wander aimlessly to their deaths in more dangerous territory.
3. You see a windmill perched atop a hill. It's in slight disrepair, but still operational. It's still generating energy for an enormous, tentacled Prime Basilisk (DCC RPG) dwelling below. However, the windmill will fail in 1d3 days from now, causing the monster to emerge from the depths and rampage across the land.
4. It's a quiet day in the hills as the breeze whispers through the valleys and over the hill tops. Two characters in the back of the group can make a Reflex save DC 15. Success means they spot several people watching them from a distance. These people are bandits (DCC RPG) living in the hills (see below in current hex). If spotted, they duck back into cover and disappear from sight, likely heading back to their hideout.

Nighttime Random Encounters:

1. 3d4 bandits (DCC RPG) attempt to sneakily steal things from the party's camp at night. This requires whoever is on watch to make a Reflex save DC 13 to discover them. Once discovered, they will attempt to make away with whatever they've grabbed up and cover each other as they slip away back into the night, returning to their hideout.
2. A fortune teller (DCC RPG) approaches the party's camp as the sun is setting. She is looking for a safe place to stay. In exchange, she will read the fortune of one character, and offer to read more fortunes for 20gp each. By morning, once everyone awakes, the fortune teller will still be asleep. Whoever goes to finally check on her will discover that she is nothing more than a skeleton in a pile of clothes, clearly long-dead, any money they gave her mysteriously gone as her one bag is only filled with dried leaves.
3. The adventurers hear the sounds of a child crying in the night. If they investigate, they will discover a young dwarf child abandoned in a small glade, naked in a basket at the base of a menhir with the symbol of a hammer etched on its front. This is the symbol of Daentharr and this child, if helped and brought up

by a loving family, will one day become a great champion of the Mountainlord.

4. A random character has a nostalgic dream of something from their past. Suggestions include - roll 1d4: 1. A meaningful item or toy from their childhood, 2. A lost love, 3. An important conversation or meal shared with a dear family member, 4. A special place that once brought the character joy. The participating character gains +2 xp and +1 to an ability score related to the memory (other than luck).

*

Before you, amongst the hills, is a small and dark cave opening, an old sign next to it reads, “ENTER” (The One Who Watches From Below adventure start).

*

A gang of 36 bandits (DCC RPG) inhabits a cave, from where they will waylay travelers along the road. They are led by a bandit captain, with three bandit heroes among them, as well as 20 additional outcasts, too weak to participate in banditry (children, elderly, disabled). They are outcasts from the villages and cities, keeping an ear out for worthwhile heists on rich travelers. They have had to make these hills their home temporarily to evade authorities who have recently been a thorn in their side.

O6O2 (MARSH)

Daytime Random Encounters:

1. A blood-covered swarm of Croaking Doom bursts from the bloated carcass of a deer nearby (Croaking Doom stats from The Croaking Fane).
2. The swamp sucks at your boots, the air melts upon your face, your clothes stick to your skin, and your hair is an itching and dripping mess. The worst of all, though, are the bugs, always crawling and flitting about, suffocating your every breath. They smother, and bite, and encompass your every movement. As the party traverses through an especially horrendous section of the marsh, an insect swarm (DCC RPG) unceremoniously attacks everybody.
3. A spectral knight, bedecked in glistening silver armor, unmarred by the surroundings, sits upon a stone in the middle of the

swamp, a heavy sword and shield rest by his side. “It is my curse to forever guard a powerful treasure,” he tells you. “To claim the prize, I must be defeated in single combat. I call out he who is mightiest of all.” (Use knight stats from DCC RPG, but give him 5HD, +1 AC for his shield, a deed die, and the dwarf’s shield bash ability. If the chosen combatant is assisted in any way by another character, the spectral knight cannot die. He otherwise desires to be released from his curse and set free in death.) The powerful treasure is in fact a metal hatch into an ancient vessel on which the knight stands. It was long ago buried beneath the earth, mutating the landscape into what it is now, releasing the many strange creatures of the swamp. It can still be explored and powered, activation has the potential to transport adventurers across the universe. The character who defeats the knight is now imprisoned within a spectral field, unable to leave their guard post, never wanting for food, never knowing sleep, and always desiring to defend the secrets of the machine below.

4. An old wise person (use Sage stats from DCC RPG) lives within a hut in the middle of the swamp, though the area is miraculously free of insects and other vermin. Further, the air is cool and fresh and breathing is no longer a chore (this place was once blessed by a Sword-Saint of Justicia). You are hailed by the wise person and offered a choice to dwell here for the next 24 hours (lose one day, but skip encounter rolls for this night and the next day). In return, you must give the wise person the item in your inventory you most admire. Accepting the bargain, the characters will be fully healed of all damage, ability score loss, disease, and any other detrimental effects. They will receive +4 xp each, and they will leave the area with a blessing spell effect of 30-31 (DCC RPG), using a caster level of 5 (which lasts 7 days), so long as they strive against the forces of chaos, and appeal to the virtues of Justicia. Lastly, during their time with the sage, each adventurer may ask him about anything related to a subject he is knowledgeable about at no charge.

Nighttime Random Encounters:

1. A Primeval Slime is stepped in while setting up camp or while trekking through the muds and bogs (Primeval Slime stats from The Croaking Fane).

2. You found a spot of dry land on which to set up your camp. The sounds of the swamp beyond, however, are maddening. If that wasn't enough, 4d4 colossal leeches surface from the depths and crawl towards the sleeping adventurers, their toothy, suckered mouths positively pulsating with anticipation for blood.
3. You hear strange chanting among the usual tittering of swamp sounds. If investigated, deep voices can be tracked to an area of barren rock where a magician and 1d8 acolytes (DCC RPG) are in the middle of performing a dark ritual with several bound and kneeling prisoners encircled. The magician's body is twisted in the aspect of an amphibian - large eyes spread to either side of his head, his torso shortened, and his limbs lengthened and bent unnaturally. His voice makes guttural, reverberating echoes against the muddy waters. The magician attempts to invoke Bobugbubilz with a d20+11 spell check, and add one for each acolyte. Whatever is summoned will consume the prisoners for the glory of the demon lord of amphibians. If the adventurers interfere, they will be sacrifices as well.
4. The light from a full moon shines down upon the marsh, the normal sounds of critters oddly quiet. A random character catches sight of a fire burning and flickering behind a copse of trees. Investigating leads to a coven of twelve witches, dancing naked, midair around a bonfire, the aspect of a demon coalescing from the blood and flesh of bound prisoners roasting in the fires below. A Type III demon (DCC RPG) will take full form in 1d6 rounds. If not stopped here, it will rampage across the countryside.

*

You emerge from the thick muds and dense trees of the marsh into a wide clearing where a large structure in the shape of a gigantic toad perches upon a rocky outcropping, small stone tiles seem to create a path to a small entrance (The Croaking Fane adventure start).

*

A shrine to Justicia, goddess of justice and mercy, is a majestic sight among the dreadful marshes of this region. This shrine was erected as a sanctuary and place of safety for followers of the goddess.

MAKING AN EFFORT

By Diogo Nogueira

Spending Luck and Spellburning are great tools characters can make use of to achieve success when desperate, but what if they could put a little extra effort into their actions to ensure they would not be fruitless?

With the “**Making an Effort**” optional rule, all characters may spend points of select abilities *before and only before* rolling an ability or skill check (unlike Luck, which may be spent before *or after the roll*) to add the same amount of points they spent to the final check result. The ability points spent for the ability or skill check are based on the type of check being attempted (e.g., Strength for Strength-based checks or Willpower for Willpower-based checks) and the modifier applied to the check is the one in effect before the ability was reduced; after ability points are spent, the modifier changes to reflect the reduction in score.

These burned ability points can be healed normally with rest or magical healing.

LEGACY POINTS – XP FOR PLAYERS

By Diogo Nogueira
Illustration by Matt Sutton



In our busy modern lives, it's pretty hard to keep a steady campaign going. That's one of the reasons Goodman Games' Road Crew initiative is so cool. You are encouraged to just go to public spaces and judge DCC RPG for anyone willing to play. And since the DCC RPG is inspired by Appendix N literature, the adventures we usually play with it are mostly independent from one another, like a tale from the pages of Fritz Leiber or Robert E. Howard.

However, it's not uncommon to have recurring players and characters in those "independent" and open table games.

Additionally, at our own tables, there are players that are willing to accept more responsibilities than others, helping judges and other players enjoy the game more.

To reward these people, a few games have been using something called Legacy Points, and it could be really fun to add this to DCC RPG. Players earn Legacy Points instead of their characters, and they can spend it in a number of ways as described below.

What we do as judges is to clearly define certain player roles and respective tasks associated with them that players can take on to earn Legacy Points. Players who perform one (or more) of these roles in a game session earn 1 Legacy Point per role to spend as described below. The roles and their associated respective tasks are:

- **Cartographer:** Draws maps of the places the party is exploring, like dungeons, cities, and forests, so players can orient themselves within the game world.
- **Secretary:** Schedules the game and passes important messages from the judge to the players, helping getting everyone on the same page.
- **Chronicler:** Take notes of names, places, NPCs, rumors and any information the group might find useful so the judge doesn't need to keep reminding the group of the things they have already said.
- **Accountant:** Takes notes of all the treasure the group finds, how they divide it amongst themselves, how they spend it and if they choose to invest it in ways to benefit of the whole group.
- **Medic:** Tracks the PC & NPC HP, conditions and other depleting resources of the whole party.
- **Barrister:** Acts as rules consultant for any rules questions.
- **Battlemaster:** Tracks initiative order and effects durations, like spells, potions and whatnot.
- **Troubadour:** Briefly summarizes what has happened in the campaign so far, helping everyone at the table to get on the same page at the start of the game session.
- **Cook:** Ensures arrangements for food and beverage availability are in place for the game session.

For Road Crew games, just taking part in one of the games gives 1 Legacy Point to a player, too.

Naturally, not all roles would fit every group, and some of them might not make sense for every game. But these are ones I identified where responsibility could be assigned to a single player. Assigning roles not only helps unload the judge of every responsibility for game session preparation, but also makes players more engaged and committed to the game.

Players can use Legacy Points in the following ways:

- Trade one to allow a single reroll of any ability, spell, or skill check or saving throw for your current character.
- Trade one to regain the character's HD in Hit Points.
- Trade one or more to re-roll 3d6 for a single ability score during character creation (may be done once per Legacy Point spent, limited to one re-roll for each specific ability; must keep the new roll results).
- Trade one or more for 1d6 XP per Legacy Point spent for newly created characters, allowing them to begin the game at a higher level (likely not appropriate for funnels).

TWIST OF FATE

By Diogo Nogueira
Illustration by Matt Sutton

Luck. Favor of supernatural beings, gods and demons. Destiny. A strong bond with the energy that empowers all the universe. Call it what you will. In DCC RPG, characters have a certain dependency on this factor, being capable of great things because of it, but putting themselves at great risk if they abuse it.

In game terms, whenever a character reaches their minimum Luck score, fate plays a trick on their life. Something happens to make their life more complicated, and it's up to the judge to decide what it is (usually making something in the adventure happen, like the temple starts to fall down, or the ancient god awakens). The table below is meant to provide interesting and exciting twists of fate and serve as inspiration for judges.. Roll 1d10 and interpret the result according to the events of your campaign.

d10 Twist of Fate

- 1 An individual goes out of control, causing havoc and making the character's situation worse.
- 2 A dangerous monster or beast gets loose, putting the character into danger.
- 3 Some object important to the character is destroyed by accident.
- 4 Someone important to the character dies suddenly and inexplicably.
- 5 Someone mistakenly identifies the character as someone else, causing confusion and putting everyone in great peril.
- 6 An innocent proves to be much more dangerous than the character's enemies.
- 7 Local authorities appear at the worst possible moment.
- 8 A former ally betrays the character in a horrible way.
- 9 A previously unknown enemy is revealed and wants to settle things now.
- 10 A mistake made in the past comes back to haunt and severely inconvenience the character.



Big Ol' List O' Gonzotronic Professions

By Justin S. Davis

Roll	Your Gig	Your "Weapon"	Your Stuff
01	Alien Abductee	Probe (1d3)	Carton of aluminum foil, malfunctioning watch
02	Assassin (Classy)	Sword cane (1d6)	1d4+1 Phony passports, disguise kit
03	Astrologer	Crystal ball (1d3, 5/10/15)	Tarot deck, tea leaves
04	Astronaut	Clubbin' helmet (1d4)	Spacesuit (+1 AC), 1d3 freeze-dried ice cream packets
05	Athlete (Aerobics Instructor)	Stranglin' headband (1d2)	Leotard (+1 PER), legwarmers
06	Athlete (Bowler)	Ball (1d6, 5/10/15)	Pitcher of warm beer, overflowing ashtray
07	Athlete (Globetrotter)	Basketball (1d3, 10/20/30)	Bottle of SportsAde™, towel
08	Athlete (Rassler)	Folding chair (1d6)	Unitard, gimmick*
09	Athlete (Rollerbrawler)	Spiked glove (1d6)	Padded gear (+1 AC), skates (+15' per action)
10	Babysitter	Telephone receiver (1d3)	1d6 Cloth diapers, retainer
11	Bartender	Icepick (1d4)	1d4 Rags, 1d4 shot glasses
12	Biker	Chain (1d6)	Club jacket (+1 AC), shades
13	Camp Counselor	Pocket knife (1d4)	Whistle, tube of sunscreen
14	Carny	Mallet (1d6)	1d4 Headless chickens, Fiji mermaid
15	Celebrity Panelist	Liquor bottle (1d4)	2d10 "Jokes" on notecards, oversized name tag
16	Cheerleader	Baton (1d3)	Pop-poms, can of hair spray
17	Comedian (Burlesque)	Cane (1d4)	Seltzer bottle, spinning bowtie

18	Comedian (Zany)	Gong mallet (1d3)	Bucket of confetti, toupee
19	Comic Geek	Slingshot (1d4, 40/80/160)	X-ray specs, 1d4 fruit pies
20	Construction Worker (Hot)	Sledgehammer (1d8)	Hardhat (+1 AC), lunch pail
21	Cruise Director	Clipboard (1d3)	Flower lei, alcoholic drink in pineapple
22	Dancer (Go-Go)	Thigh-high boot (1d4)	Sack of glitter, body paint
23	Dancer (Stage Show)	High heel (1d4)	Feathered headdress (+2 PER), gaudy costume (-1 AC)
24	Daredevil	Wrench (1d4)	Helmet (+1 AC), sequined cape
25	Disc Jockey	Discus record (1d3, 10/20/30)	Oversized headphones, dead turkey
26	Exorcist	Shankin' crucifix (1d3)	Vial of holy water, prayer beads
27	Farmer's Offspring	Pitchfork (1d6)	Cut-off shorts (+1 PER), piglet
28	Flower Child	Protest sign (1d3)	Bouquet of daffodils, pouch of recreational spices
29	Gym Rat	Barbell (1d6)	Bottle of baby oil, soggy towel
30	Healer (Faith)	Whallopin' holy book (1d4)	Defanged snake, sack of animal guts
31	Healer (New Age)	Jabbin' crystal (1d3)	Small magnet, 1d6+1 colorful stones
32	Healer (Quack)	Reflex mallet (1d3)	Head reflector, soiled labcoat
33	Healer (Yoga Instructor)	Padded bolster (1d2)	Leotard (+1 PER), rolled-up mat
34	Hedonist	Intimidating marital aid (1d4)	Bowl of keys, penicillin shot
35	Hitchhiker	Switchblade (1d4)	Short-shorts (+1 PER), rucksack
36	Host (Game Show)	Microphone (1d4)	1d6 Boxes of dry rice, 1d6 tins of car wax
37	Host (Horror)	Skull-headed cane (1d4)	1d6 Rubber bats, 3-D glasses
38	Hunter (Cryptid)	Walking stick (1d4)	Footprint plaster, bag of mysterious spoor

39	Hunter (Most Dangerous Game)	Blowgun (1d3, 20/40/60)	Pith helmet, spyglass
40	Hunter (Safari)	Survival knife (1d6)	Tooth necklace, furred vest
41	Hunter (Shark)	Harpoon (1d6)	Wool cap, bucket of chum
42	Hypnotist	Pocketwatch on chain (1d2)	Spectacles, metronome
43	Janitor	Mop (1d3)	Sack of sawdust, bucket
44	Junkie	Syringe (1d3, 20/40/60)	Rubber tubing, spoon
45	Junkman	Crowbar (1d6)	1d8 Headless dolls/doll-less heads, 10 lbs of scrap metal
46	Law Officer (Foxy)	Nightstick (1d4)	Tear-away uniform (+1 PER), handcuffs
47	Law Officer (Rural)	Biggest stick (1d6)	Oversized belt buckle (+1 AC), plug of chaw
48	Law Officer (Vigilante)	Brass knuckles (1d4)	Garish tie, non-regulation firearm (with no ammo)
49	Legbreaker	Baseball bat (1d6)	5 GP, bag of concrete
50	Lifeguard	Megaphone (1d4)	Life preserver, whistle
51	Lizard (Lot)	Straight razor (1d4)	Lipstick, purse full o' prophylactics
52	Lizard (Lounge)	Medallion (1d3)	Polyester suit (+1 PER), 1d3 doses of "nose candy"
53	Mack	Ornate cane (1d4)	Oversized furred-n-feathered hat (+1 PER), 10 GP
54	Man In Black	Cattle prod (1d8)	Suit and tie ensemble, phony governmental ID
55	Martial Artist (Self-Taught)	Throwing star (1d3, 20/40/60)	Colored belt, 1d3 ninja magazines
56	Mechanic	Wrench (1d4)	Hubcap (+1 AC), oil can
57	Mental Patient (Escaped)	Oversized keyring (1d4)	Torn straightjacket, pack of smokes
58	Militant	Broken bottle (1d4)	1d4 Righteous sew-on patches, 1d4 bumper stickers
59	Moonshiner	Jug (1d4)	1d6+1 Swigs o' corn squeezin's, washboard
60	Mortician	Scalpel (1d4)	1d6 Ears in a jar, featureless (<i>or is it...?!!!</i>) metal sphere

61	Mountain Man	Hatchet (1d6)	Fringed jacket, animal pelt cap
62	Muckraker	Stabbin' pen (1d3)	Microcassette recorder, rumpled hat
63	Musician (Backwoods)	Banjo (1d6)	Overalls, 1d3 roadkills
64	Musician (Disco)	Mirrored orb on chain (1d6)	Rollerskates (+15' per action), flashy threads
65	Musician (Lounge)	Microphone (1d4)	Animal-print jacket, cocktail shaker
66	Musician (Rhinestone)	Guitar (1d6)	Cowboy hat, bedazzled jacket
67	Musician (Shock)	Wicked guitar (1d8)	Greasepaint, 2d4 blood capsules
68	Peddler (Door-To-Door)	Vacuum cleaner (1d4)	Pocket Fisherperson™ tool, can of spray-on hair
69	Peddler (Make-Up)	Satchel (1d4)	2d4 Cosmetics, perfume atomizer
70	Pilot (Airline)	Luggage (1d4)	Captain's hat, 1d4 winged pins
71	Pinball Wizard	Sack of coins (1d3)	5 GP, oversized soda pop
72	Pornographer	Hefty camera (1d6)	Bottle of lubricant, 1d4 stag mags
73	Private Dick	Blackjack (1d3/2d6)	Fedora, trenchcoat
74	Protestor	Placard (1d3)	1d3+1 Brassiers, lighter
75	Pugilist	Gloves (1d4)	Mouth guard, bucket of saliva
76	Punk	Spiked wristbands (1d4)	2d10 Safety pins, can of spraypaint
77	Pusher	Switchblade (1d4)	1d6 Hallucinogenic pills, electronic pager
78	Retiree (Rapping)	Knitting needle (1d4)	Ghetto blaster, box of prunes
79	Roadie	Broken instrument (1d4)	1d6 Guitar picks, bowl of brown M&Ms
80	Robonic (Wo)Man	Replacement mechanical limb (1d4)	Robonic implants (+1 STR, +1 AGL), tracksuit
81	Server (Sassy)	Empty mug (1d4)	Serving tray (+1 AC), chewing gum
82	Shriner	Symbolic pin (1d3)	Miniature car (+5' per action), fez
83	Slasher (Campground)	Machete (1d8)	Mask, tool belt

84	Slasher (Miner)	Pickaxe (1d6)	Respirator mask, headlamp
85	Slasher (Suburban)	Butcher knife (1d6)	Holiday mask, jack-o-lantern
86	Slasher (Taxidermist)	Meat hook (1d6)	1d4+1 Strangers' wallets, 1d4+1 bones
87	Sleuth (Teenage)	Oversized magnifying glass (1d4)	Box of kibble, sentient pet with speech impediment^
88	Slumlord	Plunger (1d3)	10 GP, 1d6 full rodent traps
89	Stage Magician	Saw (1d6)	Tophat, trick°
90	Steward(ess)	Serving tray (1d3)	Flattering uniform (+1 PER), 1d8 miniature liquor bottles
91	Streaker	Shoelace garotte (1d2)	Tennis shoes (+10' per action), +2 AGL
92	Trucker	Tire iron (1d4)	CB radio, 1d3 pep pills
93	UFOlogist	Metal detector (1d4)	Jar of metal fragments, telescope
94	Ventriloquist	Clubbin' puppet (1d4)	Tuxedo, wooden stool
95	Yuppie (Prick)	Cumbersome portable phone (1d4)	Pinstripe suit, briefcase full of documents
96	Yuppie (Unhinged)	Axe (1d8)	1d4 Pop albums, poncho
97	Zealot (Airport)	Stranglin' beads (1d2)	3d12 Pamphlets, 1d6 flowers
98	Zealot (Occultist)	Goat skull (1d6)	Cloak, black mass hymnal
99	Zealot (Svengali)	Knife (1d4)	1d6 Psychedelic mushrooms, 1d10 packets of powdered punch
100	Zealot (Televangelist)	Collection plate (1d3)	25 GP, hair gel

*: roll 1d4: (1) feather boa, (2) lucha mask, (3) snake in a sack, (4) national flag

^: roll 1d6: (1) fish, (2) turtle, (3) parrot, (4) cat, (5) dog, (6) monkey

°: roll 1d6: (1) rabbit, (2) dove, (3) 1d6+2 scarves, (4) 1d4 linking rings, (5) instant bouquet, (6) 1d3 smoke pellets

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