

THE DEADLY HANDS OF
**DUNGEON
CRAWL
CLASSICS**

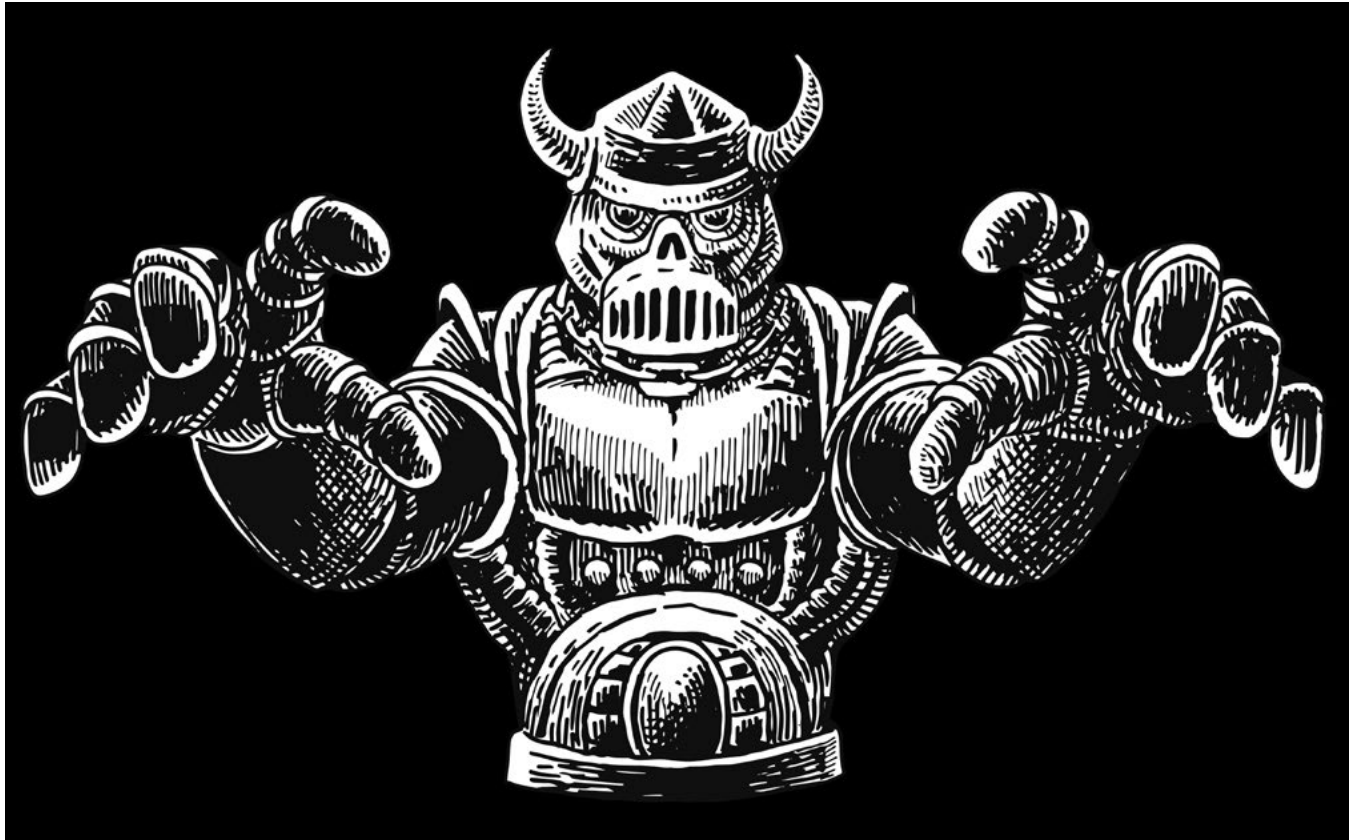


THE DEADLY HANDS OF DCC

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BARON VON STRANGLE

Vilified as a devil or demon, the accursed बैरन वान सट्रंगल (correctly pronounced Bairana vāna Saṭragala, often incorrectly commonized to “Baron Von Strangle”) is feared throughout the Steppe Kingdoms. Whispers of the Baron first made their way to the western lands with returning crusaders, and then on the tongues of wine-drunk merchants bearing silks and spices.

Wherever the Baron’s name is spoken, death inevitably follows. The great khans refuse to speak its name aloud for fear of incurring its wrath, and a trail of corpses along the trade-ways offers testament to those that failed to follow their example.

Contrary to legend, and known only to a handful of sages, the Baron is not a devil, demon, or even a creature—in the traditional sense—but rather a suit of armor, cursed by the witches of Tenger and fueled by the hundreds of souls it has slain.

The Baron is encountered in one of two ways. In both instances, its visual appearance is the same: a full suit of night-black lamellar armor. The metal is always polished to a high gloss, and strangely, the suit always seems perfectly sized to the viewer’s own frame. (For example, a diminutive halfling and a towering barbarian could both inspect the suit at the same time and both be utterly convinced that the armor is their size.

In rare cases, the armor is found bereft of a host. In these instances it can readily be mistaken for treasure, possibly the archaic ceremonial armor suited for a long-dead warlord. The armor bears signs of combat, yet remains in excellent repair.

Far more commonly the armor is found occupied by a humanoid host. In almost all cases, the wearer has already been driven mad by the cursed armor, and hurls itself at the nearest living creature, attempting to strangle the victim to death. Most often these encounters happen in the dead of night beneath a moonless sky. If somehow

the Baron is defeated, the armor can be taken as loot, with all the associated boons and risks noted below.

The armor grants +11 AC with a -5 check penalty and a d10 fumble die. When worn, it also augments the host as follows:

- +5' Speed
- +3 Strength
- +3 Hit Dice
- +3 to Fortitude saves

Finally, the armor grants the wearer its eponymous attack: strangle +3 melee (3d4 plus 1d5 Stamina damage). Following a successful attack, the target is automatically hit on subsequent rounds unless they succeed in a contested Strength check against the Baron, or the Baron is struck by another foe. The strangle attack cannot be used against giant-sized creatures, constructs, or the undead (or similar foes that do not need to breath).

For all its powerful boons, the armor carries a terrible curse. Any creature donning the armor is overwhelmed by the anguished howling of every creature ever slain by the Baron, and must immediately make a save to resist succumbing to the curse by rolling a d20 and adding their Will save bonus to the result. The degree of success determines the amount of time that passes before the armor attempts to assert its control over the wearer.

Initial Save	Result
4 or less	Immediate failure (see below, PC isn't granted a second Will save).
5-9	Immediately make a DC 20 Will save or succumb to the Baron's curse.
10-14	1d7 turns.
15-19	1d5 hours.
20+	1d3 days.

When the allotted time elapses, the character must make a DC 20 Will save. If successful, the PC has staved off the Baron for the moment, but must attempt the first check again, determining when the Baron will strike next.

On a failed save, the character has succumbed to the Baron's curse, and attempts to strangle nearby creatures, including allies. The madness does not end until the Baron succeeds in slaying half its HD in foes. The Baron, being an efficient horror, always errs towards the creature with the greatest HD.

If the PC succeeds on the save, or slays a sufficient number of foes, the character makes the initial save again to determine when the Baron will strike next.

Finally, upon the night of each new moon, the wearer must succeed on a DC 20 Will save or be instantly teleported up to 1,000 miles distant to the bedside of the person that last spoke the Baron's name. The host must

attempt to slay this mark before they are warped back to their former location after 1d10+5 rounds. If they fail to slay the target in time, the Baron's host suffers its own HD in damage as it is torn back through the portal. This damage cannot be healed by any means until the Baron succeeds in slaying 1/2 its HD in foes.

Following is a typical stat block for the Baron, but the judge is free to make any adjustments as needed.

Baron Von Strangle (typical host): Init +2; Atk long-sword +4 melee (1d8+3) or strangle +3 melee (3d4 plus 1d5 Stamina damage); AC 21; HD 5d8; hp 35; MV 35'; Act 2d20; SP strangle (following a successful attack, the target is automatically hit on subsequent rounds, unless they succeed on a contested Strength check against the Baron, or the Baron is struck by another foe); SV Fort +4, Ref +2, Will +2; AL C.



FLAMEHAND JACK

The wandering monk answering to the moniker of the Flamehand, Jack, or any combination of the two, lays claim to a history spanning centuries. While not immortal (many tales recount the harried monk near death after a particularly fraught encounter) the Flamehand does seem ageless. He shares anecdotes from lost empires as if they happened just the day before, counts long-dead sages and sorcerers as his friends, and speaks of demons and devils with a confidence born of first-hand experience (and a casual disregard for the safety of his own soul).

Whether a charlatan, saint, or some sort of demi-god, it is indisputable that the monk possess martial skills requiring decades—if not centuries—to master. In battle, the Flamehand strikes so quickly as to ignite the very air about him. His fists and feet appear wreathed in flame, giving the monk his moniker.

Sages note that the monk has employed this ability outside of combat to great strategic advantage, and that he is not averse to setting a forest or two on fire to cover a desperate escape. The monk enjoys a slight immunity to heat, due to nothing more than frequent exposure to his own flames, and it goes without saying that the faint whiff of burnt flesh and soot follows wherever he goes.

Outside of royal courts, the Flamehand is most commonly encountered en route to ancient necropoli, the ruined mud-towers of long-dead sorcerers, and sites given to strange astronomical (and astrological) phenomena. On these treks he prefers to retain the warrior calling herself Zree the Devil, though upon their return to civilization it seems the two can scarcely stand each other's company.

Flamehand Jack: Init +5; Atk flame fist +5 melee (1d5+5 plus 1d6 fire damage each round until extinguished); AC 17; HD 4d6; hp 23; MV 45'; Act 2d20; SP flame fist, flame resistance (-2d to heat and fire damage); SV Fort +0, Ref +5, Will +6; AL L.

On a successful strike from the Flamehand's fist, the target must succeed on a DC 15 Reflex save or be set aflame for an additional 1d6 damage per round until extinguished. A target can extinguish itself by spending a move action. (Special cases, like especially flammable targets, may be subject to the judge's adjudication.)

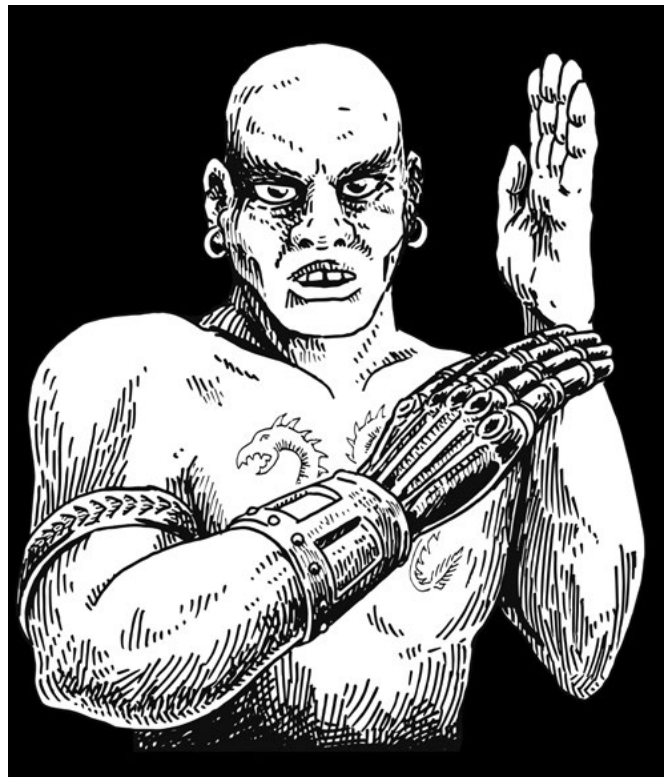
GAGE-N

It was forged beneath an infra-black sun on a doomed world—a gauntlet of alien metal, instilled with artificial intellect. Perhaps it came here on a fragment of that dead world or mayhap it sensed catastrophe and stowed away on a fleeing star-craft. It matters not, for the alien artifact known as Gage-N has come to this world and assumed a human shape. After analyzing mortal flesh, the metal gauntlet fashioned a body to bear it, and now walks unnoticed in our midst, learning of its new home.

Gage-N's artificial body resembles a bald, muscular human male possessing a savage, somewhat dim-witted personality. The alien artifact grants it only minuscule intelligence—enough that it easily passes as a wandering adventurer—but the corpus is a mere puppet that Gage-N controls whenever it desires. Mostly, however, the otherworldly gauntlet is content to observe and learn more about the world. What it plans to do with its knowledge once its scholarship is complete remains unknown.

Gage-N's powers: The alien glove has six innate abilities, each powered by the gauntlet's internal fusion reactor. These abilities are:

Kinetic field: A blue glow surrounds the glove, increasing its damage when used by its artificial host body for up



to 10 rounds. After this time, the gauntlet must replenish the field, which requires 6 turns. The increased damage is noted in the stat block below.

Molecular vibration: The gauntlet seems to blur as it agitates its molecules to match those of a nearby non-organic object. This allows the glove to pass through solid metal or glass. Any non-organic material that can fit in the gauntlet's grasp can then also be made to match the vibrations, allowing for it to pass back through metal or glass. Gage-N, for example, could reach through the side of a metal box, grab a handful of gold pieces inside, and remove them, all without damaging the box or setting off any traps. This power lasts for one minute before requiring 12 turns to recharge.

Energy shield: The gauntlet creates a protective shield around its organic body (or itself, if separated) equal to the 1st level wizard's spell magic shield with a spell check result of 20-23. It can do this up to three times a day before needing to replenish its power.

Star blast: The gauntlet unleashes a blast of super-hot plasma in a 30' long ray. Anyone in the path of the ray takes 6d8 damage (DC 14 Reflex save for half). Gage-N can only use this power during daylight hours and it must be above ground. It can use this ability up to two times per day, but the second time it is used there is a 50% chance its fusion reactor becomes overtaxed and it cannot use this ability until 1 week has passed and the reactor has restored itself to normal operating levels. This does not affect Gage-N's other powers from functioning, however.

Life sense: Gage-N can see any living creature within 60' of it, even if obscured by invisibility, hidden in shadows, or behind cover. Only 1' of solid steel or 6" of lead prevents this ability from functioning. In addition to sensing living creatures, it can determine if they are injured, diseased, poisoned, or otherwise in ill health. It can use this power at will.

Restore artificial body: If its organic body is slain, as long as a piece of it remains, the gauntlet can reproduce it within 48 hours. If its organic body is utterly destroyed, Gage-N can fabricate a replacement from any scrap of living or dead flesh in 1 week. The new body resembles the person from which the sample was taken.

Gage-N (physical body): Init +3; Atk punch +6 melee (1d3+3 or 2d8+3 with kinetic field activated) or star blast (6d8 to all targets in a 30' ray, DC 14 Ref save for half damage); AC 12 (16 with energy shield activated); HD 3d12+6; hp 33; MV 30'; Act 1d20; SP kinetic field, molecular vibration, energy shield, star blast, life sense, (see Gage-N's powers above); SV Fort +4, Ref +3, Will -2; AL N.

Gage-N (gauntlet)*: Init +1; Atk star blast (6d8 to all targets in a 30' ray, DC 14 Ref save for half damage); AC 18 (22 with energy shield activated); HD 8d10+4; hp 64; MV 10'; Act 1d20; SP energy shield, life sense, molecular vibration, restore artificial body, immune to mind-affecting spells; SV Fort +10, Ref +1, Will +8; AL N.

*if removed from artificial body

JAI TAIMAK, THE WARRIOR OUT OF WORLDS

When Jai Taimak was a boy and the youngest disciple of a fledgling warrior, a rival school attacked his dojo. Of the 24 students, only Jai survived, fleeing into the mountains with only the clothes on his back and a singed school banner. He hung the singed banner, depicting a dragon in flight, in the back of a cave and attempted to continue his training alone, hoping to avenge his master and his kung fu sisters and brothers.

Alone, with inadequate food and water, Jai pushed himself until he collapsed, and in this act of selfless devotion to justice found a connection to the Noble Serpents of Lóng Mountain, a group of axiomatically cosmic dragons dedicated to the defense of Law throughout the Universe. The dragons collected the dying Jai from his freezing cave and made him an offer: the Serpents would save his life, complete his training, and facilitate his revenge in exchange for the young warrior becoming their agent. Delectated to fighting on the side of Law until he died in the struggle, Jai emphatically agreed and went on to complete his training on Lóng Mountain



itself, and eventually finding and destroying the murderers that slew his master and fellow students.

Jai Taimak is a member of the Tigers of Lóng Mountain, a group of warriors patron bonded to the Noble Serpents of Lóng Mountain. As such, he is sent throughout the multiverse, often to support groups of adventurers who are fighting the forces of Chaos. Jai will suddenly show up, sometimes with a flimsy excuse of why he is putting his life on the line to assist strangers, sometimes with nothing other than a battle-cry and a charge to the front line. The Warrior Out Of Worlds has fought battles in multiple universes, and, when directed by the Noble Serpents, could conceivably appear anywhere.

Jai Taimak: Init +2; twin fists +2 melee (1d4+2 plus throw) or longsword +2 melee (1d8+2); AC 14; HD 2d12+4; hp 20; MV 30'; Act 2d16 or 1d20; SP twin fists; SV Fort +2, Ref +2, Will +0; AL L.

Jai can attack twice per round with his fists using a d16 action die. If both fist attacks hit, Jai may opt to throw a target up to his size 10' (thrown targets suffer an additional 1d6 damage). Larger targets up to twice his size will instead be knocked prone.



LI SHAO, SHAPER OF CLOUDS

Grandfather says that when a cloud floats above in the shape of a house, it is the home of Li Shao. When Li Shao steps out of his home, the clouds display his mood: stormy, bright, playful, or calm. Best of all is when the clouds play, for that brings summer breezes and spring showers. When Li Shao returns to his home, the skies carry his cloud fleet to where he desires next, and the sun is visible again.

Li Shao is lord of the clouds. Carried in his cloud palace far above the domain of mortals, he nonetheless concerns himself with their affairs. His cloud people are forever slave to the whims of air, while the domains of earth and sun contend for control of Li Shao's realm. It is said that if earth or sun ever wins this contest, the earth will become uninhabitable for man. Li Shao must fight many battles against his enemies above and below.

When Li Shao's toes touch dirt, he assumes solid form. He yearns to maintain balance between the forces of earth and sun. He may be observed in places of great earth power: iron mines, granite monoliths, soaring mountain ranges, deep caverns. He may also be found in the soaring monasteries of sun gods, amidst the abstruse mechanisms of solariums, and in the midnight rituals of darkened cults. Li Shao always seeks evenness in these places. Today he may bring benefit to them, tomorrow he may bring woe: never must the forces of the one overwhelm those of the other, and ever does Li Shao tip the scales toward balance.

PCs may encounter Li Shao on one of his missions. He does not suffer disturbance, and attacks those who stand in his way. The simplest way to end a combat with him is to simply stand aside and let him continue his work. Should the characters ever meet Li Shao more than once, they may observe him committing acts that are the exact opposite of what he did when last encountered: today, he slaughters the cultists of Ra the Sun God; tomorrow, he fights beside them against the forces of the hyena-men. Never must light become stronger than earth, nor the reverse.

Li Shao, Shaper of Clouds: Init +5; Atk gust strike +16 melee (5d6+6 plus throw target 1d10x10'); AC 20; HD 14d14; hp 152; MV fly 120'; Act 4d24; SP spells as cleric (spell check +16, see below), gust strike, weave cloud defender, immaterial if not touching the earth; SV Fort +13, Ref +10, Will +15; AL N.

Li Shao has access to all cleric spells appropriate for his alignment. In combat, Li Shao prefers to weave clouds into defensive and offensive attacks. A cloudy sky always follows Li Shao's appearances in mortal affairs, so he always has access to clouds for weaving. Even if he is in the deepest earth or soaring in space before the sun, he can summon clouds for weaving.

Weave cloud defender: As an action, Li Shao weaves a living cloud into being, which defends and fights for him. He can weave for up to five rounds, and for each round he weaves, the being becomes more powerful. When Li Shao completes his weaving, the cloud receives an immediate attack (on Li Shao's initiative count), and thereafter it always acts right after him in the initiative count, coming between him and the most formidable warrior. The cloud has mass equal to roughly one humanoid for every round of weaving.

Rounds of Weaving	HD	AC	Atk mod (damage)	Other
1	1d10	12	+4 (1d6)	Act 1d20; SV Fort +2, Ref +2, Will +4; AL N
2	2d12	13	+5 (1d8)	Act 1d20; SV Fort +3, Ref +3, Will +5; AL N
3	3d14	15	+8 (1d10)	Act 1d24; SV Fort +4, Ref +4, Will +6; AL N
4	4d16	18	+11 (1d12)	Act 1d24; SV Fort +5, Ref +5, Will +7; AL N
5	5d20	22	+15 (1d16)	Act 1d30; SV Fort +6, Ref +6, Will +8; AL N

Gust strike: If forced to engage in the trivial immediacies of personal combat, Li Shao is quick to respond with powerful gust strikes—blows akin to focused tornadoes. On a successful strike, the target suffers damage and must also succeed on a Fortitude save against the damage total, or be hurled 1d10x10' distant. If the flying target impacts a structure or otherwise immovable object, the target suffers 1d6 damage for every remaining 10'. For example, Li Shao gestures offhandedly at Hugh, striking the barbarian for 23 points of damage. Hugh attempts a DC 23 Fortitude save and fails, and is hurled 60' distant... but strikes a castle wall a mere 20' away. Since Hugh should have flown another 40', he suffers an additional 4d6 damage before slumping to the ground.



QIN QIAN

Qin Qian grew up in the faith of Aleea, the Goddess of Ordinary Days. Her childhood was spent helping her parents raise horses and taking part in the thousands of ordinary actions—routine, positive actions—sacred to Aleea, who loves quiet, normal times above all else. When Qian was 15, the Goddess called to her directly and initiated the young woman into the Spangled Court of the Endless Cycle, the clerical body of Aleea worship. What no one expected is that Qian was destined to precipitate a major schism in the ranks of the Goddesses' faithful.

A curious, thoughtful young woman, Qin Qian developed a very specific interpretation of the Goddesses' message: that in the service of quiet moments and rou-

tine, all aberrant creatures, events, and even communities that threatened ongoing peace and normalcy should be eradicated. In the young priestess's mind, this meant unnatural monsters, extremist religions, reality-warping artifacts, and even entire barbaric tribes that survived by raiding their neighbors. In short, Qian declared war against anything that threatened normal, quiet times.

Qian organized a gang of salty adventurers and directed them towards every monster, evil artifact, and criminal gang she could discover, and as a result, was instantly decried by her fellow clerics. This upstart spat in the face of thousands of years of tradition of peace, calm, and traditional processes! Qin Qian became an exile to the larger tradition of Aleea, while at the same time attracting new followers who shared her "strike first" philosophy of waging peace.

The Goddess herself is delightfully conflicted about Qin Qian's movement within the faithful. While the young cleric's aggression and destructive mission seems like an affront, the firebrand's crusade of death certainly allows many good, ordinary folks to live in peace. It is the most exciting thing to happen to the placid deities' followers in forever. But is war the best way of creating Ordinary Days? For now the Goddess allows Qin Qian's sect to exist, while watching its effect on the cosmic balance very carefully.

On a regular basis, Qin Qian and her sect will cast a ritualized curse on targets she deems blasphemous to her cause. She often approaches adventurers with news of horrific creatures, destructive cults, or dangerous artifacts, sharing her knowledge freely in hopes of eliminating one more threat against quiet normalcy. To those willing to listen, this "knowledge" will manifest as visible stigmata on the target. Seeing this stigmata will grant a temporary boon to those that decide to act upon it. If these adventurers are lucky, Qian's targets and an obstacle in the adventurer's way could very well be one and the same.

Qin Qian, cleric of Aleea, the Goddess of Ordinary Days: Init +2; Atk staff +2 melee (1d4); AC 13; HD 3d8+4; hp 22; MV 30'; Act 1d20; SP Aleea's stigmata (see below), spells (spell check +5, *detect magic*, *holy sanctuary*, *protection from evil*, *resist cold or heat*, *word of command*, *binding*, *curse*, *stinging stone*); SV Fort +2, Ref +2; Will +2; AL N.

Aleea's stigmata: Upon meeting Qin Qian, she will share the knowledge of local threats that will bear the mark. If the PCs are lucky, some of these threats will be encountered along their way or even cross one of their own objectives. At the same time, if the party wreaks havoc within word of Qin Qian, they may become targets themselves. Upon encountering Qin Qian, have the leader, or PC with the highest Personality, roll d20 plus Luck modifier on the following table:

Aleea's Stigmata	
1 or less	Marked for death: <i>Remember that one time you did that thing that you don't want to talk about because people got mad and you had to leave town? Well Qin Qian remembers, and has you or one of your friends marked. It explains why everyone is looking at you funny, and their weapons are drawn.</i> Roll 1d10+10 on this table to determine the boon awarded against the PC, their party, or their whole community (village, etc.).
2-10	None of the PC's upcoming encounters bear the mark.
11-14	One individual threat, within the next 24 hours, will bear the mark. Aleea's boon provides a +1 to attacks, damage, and spell checks against this target.
15-17	One group-size threat, within the next week, will bear the mark. Aleea's boon provides a +2 to attacks, damage, and spell checks against these targets.
18-19	One community-sized threat (10d10 members), within the next month, will bear the mark. Aleea's boon provides +1 Luck in regards to finding or pursuing the threat, and +2 to attacks, damage, and spell checks against these targets.
20 or more	Their next objective based adventure (subject to judge's discretion) is perfectly aligned with one of Qin Qian's ongoing missions. Aleea's boon provides +2 Luck in regards to finding or pursuing the threat, and +3 to attacks, damage, and spell checks against the final encounter or objective.

SHANG FU TSAI, MASTER OF THE FIVE ELEMENTS

Hailing from the distant lands beyond the Saffron Mists comes Shang Fu Tsai, legend and rumor trailing in his wake. Master Shang is said to have traveled into the World of the Dead to speak with the ancient Illuminated Ones, who taught the wizard the secrets of the elements of Wood, Fire, Earth, Metal, and Water. They also gifted him with the five-fold bag in which he's imprisoned the very elements he commands.

It is prophesized in the Scrolls of Akiro that Master Shang will one day meet a student worthy of his wisdom, the only other soul capable of comprehending his occult knowledge. However, it is also written that this pupil will one day threaten the world with the sorcery he or she learns from Shang Fu Tsai. Master Shang con-



tinues his wanderings, both hoping and dreading to find the one worthy of apprenticeship. In the meanwhile, he offers his services to potentates and peasants alike as the whims of the elements move him.

The five-fold bag: Within this battered leather satchel are mighty elementals, one from each of the five spirit worlds. Master Shang can call upon them each once per day to perform a task for him. These tasks are:

Wood: A number of non-magical, non-sentient wooden objects equal to the bag owner's level or HD either are turned to dust or sprout vibrant leaves or thorns, at the bag owner's choosing. The objects must be 10' or smaller in size. An object that sprouts thorns inflicts 1d4 damage if touched, and if held, the possessor must make a DC 10 Fortitude save or drop the object. The range is 120' and the objects must be visible to the bag's owner.

Fire: A gout of flame erupts from the bag, striking out to a point the bag's owner can see within 120'. The flames incinerate that position, doing 10d6 damage to all within 15' of that point. Creatures within the strike's radius who succeed on a DC 13 Reflex save suffer half damage.

Earth: The ground whispers its secrets to the bag's owner. The owner can learn who or what has passed over the ground within the last 24 hours, if anything is

buried up to 100' beneath the earth's surface, or if the earth is in some way altered (magical, polluted, alive, etc.). This power only works on natural earth or stone; worked surfaces such as timber floors, crushed gravel, flagstones, and the like prevent this power from functioning. This power lasts for 1 turn.

Metal: A sheath of overlapping metal plates covers the bag owner's body, granting +8 AC, but without affecting speed or ability checks. Furthermore, the fumble die is d4, as if the owner were unarmored. The metal armor does not affect spellcasting or spell checks. The armor lasts for a number of turns equal to the bag owner's level or HD.

Water: This power can manifest in one of two ways according to the bag owner's choice. Only one manifestation can be used each day. The first manifestation causes the bag to produce clean, pure water in a trickling stream. The bag creates enough water to quench the thirsts of up to 30 people or 10 people and 10 mounts. No containers are provided, however, and the bag's owner must make provisions to catch the stream as it emerges. The second manifestation draws upon the element's power to instantly neutralize any fire-based spell with a spell check result of 25 or less. The bag's owner must be conscious and aware of the person or item casting the fire spell, but it otherwise takes effect the instant the spell would, preventing the magic from occurring. This effect even supersedes spell dueling. Fire-based creature such as elementals or natural fires such as wildfires are unaffected by this power; only magic flames are neutralized.

Shang Fu Tsai: Init +2; Atk claws +7 melee (1d4+5); AC 13; HD 10d6; hp 52; MV 30'; Act 2d20; SP spells (spell check +8 or +10 when casting any wizard or cleric spell with wood, fire, earth, metal, or water in its title), five-fold bag (see above); SV Fort +7, Ref +4, Will +10; AL L.

Shang Fu Tsai knows all wizard spells of 4th level or less and all 4th level or less clerical spells with elemental names.

ZREE THE DEVIL

The deadly warrior and wizard-mocker calling herself Zree began life a slave, forced to toil for the Talf River brigands.

The endless labor and harsh conditions hardened Zree's body and soul, and years spent threshing stolen grain taught her mastery of the flail. When the outlaws, having long grown lazy on a diet of merchant caravans and fearful pilgrims, failed to secure her manacles during the night, Zree seized her chance: she worked methodically through the sleeping band, and when the sun dawned on the motley tents and smoking embers, naught a bandit remained alive. Zree set her fellow slaves free, but ignored their desperate pleas for leadership, having learned the brigands' lesson well: the only soul she



could depend on was her own. Zree loaded a horse down with rations and what little treasure the bandits had amassed, and rode out alone.

Since that day she has earned her keep as a mercenary, selling her bloody skills as it suits her whims. She can be found in the employ of noble knights and the foulest tyrants, but refuses to work for any slaver. An acolyte of Chaos, she takes few allies, preferring to remain the master of her own destiny.

Zree fights with a pair of rice flails, aka nunchaku, in combat. In the course of her years as a reaver, the flails have been imbued with powerful magics, leached from the blood and brains of battered foes. Wielded by Zree, the nunchucks are deadly weapons, with the capacity to counter spells, akin a spell duel (see below).

Zree is sometimes found in the employ of monk called Flamehand Jack. The pair bicker constantly, and seldom tolerate each other's company for more than a week or two. And yet fate continues to call them back together, bidding them towards some unknown ends.

Zree the Devil: Init +3; Atk nunchaku +8 melee (1d4+6); AC 18; HD 6d12; hp 58; MV 35'; Act 3d24; SP attack roll as counter spell, crit on 20-24 (d10 on crit table G); SV Fort +4, Ref +5, Will +3; AL C.

By spending an action and swinging her nunchaku, Zree can make an attack roll against the spell check of spells cast at her. If her attack roll ties, or is greater than the spell check, the spell is nullified. If her attack roll is 3+ the spell check, the spell rebounds, striking the caster. As in a spell duel, Zree can attempt this defense at any point in the initiative order, so long as she has an action die remaining.



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