

Night Soil #1

COMPATIBLE WITH
**DCC
RPG**



FORE-WEIRD

Well, it's happened again. Another issue of Night Soil rops into your waiting hands... How's it feel? Another plethora-and-a-half of game-ready ideas -- all inspired by the art in the DCC rulebook -- to use however you see fit!

It's another batch of ideas for spells, demons, row boats, decapitation, and plenty of other detritus to litter your campaigns and one-shots with...

But there is ****one**** glaring omission from this issue.

Can you spot it?

-- it's your own entries! Night Soil is the Stone Soup of DCC zines, richer and denser with ***your*** contributions. You know you love the art in the DCC rulebook. You know it makes your brain stem steam with the love of adventure, with ideas for bounteous treasure and gruesome deaths and horrifying spells and sneaky, sneaky tricks and traps. So why not share that with your DCC kinfolk? Just write it down, send it in, ask if you're doing right, wait for me to say "yes, yes you are!" and we'll work it in in any case. If you'd like to contribute to future issues of NIGHT SOIL, please check out page 40. There's free copies of ol' NS in it for you, and maybe a surprise bonus or two...

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It was written by bygrinstow
and was illustrated by Claytonian, realitybreak, and bygrinstow

Dedicated to that woman at GenCon 51 who was
so very happy to find uses for a dead giant...

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INSPIRED BY PAGE 17

SCARE-PIONS

Looking like nightmarish scorpions of unusual size, the scare-pions are actually much worse. While they can attack and move as scorpions or other arachnids and crustaceans do, their bodies are articulated in unique ways, meaning that while someone is defending themselves from their pincers or poisonous tail sting, they are wide open to other unsuspected attacks...

They can bifurcate their bodies to form a bear-trap-like grab, while still attacking with their other natural weapons. This grab attack can impede the target's ability to fight back or defend themselves. Anyone grabbed by the scare-pion is subject to an immediate extra attack by the creature. On subsequent rounds, the target either gives up their Action Die to keep their AC at full, or gives up 2d3 points of AC in order to use their Action Die (or Dice). While grabbing it's foe, the scare-pion gets all of it's attacks against that foe at a +1 bonus, and does automatic grab damage as it writhes and contorts it's body in the grab, like a raspy, mobius-strip constrictor snake-thing.

It's poison is treated like Manticore sting in Appendix P of the rules.

Init +0, Melee pincer +2 (1d5), tail sting +1 (1d3 + poison), grab (1d4 + special), AC 14, HD 8d4, MV 20, Act 3d20, SP grab, Fort +4, Ref+3, Will +1, AL C

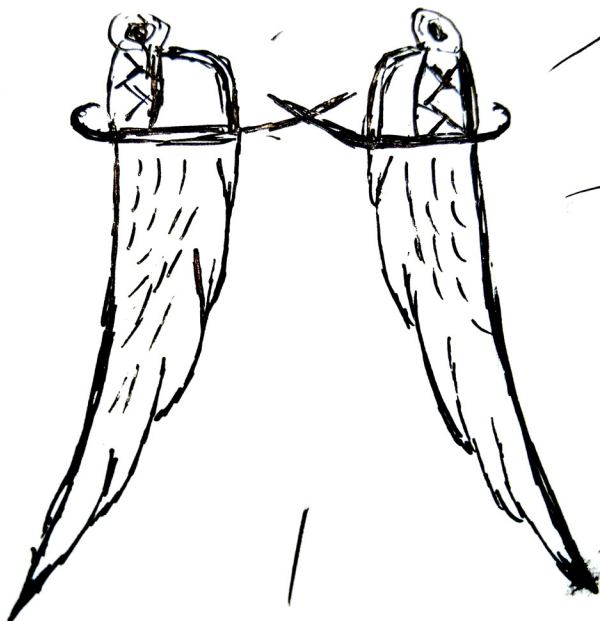
HAAS RAT

Easily going unnoticed, a haas rat is a rat with superior intelligence, on a par with the PCs. They have a keen nose for subterfuge and guile and will follow anyone exhibiting such traits. Along the way, they will collect other rats under their leadership and the collective will continue the pursuit. When the subject of the haas rat's interest has obtained, uncovered or displayed a large amount of shiny, shiny wealth, the haas rat and it's minions will make a play to remove that wealth and make it their own, each rat grabbing a gold piece, a gem, or other manageable unit of shiny, and scurrying away quickly into whatever bolt-holes and hidden hideaways that exist for them.

INSPIRED BY PAGE 69

POLEARM OF SURPRISE

This otherwise normal polearm is enchanted such that it can extend it's length by 4 feet for a fraction of a second, giving the wielder a surprise extra attack at the top of the initiative in the first round of combat (assuming a foe is in range) and a +2d on attacks made with the weapon when a foe is closing with the wielder from out of range.



THE TWIN DAGGERS OF CHYENAAR

These daggers of bright, white metal deal double damage to the un-dead and to shadow and umbral beings. When wielding them together, they grant a +1d to attack rolls, and give +1 to AC and to critical hit rolls as well. If the Daggers are offered by a PC to any sort of angelic being, the offerer will gain 2d4 Luck (up to 18 maximum, or other Campaign maximum), since they were originally the possessions of Chyenaar, an Angel of the Eternal Cloud. The being may accept or politely decline the offer, but the Luck award happens in either case. NOTE: Demons pursue the current owner.



INSPIRED BY PAGE 88

DWARFS OF THE BRAZEN SHIELD

This small band of dwarfs are available for hire, caring not much who they work for, save that they will not oppose their own kind. They do not come cheaply, but they have exceptional skills. They can be hired for ordinary protective work or military action with from 5 silver to 2 gold per day each, depending on the nature of the duty. Against monstrous or supernatural obstacles, they ask for from 1 gold to 3 gold per day each. If employed on a treasure seeking expedition, they will ask for up to 1/3 of a share in addition to their pay (Note: that's not 1/3 of the total, just 1/3 of a share for all of them).

Martially, their equivalent of a shield bash is made with 1d20 and no modifiers to the roll. They can make this attack with the butt of their weapons or with a kick as easily as with a shield.

When fighting shoulder-to-shoulder they gain some particular advantages. Their AC is considered as being 1 point higher and their Will Save bonuses double. They have no Deeds, but can grant the aforementioned AC bonus to another of their member at will while in this formation. They cannot be moved past unwillingly or separated except by besting both of the two adjacent dwarfs in opposed Strength checks (roll their Strengths as needed on 1d4+12). If one of them is reduced to 0 hit points, the others can revive that one if two of them can make Will Saves vs. DC 15. The revived Dwarf has 1 hp and was merely unconscious or otherwise insensate.

Init +5, Melee hammer or axe +4 (1d6+2), AC 17, HD 3d10+4, MV 20, Act 1d20, SP bash (straight 1d20 roll, 1d4 damage), shoulder-to-shoulder, Fort +6, Ref+2, Will +3, AL N

CRYSTAL OF FAR MAGIC

Guarded most thoroughly by sneaky sorcerers and deiomancers if they should find themselves lucky enough to own one, a Crystal of Far Magic is a perfect gem, prism or globe through which magic can be cast at a distance. It can be attuned by a ritual of 23 hours to an individual or object (when present) and however distant that subject may become, magic can be cast upon the Crystal as if it were the subject, and the result affects the subject, not the Crystal. The Crystal can be used to "tune in" to the whereabouts of the subject a number of time in a day equal to the ritual users CL. Each vision in the Crystal lasts for 1d3 Turns. Magic can be affected through the Crystal even when the caster cannot see the subject, however. Most certainly for these purposes, Clerical abilities such as Lay on Hands, Turn Unholy, and other effects count as spells castable through the Crystal (should they not normally be considered as spells in your current campaign).

Clever spellcasters can attempt to cast magic back through the Crystal at the Crystal's user by reducing their Spellcasting die down the Dice Chain one step and taking an extra round to cast when they target the subject of the Crystal. Misfire on such an attempt has a 50% chance of causing the two casters on either "side" of the Crystal to painfully swap places, with each suffering minor corruption and a phlogiston disturbance in the process.

DRAGON RIDERS OF FOLSOR

Folsor is one of the small "original" kingdoms, much reduced in prominence over the years, subsumed by newer kingdoms, but with an influence still felt to the present. Their Dragon Riders are renowned for their bravery in battle defending their Kingdom and its interests. There are rumors however of rogue members of the otherwise Lawful Riders, who have taken it upon themselves to chip away at other kingdom's sovereignty in hopes of improving Folsor's status in the world...

DRAGON RIDER: Init +5, Melee halberd +4 (1d10), longsword +1d4+3 (1d8), AC 18, HD 3d8, MV 30, Act 2d20, SP expert rider, Fort +4, Ref+3, Will +4, AL L

RIDING DRAGON: Init +0/+6, Melee bite +0 (1d12), claw +1 (1d8), AC 16, HD 4d12, MV 20 fly 120, Act 1d24, SP nimble in melee, Fort +9, Ref+5, Will +3, AL L - the two initiatives are "on the ground" and "in the air".

The Dragons do not possess a breath weapon of any sort, lost when they were domesticated, but they are agile in a melee situation. Whoever deals an even amount of damage to them in melee is the target of a free reciprocal attack as one of the beast's four claws swings around for a strike. The target can avoid this by burning one Luck to change their damage total, avoiding the return swipe.

LIVING TATTOO

Very few know the secret of drawing a living tattoo. Those who do may well only do so when it serves their purposes... A living tattoo of a known person may be able to impart that person's knowledge, but the depth of that knowledge depends on the skill of the tattoo artist, from bland statements that reflect publicly known sayings of the individual (which still may be useful if a person from antiquity or of a specialized field) on up to deep held secrets and knowledge they have kept to themselves.

A living tattoo of an animal or creature may grant knowledge of such creatures or an attack form of that creature delivered directly from the tattoo.

INSPIRED BY PAGE 121

BUGORILLA

8-9' tall and fiercely territorial, the bugorilla is half anthropoid and half hulking primate. Every extremity of the creature ends with sharp claws mandibles or the like, including a pronounced hook-shaped protrusion where other creatures might have a tail. They have terrific Strength, typically never less than an 18.

Its claws are hardened enough to tear through rock. Anyone viewing all six of the creature's eyes must make a Will Save vs. a DC 12; failure give the creature an extra Action Die against that individual, if that individual is targeted with one of the creatures regular Action Dice.

Init +2, Melee claw +5 (1d8+3), mandibles +2 (1d12+4), AC 16, HD 5d6, MV 40, Act 2d20, SP distraction, Fort +8, Ref+4, Will +3, AL C





INSPIRED BY PAGE 126

DEAD GIANT, MORE USES OF A

- Recuperating in a tent or similar make from a giant's hide will double your healing rate, provided you succeed at a Luck Check vs. DC 10 for compatibility. This effect decays with the hide after 1d50+13 days.
- Eating the liver of a Giant is highly nutritious. A meal of giant liver means you can go 48 hours without any food or water without detriment, except indigestion and drunkenness.
- The boiled heart of a dead giant will ward off the un-dead for 25-48 hours, keeping them away from the heart by no less than 50 feet minus their hit points. Intelligent un-dead subtract their hit points in hours from the warding time.
- The tusks of the dead giant can be sharpened as a dagger or short sword and never grow dull. They also have half the chance of breaking as a normal weapon.
- The properly preserved eyeball of a dead giant is prized in the kingdom of Folsor as a ball used for sport at the King's Tournament. They'll pay up to 1000 gp for one in the right condition.
- The underarm hair of a dead giant will keep a campsite safe from natural predators, though it may attract unnatural ones. Truth be told, the same is true of underarm hair from a living giant...
- The tongue of a dead giant is extremely disgusting. handling it raises the handler's estimated bravery by observers, but also marks the handler as a complete weirdo.

SPECTACLES OF READING MAGIC

The lenses of these spectacles have been shaped from crystals formed on the far side of the greater moon. They allow the wearer to read magic texts and inscriptions, without triggering any potential magical effects (such as activating a magic scroll). Their use is not without dangers, however. Each attempt requires a Luck roll, with the results as follows:

Above Current Luck: The user can make out a single word of the chosen text. Somewhen, over the next 8 hours, they will vividly hallucinate an event related (directly or tangentially) to that word for up to a full Turn, so choose the word for maximum mayhem, confusion, or hilarity. For the user, the event is "real", while for others it is "invisible". They might not realize it's coming from the Spectacles until several such events have occurred over time.

Equal to Current Luck: As the result of a "12" on the spell Read Magic. There is a 50% chance of a hallucination, as above.

1-3 Below Current Luck: As the result of a "12" on the spell Read Magic. There is a 20% chance of an hallucination, as above.

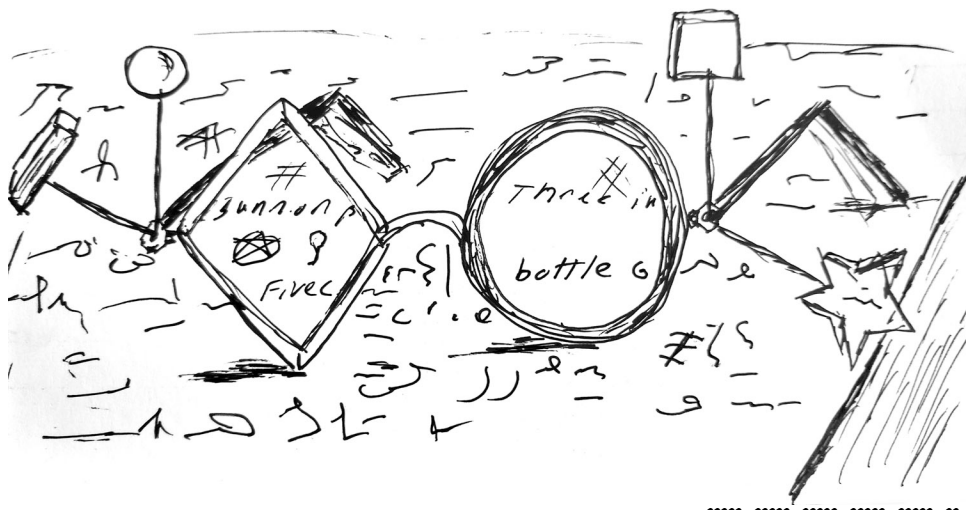
4-6 Below Current Luck: As the result of a "15" on the spell Read Magic. There is a 5% chance of an hallucination, as above.

7-9 Below Current Luck: As the result of a "19" on the spell Read Magic.

10-12 Below Current Luck: As the result of a "25" on the spell Read Magic.

13-15 Below Current Luck: As the result of a "28" on the spell Read Magic.

16-17 Below Current Luck: As the result of a "32" on the spell Read Magic.



THE TRAVELING CHAMBER OF MOLESH

The Chamber of Molesh dates from the earliest days of magic. When in the open, it appears as a square structure with a domed top, roughly 18 feet high. The dome seems to be a faintly translucent resinous amber substance, rock solid and warm to the touch. The exterior walls are heavily scarred, weathered and flaking, made of some unknown gray, fibrous material. The doorway in the side of the chamber is fashioned to look like one is passing into the mouth of some devil out of antiquity. Inside, the chamber is black and the walls are covered in arcane and ancient graffiti, with modest light filtering down from the amber dome above.

The Chamber can move through the world and appear in a new location, even thousands of miles away from its starting point, in minutes or even seconds. While doing so, those inside can see only a blur of motion through the doorway, while feeling as if they are rapidly ascending. Those outside the Chamber when it moves simply see it disappear by shrinking down to nothingness.

It will take a Wizard, Elf or other qualified personage 1d24 days of study and an Intelligence Check vs. DC 18 to learn the rudiments of making the Chamber travel. Failure on the check means taking another 1d24 days of study and another Int Check. Working out the higher forms of traveling (travel to other worlds, etc.) will take longer spans of time or take additional insights from other sources (treatises on the Chamber, consultation with Wizards willing to share their knowledge and not just after stealing the Chamber for themselves) before they can be accessed.

All travel takes 1d100 x 10 seconds, regardless of the distance traveled across the world. Travel to other worlds will take longer, and travel in Time the most time of all.

ENERGY SHAPING

Cleric Spell

Level: 2 Range: 20' Duration: instant Casting Time: instantaneous
Save: Reflex

General: The caster shapes and redirects energy that is affecting her or that is within range, be it fire, electricity, focused sound or otherwise. This could be from a spell or from a natural effect, such as a forest fire. When cast upon something like a natural fire, it affects a radius equal to the spell range (20' unless otherwise mentioned). In the case of a spell, the entire spell "matter" is affected. NOTE: this spell can be cast instantaneously, out of initiative order, if the caster so chooses. Manifestation: Giant, astral, six-fingered hands divide and re-shape the energy form.



1-13 Failure.

14-15 The energy is scattered into motes, having only $1/3$ rd the power it normally would.

16-19 The energy is scattered into motes, having only $1/3$ rd the power it normally would. This one-third effect can be directed with an attack roll at a target of the Cleric's choosing within 20'.

20-21 The energy is scattered, having no effect on those within range of the Cleric's spell. One-half of the effect can be directed with an attack roll at a target of the Cleric's choosing within 20'.

22-25 The energy within a 60' radius is scattered, having no effect on those within this range. The full power of the effect can be directed with an attack roll at a target of the Cleric's choosing within 40'.

26-29 The energy within a 100' radius is scattered, having no effect on those within this range. The full power of the effect can be directed with an attack roll at a target of the Cleric's choosing within 40'.

30-31 The energy within a 100' radius is scattered, having no effect on those within this range. The full power of the effect can be directed with an attack roll at a target of the Cleric's choosing within 60'. Additionally, the Cleric can affect natural energies each round on the following round, or hold the initial energies to direct at a target on the next round.

32-33 The energy within a 100' radius is scattered, having no effect on those within this range. The full power of the effect can be directed unerringly at a target of the Cleric's choosing within 60'. Additionally, the Cleric can affect natural energies each round on the following 1d4+CL rounds, or hold the initial energies to direct at a target within that same time frame.

34+ The energy within a 200' radius is scattered, having no effect on those within this range. The full power of the effect can be directed unerringly at a target of the Cleric's choosing within 100'. Additionally, the Cleric can affect natural energies each round on the following 1d4+CL Turns, or hold the initial energies to direct at a target within that same time frame.

DIZZYING WARD

Set upon a book, ledger or scroll that the owner wishes to protect from prying eyes, a dizzying ward confounds those unauthorized to read the given text. Imbuing the effect on a book or scroll takes 1 day and 24100+100 sp. Upon completion, anyone not signified by the owner during the ritual, who tries to read the magicked text will find themselves an hour or more later, unable to remember more than a half a dozen words they have read. When they started reading, they quickly and simply lost focus and were starring uncomprehendingly at the pages. Attempts to use Read Magic against a text so warded will find their results two steps lower in effect (though not lost or worse, if effectively pushed that far down the spell results).

SCALE MAIL OF LEVITATION?

Three sets of scale mail were enchanted in the Kingdom of Folsor by the mage Yawolloh for the Dragon Riders. ONE can on verbal command lift the wearer at a rate of 20' per round until commanded to stop. It does not similarly move downward, so one must hope for a perch or a soft landing site. ANOTHER has a permanent Feather Fall in effect upon it -- when activated, roll a 1d10+11 on that spell chart to find the extent of the effect this time. the THIRD was the perfected suit, and has both of these effects. They are currently in the possession of Maximillian of Snarfuul, a merchant of exotic wares and rare items, with a reputation chasing him that says he is not always entirely honest in his dealings.

FIVE READY-MADE DEMONS

A few demons ready to use on short notice when players go the way you haven't planned for... These can either be individuals, or a "race" of demons, and either free-willed or serve another being (as noted, where relevant), changed from their write-ups to suit your purposes.

Rattling Men are Type I demons, skeletal in form, standing 18' tall, and shining like polished metal. They are always surrounded by thick clouds of flies. On a critical hit, in addition to the normal critical result, they scoop the target up and imprison them in their skeletal rib cage. This can also be done with a grab and wrangle maneuver (two Actions). They can hold two man-sized creatures in this way and have sometimes been known to manacle a third within their pelvic bone. Breaking out requires destroying the demon (though if manacles are in use, breaking them is

sufficient). They move up the Dice Chain one step when attacking anyone they've trapped, even if one Rattling Man is attacking into the ribs of another. But if the trapped person does not fight them, they will focus instead on other foes. Sometimes Rattling Men serve Obitu-Que or they may be free willed and pursue the capture and delivery of the living into one of the facets of Hell, for which they gain much prestige and honor. They are unable to travel between the planes of their own accord, so they must ally themselves with some other demon or creature which can do so.

Rattling Men - Init +0, Melee kick +3 (1d6+2 +poison Reflex DC 13), AC 11, HD 3d12, MV 40, Act 1d20, SP poison inflicts 1d4 Stamina drain on a failed Save, infravision, darkness spell @ +4, half damage from non-magic and fire, cannot travel planes on their own, Fort +8, Ref +4, Will +3, AL C



Torturoises are Type II demons most often serving Bobugbubilz. They have the hard shell of a massive turtle but with long, elastic, sinuous limbs ending in sharp claws. Their flesh always appears to be in a state of advanced decay. They are disgusting things that take great hissing pleasure in inflicting pain on others -- even of their own kind when no one else is handy. When in a fight, they will strike with their claws and form a nearly-inescapable grip, if they can. The chance of establishing this grip is 50% minus the target's Strength or Agility score (player choice). If the grip is not established, they will continue to try with a new attack each round. Once they have their grip, they will use it to inject a sleep poison that starts off with a DC 10 Fortitude Save to resist. Each round that they can inject this toxin, the Save DC rises by 2, even if the rounds are non-consecutive and even if they are weeks apart. This unnatural sleep lasts 1d7 Turns. It also conveys the Curse of Bobugbubilz: the Demon Toad can scry upon these subjects at will for 1d7+3 Days. He can grant them boons if their actions favor his ends, and harry them if they act against his goals. This takes the form of 1d2 Luck gained or lost when such actions are taken, as Bobugbubilz sees fit.

Torturoise - Init +0, Melee claw +10 (1d4+2 special), AC 15, HD 5d12, MV 30, Act 1d20, SP sleep-grab, curse, infravision, darkness spell @ +8, immune to non-magic and natural attacks from less than 3 HD, half damage from acid, cold, electricity, fire and gas, can teleport to and from native plane, crit on 19-20, Fort +6, Ref +1, Will +5, AL C

The Bugdog King is a Type III demon who travels from plane to plane, establishing a kingdom of his own and getting it to thrive if he can, until he becomes bored with it, wipes it out completely, and moves on to the next. His form is like a blending between a praying mantis and a common mutt, with the radiant and resplendent mane of a lion framing his twisted face. He stands under 4' tall and dresses to suit the local fashion, albeit at the highest, most extravagant and overstated end of the spectrum, but in ill-fitting sizes. His telepathic abilities are reflected in his attacks and Saves, and allow him to root out deception and treachery instantly. When the time comes to destroy his latest kingdom, he will walk around it's parameter (however long that takes) and in a purposeful manner breathe out a puff of breath. This cloud of his breath with hover in the air for a moment as a cloudy, greenish wisp before dissipating. Once he has completely encircled his kingdom, he will assume a well-chosen vantage point and his distributed breath will constrict upon his realm, toppling buildings and inflicting instant disease and disfigurement upon the populace in a wave of unbreathable air.



Bugdog King - Init +2, Melee bite +12 (1d6), claw +9 (1d3), sting +7 (1d10+1), violent suffocation (Will DC 18, 1d4 Ability damage to each of Str, Agl, and Stm), AC 20, HD 11d12, MV 60, Act 2d20, SP breath weapon, telepathy, infravision, darkness spell @ +12, immune to weapons of +2 or less and natural attacks from less than 5 HD creatures, half damage from acid, cold, electricity, fire and gas, can teleport to and from native plane, crit on 18-20, Fort +6, Ref +6, Will +2, AL C

Dreadvipers are Type IV demons which have forever lost their connection to their native plane. This has reduced them from flesh and bone creatures into mechanical simulacra of their former selves, but they remain extremely potent nonetheless. They serve whoever has the means to maintain them, supplying them with rare minerals and heavy elements. They have served the Bugdog King on more than one occasion. They appear to be stout 20' long clockwork snakes with ant-like heads and sharpened tips to their tails (which can cause those pierced by them to be filled with overwhelming dread and fear for days). They have incredible strength, the equivalent of 2d6+16. Back in the Dark Age, they numbered in the thousands, but there are only 307 of them still operating.

Dreadviper - Init +5, Melee tail-gore +12 (1d16 & 1 pt of Per, Fort Save DC 20), AC 20, HD 14d12, MV 40, Act 2d20, SP infravision, immune to weapons of +3 or less and natural attacks from less than 7 HD creatures, half damage from acid, immune to cold, electricity, fire and gas, crit on 17-20, Fort +5, Ref+9, Will +9, AL C

The Gritdaemon is a Type V demon and a massive, scuttling, hunched creature made out of nothing but gemstone dust. His domain is the destruction of all things of material value and his worshipers typically live by the lowest possible means in the lowest possible places, in the filth and muck, and they revel in doing so. Ostentatious presentations of wealth will draw his attention, and false modesty or pandering dismissal of value will open the door to his arrival. When his lumbering form appears, bursting through a wall or trampling a copse of trees he will seek out items of value to smash under foot. Anyone attempting to protect said items will be trampled along with them. He has allies in the form of Haas Rats, who will number among his worshipers if they harbor dreams of achieving a higher existence.

Gritdemon - Init +8, Melee bite +14 (1d6 + paralysis as per the Spell @ 23), AC 20, HD 19d12, MV 50, Act 3d20, SP telekinetic (str 14, 100' range), telepathy, infravision, darkness spell @ +20, locate object spell @ +20, restore vitality spell @ +20, immune to weapons of +4 or less and natural attacks from less than 9 HD creatures, immune to damage from acid, cold, electricity, fire and gas, can teleport to and from native plane, can project self astrally and ethereally, crit on 16-20, Fort +12, Ref+8, Will +12, AL C

INSPIRED BY PAGE 237

HOVERING SCROLL

A hovering scroll takes extra care to create, but makes it's casting easier. A hovering scroll grants the users spellcasting Level one additional time into the total of the spellcheck, since their hands are free to enhance the casting. However the backlash of any failure means that the magic-user cannot add their Level into their spellchecks for the next 1d4 Turns from magical chaffing and/or Deity or Patron scorn.

GHOSTFLAMES

Wizard Spell

Level: 3 Range: 60' Duration: instant Casting Time: 1 Action Save: special

General: The caster causes the un-dead to ignite like a candle, burning for 1 round or more. Mindless un-dead get a Reflex Save at -1d, while highly intelligent un-dead get a Save at +1d. In any case, they are unimpeded in their actions by the flames, and the flames do not ignite other targets or substances unless they qualify as un-dead.

Manifestation: Flames made of contorted ghost-like faces flow from the caster's hands striking the target(s).

Misfire: Caster ignites for 1d4+1 rounds & is treated as if she is un-dead for 1d6+1 rounds, being turned as unholy by Clerical action, for example..

1 Failure; spell lost; misfire and corruption!

2-11 Failure; spell lost

12-15 Failure but spell is not lost.

16-17 Up to 3 un-dead ignite, burning for 1d4+1 rounds, taking 1d6 damage each round. If in a mass of un-dead, the targets are randomly chosen.

18-21 Up to 5 un-dead ignite, burning for 2d4+CL rounds, taking 1d6 damage each round. If in a mass of un-dead, the targets are randomly chosen.

22-23 Up to 7 un-dead ignite, burning for 3d4+CL rounds, taking 2d6 damage each round. If in a mass of un-dead, the targets are randomly chosen.

24-26 Up to 10 un-dead ignite, burning for 3d6+CL rounds, taking 2d6 damage each round. If in a mass of un-dead, the targets are randomly chosen. Non-un-dead who are committedly allied to the un-dead can be affected at half-damage.

27-31 Up to 15 un-dead of the caster's choosing ignite, burning for 3d6+CL rounds, taking 2d8 damage each round. Non-un-dead who are committedly allied to the un-dead can be affected at half-damage.

32-33 Up to 20 un-dead of the caster's choosing ignite, burning for 3d6+CL rounds, taking 2d8 damage each round. Non-un-dead who are committedly allied to the un-dead can be affected at half-damage.

34-35 Up to 25 un-dead of the caster's choosing ignite, burning for 3d6+CL rounds, taking 2d8 damage each round. Non-un-dead who are committedly allied to the un-dead can be affected at full damage.

36+ All un-dead of the caster's choosing within range ignite, burning for 3d6+CL rounds, taking 3d8 damage each round. Non-un-dead who are committedly allied to the un-dead can be affected at full damage.



SOUND BENDING

Wizard Spell

Level: 1 Range: 20' Duration: varies Casting Time: 1 Action Save: none

General: The caster sculpts existing sound, creating near-silence, or deadly sonic blades.

Manifestation: Visible wave-forms of the sound drawn upon. That sound is itself distorted to where it is not recognizable.

Misfire: Caster and those within 20' are deafened for 1d4 Turns, suffering a -1d to spellcasting checks and other Judge-determined effects.

1 Failure; spell lost; misfire

2-11 Failure; spell lost

12-13 All sounds within 30' of the caster are reduced to near-silence.

This lasts for the caster's CL in rounds, and can be extended by Spellburn at a 1 point for 1 round basis, ongoing. The caster may always default to this result with any higher spellcheck result.

14-17 The Caster shapes existing sound into a piercing wave of visual sound, dealing their CL in six-sided dice of damage to any visible target up to 60' away on a successful hit. They must make a normal attack roll to hit with this effect.

18-19 The Caster shapes existing sound into a piercing wave of visual sound, dealing their CLx2 in six-sided dice of damage to any visible target up to 60' away on a successful hit. They must make a normal attack roll to hit with this effect.

20-23 The Caster shapes existing sound into a piercing wave of visual sound, dealing their CLx2 in six-sided dice of damage to any visible target up to 120' away on a successful hit. They must make a normal attack roll to hit with this effect, but at +1d for the attack.

24-27 The Caster shapes existing sound into a piercing wave of visual sound, dealing their CLx2 in eight-sided dice of damage to any target, even those whose location is known but not visible, up to 120' away on a successful hit. They must make a normal attack roll to hit with this effect, but at +1d for the attack.

28-29 The Caster shapes existing sound into a piercing wave of visual sound, dealing their CLx3 in eight-sided dice of damage to any two targets, even those whose location is known but not visible, up to 120' away. This effect hits automatically, but is stopped cold by a Magic Shield spell, or the like.

30-31 The Caster shapes existing sound into a piercing wave of visual sound, dealing their CLx3 in eight-sided dice to any three targets, even those whose location is known but not visible, up to 240' away. This effect hits automatically, but is stopped cold by a Magic Shield spell, or the like.

32+ The Caster shapes existing sound into a piercing wave of visual sound, dealing their CLx3 in ten-sided dice to any four targets, even those whose location is known but not visible, up to 120' away. This effect hits automatically, but is stopped cold by a Magic Shield spell, or the like.



INSPIRED BY PAGE 305

GETAWAY BOAT

Propelled under the hands of anyone with a Sneak Silent ability, this boat moves through the water without a sound. Any city or township with waterways and with a Thieve's Guild presence of any degree is sure to have at least a couple of these moored inconspicuously here and thereabouts, if their coffers can cover the creation cost (200-350 gp; 19+1d16 x10) and find a crafty Wizard to craft such a craft.

INSPIRED BY PAGE 315

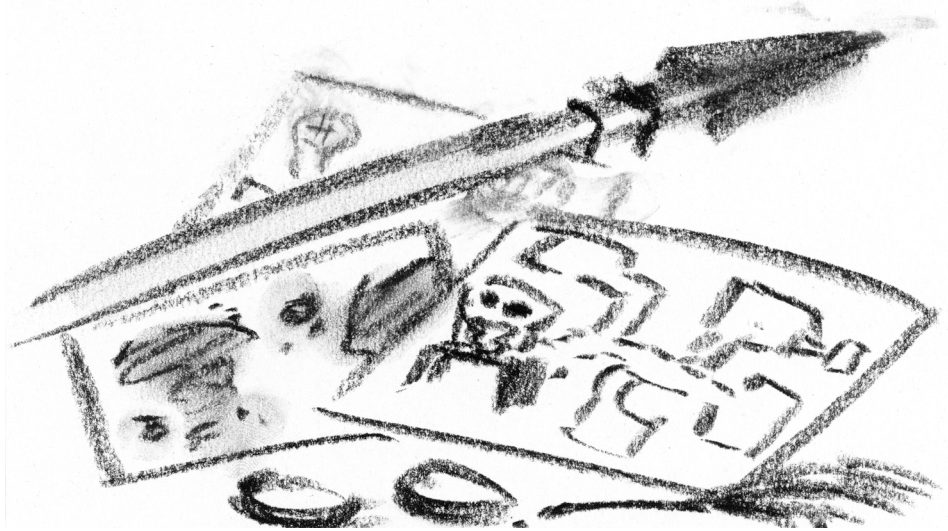
SHADOW POOL

This water, whether in a pool, font, or otherwise, is Chaos-aligned and serves to hide beings of shadow. The shadows within are clever enough to ape anyone who approaches the pool, to seem like a probable shadow of the viewing individual, taking advantage of the distortion of light the water itself provides. (Shadow stats are found on page 425 in the Rulebook.)

Apart from the danger of the shadows themselves should they decide to attack, the water can act like a poison if consumed (as medusa venom or black widow poison), and will act or react in other unpredictable ways as determined by the Judge based on the situation. Additionally, any amount of water of a mugful or larger can bear at least one shadow within it. In this way shadows can bide their time and act when needed or wait to coordinate their attacks with other creatures.

SPEARE OF THE SHIELD MAIDEN

Wrested from the hands of a warrior maiden of a forgotten empire, this spear bears certain unusual magical properties. The bearer's speech shifts into an archaic dialect, littered with thous and thees and verily's and the like. It can be used with an additional attack bonus a limited number of times each day -- there is a "pool" of dice: 2d3, 1d5, 1d6, and 1d7, which can be used singly to add to any attack as it is rolled. These dice do NOT engender any sort of Deed ability, nor do they enhance a Deed beyond boosting the total of the attack. However, if the wielder is trying to protect someone or something adjacent to themselves, they can grant a +4 to AC to that someone or something as part of their guarding while wielding the spear. It can also negate the need for a day's food or drink for up to 16 individuals touched by the spear each month (this could be apportioned in any way, one subject for 16 days, for example, or 4 subjects for 4 days each).



INSPIRED BY PAGE 364

POISONED MAPS

Rogues and cheats will often exact revenge even when their foes have long since moved on, or when they don't even know who at their spite is aimed. Poisoned maps are soaked invisibly in noxious substances that, once the map has been handled enough, cause the map bearer to become ill and possibly die. Choose a touch-based poison from Appendix P in the RULES, and roll a d12 for how many "handling times" it takes to become affected. Each time that character takes out the map to look at it, they are closer to some horrible fate or other. Plus, now they have the poisoned map to contend with!

NEUTRALIZING SHELL

In medieval type societies, natural object can commonly be used in place of man-made objects. This little oyster shell is like any number of oyster shells in that it can be used as a scoop or spoon, in place of something mad-made and more costly. However it has been enchanted to neutralize any poison it comes into contact with. So adding it to a Thief's tool kit may rob him of some of his sting. Be prepared for teh inevitable backstab....

HEAD BEARER

Itself about the size of a human head, it is vaguely spider-like with a face on either side of its body. From one face it can lash out with a long tongue like a knife, severing the head of its target. The other face has an ethereal flame emitted from its forehead, creating no heat and projecting very little light. Though its legs are tiny, it can jump surprisingly far with great accuracy. Some say it can manage to fly for seconds at a time, though this is perhaps a trick of the light suffered by those who survive it's deadly attacks.

Once it has severed a head it will scuttle off with it, dragging the head behind with a couple of its legs. No one's ever seen one hovering in mid-air, with a head held securely while its ethereal flame flares brightly, have they? It couldn't possibly be transmitting knowledge from the brain of the victim to worlds unknown, now could it. Let's be realistic...

Init +3, Melee decapitation (requires an Action Die, though it is not rolled; Reflex Save vs. DC 7 or lose head), AC 17, HD 2d8, MV 20 leap 30 fly 20, Act 1d20, SP transmit thoughts, Fort +6, Ref +1, Will +8, AL C

FLAMING SKULL SURMOUNTED DOOR

While it may appear that this burning relief above a door is simply an elaborate signal to those-in-the-know or a warning to keep the riff-raff away, it is primarily a trap. Anyone opening or breaking through the door without addressing the trap will have 3-6 pounds of burning material, cinders, and ash dumped on them, taking 1d4 x 1d5 damage in the process. Bypassing the trap is extremely difficult, requiring a successful Luck check vs. a DC 12 to avoid dumping part of the burning matter on the disabler (1d3 x 1d3 damage), along with the more usual disable check.



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