

# TALES FROM THE SMOKING WYRM

No. 4



COMPATIBLE WITH  
**DCC  
RPG**

COMPATIBLE WITH  
**MCC  
RPG**





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QUI ME FURATUR,  
IN TRIBUS TIGNIS SUSPENDATUR.




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# Trolls



*Troll kalla mik  
trungl sjötrungnis,  
auðsug jotuns,  
élsólar þol,  
vílsinn völu,  
vörð nafjarðar,  
hvélsvæg himins —  
hvat's troll nema þat?*



They call me Troll  
gnawer of the Moon  
giant of the Gale-blasts,  
curse of the rain-hall,  
companion of the Seeress,  
night-roaming hag,  
swallower of the wheel of heaven —  
what's a troll but that?

—*The Prose Edda, Skáldskaparmál*

Large or small, disfigured or attractive, vicious or kind, trolls are among the most identifiable creatures in mythology and modern folklore. But what exactly is a troll, and where did they come from? Originating in Scandinavia, trolls appear in both Norse mythology and Scandinavian folklore. Even within these tales, several different terms have been used interchangeably to describe them. Some authors, like Lotte Motz, suggest that the different terms actually describe different classes of the same creatures, while Ármann Jakobsson postulates that the terms denote different beings.

There are jötnar or jötunn, beings similar to the Norse ice giants, having multiple heads, strange bodies, claws, fangs, and towering above the average man. They might have large stony limbs or petrous skin weathered as if by the winds, and may be so unkempt as to have plants take root and grow upon their bodies. The ugliest of the jötnar are even said to have a single eye, just like the cyclops of Greek myth. However, jötunn can also be used to mean “lords of nature” or “mountain-dwellers.”

Next are huldrefolk, entities as opposite their giant relatives as possible. These creatures are easily mistaken for humans, and generally aesthetically beautiful humans at that. Huldrefolk have a tell though: they have cow- or fox-like tails.

There are also risi, or risin. Beings which can be aesthetically beautiful, heroic, and courtly like huldrefolk, or bestial and savage like jötunn, risi are perhaps the most fae of the trolls, possessing increased magical capabilities.

Finally there are the þurs, or thurs. Like jötnar, these beings are large, inhuman, slow-witted, hostile, and dangerous to humans. These are creatures monstrous in nature, giving in to their baser instincts—they are the shared fate of all trollkin, as any of the three trollkin can devolve into þurs.








TABLE 1: TROLLKIN

LEVEL	ATTACK	CRIT DIE/TABLE		ACTION	REF	FORT	WILL
		HULDREFOLK & RISI	JÖTNAR & ÞURS				
1	+1	1d8 / III	1d10 / III	1d20	+1	+1	+1
2	+1	1d8 / III	1d12 / III	1d20	+1	+1	+1
3	+2	1d10 / III	1d14 / III	1d20	+1	+1	+1
4	+2	1d10 / III	1d16 / IV	1d20	+2	+2	+2
5	+3	1d12 / III	1d20 / IV	1d20+1d14	+2	+2	+2
6	+3	1d12 / III	1d24 / V	1d20+1d14	+3	+3	+3
7	+4	1d14 / III	1d30 / V	1d20+1d16	+3	+3	+3
8	+4	1d14 / III	1d30 / V	1d20+1d16	+3	+3	+3
9	+5	1d16 / III	2d20 / V	1d20+1d20	+4	+4	+4
10	+5	1d16 / III	2d20 / V	1d20+1d20	+4	+4	+4

**Hit points:** All trollkin gain 1d10 hit points at each level.

**Weapon training:** Trolls tend toward weapons based on their height. The huldrefolk and normal human-sized risi tend toward smaller weaponry that can be easily concealed. These trolls are trained in the use of the crossbow, dagger, dart, short sword, short bow, sling, and staff. Jötnar and giant-sized risi tend to favor two-handed weapons, being trained with the battleaxe, club, polearms, spear, and two-handed sword. All trolls may use any armor which they can afford, but tend to favor armor of animal origin.

**Alignment:** Trollkin can be of any alignment. Lawful trollkin believe a person’s word and handshake are their bond. Chaotic trollkin, perhaps the majority of all trolls, believe in the fae nature of the world and the fickle disposition of fate, and act accordingly. Neutral trollkin tend to be mostly concerned with their own well-being over all else, and are flexible with the moment.

**Caster level:** Like all characters in *DCC RPG*, trollkin can cast spells at a base action die of 1d10. Trollkin gain their level as a bonus to this roll because they are powerfully fae. For example, a 2nd-level trollkin has a caster level of 2, and rolls 1d10+2 to cast a spell they encounter.

**Spiritburn:** Trollkin give of themselves whenever they use their magical abilities. Any time a trollkin casts a spell or activates a magical ability (e.g., the risi’s *shape changer* or active mutations, such as *regeneration*, or even passive mutations, such as *taller*), they must sacrifice some of their own essence to trigger that ability in the form of at least 1 point of spiritburn, for which they do not gain any other bonus. This otherwise functions exactly the same as spellburn (*DCC RPG*, p.107), but the trollkin can expend Strength, Agility, Stamina, or Personality to enhance a spell/mutation check. If a 1 is rolled while spiritburning, then the troll gains a corruption. See the þurs section for



how this works.

**Changeling:** All trollkin have a fae bloodline to varying degrees, which manifests as physical mutations, mental mutations, and defects. Refer to **Table 2: Trollkin Type** to determine how many mutations a given subtype will gain. To determine efficacy of passive mutations and defect, roll 1d20 and add the trollkin’s level.

**Languages:** Trollkin automatically know Common, the troll racial language, plus one additional language determined at 1st level. A trollkin also knows one additional language for every point of Int modifier.

TABLE 2: TROLLKIN TYPE

D3	SUBTYPE	PHYSICAL MUTATIONS	MENTAL MUTATIONS	DEFECTS
1	Jötnar	d2+1	1	d3
2	Huldufolk	1	d2	1
3	Risi	d2	d2	d3

TABLE 3: MUTATIONS AND DEFECTS

ROLL	PHYSICAL MUTATION	MENTAL MUTATION	DEFECTS
1	Carapace	Domination	Asymmetrical Body
2	Claws	Dual Brain	Delayed Reaction
3	Heightened Agility	Empathy	Delusional
4	Heightened Stamina	Heightened Intelligence	Devolved
5	Heightened Strength	Heightened Personality*	Diminished Body Part
6	Increased Speed	Illusion Generation	Diminished Intelligence*
7	Infravision	Mind Control	Enlarged Body Part
8	Multiple Body Parts	Telekinesis	Mental Defenselessness
9	Regeneration	Telepathy	Multiple Personalities
10	Shorter	Temporary Invulnerability	Special Vulnerability*
11	Spines	Reroll using 1d4	Stumblebum
12	Taller	Reroll using 1d8	Weak Willed

All mutations and defects are described in chapter 3 of *MCC RPG*, except those marked with “\*” described elsewhere this issue.





## JÖTNAR (SING. JÖTUNN)

Of all the variants, the jötnar are what most players would associate with the word “troll.” They are disfigured giants, sometimes sporting multiple heads, and often exhibiting long noses, pointed ears, fangs, and claws. Due to their monstrous appearance, they are commonly expected to exhibit a limited intellect. However, this couldn’t be further from the truth. While all jötnar are indeed giants and exhibit more physical mutations than other trolls, there is nothing to suggest that they will be dim-witted.

Because of their large size and generally greater strength, jötnar tend to specialize as miners and smiths, spending nearly their entire lives in small mountain enclaves. Their aspect causes the general population to view them as monsters, though this is a false assumption. As with most species, there are always some bad seeds; thus, many jötnar are commonly mistaken for the monstrous burs.

**Giants:** The jötnar are the largest, and generally the strongest, of the trollkin. Even the shortest measures in at 7 feet tall, with the largest standing up to 18 feet tall. To determine the PC’s starting height, roll on the *taller* physical mutation chart (*MCC RPG*, p.62–63). When rolling for physical mutations on Table 3, if a jötunn rolls *taller*, then roll twice more on the table using 1d8 for each roll.

**Rigid Body:** Because of the unusual size and bodily composition, jötnar gain an additional +1 bonus to their Fortitude saves at 3rd level; this bonus increases to +2 at 8th level. This comes at the expense of their mobility, resulting in a -1 penalty on all Reflex saves.



## HULDREFOLK

The huldrefolk live up to the sobriquet of “the Hidden Folk.” In fact, most species have interacted with them without actually realizing it, due to the fact that the majority of huldrefolk appear human-like in height and appearance. The only obvious difference from normal humans is a distinctive tail which can easily be hidden by clothing. For this reason, huldrefolk tend to dress stylishly, with clothing that further accentuates their generally attractive appearance.

Unlike other trollkin, the huldrefolk tend to live in close proximity to, or even as part of, civilization. It is not uncommon for some settlements to know that a neighboring community or their next-door neighbors are huldrefolk, living their lives out similarly to humans—getting married, having children, and performing all of the same occupations.

What makes them distinct from humans (other than their tails) is the fae ancestry circulating in their veins, resulting in several innate magical abilities. Like halflings, all huldrefolk are skilled at manipulating Luck. However, unlike halflings, the Luck they grant can result in either weal or woe, depending on whether you are friend or foe. A side effect of this ability, though, is that huldrefolk may never spend Luck upon themselves.

As the “Hidden Folk,” huldrefolk also possess the ability to make themselves invisible. As a result, many huldrefolk are known pranksters, playing tricks upon both friend and foe. For this reason, many humans are taught to treat attractive strangers with respect, as they may be interacting with one of the huldrefolk—to do otherwise might bring bad luck upon themselves.

**Lykke til:** This ability functions the same as the halfling good luck charm ability with the following changes: (1) huldrefolk can never burn Luck to aid themselves, including when casting a spell or activating a mutation; (2) huldrefolk can benefit *or hinder* others equally, with each point of luck expended increasing, *or decreasing*, another's die roll by 2 points; (3) huldrefolk regain Luck at half their level per night.

**Tail:** Huldrefolk have a tail that betrays their troll lineage. Huldrefolk normally hide their tails, as the bias of others can be extreme. Tail examples include: (1) cow; (2) fox; (3) canine; (4) feline; (5) monkey or lemur; (6) rat; (7) horse.

**Hidden Folk:** Huldrefolk can make themselves invisible at will, as the mutation *holographic skin* (*MCC RPG*, p.52). To activate this ability, the huldrefolk must spend at least 1 point of spiritburn. This ability can only ever affect the individual huldrefolk, or nearby objects, but never other creatures.

**Prankster:** The huldrefolk are known for being stealthy, and they delight in “acquiring” items that are not always their own. They gain *move silently*, *hide in shadows*, *pick pockets*, and *pick locks* as a thief of the same level and alignment (*DCC RPG*, p.38).

**Nimble:** Huldrefolk are preternaturally graceful, and gain an additional +1 bonus to their Reflex saves at 3rd level; this bonus increases to +2 at 8th level.











## RISI

Possessing perhaps the strongest of the fae bloodlines among trollkin, the risi exhibit myriad appearances. They can appear as big and brutish as the jötnar, or as normal as the huldrefolk. This pedigree also makes them more attuned to the ebb and flow of magic around them.

One enchantment all risi exhibit is the ability to transform themselves into an animal. Common forms this gift takes include a large dog, goat, polar bear, or even a mouse or rat. That's not to say that these are the only forms, but they are the most common. Risi are also talented spellcasters and magical crafters—it is not uncommon for them to use these abilities to hide or disguise themselves from potentially hostile settlements. Many are the tales of risi using magical masks or illusions not only to move unnoticed among human settlements, but also to scare would-be enemies from their homes.

**Wildshape:** A risi can change into an animal at will, as the mutation *metamorph* (*MCC RPG*, p.55). To activate this ability, the risi must spend at least 2 points of spiritburn. The form taken must be that of a natural animal. Common forms taken are that of a large black dog, polar bear, mouse/rat, or goat, though any animal form is possible. Clothing, armor, and gear transforms with the troll on a roll of 20 or higher, or if an additional 2 spirit is burned just for this purpose prior to the die roll. Such spiritburn does not increase the die roll.

**Dweomercraft Through Supernatural Patronage:** Like elves and wizards, risi can invoke supernatural patrons, and it is through patronage that they gain improved magical abilities above those of their kin. Risi automatically receive the spells *patron bond* and *invoke patron* at 1st level, both castable at 1d20 action die. They may cast two additional spells a day, also castable at 1d20 action die. These spells can be cast as many times as the Risi likes, subject to the normal limitations of spells. These two spells are bestowed upon them as if a wizard, but may be changed daily, and should come from spells designated as part of their patron's area of influence only. They tend to bond with fae- and nature-associated patrons (e.g., the King of Elfland, *DCC RPG*, p.342, or the Three Fates, *DCC RPG*, p.348), but demons are not outside their interest either (e.g., Magog, *DCC RPG Annual vol.1*, p.84). If Magog is chosen, then this shifts to Magog the Beast (*DCC RPG Annual vol.1*, p.182) when the risi becomes a þurs.

**Glamer:** The risi are skilled at misdirecting the senses of others. They receive +1d on their check when using illusion spells or mutations.

**Strength of Mind:** Because of their strong fae bloodline, risi gain an additional +1 bonus to Will saves at 3rd level, increasing to +2 at 8th level.

### ÞURS (ANGLICIZED “THURS”)

The final trollkin we present, the þurs, is not a playable type, but not entirely separate from those described above. Rather, þurs manifest when jöttnar, huldrefolk, and risi become corrupted. They are truly monsters in the vein of the troll and troll lord (*DCC RPG*, p.429–430); the ultimate inevitable fate of all trollkin.

The chaotic nature of fae magic is what drives this devolution. When trollkin cast a spell, activate a mutation, or reroll a passive mutation, it is necessary for them to spiritburn. This leads to the potential corruption gain. Like wizards, the gaining of corruption causes both physical and mental changes to the troll, and ultimately leads to aberration and transformation into a þurs. Unlike wizards, though, a roll of 1 on the check always causes corruption, cannot be avoided by Luck, and the trollkin suffers 1 point of Intelligence damage that cannot be healed. Should the trollkin’s Intelligence score ever permanently drop below 3, they become a þurs and an NPC.

Furthermore, any condition that causes a troll to gain corruption (e.g., voluntarily accepting corruption while performing a ritual, or corruption bestowed by a demonic critical hit) has the potential to further degenerate the troll. Roll 1d3 for manifestation: (1) it is taken as “normal” corruption (as determined by the corrupting event); (2) they gain a mutation (physical, mental, or defect); or (3) they suffer 1 point of Intelligence damage.

If the corruption is taken in the form of a new mutation, determine its nature as follows: First, roll 1d7. If the corruption is major, add +1 to the result, and for greater corruption, add +2. Next, compare the result: (1–4) physical mutation, (5–6) mental mutation, (7+) defect. Finally, roll on **Table 3:**

**Mutations and Defects** to determine the specific mutation. If the mutation is a duplicate of an existing mutation, roll the new effect with a +1 to the die roll. Likewise, if the mutation is an activate mutation, such as *domination*, the PC gains a cumulative +1 for each time the mutation is gained when activating the ability.

Finally, it is possible for trolls to become bound to a location where the final corruption that drove their devolution took place. Stories abound of this happening. At the time the þurs descends into full degeneracy, roll 1d3: (1) the þurs becomes fettered to the location in which their final depravity took place. They are bound to this location, gaining sustenance from the land itself, and unable to move more than seven leagues from that location. They also become driven to regain their lost knowledge, and will ambush all who pass through their new realm and demand a riddle game, or attack and consume the group; (2) the þurs cracks reality with the loss of their last vestige of purity weakening the border between this land and that of another realm, possibly fae itself. From this crack in reality the þurs preys on unsuspecting victims in the night, ambushing them while they sleep, rending their flesh and hollowing out their brainpans while it seeks its lost knowledge; (3) the pounding in the þurs head is calmed by the never ending susurrations of surf from some distant shore.

The troll departs on an epic quest to find this sweet solitude and peace and regain the lost knowledge of fae. All those who come in the þurs's path are but life-sustaining morsels on this journey.





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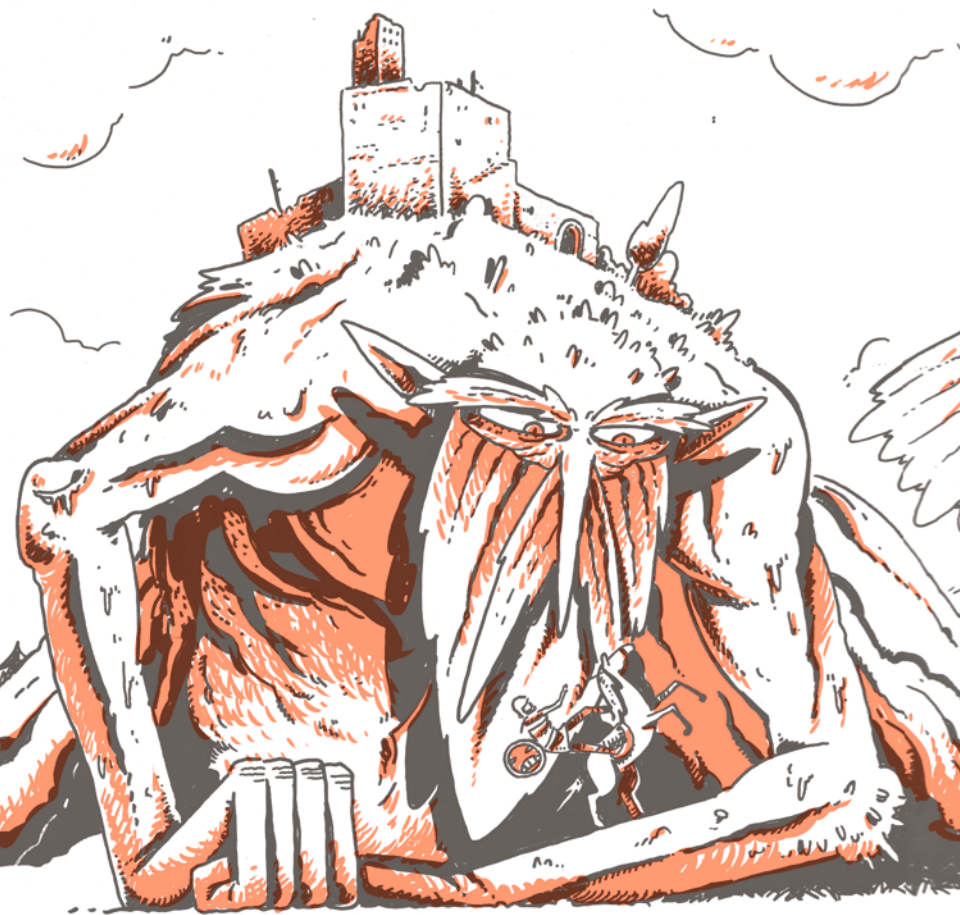
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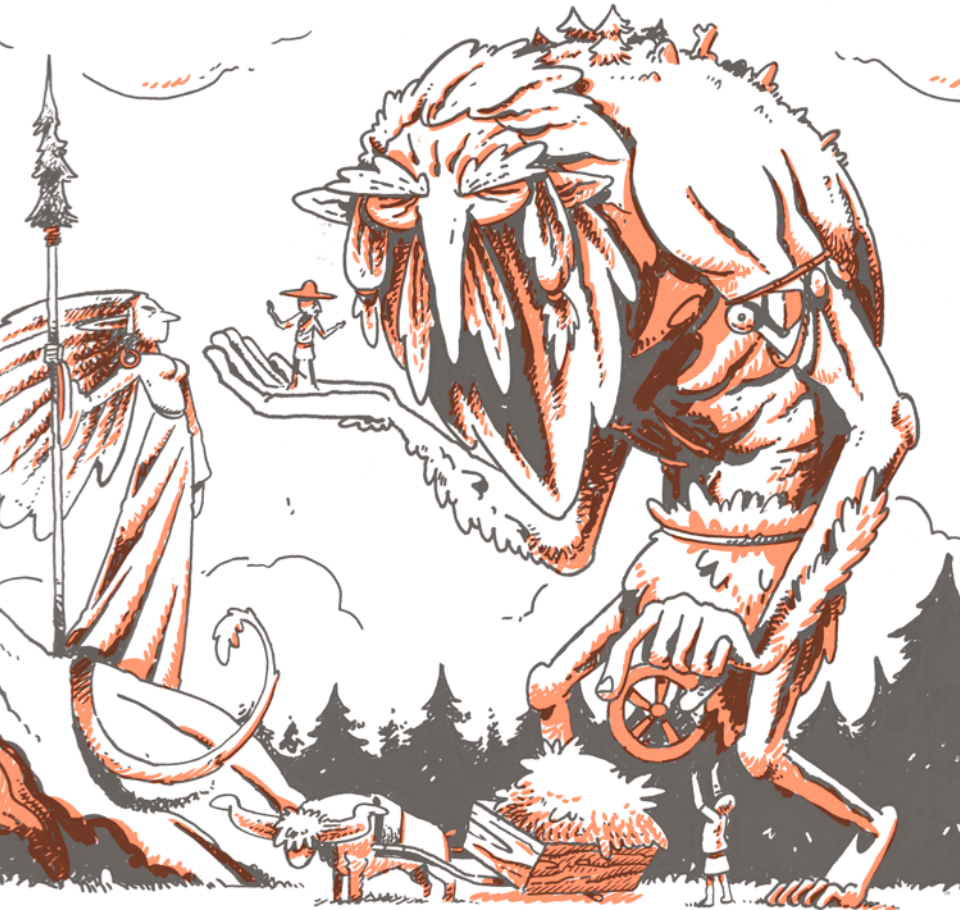
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# New Mutations

The following mutations fit into the theme of the *MCC RPG*, but are also on the troll table to provide more depth for those classes.

## HEIGHTENED PERSONALITY (MENTAL)

Type: Passive    Range: N/A    Duration: Permanent    Save: None

### GENERAL

You have a supernormal personality. Personality may not be raised above a score of 24.

### MANIFESTATION

Roll 1d3: (1) Your appearance takes on a healthy glow and any scars are instantly healed, leaving unblemished skin; (2) Your hair grows 1d12 inches, taking on a lustrous, otherworldly appearance; (3) Your body transforms to have the “perfect” human form.

CHECK	EFFECTS
1	Failure, you gain a defect instead.
2–11	Failure. You only undergo cosmetic changes: you appear as a “perfectly” formed being.
12–13	Your Personality score increases by +1.
14–17	Your Personality score increases by +2.
18–19	Your Personality score increases by +3.
20–23	Your Personality score increases by +4.
24–27	Your Personality score increases by +5.
28–29	Your Personality score increases by +6.
30–31	Your Personality score increases by +7.
32+	Your Personality and appearance are god-like with a Personality score of 24.

## DIMINISHED INTELLIGENCE (DEFECT)

Type: Passive    Range: N/A    Duration: Permanent    Save: None

### GENERAL

You are exceptionally dim-witted (Intelligence score may not be lowered below 3)

CHECK	EFFECTS
1	Roll this check again, plus roll one additional defect.
2–4	Your Intelligence score decreases by -7.



5-7	Your Intelligence score decreases by -6.
8-11	Your Intelligence score decreases by -5.
12-15	Your Intelligence score decreases by -4.
16-17	Your Intelligence score decreases by -3.
18-19	Your Intelligence score decreases by -2.
20+	Your Intelligence score decreases by -1.

### SPECIAL VULNERABILITY (DEFECT)

Type: Passive Range: N/A Duration: Permanent Save: None

#### GENERAL

Your body is uniquely susceptible to certain attacks or effects.

CHECK	EFFECTS
1	Roll this check again, plus roll one additional defect.
2-4	You have a weak constitution, and take 2x damage from all attacks, regardless of nature or origin.
5-7	You are hemophilic, take 2x damage from physical attacks, and take an additional 1 hp of damage/round until you are healed or your wounds are bound.
8-11	Your bones are brittle and break easily; if you take damage that exceeds 1/2 of your hit point total, you are effectively crippled, and cannot attack or move until healed.
12-15	You are photosensitive and weakened when exposed to sunlight. During daylight hours and in sunlight, your action die suffers a -1d penalty. Conversely, you gain a +1d bonus during the night. Your action die is unaffected at twilight times (dawn and dusk).
16-17	You are xenodermic, and take 2x damage from all attacks, regardless of nature or origin, when in sunlight.
18-19	You are xenodermic, and take 2x damage from any acid- or fire-based attack. If you have the <i>regeneration</i> mutation, it is unable to heal this damage.
20+	You are xenodermic, and take 2x damage from any acid- or fire-based attack. In addition to the damage taken from the attack, roll 1d3 and gain: (1) one physical mutation; (2) one mental mutation; or (3) one disadvantage. If you have the <i>regeneration</i> mutation, it is unable to heal this damage.

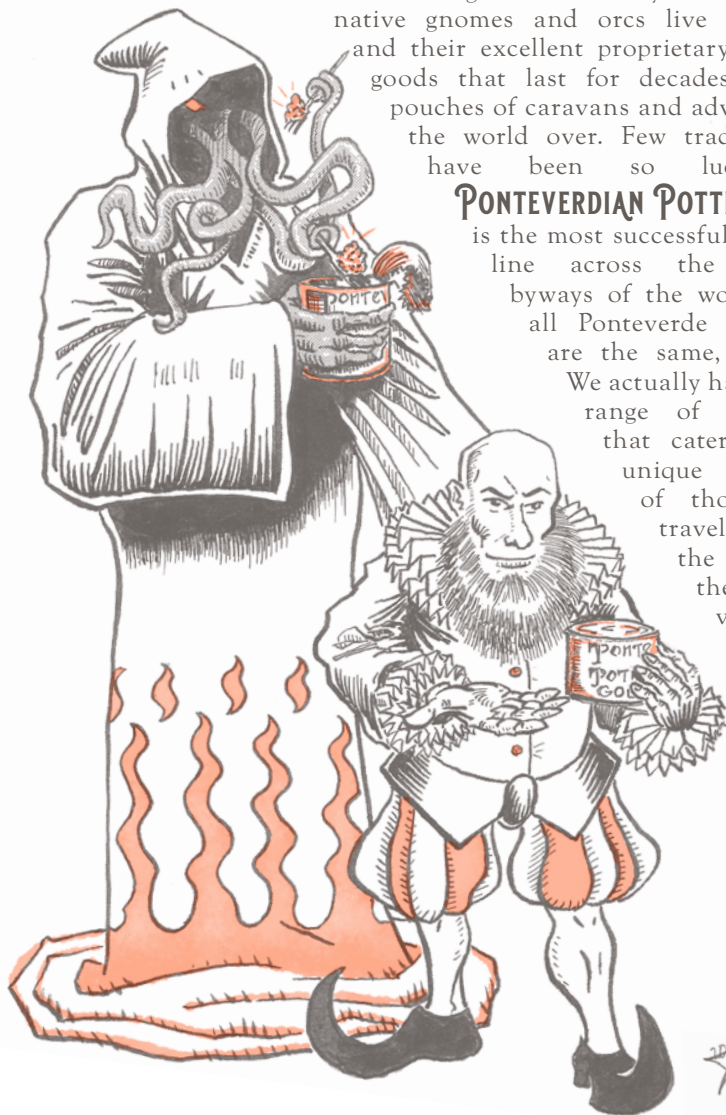
# PONTEVERDIAN POTTED MEATS

**THE NATION OF PONTEVERDE** is known for two things: the harmony in which the native gnomes and orcs live together, and their excellent proprietary canned goods that last for decades in the pouches of caravans and adventurers the world over. Few trade goods have been so lucrative—

## **PONTEVERDIAN POTTED MEAT**

is the most successful product line across the remote byways of the world. Not all Ponte Verde products are the same, though.

We actually have a full range of products that cater to the unique needs of those who travel outside the safety of their home village.





# PONTEVERDE POTTED GOLD



Nothing beats the superior refined texture of *Potted Gold*! Lightly whipped and possessing a light meaty flavor with smokey undertones, this paté melts in your mouth, slides down your throat like quicksilver, and is the restorative every traveler needs after a hard day of tracking sand lizards or corralling camels. Lost your knife to a pirate? No worries! *Potted Gold* comes with a built-in cutting key that is good for uncanning all of our products, opening your bottles of *Ponteverde Port*, and picking the manacles the pirates slapped on your wrists! Enjoy a potted meat so good, no expiration date is needed!

Potted Gold allows the user to go a full day between a single potted meat meal and is guaranteed to be kind to your backside as well! And for some consumers, extended use results in improved overall physical health! Individuals who use Potted Gold on a regular basis heal at twice the normal rate during unforeseen medical emergencies. Our patented cutting key increases checks to escape manacles and inebriated attempts to open Ponteverde Port bottles by +1d.

## PONTEVERDE RED FLAKE

*Red Flake* is the ultimate dried meat product. Thick and pungent, with a blend of exotic spices that open your nostrils unlike any other food, it is as nutritious as Mother's herb garden! Deep perpendicular grooves sliced into our steak provide an increased surface area to marinate these morsels of perfection with a full range of medicinals. Our proprietary herb blend suffuses the steak with a lustrous crimson color, and gives the jerky a slightly viscous mouthfeel that betrays the sensible nutrition we pack into every bite! Don't eat too much at once—you'll want to savor the full range of piquancy as the *Red Flake* continues to mature after opening! Better yet, *Red Flake* is known to protect against the ravages of death! Lucky is the traveler who keeps a pouch of *Red Flake* in their hip bag.

Red Flake is deeply marinated with life-sustaining herbs that reduce recover the body Luck checks by -2d for 1 day post-consumption.



# PONTEVERDE BLACK LABEL

Where *Potted Gold* is refined, *Black Label* is bold and robust. Its sensual, silky, meaty essence slaps your backside like a three-legged mule and burns with the ferocity of a midday desert sun as it flows down your gullet. What is left behind is a deep, lusty, satisfying mouthfeel that lingers for days—and we do mean days. Lovers will remark favorably on your rarified palate a full week after you have left the dusty roads of adventure! One thing is certain—this flaky meat dish in clarified gelatin broth is not for the faint of heart!

Black Label is so deeply satisfying that all but halflings need only sup at one-fourth the normal rate (halflings, as their name implies, are at one-half normal rate), and the thick gelatinous broth holds moisture so well you can drink half as much as normal in desperate situations and still retain enough vigor to fight off a toadfiend! Happy is the adventurer who has packed this meal for their lonely nights.

## PONTEVERDE WHITE BONE BROTH

Not every life-sustaining meal comes in solid form. *White Bone Broth* is an embrocation that you don't eat—you rub it on! After a long day spent plumbing the Tombs of the Veroth Kings, your lips splitting from the heat, shrouded in caking dust that creeps into every body fold, and struck with crippling weariness, nothing is more satisfying than massaging a gill of *White Bone Broth* into your joints and easing those aches and pains! Soak in the power of *White Bone Broth*, and nourish your mind and body for tomorrow's hard work!

White Bone Broth heals 1d3 hit points when rubbed into your skin after a punishing day of hard work. It also reduces calluses and soothes cracked lips, restoring them to full life after a well-earned, salubrious rest. If drunk outright, White Bone Broth immediately peps the user up, adding +2 to all Fort saves for the next 1d6 hours.

# PONTEVERDE SPICED RINGLETS

Nothing goes with *Potted Gold* quite like our *Spiced Ringlets*! Our individually cut ringlets are marinated in the distinctive spices of Delphic Kwallar, pressure aged in giant Shag-bark tree caskets for five years, and then gently fried in the belly fat of Dvergite Sligs for that satisfying crunch that leaves your teeth and taste buds begging for more! Got a pep in your step? You must be eating *Spiced Ringlets*!

Spiced Ringlets bring the spice of life to you! So flavorful are these morsels of joy they increase the efficiency of your step. Individuals double all hourly speed and daily distances traveled while consuming just one tin of Spiced Ringlets a day! Add pep to your step with Spiced Ringlets!

## PONTEVERDE EUCALYPTUS GREEN

Pemmican is not a word most people equate to good taste—that's because they've never had *Eucalyptus Green* before! Pity those people as you sink your teeth into a chunk of rich, earthy, and chewy Ponteverdian pemmican at its best! *Eucalyptus Green* features the finest ingredients from across the lands, and beyond! Tender and buttery befte nuts; thick slices of premium jerked meats; lingon-, acidae-, svart-, and suppleberries curated by the finest orchards that Ponteverdian ships can reach by water, air, or phlogiston; and the richest, whitest fats from pen-raised Ponteverdian Emogn, clarified through bone dust filters for the smoothest texture capable of holding this heady repast together! When you battle the unknown for months at a time, make sure you pack *Eucalyptus Green* before you go!

Eucalyptus Green packs a full 3,000 calories into every quarter pound! It is shelf-stable for decades, and will not spoil in even the hottest of climates. It is the only food that allows adventurers to travel frigid wastelands or parched deserts, while ensuring a safe return. One portion increases Fort saves by +2d for 24 hours, and reduces all environmental damage by 1 for each day eaten in a row, up to a modifier of -6 to damage rolls. This pemmican is rolled in the leaves of the variegated eucalyptus and then placed four rolls to a tin—enough food for 16 days!

# CULLPEPP

## Alder, Black

*Alnus glutinosa*

### BODILY VIRTUES

**Description:** Not growing more than a person's height, domesticated Black Alder, found in hedge rows, is more of a shrub, while wild Black Alder grows as a tree. The leaves are ovate with biserrate margins that truncate at the apex. Leaves have prominent aequilateral veins, are found in six to ten pairs, and are glabrous. Bark is nearly black in most areas and can be deeply fissured. Flowers are small and white, growing at the base of the branch. Berries are woody, cone-like, persistent catkin.

**Where to find:** In the wild, Black Alder is best found in deciduous woodlands that are not too densely thicketed. In many regions, it can be found integrated in hedges. This is especially true of the Sweet Dales and Lakelands districts of New Londontown.

**Flowering time:** Late spring. Berries mature over the entire summer, reaching full maturity in early fall. Berries turn from green to red then to deep red when ripe.

**Astrology:** Attuned to Legethos, the fleeting star. Misfortune is said to befall those who sleep under Black Alder when Legethos is in shadow and Cania is in ascension.

**Shoots:** Black Alder is a woody shrub and produces many new shoots each year. First year wood is pliable and makes nice baskets. Older shoots thicken to produce large trunks that are very stable in nature, making them ideal base material for cordwains to make shoes from. Young bark makes an excellent yellow dye. The famous yellow socks of the Sweet Dales are twice dyed in Black Alder to produce the most vibrant, shocking yellow feet coverings you have ever seen.

**Leaves:** Boiled, the leaves make an excellent glue, but otherwise have no known medicinal properties.

**Flowers:** Small and white, Black Alder flowers are combined in vinegar to produce an excellent lice repellent! The buds can be bruised, boiled in one gallon of beer for half a day, then combined with another three gallons of beer to take away the infirmities of night if drunk as breakfast. Makes enough for a person's breakfast for one week and is known as an Alderman breakfast. Fully ripened berries make a nice red dye, but it is not colorfast for more than three years, and will fade to blood brown in that time.

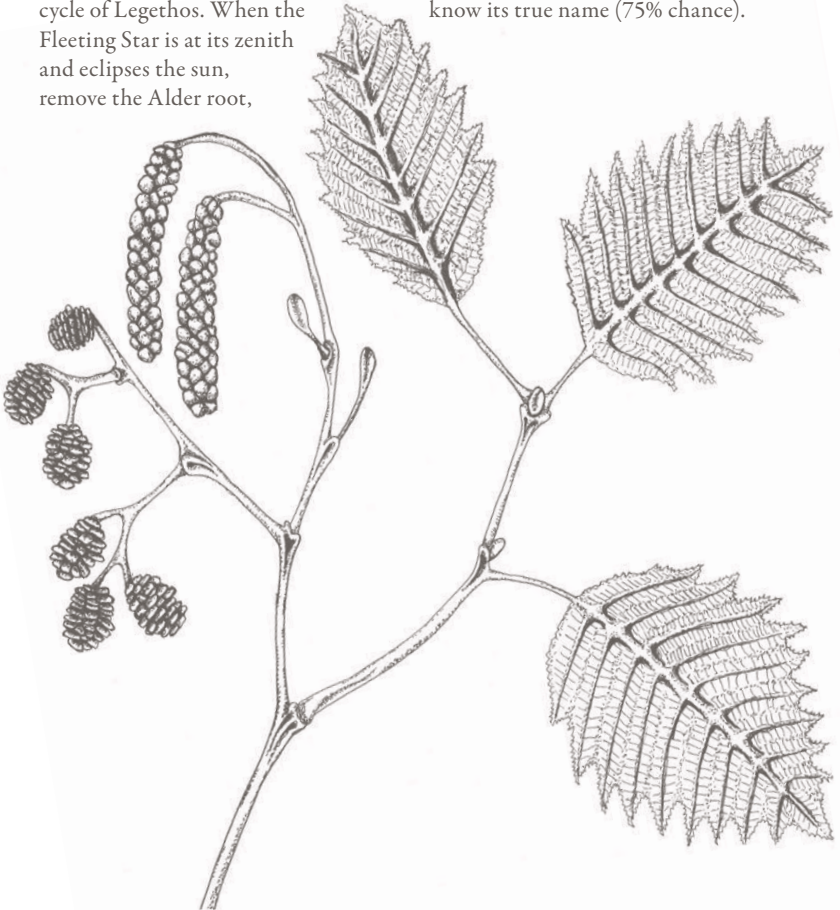
**Root:** As important as an Alderman's breakfast is, Black Alder is also the



# ER'S HERBAL

main ingredient in another essential concoction: Alderman dessert. The root is dried in a smokehouse for one week, then thinly sliced and steeped in Dvergian Cognac for the full moon cycle of Legethos. When the Fleeting Star is at its zenith and eclipses the sun, remove the Alder root,

set it on fire, and thrice say the name of a demon backwards. Then, aliquot the Cognac into ampullae. If drunk daily, will likely protect the imbiber from said demon without having to know its true name (75% chance).



# Angelica, Wild

*Angelica sylvestris*



**Description:** Growing five to six feet tall, Wild Angelica, also known as Heart's Ease or Tansies, is thick of stalk. It features collared nodes and large ovate serrated glabrous leaves, arrayed in odd-pinnate fashion. Flowers are arranged in umbel fashion with either greenish, white, or white-purple petals. Root is bulbous and fusiform in nature.

**Where to find:** In humid regions, among forest undergrowth, near rivers, or commonly in gardens or at the edges of fields.

**Flowering time:** Early to late summer. Dies back after the first frost.

**Astrology:** Wild Angelica is heavily influenced by the moon Maladomini, which cycles but thrice a year in the sky. Tansies are most prominent when Maladomini is in shadow.

### BODILY VIRTUES

**Shoots:** Thick and heavy, the stalks of Wild Angelica make an excellent addition to a stew, or porridge with mil. Stems are even palatable fresh on salads. Stalks are excellent aids to digestion and promote healthy bowels.

**Leaves:** Leaves may also be eaten, and are often wilted with other herbs as a main dish, called Gerib, in the Greater and Lesser Shandaloo mountains. This dish is popular even onto the broken plains of Escoroth. The vapors from smoking Tansie are a powerful plague medicine. Leaves are also dried and bundled, then set on fire in brass bowls. These bowls are placed before plague victims, who bow over the bowls and wear white towels on their heads to keep in the Angelica smoke,

which is inhaled. Repeated dosing is necessary, but there is significant removal of plague miasma from the sufferer, who often recovers quickly thereafter (60% chance base, with additional 1% for each dose smoked within a 24-hour period; although Fort save DC 10+1 for each dose smoked, or suffer smoke inhalation and die).

**Flowers:** Heart's Ease is a fitting moniker for this plant, since the flowers are often used in multiple ways to soothe against evil. When fresh leaves are distilled in vinegar and drunk, they provide protection from evil whyles (-1d to all rolls that would harm the individual for 24 hours). Dried leaves are listed as required ingredients in binding rituals in the Firthington edition of the *Cultis Ghoulis Vandirium*. So potent is the essence of Wild Angelica that it can disrupt warding circles if applied to clean cotton cloth and worn in the shoes. Tansie seeds hold a great deal of oil and are combined with the roots to produce essential oils and resins.

**Root:** Root resins are used to prolong the effects of other concoctions and so Heart's Ease is a secondary ingredient in a great number of herbals. Successful incorporation of Wild Angelica resin to other herbals prolongs shelf life by as much as two years (Int-based skill check DC 10). However, beware herbs falling under the influence of Tammuz—they do not combine well with Tansie, and tend to form poisons.



# On Trolls & Alternatives to Luck

Trolls are monsters so entrenched in our myths and folklore that it is actually hard to find one culture or place in the world where they don't show up. Of course, forget names here and try to look for the meaning and role behind the monster. In other articles for this issue, we provide rules for bringing troll characters to your gaming table. Here, we explore further ways to create a milieu that highlights the nature of the troll.

## TROLL FOLKLORE AND HISTORY IN ROLEPLAYING GAMES

Trolls are a class of creatures so widespread in their descriptions that it is difficult to draw a clear picture of them—they exhibit traits of giants, demons, ogres, and fae, all at the same time.

Trolls in mythology—and in this case, our modern view being almost exclusively drawn from Scandinavian folklore—are an entire category of clearly magical beings, sometimes related to giants, and ranging in appearance from divinely beautiful to extremely ugly. Extremes, in fact, seem to be a hallmark of these troll myths; often, they are bound to a specific location or type of terrain, whether that be high on a mountaintop, roaming windswept moors, or residing deep in primeval forests.

In *D&D*, however, what we now call trolls can be traced to one author and one source. Not only did Poul Anderson's *Three Hearts and Three Lions* (1961) define roleplaying game standards for trolls, but it also greatly influenced the original alignment system (Law versus Chaos), and served as the basis for nixies, swanmay, and the paladin character class (see *TSW* 1, p.1-9 for our take on the paladin class). When *Chainmail* describes "True Trolls," it is the Andersonian troll:

The troll shambled closer. He was perhaps eight feet tall, perhaps more. His forward stoop, with arms dangling past thick claw-footed legs to the ground, made it hard to tell. The hairless green skin moved upon his body. His head was a gash of a mouth, a yard-long nose, and two eyes which were black pools, without pupil or white, eyes which drank the feeble torchlight and never gave back a gleam.

...

Like a huge green spider, the troll's severed hand ran on its fingers. Across the mounded floor, up onto a log with one taloned forefinger to hook it over the bark, down again it scrambled, until it found the cut wrist. And there it grew fast. The troll's smashed head seethed and knit together. He clambered back on his feet and grinned at them.

While not quite as horrific, Gygax's description in *AD&D's Monster Manual* is still unsettling, clearly drawing from Anderson's text:

Troll hide is a nauseating moss green, mottled green and gray, or putrid gray. The writhing hair-like growth upon a troll's head is greenish black or iron gray. The eyes of a troll are dull black.

This concept—a voracious and nigh unkillable semi-giant—has remained practically unchanged throughout *D&D's* history, even into the current (5th) edition. While they may sometimes be larger or smaller, sometimes more intelligent (but barely), most variants were simply the same creature, altered to fit a given environment: scrags are aquatic, snow and ice trolls live in arctic climes, forest trolls live in the forest. Because of their overwhelmingly monstrous nature, trolls have remained as things to be slain throughout the bulk of their *D&D* life, with two exceptions: *The Orcs of Thar* and *Savage Species* both present rules to play trolls as characters. It is disheartening, unfortunately, to see the versatility of myth reduced to just one very specific monster in roleplaying games, and this has led us to our present work on restoring some of the diversity of trolls for all to enjoy.

In many roleplaying games, trolls and ogres are the same thing, as trolls were never really standardized in fantasy games to the degree of concepts like “elf” and “dwarf.” As in *D&D*, trolls in those games are usually characterized as monsters. The first instance of trolls as playable characters was in the *RuneQuest* RPG, via the *Trollpak* (1982) sourcebook. Trolls were a playable class heavily divorced from myth in *Shadowrun* and a bit closer to the myths in *Changeling: The Dreaming*. Trolls were also playable in *Earthdawn*—a prequel setting, of sorts, to *Shadowrun*—where they have a rich culture and share the same aesthetics as *Shadowrun's* trolls. *Warhammer Fantasy's* trolls are big, green monsters, very nasty and always hungry (again, seemingly straight from Anderson); their digestive juices are the most powerful acid known in the world, and some breeds can regurgitate it as a breath weapon against their enemies. Like their ogrun counterparts, trolls of the *Iron Kingdoms* have a distinct culture, and their regenerative ability is somewhat unusual in that severed body parts, rather than trying to rejoin the parent creature, will instead regenerate into independent monsters known as whelps. The *Yggdrasill* RPG from France probably hews closest to the trolls' Scandinavian origins, portraying trolls as an ugly offshoot of *jötunn* (giants), with bestial traits like horns and fur. In *Legend of the Five Rings*, trolls were one of the Five Races that predated humanity, possessing keen minds (and linked to the element of fire, no less!), but their culture stagnated and declined until they came to resemble their *D&D* counterparts physically (with only the giant sea trolls able to regenerate wounds). One can also expand their search beyond just roleplaying games: compare the trolls in JK Rowling's *Harry Potter* series, Terry Pratchett's *Discworld*, Jim Butcher's *Dresden Files*, and Terry Brooks's *Shannara* novels; the variations are endless.

## VARIANT LUCK RULES FOR TROLLS

One way to give non-human classes a different feel in *DCC RPG* is to change how the Luck rules work for them. Following this variant, only humans and halflings use the Luck rules as described in the *DCC RPG* core rulebook. Other races should follow different rules—a perfect way to give them the flavor of your favorite Appendix N author or setting!

### THE TROLL'S WEIRD

There is a secret that trolls are loath to share: they are not actually mortal creatures and never were. They are a spell—a *living* spell—or the *Dweomer*, as they like to call it. Some trolls believe that the Dweomer was miscast in ages past, and that is why they are so ugly and despicable now, when they were once beautiful and immortal. Others believe that the Dweomer is still being cast and that when the last syllable is pronounced, the trolls will be the most perfect creatures in existence.

The Dweomer leaks from a troll such that if they live in the same place for too long, they start to look alike. That is why trolls who live in a desert have skin like sand and don't need to drink water, or why some trolls can swim and breathe underwater. Over the course of years, or decades, an analogous transformation happens to their locale, as it becomes darker and stranger because of the troll.

Trolls don't have Luck, only *Weird*. Weird is functionally equivalent to Luck, e.g., applying to critical hits and fumbles, making Luck checks, etc., with two exceptions: (1) trolls cannot burn Weird to give a one-time bonus to a die rolls, and (2) they cannot burn more Weird in a given action than their maximum level. Otherwise, they gain the following rules:

**Phlogiston's Phragrance.** Trolls can smell magic around them. They can burn 1 Weird to pinpoint a spell, portal, nexus, magic item, or effect, as *detect magic* (*DCC RPG*, p.260) with a spell check result of 18–19.

**Transmogrification.** Trolls' bodies are clay-like and mutable. They can burn Weird to increase any ability score by the same amount, and the score(s) remain boosted for a number of rounds equal to the 1d3 + the troll's level. Most trolls use it to boost their Strength or Stamina, but there are tales of trolls that become beautiful to charm victims (Personality). The judge and the player should discuss how this physically alters the troll, e.g., more monstrous or restoring some primordial and beautiful appearance.

**Dweomer's Divvy.** Trolls can share their essence with spellcasters around them. If they have an elf or wizard ally, they can burn 1 Weird to give that caster +1d3 on their next spell check; for each additional Weird spent, this bonus increases by +1d. However, this taints the spell and the caster: after the spell's results are determined, make a check for misfire as if the caster had rolled a 1.

**Hoodoo.** Trolls jinx the flow of Fate around them, and can spend Weird to increase the margin of criticals and fumbles by the same amount. For example, if a troll spends 3 Weird, then any roll of 17–20 is a critical hit, and any roll

of 1–4 is a fumble. This jinx affects all creatures (friend or foe) in a 30' radius around the troll, and stays in effect until someone rolls a critical or fumble. Because this is troll magic, the judge is encouraged to describe the most outrageous and absurd things happening while the Hoodoo remains in effect.

**Arcane Absorption.** Trolls can restore their reserves of Dweomer in a limited fashion. If a troll is the target of an arcane spell that can be directed at one target (for example, *magic missile* or *sleep*, but not *fireball* or *Emirikol's entropic maelstrom*), then they can make a Will save (DC original spell check) to absorb the spell. Absorbed spells restore 1 Weird per spell level, and are effectively canceled for the troll (if there are other targets, those targets are still affected). This cannot take Weird past its natural maximum, nor restore more Weird in a given day than the troll has levels.

**Backlash.** When a troll's Weird reaches 0, their Dweomer suddenly misfires. Determine a random spell from **Table 5-8: Wizard Spells** (*DCC RPG*, p.127) of a level equal to or lower than the troll's level. The troll suffers both corruption and a misfire specific to that spell (if a spell check is required, roll  $1d20 + \text{the troll's level} + \text{the troll's Personality modifier}$ ). If the troll is still alive once the Backlash is resolved, they are knocked unconscious for 1d6 turns, then revive with 1 Weird.





# Organizations in Dec

## EXPANDING MILITARY ORDERS AND THIEVES GUILDS AMONG OTHER THINGS!

*With Duclletti and I are planning a reform in higher education. I called it Comparative Irrelevancy, where useless or impossible courses are given. The school's aim is to turn out scholars capable of enduring the number of unnecessary subjects.*

—Umberto Eco, Foucault's Penitentiary

*There is no reason why good cannot triumph as often as evil. The triumph of good there is a matter of organization. If there are such things as gods, I hope that they are organized along the lines of the Mafia.*

—Kurt Vonnegut

*...the Mafia was given an annual quota which represented a serious, acceptable level of thefts, muggings and assassinations, and in return saw its members very definitely and finally rewarded. Official crime was not only not being stamped out but knifed, garrotted, dismembered and garrotted the way in an assortment of paper bagged stuff.*

—Terry O'Leary, Ecological Crimes



## WHAT IS AN ORGANIZATION?

An organization is loosely defined as a group of people dedicated to the same cause, outcome, or goal, who work together to improve themselves to achieve that goal. Most likely, they are dedicated to improving each other through effort and training—although this is not always the case. Beyond this, organizations vary widely in their area of focus, group size, resources, and ability to effect change. What organizations do is add depth to any game world—they provide formalized avenues of association for characters, which players can take advantage of, or be thwarted by. Their very presence encourages emergent play and allows players to alter gameplay.

These ideas are replete in Appendix N literature, and *DCC RPG* provides examples of organizations in the form of thieves guilds and militant orders. The given organization justifications should excite both players and judges (*DCC RPG*, p.40–1 and 46–7, respectively), but our experience is that these organizations, and their reason for being, are largely ignored. They sit derelict and unused in play—four wasted pages in an otherwise overbrimming tome of awesome. This series of articles aims to correct this problem, provide the contextualization for why organizations matter, outline what benefits organizations offer to players and judges alike, and show why those four pages are way cooler than you think they are.

Organizations give purpose to a group of people. Beyond this, they also bring some form of sacrifice—characters need to do something in return for what they get from an organization. This is most likely in line with the amount of work it takes to become a member of the order, or once joined, to gain access to what the organization has to offer. The bigger the workload, networking, training and yes, even questing, the bigger the reward. What is missing is the codified reward portion of the equation which allows players to understand the rewards, and judges to understand the sacrifices. Previous *Dungeons & Dragons* organization incarnations can help shine a light on how these could best be constructed.

## ORGANIZATIONS IN RPG HISTORY<sup>1</sup>

Organizations as a concept first show up very early in *D&D*. In *Dungeons & Dragons, Volume 1: Men and Magic*, cleric level titles are clearly aligned with increasing rank in a religious organization. Organizations are further reflected in *Dungeons & Dragons Supplement II: Blackmoor* as a prize for high level assassins: 12th-level assassins become guild masters and control a barony. Further, thieves are described as progressing to higher levels by combating and replacing those of a higher rank in their guilds—trial by combat and rewards by questing are baked into the equation for thieves! *Blackmoor* also introduces the monk and carries association with organizations further, identifying a subclass of clerics who are specifically members of the Order of Monastic Martial Arts.

In *Dungeons & Dragons Supplement III: Eldritch Wizardry*, druids are introduced as a player class and are described as progressing to higher levels

<sup>1</sup>—Special thanks to Erik Mona for answering numerous questions concerning Living City & Living Greyhawk history.

in a similar manner to thieves. *The World of Greyhawk Gazetteer* provides the first details on knightly orders and details the relationships within and between nations from a 30,000-foot level. The first *Forgotten Realms Campaign Set* introduces such organizations as The Flaming Fists, the Knights of Myth Drannor, and the Harpers. The *Forgotten Realms Living City* campaign (LC), centered in the city of Raven's Bluff, developed numerous organizations in the pages of *The Polyhedron* and in other TSR supplements for characters to interact with in various ways.

What all these references have in common is that while organizations are presented as fundamentally embedded in the lives of characters, the benefits of those relationships are in no way defined. Even in LC, which lasted years, these organizations were frequently used as touchstones for adventures, with their intimate relationships with characters left to the discretion of the judge. This lack of clarity regarding organization benefits had a direct impact on campaigns like LC—it was formally impossible to create things that carried across adventures without having to build cumbersome certification systems.

However, what LC lacked in formal organization, it made up for in informal organizations. While never published in the pages of *Polyhedron* magazine, the Role Playing Games Association (RPGA) did build informal organization benefits and distribute them to players. In a digital publication titled *A Living City Player's Guide to the Meta-campaign Options*, the RPGA laid out the base rules for organizations, codifying rules for fame, infamy, and time-tracking, and providing the rules, obligations, and benefits of membership in several organizations, including Raven's Bluff Military, Knighthoods, Wizards' Guild, Living City Temples, Bards' Guild, and the Harpers' Raven's Bluff chapter.

The rise of *Dungeons & Dragons* 3rd Edition led to the RPGA's *Living Greyhawk* campaign (LG) and the creation of "meta-orgs," which were the first real organizations that detailed character advantages gained for becoming members at a level that had a lasting, permanent impact on a game. Established at the outset of the campaign, meta-orgs provided clear details on character benefits and obligations, as well as relationships to other meta-orgs. These relationships carried across the various regions of LG (hence the "meta"), providing instant connections for characters as they came together at the numerous local, regional, and national conventions.

Meta-orgs became the focal point of adventures at all levels of play. Local, regional, and national organizations now mattered, and characters had defined relationships with these organizations, pushing characters in directions that mattered to the organization. In short, they were effective drama, tension, and motivation devices for LG, when no other such devices readily existed that could reliably evoke genuine emotional responses from players. In otherwise tightly scripted adventures, meta-orgs created the emergent play that allowed things to feel unique to a given group playing that adventure.

These organizations worked as well as they did because they were intimately



tied to a game calendar and to the cultures, nations, and cities of Greyhawk. LG and LC taxed characters for things they did—partaking in adventures, membership in organizations, and so on—in time units. In LG, every time unit roughly equated to a week, and there were 52 time units in a year. This created natural limits on how powerful characters could become in a given year and allowed for tracking of what level adventures needed to be created for the following year. This was especially important for LG, because there were so many adventures being written and played out across diverse geographic areas. In the end, players could freely take their characters to any convention and play them. At the heyday of the campaign, players could, if they had the means and time to do so, play in LG events every weekend of the year.

Meta-orgs proved very popular within LG, so popular that they eventually translated to the *D&D* 3.5 system in the *Dungeon Master's Guide II*. This treatise provided stripped down rules akin to LG meta-orgs, and then gave three detailed organization examples: the Order of Ancient Mysteries, the Shining Crusade, and the Red Knives Thieves' Gang. The *DMG II* also outlined guilds, providing discussions of dues, benefits, and playing a guild member.

Other roleplaying games have strong organizational strategies: the Live Action Role Playing (LARP) scene for *Vampire: The Masquerade* was filled with different organizations that characters were fundamentally aligned with. In fact, it could be argued that all of the *World of Darkness* was one giant exercise in creating organizations that operated in tension with one another. In recent years, the *Pathfinder Society* (the organized play campaign for the *Pathfinder RPG*) has embraced factions, and *Shadowrun's Missions* campaign has allowed players to join existing fluff magical groups. For fantasy settings, organizations have not migrated far from organized play.

In this article, we present the basic mechanics for integrating organizations into your game. Further, we present a number of different organizations across the multiple parts of this ongoing series, exploring the full depth of how organizations can be utilized. We think you will agree that the merits of organizations build on the basic concept of occupations, present opportunities for character growth and motivation outside the level system, and fit perfectly with the “quest for it” mentality of *DCC RPG*.

This first article explores organization elements and presents basic example organizations for your consideration. In later issues, we will expand on this, creating a swath of character opportunities, and investigating other uses for organizations in your games, including breaking down how to build time unit expenses into *DCC RPG* home games and campaign play.

## ORGANIZATION BENEFITS

Organization benefits come in a variety of forms: economic, social, political, or academic. While we organize these benefits into four areas, even from our examples it should be obvious that these units are not entirely discrete in the real world.

Economic benefits range from the accumulation of coinage to the creation of connections that enhance commerce and wealth. An example of an organization that does this in the real world would be a fraternal order or guild—members pay for membership which provides an invented set of construed social events that connect a person with current active members, but also older members who have established themselves in a variety of businesses. Members gather regularly and have access to a geographically wide-ranging membership roster that allows them to build connections. Fraternities use rituals to produce the militant aspects of their organization—shared pledging and hazing, exclusive gatherings with access to recreational goods not otherwise available or purchasable by individuals, and traditions that promote member intimacy despite disparate histories. On the surface, this creates social connections, but at a deeper level, the benefits are economic, as these fabricated rites of passage create a social bond where it is better to work with a fraternal member than with someone else. This can have real consequences for the character. If they can purchase raw materials from the guild at a reduced price, or gain access to purer metals than commonly available, there is an economic advantage to being a member of the guild.

Social benefits arise when organizations create social advantages for a character. Social benefits come in the form of new relationships and partnerships that expose individuals to people who would not otherwise be accessible. Think of sororities or fraternities as examples of this sort of social organization. Benefits include comradery with their peers, privacy away from the prying eyes of the world, and access to drink, recreation, and other resources at facilities designed to benefit the group and foster relationships of a very specific sort (this being club-dependent). These organizations are often mirrored around particular social activities. For example, in Victorian London (or earlier) clubs existed for a variety of reasons:

**The Cannibal Club:** a venue for discussing subversive religious, sexual, racial, gustatory, and otherwise taboo topics.

**The Nikæan Club:** supported the ecumenical activities of the Archbishop of Canterbury.

**The Kensington Cub:** an all-male dining club for members of the University of St. Andrews.

**The Society of Dilettanti:** social club studying ancient Roman and Greek art, and sponsoring new works in that fashion.

Most of these clubs were focused on consumption or exclusion. If a character can gain access to these benefits at a reduced price, in an exclusive manner, or in a safer manner, then there is clear social gain for the character.

When organizations create political advantages for a character, these political benefits can include sponsorship into positions of authority, control of estates and roads, and even the right to tax populations. An example of a political organization would be The Most Noble Order of the Garter, the most senior

order of knighthood in the British honors system. Membership is limited to the sovereign, their consort, and twenty-four people. Becoming a member of the Order of the Garter is acknowledgment that you have entered into the highest levels of the peerage. Members are assigned above all other knightly orders and baronets in the order of precedence. This assigns members to the highest level of minor nobility, granting hereditary title.

Finally, academic advantages come about when some form of knowledge is shared that is not commonly available (or understandable) to others. Here, examples include education systems—from grade school through doctoral programs, education provides benefits that are hard not to readily understand. But, when put in the form of organizations, concepts like citizenship become quite understandable. If citizens gain access to public education while non-citizens do not, there is a clear academic advantage, which often translates into other advantages.

This academic advantage exists in religious and wizardly orders as well. When a group of clerics comes together, there is religious insight not possible when one stands alone. Our article on religious rituals (*TSW* 2 p.21–36) provides some clear examples of the academic advantage. The ability to bring fellow casters together to improve your chances at preventing lay worshippers from being raised as un-dead is a clear advantage to the *blessings of the grave* ritual when evil necromancers roam the hills. It is one thing to have Sezrekan as your patron; it is entirely another to hang out with other adherents and work together to tap into Sezrekan's power—even if the organization is rife with deceptions and power struggles, and you are likely to be double-crossed. The ability to trade for copies of spells, or hide and watch as your companions try and fail at new spells, is just too useful not to consider. Such mentorships and relationships existed in a limited form in Jack Vance's *Dying Earth* novels.

It is on this issue that we differ from the common foundations presented in *DCC RPG*: the world may be a dark place, it may focus on the small, but it is nearly impossible to consider civilization without accepting that like-minded individuals band together, no matter how underhanded they might be, for mutual gain. The tenets of the known world laid down at the beginning of **Chapter 7: Judge's Rules** work very well for the creation of a game looking to generate one-off adventures in a “points of less-dark in a pool of darkness” style game. We fully embrace the idea of making the world mysterious, but we also cannot deny that organizations are a central part of civilization as we know it, and they have a place in our game worlds as well. They exist in small and large social settings, and thus are a facet of the game that can be tapped into no matter the scale of your game. In fact, our game worlds are lessened by not including them.

### TRAITS OF ORGANIZATIONS

While not formalized by the *DCC RPG* rules, in order to make organizations more digestible at the table, it helps to provide some structure to them beyond the barest of descriptions. Organizations are described according to four traits:

**Name:** Including secret names (if they exist).

**Goals:** These can be simple (*steal lots of stuff*) or complex (*lead the Order of the Knights of the Rose to victory over the dreaded green dragon and its hidden disciples found the world over*). The organization's goals should be expressly stated for the judge, even if the players do not get the whole story.

**Requirements:** What the organization asks of its members. These often come in the form of time, treasure (money, magic items, gems, etc.), or questing.

**Benefits:** What the organization provides or can do for its members. These are the economic, social, political, or academic advantages previously discussed.

All organizations have these traits, and we will explore them in depth in this series. But before we do, we ask, how then do we square such a central concept to *DCC RPG* with the very open organization benefits found in the various living campaigns? Part of this problem lies in the shopping-list organization of such affiliations. They grant access to feats, skills, magic items, and other things that are either not part of *DCC RPG*, or clearly do not conform to the “life is mysterious” and “quest for it” mentality common to *DCC RPG*. It makes sense that an organization such as *New Londontown Citizenship* should be fairly direct without hidden risk, but membership in the *Antient and Righteous Order of Mother Hydra* should provide something a bit more nebulous. We will get to more complex organizations in this series, but first we'll flesh out both a thieves' guild and a militant order long established in *DCC RPG*, and *New Londontown Citizenship*—a city from the Nearn gameworld that we have run these past thirty-five years.





# The Beggar King

*The duchy's blind, lame, sick, and pestilent mendicants are easily robbed — unless they are protected by the Beggar King. This emaciated fiend collects a monthly tithe of one copper piece from every beggar under his service, and in return his bravos offer disinterested protection. Not every blindfolded beggar is really blind.*

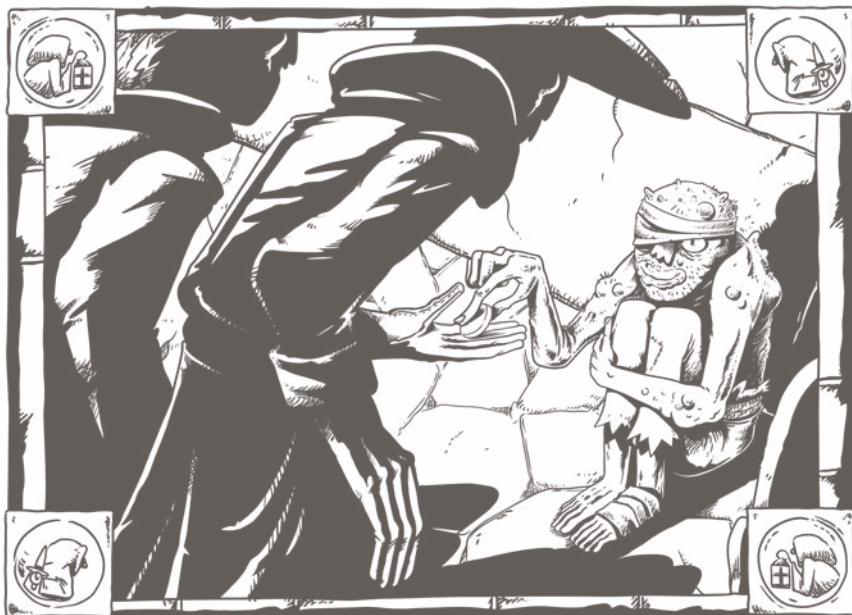
—DCC RPG, p.40

**Goals:** Exchange money for protection.

**Requirements:** Pay a tithe of 1 copper/month for disinterested protection, 1 silver/month for interested protection, 1 gold/month for dedicated protection, or 1 electrum/month for magical protection. Failure to pay the tithe brings the attention of the bravos to recover the tithe for services rendered, with interest.

**Benefits:** Bravos offer protection from threats with a dedication and response strength based upon the monthly tithing level of the individual:

- Disinterested protection: 1d3 bravos respond within 1d3 turns and pursue threat for up to 1d4 hours
- Interested protection: 1d5 bravos respond within 1d5 rounds and pursue threat for up to 1d3 days
- Dedicated protection: 2d4 bravos respond within 1d2 rounds and pursue threat for up to 1d4 weeks
- Magical protection. As per dedicated protection, but 1d2 wizards also arrive.



# City of New Londontown

## Citizenship

*New Londontown, a city of seven hills, is unlike any other in the whole country—it is filled with political, social, and religious intrigue. Airships arrive and depart by the hour, and the merchant district never sleeps. Home to the Grand Cathedral of Donn, the Elezian War College, and the Antient College of Tiranti Magisters. Rumored to be the home territory of the Black House Thieves Guild. Few other cities contain the height of wealth or depths of depravity in such small square footage. I almost miss it every day.*

—Zolgi Harrison, *Travels Amongst the Unenlightened*

**Goals:** Identify those who are Citizens of the City of New Londontown (CNLT) from those who are not.

**Requirements:** Individuals must meet the following to gain the benefits of citizenship: (1) Serve in the NLT city militia for a one-time length of 1 month and a day; (2) pass the citizenship test; (3) pay the yearly tithe of either two weeks service in the city militia or pay 100 gp per annum (which hires a replacement to serve for you), (4) be a citizen of the country of New Londontown.

**Benefits:** Once a citizen of CNLT, the following benefits apply:

- Access to the “CNLT taverns,” a series of taverns that offer reduced price drink, food, and sleeping accommodations to citizens outside of the city proper—these so-called “little cities” exist throughout the country of NLT and into adjacent countries
- Protection within the city walls during times of war and pestilence
- Access to a CNLT passport which provides free travel in and out of the city at all times of day and the right to live and work in the city
- Lighter tax load for wealth brought into the city
- Voting rights for city elected positions
- The right to run for city offices and receive city contracts



Flag of the City of New Londontown

# The Order of Saint Stephen

*An order founded by the grand duke to defend his lands on the tradition of valiant Saint Stephen, who died in single-handed combat against the giants. The order's emblem is a cross and they stand in staunch defense of all the grand duke's lands.*

—DCC RPG, p.47

**Goals:** Defend the grand duke's lands in the tradition of St. Stephen, who died defending them.

**Requirements:** Entrance into the Order of St. Stephen requires the following acts: (1) swearing fealty to the grand duke and his lineage; (2) surviving ritual combat with the Defender of St. Stephen, a member of the order chosen by the duke; (3) purchasing a shield of St. Stephen, which bears the order's emblem on its face; (4) passing a ritual hazing by at least eight current members of the order; (5) two weeks of service at the grand duke's court per annum; and (6) accepting and responding to calls to aid the grand duke above all other callings at times other than the two weeks annual service.

**Benefits:** Once a member of the Order of St. Stephen, the following benefits apply:

- Free lodging at the grand duke's castle while in residence defending him
- Access to the grand duke's armorer, who will produce armor up to full plate at a 25% reduced cost
- Free food and lodging in a common room at any of the grand duke's inns
- Acceptance into the peerage of the land as a knight of St. Stephen
- Training in the shield bash, for which the character gains a d3 deed die to use if they do not already have a deed die. Those with a deed die as a class ability can increase the shield bash's effectiveness by consulting Table 1: Shield Bash. Continued routine training with members of the order is necessary to keep these peak-condition advantages with a shield. Note that access to 8+ are only accessible by members of the Order of St. Stephen, representing known maneuvers St. Stephen executed in his war with the giants. No other individuals with a Mighty Deed die gain access to these levels without membership in this order.

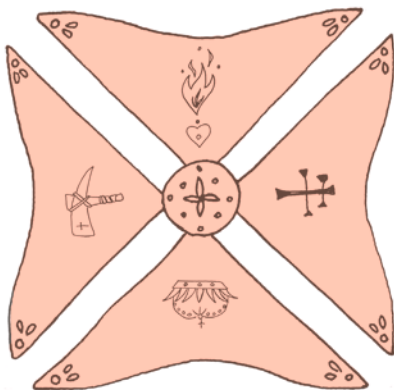


TABLE 1: SHIELD BASH<sup>1</sup>

ROLL	RESULT
3	Your shield slams into your opponent's torso and bruises their rib cage. In addition to normal shield bash damage, your opponent stumbles desperately trying to catch their breath. On their next attack, your opponent suffers a -2 attack penalty.
4	Your shield sweeps into your opponent, catching them off-guard. Humanoid creatures with a weapon must make a Ref save against the warrior's attack roll or drop their weapon. An action must be used to pick up a dropped weapon. In addition to the normal shield bash damage, opponent suffers a -2 attack penalty on next attack from lack of balance.
5	You bring your shield down hard, crushing your opponent's knee. In addition to the normal shield bash damage, your opponent suffers a -2 on all future attack rolls until healed. Your opponent is also knocked prone and must spend an action to stand. Melee attacks against a prone opponent receive a +2 bonus.
6	You smash your shield into your opponent's face. In addition to the normal shield bash damage, your foe loses 1d6 teeth and must make a Ref save against the warrior's attack roll. <b>Failed Save:</b> opponent is stunned for d3+1 rounds. <b>Successful Save:</b> opponent is considered prone and must spend an action to stand.
7	You drive the top of your shield directly under your opponent's chin, shattering their jaw. In addition to normal damage, your opponent is stunned for 2d4 rounds.
8	You body check your opponent with the full force of the shield. In addition to normal shield bash damage, you inflict an additional 1d6 damage, winding your opponent for 1d4 rounds (they must make a DC 15 Fort save to take any actions during this time), and reducing their Stamina by 1d3.
9	You lash out with the edge of your shield, striking precisely at your opponent's hand. They drop their weapon and cannot use their hand for 1d8 turns due to a numbing of the entire lower arm. They will be at -1d penalty when using that hand for any action for the next 1d3 days.
10	You smash the shield into your opponent's legs, crushing their knees and dropping the opponent prone for 1d6 rounds. Opponent is at a -10' move for 1d6 days, which becomes permanent if a Fort save against the warrior's attack roll fails.
11+	You lash out with your shield, catching your opponent's neck. Your opponent is decapitated in the process.

1 Levels 3–7 of this mighty deed are reprinted from Steel & Fury by Marzio Muscedere.





# Expanding Familiars



Originally appearing in the *Advanced Dungeons & Dragons Player's Handbook*, *find familiar* is a staple spell of the fantasy game. The *DCC RPG find familiar* spell is greatly expanded upon from its *AD&D* counterpart, allowing players to build much more than a one-dimensional stat bump with a special ability. Familiars in *DCC RPG* have special connections depending on their type, physical configuration, and personality. These additions allow the player and judge much wider latitude in adding the familiar to gameplay, and enrich the experience. Familiar type, in particular, is important, with each type—guardian, focal, arcane, and demonic—bringing unique elements into play.

With this article, we add two new elemental familiar types to the fold: motes and shabaha (minor jinn). The elemental mote is on the same power level as other familiar types, while a jinn is something that requires special roleplaying to adjudicate for the game. Minor jinn are referred to as Shabaha, or, if particularly vexing to the wizard's plans, Nakir. Shabaha are much more powerful than normal familiars, but this comes at the price of the wizard's spellcasting ability, or some other form of power bargained away when cementing an agreement with the shabaha.

## GAINING AN ELEMENTAL FAMILIAR

If the caster has a patron associated with the elements, or if the caster is attuned to the elements (e.g., as a result of the *arcane affinity* spell), they can roll on the **Addition to Table 7-4: Familiar Type** below. Patrons will *never* grant a familiar of a type opposed to their own element<sup>1</sup>, though they *may* grant familiars from adjacent elements; so, while Bobugbubilz might grant a water mote, or possibly an earth mote, it is doubtful that Ithha would grant anything other than an air mote.

Jinn are not exclusively elemental creatures, but seem to originate in a more primordial place and subsequently came to the elemental planes in ages long gone. If this is so, then Jinn have been irreversibly changed by their exposure. Exactly where the Jinn came from is not well understood. Some texts, like the *turing manuscripts* of the mathematician Igo Slazar, hint that the Jinn are inherently creatures of chaos, being born in the primordial soup of the material plane prior to the elemental planes even forming. Others, notably the *light crystals* of Sion Erig, tell that the Jinn were creatures from a time before even the primordial origins of the material planes and were exiled into the elemental planes as they formed, although why this happened Sion Erig did

1 For the purpose of referring to "opposed elements," fire opposes water, and earth opposes air.



not record beyond a single undefined word fragment: “bra”, the rest of which is lost to the ravages of the war of betrayal. Regardless, Shabaha will *always* be of the same type as the caster’s patron/elemental affinity due to the millennia these Jinn have spent in the elemental planes.

While it is possible that familiars could also be summoned from the spaces *between* the elemental planes—realms of ash, lava, ice, and mist—such beings are few and far between, with their specifics as familiars left as an exercise for the judge.

If the caster does not have an elemental attunement of any kind, then roll on Table 7-4 (*DCC RPG*, p.316) as normal, but there is a 10% chance that the result will instead be replaced with a mote as follows:

- Guardian becomes an Earth mote.
- Focal becomes a Water mote.
- Arcane becomes an Air mote.
- Demonic becomes a Fire mote.



#### ADDITION TO TABLE 7-4: FAMILIAR TYPE

SPELL CHECK	12–15	16–20	21–29	30+
Elemental patron	Guardian	Focal	Mote	Shabaha

**Mote Familiars:** Motes look unlike any natural creature of the prime material plane, but rather are an accumulation of substance from the home elemental plane agglutinated into a familiar shape. Motes gain the physical configuration but do not provide benefits listed on Table 7-5 to the wizard. In addition to the standard traits all familiars receive (*DCC RPG*, p.316), motes share these traits:

- An additional 1d4+2 hit points.
- An attack at +2 that does 1d4 damage, as well as an incremental improvement to their attack bonus equal to the number of action dice the wizard has at each level.
- Movement mode(s) the same as their larger elemental cousins, but at half their speed.



- As fledgling extraplanar creatures, they are resistant to normal attacks. Motes can normally only be wounded by magic weapons, spells, other extraplanar denizens, or creatures with naturally magical attacks. Creatures up to 3 HD can wound a mote for half damage, while creatures of 4 HD or more cause normal damage.
- Immunity to damage caused by their base element. The wizard gains a +1d bonus to saving throws against the base element as well.
- Vulnerability to their opposed element. Any time the wizard or mote would be damaged by the opposing element (e.g., cold or water attacks against fire motes), they take double damage.
- An ability aligned with their base element, rolled randomly from Table 1: Elemental Abilities.
- The ability to absorb the base element to heal itself or its bonded wizard. If the base element is available, and the mote is in contact with it, treat this as the cleric’s *lay on hands* ability, adding the wizard’s level as its spell check bonus. Treat the mote healing itself as “same” alignment, an elementally-attuned wizard as “adjacent,” and an unattuned wizard as “opposed.”

TABLE 1: ELEMENTAL ABILITIES

1D5	AIR	FIRE	WATER	EARTH
1	Produce 10 minutes of air for 1 person.	Produce small flame.	Produce 1 gallon of water.	Produce 1 pound of earth.
2	Flight, 10 ft./round.	Ignite surface.	Dissolve.	Create a 10 ft. radius scree field.
3	Wind gust, up to 50 mph.	Rust metal 1 square inch/round.	Purify/putrify water, 10 gallons/round.	Shape stone—up to 1 ft. diameter/round.
4	Amplify or deaden sounds in a 10 ft. radius.	Cremate bodies of the dead.	Dilute acid or base.	+1 AC to any barrier by encrusting it with stone.
5	Scatter light in a 10 ft. radius. Create darkness or bright light. Wizard not affected by this.	Warm item. Successive rounds intensify heat, which melt or boil after 1d6 turns.	Produce fog in a 10 ft. radius. –1d penalty on all sight-based actions if not elemental or wizard.	Entomb 1 object or person in earth. May dig their way out in 1 round.

**Shabaha (minor jinn) Familiars:** A Shabaha familiar is an independent, highly intelligent, primordial being transformed by their long time spent in an elemental plane. They have special powers and physical forms reflective of their elemental plane. Although made of the same fundamental substance as their mote kin, these minor jinn are more evolved, directing and driving the nature of their planes in ways the mote cannot. The names commonly ascribed

to different types of Shabaha are dao (earth), sylphae (air), salamandii (fire), and undina (water), although this changes by group. Particularly independent, or antagonistic Shabaha are also sometimes called Nakir.

Shabaha gain a full set of stats, for which they roll 2d6 as normal, except, (1) the stat most associated with their element, which is rolled with a 3d6 (earth = Stamina, air = Personality, fire = Agility, water = Strength); and (2) Intelligence, which is rolled as 12+1d6. All Shabaha share these traits:

- All mote familiar traits described in the previous section.
- Two abilities aligned with base element, rolled randomly from Table 2.
- *Planar step* itself to and from its elemental plane at will.

Unlike motes, Shabaha are not automatically attuned to the caster when *find familiar* is cast. Instead, the spell attracts a Shabaha to the caster, and the caster and Shabaha negotiate their relationship on fairly equal footings. If the Shabaha disagrees with the bargain offered by the wizard, then no bonding takes place, and the Shabaha is free to depart. If a bargain is struck, then the wizard and Shabaha bind their fates together in a mutualistic symbiosis.

Shabaha have an innate desire to form these alliances with wizards, even though it means they will be binding their fates to someone else. The promise of freedom the material plane offers is simply too great a reward not to dream about for Shabaha. It is also true that greater Djinn than the Shabaha exist in the elemental planes, and many a wizard has bound their fate to a Shabaha only to discover they were spies or servants of some greater force. Judges should consider the addition of Shabaha to a campaign free consent on the part of the player to bring the affairs of such greater powers into play.

When negotiating with the Shabaha for service, the wizard must offer up something of their own self in exchange for access to the abilities of the Shabaha. During the negotiation, the Shabaha will reveal what abilities it has to offer—but they can often be cagey about this, not giving everything up for offer right away.

These negotiations are a series of contested Personality checks, with the wizard succeeding upon 3 successful checks. We recommend that this negotiation be roleplayed, but if pressed for time, Table 5 can be used to represent the outcome of these checks. While Table 5 only reflects an exchange of spell levels for Shabaha abilities, other things might be exchanged, such as the ability to spellburn, etc.—everything the wizard possesses is on the table for negotiation. If wizard spells are bartered away, the wizard loses access to those spell that they would normally gain. These lost spell levels must be stated at the time of negotiation; for example, if the wizard barter away 3 spell levels, this might come in the form of a single 3rd-level spell level, or three 1st-level spells. Other agreements are adjudicated by the judge.

Shabaha should be readily roleplayed and their personality presented as a fully developed character. Certainly, the judge can begin with **Table 7-6:**



**Familiar Personality** (*DCC RPG*, p.319), but expansion should be considered beyond this. They should be treated as a full long-term NPC with the judge and player utilizing them as necessary. In fact, if the Shabaha’s personality is well grounded, other group members might take them up when they are not present, so they continue to engage in play. Shabaha are useful enough that if another player’s character dies in a pinch moment, that player might play the Shabaha for a while until a new character can be brought in.

Shabaha familiars usually look humanoid and are roughly 1–2 feet tall, with the head of an animal aligned with the wizard who summons them (see Table 3). However, roughly 25% of Shabaha also have limbs that are animalian in nature. If the percentile roll was 1–10, the Shabaha has animal upper limbs; 11–20, animal lower limbs; 21–25, both upper and lower animal limbs. Consult Table 4 to determine from what type of animal the limbs resemble.

**TABLE 2: SHABAHA ABILITIES**

1D10	ABILITY
1	<b>Find Spell.</b> The shabaha can find any spell for the wizard to cast. If the wizard has the spell in their spellbook, it takes 1 round for the shabaha to find it. When the shabaha searches for spells not in the spellbook, the wizard makes a Luck check. On a failure, the shabaha cannot find the spell; a natural 20 results in the shabaha being lost for 1d4 hours, returning with no spell, but also bringing an opposed elemental jailer (use <i>Byemgeird</i> in <i>DCC RPG Annual Vol.1</i> , p.153; add the elemental traits from <i>DCC RPG</i> , p.411 to the jailer as well) that attacks the wizard immediately for daring to steal spells. On a success, the shabaha retrieves the spell in a number of rounds equal to 1d12 - spell level; on a natural 1, the spell is found that round. Once the shabaha acquires the spell and returns it to the wizard, they may cast it once, as if they had already known it; then it must be found again.
2	<b>Elemental Burn.</b> The shabaha can siphon energy off elements in the surrounding area to increase spell potential, just like spellburn. The shabaha has access to its Stamina in elemental burn, which is healed as per normal ability recovery, but not healable via <i>restore vitality</i> . This burning also damages the surrounding elements of the same type as the shabaha. For example, if earthburning, this would weaken the ground, creating sinkholes, collapsing buildings, and causing the death of plants reliant upon the earth drained. Wizards who use this ability are warned of the dire consequences of its use and abuse. On a shabaha’s elemental plane, the shabaha can heal at three times the normal rate.
3	<b>Planar Step.</b> The Shabaha becomes a door/portal between the two realms: the material plane and the elemental plane it is aligned with. The shabaha can move other creatures or objects to and from the shabaha’s elemental plane of origin at will. The shabaha can take 1 creature or up to 100 pounds of material with itself each time it moves (this does not mean it is automatically going to find a location that is hospitable to what it brings with it). Unwilling creatures must succeed at a DC 19 Will save to resist.

**Locate Elemental Node.** The shabaha can locate the direction and distance to the nearest elemental node of their elemental type. Elemental nodes are locations in the prime material plane that overlap with the elemental plane, resulting in several things being possible in these places not otherwise normally possible. These include, but are not limited to:

- 4 (1) portals to the plane of overlap; (2) quickened healing for those who patron to elementals of the same base type: 1 day = 1 week of full rest; (3) portals to other elemental nodes of the same type; (4) amplified elemental spells aligned with the node: spells aligned gain +1d, those not aligned suffer -1d. These nodes can be almost any size, from that of a closet to an open field or larger.

**Amplify Elemental Spell.** The shabaha can make a DC 15 Stamina check to increase the wizard's action die for casting an elemental spell of its elemental type by +1d.

- 6 **Elemental Binder.** The shabaha can act as a binding focus for wizards who are binding summoned elementals to the prime material plane. The shabaha grants +1d to the binding ritual roll, and an additional +1d for every spell that they wizard sacrifices to the shabaha for 1 week's exclusive use. Already negotiated spells do not count towards this total. The shabaha will also know of a location where the wizard can recover a version of the elemental binding ritual.

- 7 **Invisibility.** The shabaha can cast *invisibility* at will, using the wizard's caster level, but the shabaha's Intelligence bonus.

**Assume Elemental Form.** At will, the shabaha transforms itself and a number of other willing creatures (up to its Intelligence bonus) into an elemental form—gaseous for air, fire for fire, earth for earth, and water for water. In order to assume elemental form, the shabaha must make a DC 12 Will save, +1 for each additional creature. Transformed creatures

- 8 can move at twice their normal speed through the same elemental type, can move independently from the shabaha, and are immune to physical attack from mundane weapons, though they can be harmed by spells and magical attacks. They can cast spells that do not have limitations associated with this new form. The transformation lasts for 1 hour, or less if the creature wills it to end.

- 9 **Extra Ability.** Reroll 1d8 twice on this table, gaining both abilities.

- 10 **Extra Ability.** Reroll 1d8 thrice on this table, gaining all three abilities.



TABLE 3: SHABAHA PHYSICAL CONFIGURATION—HEAD

1D7	LAWFUL	NEUTRAL	CHAOTIC
1	elephant	fennec	bush baby
2	koala	pangolin	black macaque
3	anteater	barn owl	raccoon
4	tortoise	bear cuscus	hyena
5	emu	saiga antelope	honey badger
6	maleo	bison	roadrunner
7	okapi	shoebill stork	babirusa

TABLE 4: SHABAHA PHYSICAL CONFIGURATION—LIMBS

LAWFUL

1d4	forelimb	hindlimb
1	gorilla	fossa
2	pangolin	imperial eagle
3	golden langur	civet
4	badger	bat

NEUTRAL

1d4	forelimb	hindlimb
1	star-nosed mole	malayan colugo
2	orangutan	gerenuk
3	chimpanzee	cane toad
4	squirrel	nilgiri marten

CHAOTIC

1d4	forelimb	hindlimb
1	uakari monkey	gharial
2	owlbear	markhor
3	baboon	goose
4	raccoon	okapi



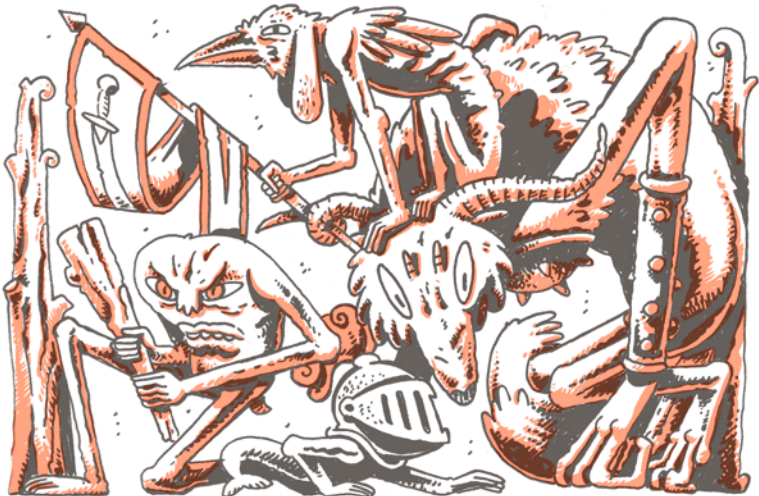
TABLE 5: SHABAHA/WIZARD NEGOTIATION RESULTS

RESULT	NEGOTIATED DEAL
1–11	No agreement can be made. The <i>find familiar</i> spell is a failure and cannot be recast for 1d4 months.
12–15	Wizard offers up 3 spell levels to access 1 shabaha ability.
16–19	Wizard offers up 2 spell levels to access 1 shabaha ability.
20–22	Wizard offers up 3 spell levels to access 2 shabaha abilities.
23–25	Wizard offers up 1 spell level to access 1 shabaha ability.
26–29	Wizard offers up 2 spell levels to access 2 shabaha abilities.
30–31	Wizard offers up 3 spell levels to access 3 shabaha abilities.
32+	Wizard offers up 1 spell level to access 2 shabaha abilities.

### BANISHMENT

As extraplanar creatures, elemental familiars (both motes and shabaha) are susceptible to being forcibly returned to their elemental plane. If the familiar is the target of spell such as *banish*, and the result would force the creature back to its place of origin, then the familiar's master is treated as if the familiar had died—loss of twice the familiar's hit points, a –5 spell check penalty, and loss of all abilities granted by the familiar. All such penalties are removed once the familiar has returned to the wizard's side.

While shabaha can return of their own accord (via their *planar step*), whether they choose to do so immediately is dependent upon their relationship with their wizard. Motes, on the other hand, have no such ability. The wizard can expedite their return by casting a modified version of *find familiar*—the casting time is reduced to 1 turn, but the spell check result must be the same or better than what was achieved when the familiar was originally summoned, or else the spell fails and cannot be attempted again until a full 24 hours have passed.



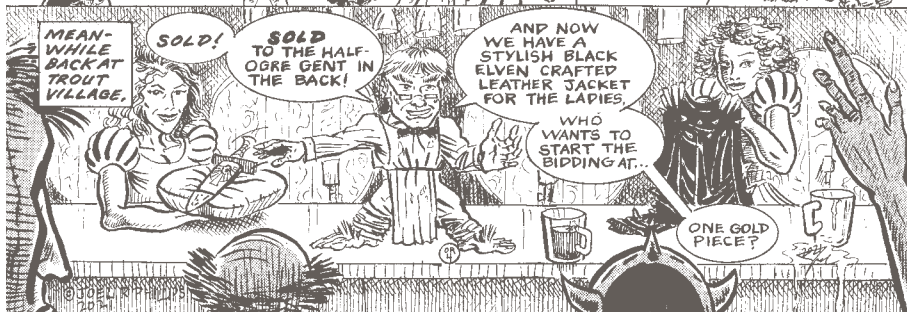
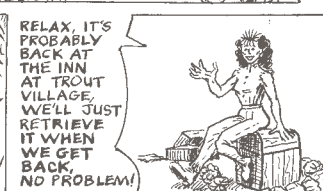
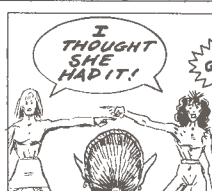
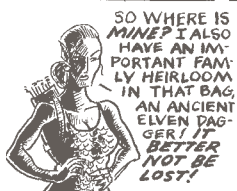
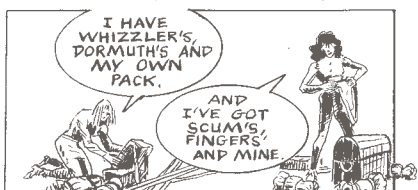
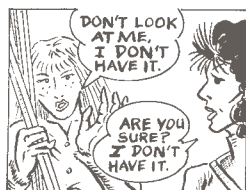
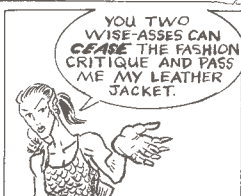
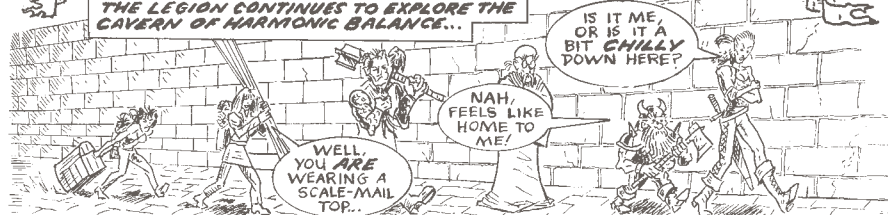


# ONWARD 3 RETAINER

FEATURING THE LEGION  
BY JOEL R. PHILLIPS #4

SMANTHA SCUM WHIZZLER DORMUTH MEGAN ABBY FINGERS

THE LEGION CONTINUES TO EXPLORE THE CAVERN OF HARMONIC BALANCE...



# Meanwhile, in Scum's pocket...

## RETAINER CONTRACT

Herein contains the terms and conditions set forth by the Retainer Services Provider,

and The Legion, Explore and Survival Co. (The hiring party) for the limited provision of Retainer services.

The Hiring Party agrees to take with them 2 Retainers who will carry out the agreed to duties as listed below.

The services to be rendered by the provided Retainers are as follows

- Carry gear and provisions for the Party, as much as they can reasonably carry.
- Operate push carts or drive mule carts. The Retainers are trained to handle mules.
- Carry light sources for the party,
- Assist with setting up and breaking down of camping gear.

The following restrictions must be agreed to:

- The Retainers are not to be used as military assets. They are not fighters, soldiers or mercenaries and have little to no martial training.
- The Retainers are not to be used for the detection, disabling or setting of traps.
- The Retainers are not to be used as night watch or look-outs. The Retainers can only be used as guards for the assets they have been tasked to carry.

The Hiring Party agrees to provide the following:

- Adequate and reasonable protection for the Retainers.
- A day's ration of food to the Retainers to be provided in no less than 6 hour intervals.
- Breaks to be provided after 6 hours of continuous activity.
- A minimal of 6 hours of sleep.
- Shelter from the elements if such is available to the Hiring Party.

Each Retainer will cost 100 per day. This cost will go up to 500 for an hour and each day after the agreed number of days that the Hiring Party has agreed to use the Retainers and their services for. A deposit of 500 will be held in lieu of the safe return of each retainer, which will be forfeited if the Retainers are not returned within 90 days of the agreed term, or if the Retainers are deceased or otherwise destroyed.

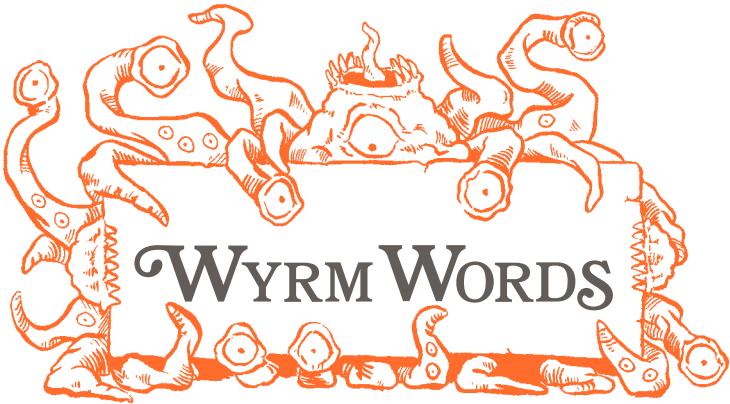
FAILURE TO CARRY OUT THE AGREED TO PROVISIONS WILL RESULT IN A FORMAL COMPLAINT TO THE LOCAL AUTHORITIES,

Hiring Party Representative Signature:

*Scum*

Retainer Services Provider Signature:

*Sean Shawn:  
the fighter Shawn*



Scramble	Unscramble	Hint
ETRBREISA		Having serrations
CTRATNEU		Deprived of one of its parts
LQATAEEILRUA		Equal-sided, as opposed to oblique (in leaves)
MLBUE		A flat-topped or rounded flower cluster
UMIOFSRF		Shaped like a spindle
IGAGEULADTNT		To glue or cement together
INASNAUTGE		Causing disgust, revulsion, or loathing
WRINHTIG		Bended in twisted struggle
OIVSCURAO		Having a great appetite for anything
EWOEMRD		Magical aura of an enchanted item or an active spell
RAATNIMSTONRFCGOII		Being transformed into a different form
LHIGNOPOST		The fiery fundamental substance
HOEPLIICH		Inability to control bleeding
OIXCENDRME		Having skin unnatural to one's native species
ERPLETE		Filled to near the point of bursting
DTEIRLEC		Abandoned or forsaken
NTNOAACNIRI		Embodying some quality, idea, or the like
NGETEMRE		Coming into view or into existence; nascent; new
RAIEESTT		A formal, usually lengthy, systematic discourse on some subject
SHATW		A broad sweep or expanse, such as of land or of people
EPEGEAR		The nobility, aristocracy
QEARS		The relation of harmony, or exact agreement; equality; level
MNIDECTNA		Depending on alms for a living

Scramble	Unscramble	Hint
TPEA		A finely-ground paste of meat, fish, or vegetables
ESMCAALN		A wrist shackle usually consisting of a pair of joined rings
ROMAIEBTNCO		The liquid or lotion with which an affected part is rubbed
LLGI		A measuring jug holding a quarter or half a pint
EACMPNPI		Dried meat, beaten into a paste, mixed with berries & rendered fat, and formed
DIEAGVEATR		Streaked, spotted, or otherwise marked with a variety of color
UOTREBSQI		A familiar name for a person, usually shortened in some manner
TRLERETRUAPNA		Having an existence outside of the natural world
RTEEFT		To restrain or impede; to hamper

## ISSUE THREE WORD SEARCH ANSWERS

34. Salatorial	23. Opalescent	12. Fossorial	1. Aphrodisiac
35. Scintilla	24. Patagium	13. Fumeroles	2. Arista
36. Scintillating	25. Pectinate	14. Geniculate	3. Aural
37. Serrate	26. Photophores	15. Ingrained	4. Bezors
38. Setae	27. Pinnae	16. Innate	5. Chitinous
39. Simulacrum	28. Plumose	17. Luminesce	6. Chromatophores
40. Stylate	29. Precocious	18. Macerated	7. Clubbed
41. Supernatant	30. Proliferate	19. Metamorphosis	8. Cursorial
42. Tympanal	31. Proximal	20. Moniliform	9. Dao
43. Vehement	32. Putrefactive	21. Motes	10. Distal
	33. Rostrum	22. Natatorial	11. Filiform



If a book has fallen to the ground, and at the same time some money or a sumptuous garment has fallen also, he shall first pick up the book. If a fire breaks out in his house, he shall first rescue his books, and then his other property. Nor shall he ever think the time spent upon books wasted; and even if he finds a book so full of errors as that correction of them would be useless, he shall not destroy the book, but place it in some out-of-the-way corner.

—Sefer Chassidon, Regensburg, Germany, 1190



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