

# The Gongfarmer's Almanac



Volume #1, 2021

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# The 2021 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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

Volume I:

**Enmascarado, a Monster, Artifacts, Patrons, Character Classes**

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# Heirs of Legendary Masks

Written by Yamil Camacho

The mask of a legendary luchador (or *Enmascarado* for short) is a holy artifact. It is a symbol of honor and faith as much as it is their identity. Some luchadores get married with their masks on; others have taken the cloth without unmasking. Many luchadores are even buried with their masks on.

Passing a mask onto a new user is not an easy decision. Wearing the mask of an Enmascarado is a privilege that few receive and even fewer are capable of handling. Even receiving the mask is a rare event. Did your mentor lose their mask during a *lucha de apuestas*? Did you recover it to restore their honor?

There are clear cases of nepotism that will occur, but an Enmascarado typically reserves their mask for their most prized pupil. A prospective luchador must not only have enough talent to be worthy, they must also be on the same Path as the Enmascarado whose mask they are attempting to wield.

Donning the mask of a luchador whose path differs from yours is not advisable at all. While wearing a mask of a different path, you suffer a cumulative -1d penalty to initiative and attack rolls. The cumulative factor is based on how far your path differs from the mask's path. This also applies for luchadores who are Shifting the Line as described in the *Weird Frontiers* RPG Rulebook. For example, a luchador that is *Walking the Line* but donning a Righteous mask will suffer a -4d penalty. A Righteous luchador wearing a Damned mask will suffer a whopping -8d penalty. No self-respecting face would don a heel's mask.

Upon receipt of a mask, an individual loses their name and gains a new one with the name of the Enmascarado serving as the foundation. Traditionally, there are prefixes and suffixes that exhibit the proud lineage of that wrestler. "El hijo de" (*the son of*) is a very common prefix (Example: El Hijo del Médico). Others add Junior or Roman numerals as suffix to the Enmascarado's name (Diablo Verde Jr. or Cien Ojos II).

It should also be noted that the enemies of that legendary luchador will extend their disdain to the new wearer of the mask.

Best of luck, luchador!

# The Powers of the Mascaras

## Silver Angel

### Suggested Path: The Righteous

This argent mask constantly shines and is never tarnished, not even in the dustiest roads or lowliest saloons. It was worn by the most famous paladin of lucha; a hero to every luchador, the Silver Angel. The mask grants the wearer the following abilities:

★ **Angelic Splendor (2 pts):** The luchador wearing this mask glows with a bright silver aura. Any foes within sight of the luchador must make a Fort save against the luchador's Personality score or be blinded for X rounds where X is that luchador's Personality modifier.

★ **Blessings from Above (3 pts):** During their turn, the luchador can roll two lucha dice instead and pick the highest. The luchador can do this X times per day, where X is the luchador's Character Level.

## Diablo Verde

### Suggested Path: The Damned

The original Diablo Verde was Silver Angel's biggest rival. He wore a green mask with a crimson faceplate in the shape of a cackling devil maw. The mask grants the wearer the following abilities:

★ **Green Mist Attack (2 pts):** The luchador spits mist as a ranged attack, with a maximum range of 20 feet. The mist will blind a target for the next d3 rounds. The luchador can do this X times per day, where X is the luchador's character level.

★ **Gangrene Luck:** The luchador shuffles their playing card deck and draws X cards, where X is their Personality modifier + their character level and then chooses one card. The effect lasts until the start of luchador's next turn.

- **Aces and Eights:** Enemies get +X to attack you and your allies, where X is that luchador's Personality modifier.
- **Two-Ten (excluding Eights):** No effect.
- **Jack:** The luchador gets +X to attack, where X is that luchador's Personality modifier.
- **Queen:** Target of luchador's choice gets +X to attack, where X is that luchador's Personality modifier.
- **King:** Allies get +X to attack, where X is the luchador's Personality modifier.
- **Joker:** Choose another revealed card's result and double that effect. If you have revealed an Aces or Eights card, you must choose it.

# Médico

## Suggested Path: Walk the Line

While this nondescript mask appears to be made of simple white cloth, it remains sterile and clean at all times. This reflects the fact that no matter how dirty or bloody a fight becomes, the Enmascarado remains unfazed. Emphasizing its stoic nature, the mask also obscures the wearer's mouth. The mask grants the wearer the following abilities:

★ **Doctor's Orders (4 pts):** The luchador can remove a hex from a target ally. The luchador can do this X times per day, where X is the luchador's Personality modifier.

★ **Surgical Strike:** After the luchador lands a hit on an adversary, they gain insight into their weak spots for the next 12 hours. When the luchador lands their next attack, apply their lucha die result to the table below.

Roll	Effect
1-2	No Effect
3	The luchador adds their Personality modifier to the damage roll.
4	The luchador adds their Personality modifier to the damage roll and slows their target to half their speed.
5	The luchador adds their Personality modifier to their damage roll and disables a limb for d4 rounds.
6	The luchador adds their Personality modifier to the damage roll and trips their target leaving them prone.
7+	The luchador adds their Personality modifier to the damage roll and stuns their target for d6 rounds.

# The Great Ram

## Suggested Path: The Righteous

Horns jut out of the mask's faceplate while the rest of the mask is made of studded leather. The mask grants the wearer the following abilities:

★ **Lock Horns (2 pts):** The luchador can grapple after hitting an opponent with a charging headbutt. Upon a successful grapple, the luchador can move their target at the rate of that opponent's movement speed. The luchador can do this X times per day, where X is the luchador's character level.

★ **Carnero Special:** The luchador leaps high in the air, flips and twists then delivers a crushing blow headfirst. The luchador rolls

their lucha die on the table below. The *carnero special* signature move can only be attempted on prone or grappled opponents.

Roll	Effect
1-2	No Effect
3	The luchador deals their lucha die +3 worth of damage to their opponent. The luchador lands on their feet.
4	The luchador deals their lucha die +4 worth of damage to their opponent. Meanwhile, the luchador launches themselves again at a new opponent and deals them their lucha die +4 worth of damage. The luchador lands on their feet.
5	The luchador deals their lucha die +5 worth of damage to their opponent. Meanwhile, the luchador launches themselves at two new opponents and deals them their lucha die +5 worth of damage each. The luchador lands on their feet.
6	The luchador's fighting spirit takes the form of a spectral ram. Both the luchador and the ram can choose up to two target opponents each and deal them their lucha die +6 worth of damage each. The luchador lands on their feet and the ram disappears.
7+	The luchador's fighting spirit takes the form of a stampede of spectral rams (which acts as one entity). Both the luchador and the stampede can choose up to 4 target opponents each and deal them their lucha die +7 worth of damage each. The luchador lands on their feet and the rams disappear.

## Cien Ojos

### Suggested Path: The Damned

The heelish Enmascarado known as Cien Ojos was infamous for their paranoia. The mask of Cien Ojos is covered with a hundred eyes that constantly glance about. The mask grants the wearer the following abilities:

★ **Always Watching (2 pts):** The luchador cannot be surprised for the rest of the day and gains +1d on rolls to search or intimidate for 10+CL rounds.

★ **Sneak Peek:** Instead of rolling a lucha die while attacking, the luchador can choose to look at x cards on an opponent's deck of

cards, where X is that luchador's Personality modifier, then put them back in any order of their choosing.

## El Esqueleto

### Suggested Path: Walk the Line

The Esqueleto is a divisive figure in luchador circles; they were a hero to some and a villain to others. The mask appears to be made of bone and resembles a skull. The mask grants the wearer the following abilities:

★**Grave Dancer (2pts):** The luchador dances and hypnotizes their foes similar to the *mezmeric dancing* ability described in the Weird Frontiers RPG Rulebook. The luchador can do this X times per day, where X is the luchador's Character Level.

★**Read The Bones:** The luchador can throw bones, gaze into the Near and perform a minor divination. The luchador can cast *wilamina's dowsing rods* as described in the Weird Frontiers RPG Rulebook. The luchador requires no additional components (other than bones and their mask) and they can do this X times per day, where X is the luchador's character level.

## El Vejigante

### Suggested Path: The Righteous

El Vejigante was a mischievous face from a far away land. Their colorful and ornate mask has a beak with fangs as well as various spikes adorning it. The mask grants the wearer the following abilities:

★**Enigmatic Being (3 pts):** The luchador can cast *incomprehensible babbling* as described in the Weird Frontiers RPG Rulebook. The luchador can do this X times per day, where X is the luchador's Character Level.

★**Corte final:** The luchador places the opponent's head underneath the luchador's arm in a front facelock. Then in one fluid move: the luchador spins them so their back is parallel to the ground while hacking them in the throat with a forearm blow. The luchador rolls their lucha die on the table below. The *corte final* signature move can only be attempted on prone or grappled opponents.

Roll	Effect
1-2	No Effect
3	Opponent is returned to the prone position.

*El Vejigante Chart Continued...*



Roll	Effect
4	The luchador exudes an aura of fear. Opponent is returned to the prone position and is temporarily stunned for 1 round.
5	The luchador exudes an aura of fear. Opponent is returned to the prone position and is temporarily stunned for 1 round and suffers a -2 penalty to all actions for the next d3 rounds.
6	Opponent is returned to the prone position. The luchador exudes an aura of fear. The luchador rolls on the Fear Table and adds their Personality modifier and applies the effect to their opponent.
7+	The luchador's fighting spirit takes the form of a stampede of spectral rams (which acts as one entity). Opponent is returned to the prone position. The luchador exudes an aura of fear. The luchador rolls on the Fear Table and adds their Personality modifier and applies the effect to d4 opponents.

## El Muerto

### Suggested Path: The Damned

A classic heel in every sense of the word, the mask of El Muerto is dark purple and features the mournful scowl of the walking dead. This mask grants the wearer the following abilities:

★ **Ransacking the Near (2 pts):** The luchador chooses one card from previously revealed cards in other's discard piles and replaces it on top of their deck. The luchador can do this X times per day, where X is the luchador's Character Level.

★ **Not Today:** If the luchador's hit points are reduced to zero or less, they deliver a retaliatory melee attack, roll their lucha die and consult the table below. The luchador can do this X times per day, where X is the luchador's Character Level.

Roll	Effect
1-2	No Effect
3	The luchador stands back up with 1 hit point.
4	The luchador stands back up with 1 HD of hit points and can move afterwards.
5	The luchador stands back up with 2 HD of hit points and can move afterwards.

## *El Muerto Chart Continued...*

Roll	Effect
6	The luchador stands back up with half their total hit points and can deliver an additional attack (using the same Lucha die result) and can move afterwards.
7+	The luchador stands back up with full hit points and can deliver an additional attack (using the same Lucha die result) and can move afterwards.

## Rey Tornado

### Suggested Path: Walk the Line

The Enmascarado known as Rey Tornado was a Robin Hood type character. Spurs and wind spirals adorn this mask. It also features a bandana covering the mouth of the luchador, proudly showing its bandido roots. This mask grants the wearer the following abilities:

★ **Wind Speed (2 pts):** The luchador gains +1d on Initiative Rolls and Ref saves for the rest of the day. The luchador can do this X times per day, where X is the luchador's Character Level.

★ **Manic Movements:** The luchador must roll a new initiative every turn unless they spend a Personality point to maintain the same initiative for three turns in a row.

## Monarca Azteca

### Suggested Path: The Righteous

This mask features a gold plated crown with gemstones. What else would you expect for the King of Lucha? The mask grants the wearer the following abilities:

★ **Heavy is the Crown (4 pts):** The luchador can give a boon to an ally. The luchador can do this X times per day, where X is the luchador's Character Level.

★ **Royal Flush:** After dealing damage to an opponent, the Luchador may reveal the top X cards of their playing card deck, where X is that luchador's Personality modifier, if they reveal any of the cards in a Royal Flush (10, Jack, Queen, King or Ace), the corresponding effect occurs. Otherwise, nothing happens.



- **10:** Luchador deals +d6 additional damage
- **Jack:** Luchador deals +d8 additional damage
- **Queen:** Luchador deals +d10 additional damage
- **King:** Luchador deals +d12 additional damage
- **Ace:** Luchador gets an additional attack and a second reveal

## Lucha de Apuestas

Only luchadores entrenched in the deepest rivalries will declare a Lucha de Apuestas. This is a sacred rite amongst all luchadores. Once they agree upon such a match, they must make an honorable bet. Commonly, they will wager their mask against the mask of their rival. The luchador who loses must unmask.

Other wagers include hair vs hair, mask vs hair and the seldom used career vs career (meaning the loser retires from the lucha life). Winner takes all; no exceptions.

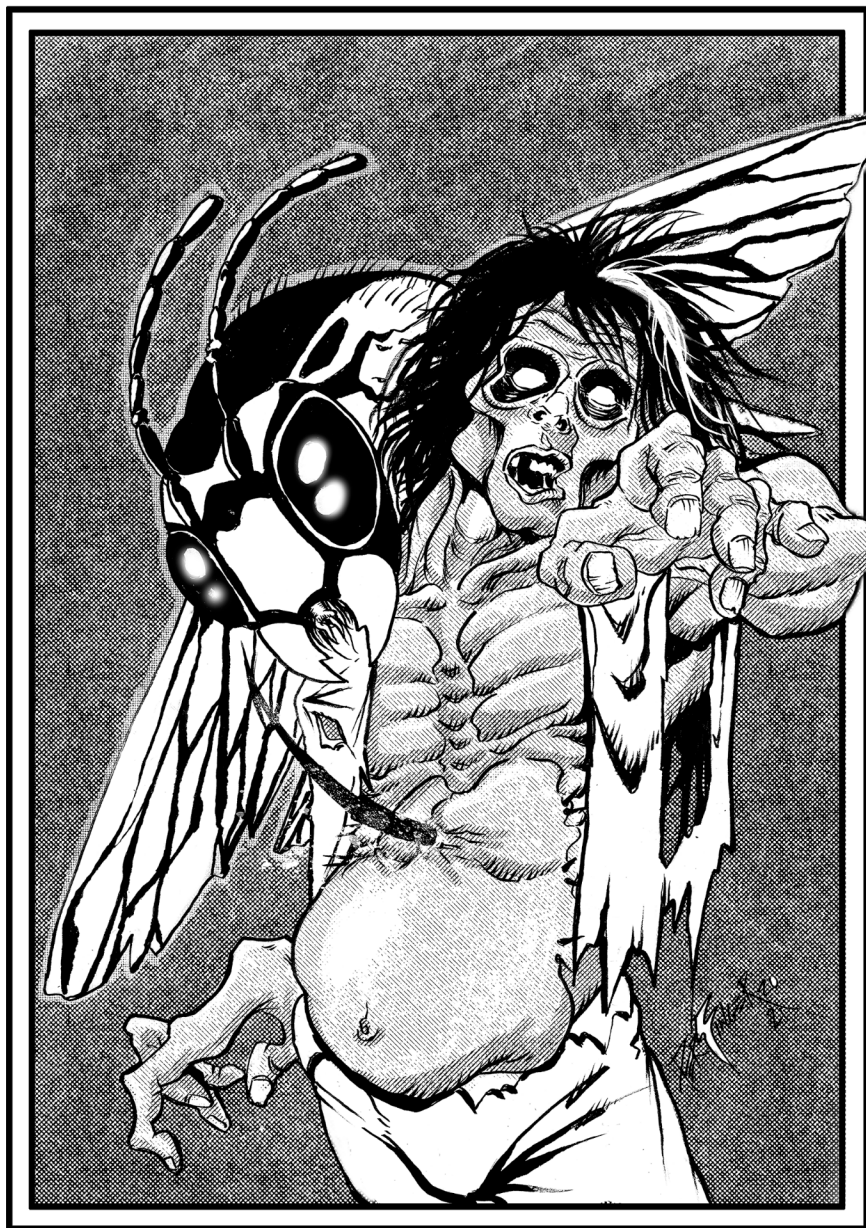
## Losing a Mask

Losing a mask is permanent. Even the dirtiest heels will abide by the rules of a lucha de apuesta in which they are unmasked. Traditionally, luchadores reveal their real name and hometown when unmasked. At the judge's discretion, this event could have a couple of in-game effects. For example, the unmasked luchador is now more susceptible to magic spells if the spellcaster knows their true name. Thanks to the revelation, the family and friends of the luchador are in mortal danger from the enemies of that luchador.

Additionally, the shock of losing their mask can affect the luchador in any number of ways. The luchador might change their name and/or persona. In extreme cases, they could lose their path, turn heel and embrace the Damned Path.

Physically, their hair may grow long, obscuring their face. Their fighting style might become almost feral and lose any semblance of technique. A good way of showing this during a fight is to use slashing strikes as opposed to punches or throws instead of suplexes. Maybe they now roar into battle instead of delivering righteous soliloquies.

Lastly, as a sign of their animalistic tendencies, they must always strike back at the last foe that hit them (even if it was a stray shot from an ally).



## **Zombie Maker Wasp**

Written By: Eddie Bartlett

Zombie Maker Wasp: Init +4; Atk sting +4 melee (1d6); AC 14; HD 2d8; MV 20', fly 50', Act 1d20, SP lay egg, Fort +0, Ref +4, Will +0; AL N

Zombie Maker Wasps are giant jewel wasps, roughly the size of a medium dog. They can be distinguished from other giant wasps via their brilliant jewel-like colors. The common variety of wasps gleam like an emerald. (Roll d100, 1-80% = emerald, 80-90% = sapphire, 91-99% = ruby, 100% = gleaming diamond, add +4 to AC) Zombie Maker Wasps seek intelligent creatures in which to lay their eggs. The Zombie Maker Wasps repeatedly sting, doing non-lethal damage until their opponent is unconscious. At this point, the sedative properties of their poison keeps the creature in a trance-like state, while slowly dissolving the creature's cerebral cortex. The Zombie Maker Wasp lays an egg on the rib cage of the host, which hatches in about 30 days. The wasp finishes by eating the eyes of the victim. It is unknown whether this serves any purpose in creating the zombie, or if the eyes are simply a delicacy for the wasp. The host then mindlessly seeks more intelligent life for the Zombie Maker Wasps which track them via pheromones secreted by the eggs.

## **Zombie Maker “Zombies” aka Hosts**

Zombie Maker Host: Init -4; Atk unarmed strike +1 melee (1d4); AC 11; HD 1d8; MV 20', Act 1d20, SP larval strike, Fort -1, Ref -4, Will -1; AL N

Zombie Maker Hosts are often encountered as blinded, mindless humanoids, but any intelligent creature can be “zombified.”. While they typically appear to be simple zombies, Zombie Maker Hosts are not true zombies, nor are they un-dead. They cannot be turned as un-dead. They are, bluntly, just corpses which are unable to acknowledge they are dead until the Zombie Maker Wasp's life cycle is complete. These pitiful creatures gain motion-sense, allowing them to detect movement through ground vibration, to make up for their loss of vision. They are slow and clumsy, working only to locate new hosts. Once new hosts are located, Zombie Maker Hosts attack without hesitation. Worsening the situation, they are frequently accompanied by Zombie Maker Wasps, as well. If the host has been incubating an egg long enough, the Judge may have a larval strike occur when the host body is killed. The larva attacks with surprise unless the opponent is aware of this attack.

## **Zombie Maker Larva**

Zombie Maker Larva: Init +0; Atk bite +1 melee (1d4); AC 10; HD 1d4; MV 0', Act 1d20, Fort -1, Ref -4, Will +0; AL N

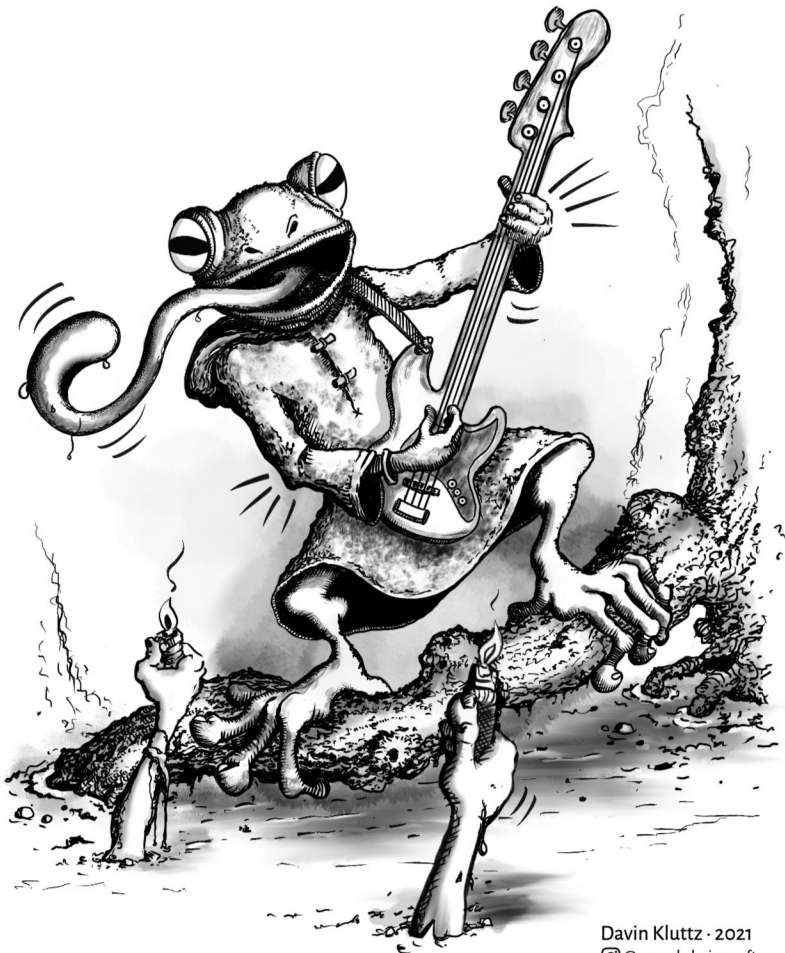
Zombie Maker Larva are helpless other than surprise attack. A larva left alive will grow to maturity.



# Patron Artifacts

By: Wolf Manzella

The following are meant to be magical items associated with three of the patrons from the DCC RPG rulebook. They've been written with enough lore and backstory that a judge can figure out a way to insert them into their campaign. Be warned, these are fairly powerful and could have major consequences on your games. Still, anything this powerful puts a bullseye on the party, and some weirdo faction is likely to become interested in their adventures.



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## Bobugbubilz's Boggy Bottom Bass

A bass guitar crudely carved from a piece of waterlogged, sentient, sluuurg-wood. Running along its crooked neck are three thick silk strings weaved by giant lacewings. These insects are farmed by Bobugbubilz cultists for their skeins of mystical egg silk.

The bass has been constructed with simple toad biology in mind. When plucked, it reverberates with a satisfyingly deep thrum. A toad fiend minstrel may slap these strings to produce a funky song. The resulting jam is perfect for toads submerged in swamp muck looking to nod their heads to groovy beats.

Once a prized possession of Bobugbubilz, its whereabouts are currently unknown. During a particularly decadent orgy it was seemingly misplaced. In his wrath, Bobugbubilz lashed out at his followers with his long, forked tongue, violently decapitating them in droves. The Toadfiend longs to once again hear the rhythmic strumming of the boggy bottom bass. Returning this beloved artifact would surely result in a king's ransom of swampy treasure.

### The Boggy Bottom Bass

The sentient bass can meld with any user's mind and teach them the way of the funky frog slap. The longer one plays, the more they bend to the instrument's whims. Prolonged jam sessions will see the musician eager to partake in psychedelic mushrooms, imbibe moonshine, and smoke the dankest swamp leaf in the land.

**Jam** - Each song bestows a magical effect of varying properties and takes a minimum of 1 round. To play a song that will get any tavern bumping, Roll 1d20+ Personality Mod. A 12 or higher will result in a successful song.

**Fumble** - Immediately roll on Bobugbubilz's Patron Taint table.

**Failure** - The bass will refuse to be played for 1d24 hours.

**Success** - Roll on the Funky Jam Results table below.

If the PC has no musical background, they must start off as untrained. Otherwise, they are considered trained. Every 10 successes will allow a PC to level up their bass training. You must go from untrained, to trained, and finally mastery. Going from untrained to mastery would take 20 successful jams.

**Critical Success** - Counts as 2 successes towards mastering the instrument. You may choose the song to play.

**Untrained** - Roll 1d7

**Trained** - Roll 2d7 and choose result

**Mastery** - Do not roll. Choose your result

## Funky Jam Results

- 1. Fat Bottomed Toads:** Each enemy that can hear this song must make a Will save against the original d20 Jam roll. Success results in no effect. Failure results in their derriere growing to absurd proportions and having an uncontrollable urge to twerk. Their booty grows in size as their butt cheeks clap back and forth until finally they tip over and fall onto their ass like a grotesque gyrating tortoise. This lasts for 1d3 rounds and the creature is unable to do anything except flail about on their absurdly large bottom.
- 2. Farrah's Big Brown Beaver:** One willing creature's body horrifically twists and morphs into a were-beaver for 1d4 turns. The transformation causes 1d3 damage each time the creature changes form. While in beaver form you gain a bite and beaver tail slap attacks. The bite gets a Strength mod +4 bonus to attack and does 1d10 damage. The tail slap gets a Strength mod +3 bonus to attack and does 1d7 damage + requires a Fort save of 12. Failing the save causes the opponent to fly backwards 1d20+10'. While the character is ensorcelled with Beaver Fever they can attempt any beaver-y activity they wish. Judges have final say on what is allowed.
- 3. Smoke on the Stanky Water:** Playing this jam causes a display of pyrotechnics to light up the sky. This will last for 1d6 rounds. Who knows what sort of shenanigans you can get into while folks are distracted with this sudden "pretty fire in the sky".
- 4. Mo Flies Mo Problems:** Successfully slapping this jam will cause a dead fly to turn into 1 gold piece and a living fly to turn into 5 pieces of gold. The caster must already have the flies captured in a jar. After 1d30 minutes the gold turns back into flies. The judge should roll this so the player is unaware of how much time they have before the spell wears off.

5. **Sweet Wart O' Mine:** This jam causes a single creature to break out in 1d6 giant, sickly warts that bulge out of their skin with sickening snaps and pops. Each round on the creature's turn, it must roll a DC 10 Fort save. Success causes a wart to harmlessly deflate (while making a nasty farting noise). Failure causes the wart to explode in a barrage of skin shrapnel and steaming hot pus for 1d7 damage. Any creature within 5' must make a DC 10 Ref save or take 1d4 acid damage from the pus.
6. **Whole Lotta Log:** If this jam is played in the presence of a log found in nature it will cause it to become your sentient pet. The log will sprout six legs, a corkscrew tail, a pointy twig nose with a berry tip, a crooked maw filled with acorn teeth, and a leaf tongue. This creature has the same stats as a Giant Spiny Beetle (see DCC RPG rulebook, page 397). The log hound will disappear after 1d5 hours or if it reaches 0 HP. Any fire based attacks will cause double damage to the log hound. You may only control one sentient log at a time.
7. **Tadpole Boys Don't Cry:** Target a single enemy creature and they must make a Fort save greater than the initial jam d20 roll. Success means there is no effect. Failure causes the creature's stomach to become swollen and distended. The now bulbous and translucent belly houses 1d50 baby tadpoles. Any successful attack to the creature's abdomen will cause 1d8 tadpoles to wriggle out of the exposed wound. Every 2 tadpoles that escape in this way cause 1 hp of damage. If the affected creature dies and there are still tadpoles inside, there is a chance one of them will grow into a Minor Toadfiend (see DCC RPG rulebook, page 402). Roll % dice; on a result of 13 or lower, you notice the exemplary specimen. It's up to the judge how long one will need to care and nurture the baby until it becomes a full adult that will fight at your side.



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## **Azi Dahaka's Cursed Monkey's Paw**

A withered and desiccated ape's paw that looks like it will turn to dust if not properly handled. Its short wrist bone, sanded smooth by time, sticks out of the paw like a macabre handle. Tiny corpulent flies lazily float about the paw as if guarding it with their miserable lives.

The paw was actually the hand of a long forgotten wizard named Dhamphisker Ozmoo Ozma Oz Deez. Also known as The Great DOOOD. The tricky DOOOD thought he could outsmart the cunning prince of destruction, Azi Dahaka. Dhamphisker was captured, painfully transmogrified with his monkey familiar, and sentenced to wander a never-ending waste-



land desert for 1,000 years. Kept magically alive by a wicked curse, the half ape wizard monstrosity wandered the desert, slowly decomposing but never dying. After a thousand years all that all that remained was a grotesque monkey paw that slowly pulled itself over sand dunes and across barren flatlands. Until one day it finally stopped moving.

Azi Dahaka now uses the paw for his own twisted entertainment. He disguises himself as an unscrupulous peddler of oddities and trinkets. Everything he sells is worthless except for the magical paw, which is of course as cursed as a witch's wart. The price is incredibly reasonable.

## **Using The Paw**

The paw remains withered and unusable until it has been fed the blood of an innocent. Droplets of blood will absorb into the dried up husk like a water-starved plant. Once the paw is "fed," its curled-up fingers will unfurl, revealing five stiff and unmovable digits. The fur and skin will look resplendent and healthy once again.

While holding the paw, a PC can make a wish. The wish will come true in 1d24 hours, but will be more than the PC bargained for. The judge is free to twist the wish any way they see fit. The larger and more grandiose the wish, the more the player should be punished by the paw's curse. Smaller and more sensible wishes should have less of a drawback.

Each wish causes a finger of the monkey paw to curl back into its palm. It also starts to look more withered with each wish cast. The fat flies will return and start to buzz about the PC like vultures waiting for a creature to perish in the hot desert sun. The more wishes spent, the more flies that buzz about. The final finger to curl inwards is always the middle finger.

Once a PC has fed the paw blood they are unable to get rid of it. It cannot be destroyed or harmed in any way. If they leave it somewhere the paw will make its way back to the PC when they wake up the next day.

It is possible for a clever player to figure out a way to remove the curse or maybe trick someone else into making the wishes for them. This is fine. Just make a mental note of how Azi Dahaka plans to exact vengeance on those that thwarted his entertainment.

If the curse is removed, the ability to make wishes is also removed. However, the old paw still has some magic from the old wizard Dhamphisker coursing through it. Each day a PC can play a single game of rock, paper, scissors with the hand. If the PC wins they get 5 points of luck to spend that day.



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@escpod\_designcraft

## Sezrekan's Badass Skull Earring of +1 Dangling

Sezrekan went through a phase where he played guitar in a dark wave, instrumental, prog rock band called ABRA CADAVER. He fell in love with the drummer, Esmerelda Von Viper. To the mad magician, she was out of this world. She was, in fact, a shape shifting Snake-a-zoid from an unnamed planet many galaxies away. Sezrekan's love of Esmerelda was deep, and unbreakable. The two of them revelled in excessive partying, psychedelic drugs, and sprees of magical cruelty. They also made some sick songs alongside bassist Bootsy Collins, and cut a single record called, "Magic, Snake, Funk.' Only a single copy remains somewhere in the ruins

of Umerica. Legend has it that if played backwards it will tell the listener how to find the band's pocket garage dimension where they did all their practicing. The garage dimension is home to rare potions, tinctures, and magic items.

As with most bands, musical differences and blunt opinions caused them to break up. Esmerelda found no reason to stay on the planet and departed to the stars seeking new adventures. She left behind a small jewelry box which contained a custom made earring for Sezrekan, a token of their love so that he would never forget her.

The earring was made by Esmerelda while traveling the galaxies. A 3-inch chain leads to a pale yellow stone skull. The skull is intricately carved out of lunathite from the moon Ganymede-2. Each eyeball is socketed with glittering, luminescent veridian crystals from a mysterious Purple Planet. Finally, a tiny, ribbon-like, forked snake tongue protrudes from the skull's grin. This tongue is a tiny piece of Esmerelda's own tongue and it flits and flicks with seductive hisses while dangling off the wearer's ear.

Sezrekan was so upset by his loss that he vowed to never love or play music ever again. He has turned his creativity into becoming the most wicked and hated wizard the world has ever known. The earring was too painful a reminder of his beloved Esmerelda, so he cast it into a nearby lake. Lost to time, there is no legend or mention of the priceless relic in the known world.

A PC can randomly spot it washed ashore of a lake by making a successful Luck check. Any PC with a pierced ear can wear the earring.

**It bestows the following benefits to its wearer:**

- +3 to Personality while wearing it
- +1d on checks to charm, deceive, or intimidate
- The ability to speak with, charm, and command snakes
- A chaotic arcane familiar that looks like an indigo-colored cobra with wild green eyes will make itself known to you within 1d24 hours.
- The familiar knows the spell, "Choking Cloud". If you're not a wizard, you may still attempt to cast this spell. Feeding the cobra a rabbit or small cat allows the spell check to be made at +4.

- The cobra familiar has a +1 attack that does 1d3 points of damage. A successful hit requires a DC 16 Fort save or target loses 1d6 stamina.
- You gain all other benefits that a wizard's familiar normally grants (see *DCC RPG rulebook*, pages 316-319).

This snake houses a sliver of Esmerelda's soul and it will coax you into returning to her beloved Szerkhan.

The longer a PC wears the earring the more they are compelled to imbibe copious amounts of alcohol, partake in mind-altering drugs, make love, and listen to music while staring at the stars.

If one can reunite the earring and the snake familiar with Sezrekan they will be owed a debt that is beyond their wildest phlogiston-filled dreams.

Sezrekan still has an undying affinity for snakes. Mistreating or killing one in his presence will result in a lifetime of pain and suffering. Or perhaps a quick and immediate death. It depends on his mood.



## **Patron: Mother Hydra**

By: Eric Young

Mother Hydra is the chosen Patron/Deity of certain sects of Deep Ones. Now that the Seven Days of Night have happened, cults of humans have taken up worship of the Great Mother of the Deep Ones as well. Mother Hydra demands sacrifice, usually in the form of terrestrial animals all the way up to humans, even Sin Eaters are acceptable. Those wishing to invoke her must be willing to spill blood and have their minds exposed to things no human psyche can fathom, yet the rewards can be great.



## Invoke Patron

<b>Roll</b>	<b>Result</b>
<b>1</b>	Mother Hydra considers your utterances and sacrifice derisive, you have failed and roll for patron taint.
<b>2-11</b>	Mother Hydra finds your sacrifice unacceptable in her eyes. In 24 hours bring another before her and try again.
<b>12-13</b>	Mother Hydra is mildly favorable to your invocation. The ground turns to swamp around you as you move. Your feet take on the aspect of webbed toes giving you an Agility bonus of 1d7+CL for the next hour.
<b>14-17</b>	Torrential rain appears regardless of conditions in a 60' radius, blinding all opponents, and leaving all chosen allies of the invokee unaffected.
<b>18-19</b>	Seaweed grows from the ground, entangling all enemies in a 30' radius. A DC 15 Strength check must be taken to break free before any other action can be taken. Anyone failing is entangled for the round and takes 1d5 damage as the seaweed constricts the victims.
<b>20-23</b>	Mother Hydra sends 1d5+CL eels falling from the sky in 1d4 rounds to aid the invokee, who chooses which enemies are hit within 100'. The target(s) take 2d5 damage each. DC 15 FORT save for half damage. The same target can be hit multiple times.
<b>24-27</b>	Mother Hydra sends a pressurized ball of water 30' in diameter that envelops all targets of the caster's choosing. Each target makes a DC 20 REF save to escape, all those remaining in the water take 2d7 damage from the crushing pressure for each turn spent in the ball. The ball lasts for 1d7+CL rounds. The ball can be directed to grab new targets each round until 10 targets are trapped inside.
<b>28-29</b>	Mother Hydra sends 9 Deep Ones to assist the caster. See stats on page 400 of DCC RPG rulebook. They will do the casters bidding for 1d4 turns. Then they vanish. If any die, the bodies instantly disappear.

## Invoke Patron Continued...

<b>Roll</b>	<b>Result</b>
<b>30-31</b>	Mother Hydra sends a hurricane 300' feet in diameter centered on a point of the caster's choosing that lasts for 1d7+CL rounds. Winds of 150 miles an hour make ranged combat from the enemy impossible and blind all enemies within 300' resulting in a -1d attack and making critical rolls and deeds impossible. The winds do 2d7 damage to all unfriendly characters of caster's choosing. Caster must concentrate for the entire round or the storm dissipates at the start of the next turn.
<b>32+</b>	Mother Hydra adds to her maelstrom (as above). Now the caster can direct debris picked up by the storm to do 2d4+2 attacks of 1d6 damage each at any target in the storm, in addition to the wind damage. The caster must concentrate for the duration of each round to direct the attacks. When the storm clears roll on the patron taint table.

## PATRON TAINT

Mother Hydra takes a toll on those who demand her patronage. Blood is spilled and new worlds are seen. The experience of it all is taxing on a human body.

<b>1</b>	Caster takes on the "Marshville Stare". Personality drops by 1 as people find your never ending stare unnerving. The character does gain the ability to see in the dark for 30' or 100' while underwater.
<b>2</b>	The character's teeth become razor sharp shark's teeth. They lose -1 Personality, but a gain of a bite attack of 1d6+Strength as an action.
<b>3</b>	The character grows fangs and a bioluminescent light grows from the forehead on a 1' cartilage-like protrusion resulting in -1 to Personality and any attempt to hide oneself.
<b>4</b>	The character grows gills that take the shape of rolls of fat around the neck. The character's Personality drops by 1 but they can breathe underwater.
<b>5</b>	The character grows webbed feet and hands, a fin grows out of the back and they lose -2 Agility when on land. Armor is unwearable unless specially made. However, your toughened skin gives you a natural +2 to AC and is now adapted to the ocean depths, when in water you gain +2 Agility and add 20' of movement.

Continued on next page...

## Patron Taint Continued...

6	The character feels compelled to return to water once every week or suffer loss of vitality. If the character doesn't spend at least one hour fully submerged in a lake, ocean or other natural body of water they lose 1 point of Strength, Agility or Stamina a day. If Strength or Agility drop to 0, the character is in a coma and unable to move or speak; if Stamina drops to 0 the character becomes a dehydrated husk and dies. Point losses are determined randomly.
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## PATRON SPELLS

- *Level 1 - Fishfolk*
- *Level 2 - Face the Maelstrom*
- *Level 3 - Into the Void*

## Mother Hydra Spellburn

Roll	Spellburn Effect
1	Mother Hydra demands fresh blood from a land creature. The casters will suffice. (expressed as Stamina, Strength, and/or Agility loss).
2	You find the idea of gills to be inspirational. You take a knife and cut two slits on either side of your neck (expressed as Stamina, Strength, and/or Agility Loss).
3	The caster is taken into the void between the stars. The madness touches the mind of the caster as it tries to process experiences beyond human comprehension. The brief exposure leads to a wasting of the body and spirit. (expressed as Stamina, Strength, and/or Agility loss).
4	Mother Hydra takes you into the depths of the sea; for a moment, you see the sunken splendor of R'lyeh. She holds you there for a short time and then instantly transports you back to your original location. The pressure of the depths and the sudden return blows out the blood vessels in your extremities and blood flows from the eyes as you return to the land. (expressed as Stamina, Strength, and/or Agility loss).



# Patron Spells

## Fishfolk

Level: 1	Range: 30' per CL      Duration: Instantaneous Casting time: 1 round   Save: None (if target is willing to change), or Will vs Spell Check DC (if unwilling to undergo the change). This spell has no effect on non-humanoids, Tommyknockers, objects, constructs, or the un-dead.
General	As a goddess of the sea, Mother Hydra can offer some control of the creatures that dwell there. As part of her rights she can alter people to give them aspects of the Deep Ones who serve her. This spell allows a loyal revelator or occultist to perform those rights. The spell demands a blood sacrifice. Each human used adds +1d to the roll (max of a d30).
Manifestation	Roll a d3. 1. The supplicant spews rank smelling salt water from his mouth that covers the target. 2. The caster's eyelids recede, the eyes turn completely black and the skin becomes scaly like that of a fish. 3. The caster's face becomes a mass of tentacles, the ears disappear into the skull, and the nose recedes into elongated slits. Their eyes enlarge and shift to the side of the skull taking on a squid-like appearance.
1	Lost, and worse. Roll on the patron taint table. The spell cannot be cast for 24 hours as your patron takes insult to your inept request.
2-11	Failure and the spell is lost due to your insolence in bothering Mother Hydra at this time with your petty request.
12-13	Mother Hydra does not respond but does not take insult either. The spell is not lost.
14-15	One target acquires "the Marshville Stare". The target's eyes become lidless and black and they gain 30' of infravision on land and 100' of clear vision in water. The spell lasts for 1d6+CL rounds, the caster can cancel the spell early.

16-17	One target grows shark-like teeth. The target gains a bite attack for 1d6+Strength damage. The spell lasts for 1d6+CL rounds, the caster can cancel the spell early.
18-19	The target gains both abilities listed above that last for 1d6+CL rounds, the caster can cancel the spell early.
20-22	The target's hands and feet become elongated and webbed and the chest becomes more muscular. Boots and armor are ruined, but the skin becomes a +2 AC natural armor. The target's swimming speed becomes 60' a round. The spell lasts for 1d6 rounds+CL, the caster can cancel the spell early..
23-24	The target gains gills that allow it to fully breathe underwater. Spells are unaffected by being underwater and can be cast as normal.
25-27	The target gains the ability to have limited control of aquatic creatures. They will not do anything suicidal, but will be willing to attack a target as best as they can with the natural weapons they have.
28-29	The target gains the abilities for all results above and the spell(s) last for an additional d4 rounds, the caster can cancel the spell(s) early.
30-31	One target becomes a full Deep One for 1d24 hours. They are compelled to return to oceanic conditions. If they cannot get to water in d3 turns, they die of suffocation. The spell can be cancelled early.
32+	The caster can turn One target into a Deep One for 1d7+CL days. They are compelled to return to oceanic conditions. If they cannot get to water in d3 turns, they die of suffocation.

## Face the Maelstrom

Level: 2	Range: 30' to 300'      Duration: Instantaneous Casting time: 1 round   Save: Type and DC varies by effect. All saves are opposed.
General	As a goddess of the sea, Mother Hydra can offer some control of the sea and storms. As part of her rights she can grant supplicants control over the seas, winds and weather when near bodies of water.
Manifestation	Roll a d3. 1. The caster's skin transforms into water allowing all those around to see within the caster's body. There is no change to AC during this effect. 2. The caster's eyes flow with water and their hair flies as if moved by a gale force wind. 3. The caster hovers in the air as if being held by a vortex of wind and water swirls around the caster's hands.
1	Lost, and worse. Roll on the patron taint table. The spell cannot be cast for 24 hours as your patron takes insult to your inept request.
2-11	Failure and the spell is lost due to your insolence in bothering Mother Hydra with your petty request.
12-13	Mother Hydra does not respond but does not take insult either. The spell is not lost.
14-15	One target is blasted by gale force 45 mph winds. The target takes 1d6+CL damage from the wind and is knocked back 10'. The target can make a REF save to take half damage.
16-17	One target is blasted by gale force 60 mph winds. The target takes 1d6+CL damage from the wind and is knocked back 10' per CL and is knocked prone. The target can make a DC 15 REF save to take half damage and remain upright.
18-19	Two targets of the caster's choosing are hit by storm force 70 mph winds. Each target takes 1d6+CL damage. Targets can make a DC 15 REF save to take half damage and remain upright.

20-22	Two targets are blasted by hurricane force winds of 85 mph. Each target takes 1d8+CL damage from the wind and is knocked back 10' per CL and is prone. Targets can make a DC 15 REF save to take half damage and remain upright.
23-24	A wave of water 10' across submerges an area of the caster's choosing. All targets in the area must make an opposed Strength check or take 1d8 damage and are knocked prone.
25-27	A wave of water 30' across submerges an area of the caster's choosing. All targets in the area must make an opposed Strength check or take 1d8 damage and are knocked prone and are swept 20' into the body of water powering the spell. If the body of water is less than 30' across, the targets are swept into the middle of it.
28-29	The caster calls forth a hurricane shaped like a double-headed Hydra. The winds and waves cover a 50' range and any targets of the caster's choosing in the hurricane's path must make a DC 15 REF save or take 1d6+CL damage from the wind and are knocked prone. Then all targets must make a DC 15+CL FORT save or take 1d8+CL damage from the following wave. Half damage on a successful save.
30-31	A 100' diameter hurricane shaped like a triple-headed Hydra is conjured by the caster. The winds are above 100 miles an hour making all missile fire impossible, electricity based spells suffer a -1d penalty. All targets of the caster's choosing in the maelstrom must make a DC 15 REF save or take 1d10 damage from the winds AND a DC 15 FORT save or take 1d10 damage from the water. A failed save on either roll and that target is knocked prone and swept 50' by the undercurrent into the maw of the Hydra. The maelstrom lasts until the caster's first action in the next round.

32+	A 300' diameter hurricane shaped like a six-headed Hydra is summoned by the caster. The winds are above 150 miles an hour making all missile fire impossible, electricity based spells suffer a -1d penalty. All targets of the caster's choosing in the maelstrom must make a DC 15 REF save or take 1d10 damage from the winds AND make a DC 15 FORT save or take 1d10 damage from the water. A failed save on either roll the targets are knocked prone and swept 50' by the undercurrent into the maw of the Hydra. The maelstrom lasts 1d3+-CL rounds. Anyone trapped in the churning water must make a DC 15 FORT save or take an additional 1d8+-CL damage per round while in the water.
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## Into the Void

Level: 2	Range: 30-100' radius Duration: Instantaneous Casting time: 1 round Save: Type and DC varies by effect
General	Mother Hydra is one of the Great Old Ones. She has the power to cross the Void between time and space. If properly invoked she can grant her supplicants the power to create rifts between the terrestrial world and the space between worlds. Those targeted return from the Void to the exact location they left and must deal with any changes to or manifestations in that location.
Manifestation	Roll a d3. 1. A vortex opens up between the fingers of the caster's hands and spreads in a cone that pulls in all targets. 2. A swirling gap between worlds opens over the caster's head and weird music accompanies the appearance of tentacles which pull the targets into the space between worlds. 3. The caster's chest opens and multicolored spheres emit from it, envelop the targets, and drag them into the opening. Then the cavity closes.
1	Lost, and worse. Roll on the patron taint table. The spell cannot be cast for 24 hours as Mother Hydra takes insult at your inept request.
2-10	Spell fails. Mother Hydra is annoyed, but chooses not to punish you for insolently bothering her. No patron taint is rolled, but the spell is lost for 24 hours.

11-15	Mother Hydra can't be bothered with your insignificant appeal. Spell fails but is not lost.
16-17	The caster sends a number of targets equal to their level into the void for 1 round through a 30' radius rift centered on their position. When they reappear, they are in the exact location they left. All targets must make a WILL save versus caster's result roll or they are stunned for 1d7 rounds as their mind tries to process what they experienced and all attacks, damage, and saves suffer -1d for the duration. The targets also suffer 1d7 cold damage from exposure to the Void with half damage on a successful FORT save versus the caster spell result.
18-19	The rift expands to a 40' radius. When they return, targets make a WILL save versus caster's result roll or are stunned for 1d7+CL rounds. Failure also results in all attacks, damage rolls, and saves dropping -1d. The cold damage increases to 1d7+CL for the contact with the Void with half damage on a successful FORT save versus caster's result roll.
20-22	The rift expands to a 50' radius. All targets remain in the void for 1d3 rounds and when they return are stunned for 1d7+CL rounds if they fail their WILL save. Additionally, all attacks, damage, and saves suffer -1d if the save is failed. Those exposed to the void suffer 2d7+CL cold damage with half damage on a successful Fort save.
23-25	The rift expands to a 60' radius. Targets are pulled into the void for 1 turn. On their return, a failed WILL save has each target stunned for 1d7 turns with all attacks, damage, and saves suffering -1d. Cold damage increases to 3d7+CL for exposure to the Void with half damage on a successful FORT save.
26-28	All targets in a 70' radius are pulled into the void for 1d4 turns. On their return, a failed WILL save has each target stunned for 1d7+CL hours and all attacks, damage, and saves suffer -1d. Cold damage remains 3d7+CL for exposure to the Void with half damage on a successful FORT save.

29-30	All targets in a 80' radius are held in the void for 24 hours. On their return, a failed WILL save has each target stunned for 1d3 days. All attacks, damage, and saves suffer -1d for the duration. Cold damage remains 3d7+CL for exposure to the Void with half damage on a successful FORT save.
31-33	All targets in a 90' radius are pulled into the void for 1d7+CL days. On their return they are stunned for an equal time. All attacks, damage, and saves suffer -1d on a failed WILL save during that time. Cold damage increases to 4d7+CL for exposure to the Void with half damage on a successful FORT save.
18-19	The rift expands to a 40' radius. When they return, targets make a WILL save versus caster's result roll or are stunned for 1d7+CL rounds. Failure also results in all attacks, damage rolls, and saves dropping -1d. The cold damage increases to 1d7+CL for the contact with the Void with half damage on a successful FORT save versus caster's result roll.
34+	All targets in a 100' radius are pulled into the void for 4d+CL weeks. On their return, they are stunned for an equal amount of time. All attacks, damage, and saves suffer -1d on a failed WILL save during that time. Cold damage increases to 7d7+CL for exposure to the Void with half damage on a successful FORT save.





-much thanks to Kurt A. Rauch for input  
Playtested by Bryce Katzman, Kleighton Smoniewski

You're a child of the streets. The alleys, boulevards, parks, vacant lots and buildings are as much your home as where you lay your head. You are the invisible one. You hear much, see much, but blend into the crowd. There is little that happens in your neighborhood that escapes your notice.

You specialize in attacking from the shadows, slipping a knife between your adversary's ribs, or surprising them with a blade they never saw coming. Knives, axes, cleavers--all are lethal in your hands. As a nice bonus, Lady Luck has taken a shine to your plucky nature and has given you her favor. With the magics and cosmic powers unleashed by the Seven Days of Night, the power of your blade has increased and you can bend the very laws of physics to make impossible throws and create improvised weapons

You can walk many paths to meet your goals. But your cunning, personality, and your blade will speed you on your journey.

**Hit Points:** Street rats get 1d7 hp per level

**Crit die:** d10

**Fumble die:** d12

**Luck:** Street Rats can add their luck modifier to Personality checks and initiative rolls when using knives or a chosen improvised weapon.



Also, Lady Luck walks with Street Rats and they regenerate luck at a rate of the character's level after 8 hours of rest.

**Starting Wealth:** Street Rats start the game with 1d6 dollars

**Action Die:** Street rats add their skullduggery die to their attack and damage rolls when using knives and all class related skills.

**Signature Weapons:** Street rats train in the use of knives, hand axes and other mundane bladed weapons. They find guns to be noisy and inelegant and suffer a -1d penalty when using them. Due to their upbringing, they can also use improvised weapons like crowbars, shovels, staffs, and even bottles with skill as well. Street rats add their skullduggery die when using these weapons. Once a weapon has been used in combat, a street rat cannot switch to another during that encounter.

**Path:** Street rats are adaptable to their circumstances. Depending on where they are on the line, their skills vary.

Those at +2 or higher are Defenders of their Neighborhoods. They protect those around them. They may have larceny in their souls, but they don't steal from their own. They are viewed as urban Robin Hoods in their own area.

Those -1 to +1 are Survivor Types. They do what they must to get by. They have ties to the neighborhood, but don't always play by the rules.

-2 or less on the line puts one on the Path of the Gang Lord. These people are as feared as they are respected among those who know them. They fight back the night because only they are the power in their territory.

A street rat can start at -1, 0, or +1 on the line.

## CLASS ABILITIES

**Blade Mastery:** Street Rats can throw knives with uncanny accuracy. Thanks to Lady Luck's aid, once per round a street rat can call for a blade throw that can defy physics. Call the throw before rolling the skullduggery die. On a result of 3 or higher, the throw succeeds.

When dual wielding they add half their CL (min +1) to their armor class when in melee, as they are skilled at parrying attacks of their enemies.

These should be cinematic moments: slicing a rope to drop a chandelier on an enemy, cutting a fuse on some dynamite, pinning an enemy's hand to a post, or taking out a sentry silently (see Backstab, below). All that and more can be aspects of this ability.

**Hide in shadows:** Street rats have a knack for not being seen. Add your skullduggery die to the results to your skill roll when attempting to avoid detection. In your territory (including any place you've spent a week or more), add a +1d bonus. Outside a city, subtract -1d. There is no skullduggery die bonus in a neutral city.

**Hide in Plain Sight:** Street Rats practice hiding in crowds to throw others off their scent. Enemies are -1d when attempting to locate a street rat in a city setting. die to their attack and damage rolls when using knives and all class related skills.

**Signature Weapons:** Street rats train in the use of knives, hand axes and other mundane bladed weapons. They find guns to be noisy and inelegant and suffer a -1d penalty when using them. Due to their upbringing, they can also use improvised weapons like crowbars, shovels, staffs, and even bottles with skill as well. Street rats add their skullduggery die when using these weapons. Once a weapon has been used in combat, a street rat cannot switch to another during that encounter.

**Bushwhack:** Street Rats love catching an enemy unawares. When they can either stab or throw a knife at an enemy unaware of them, a successful hit is an automatic critical hit. This skill cannot be used with an improvised weapon.

**Find/Disable Traps:** Years of living on the streets have given Street Rats a "sixth sense" in finding and disabling off dangerous snares and such. Add the skullduggery die to checks to locate and render traps inert.

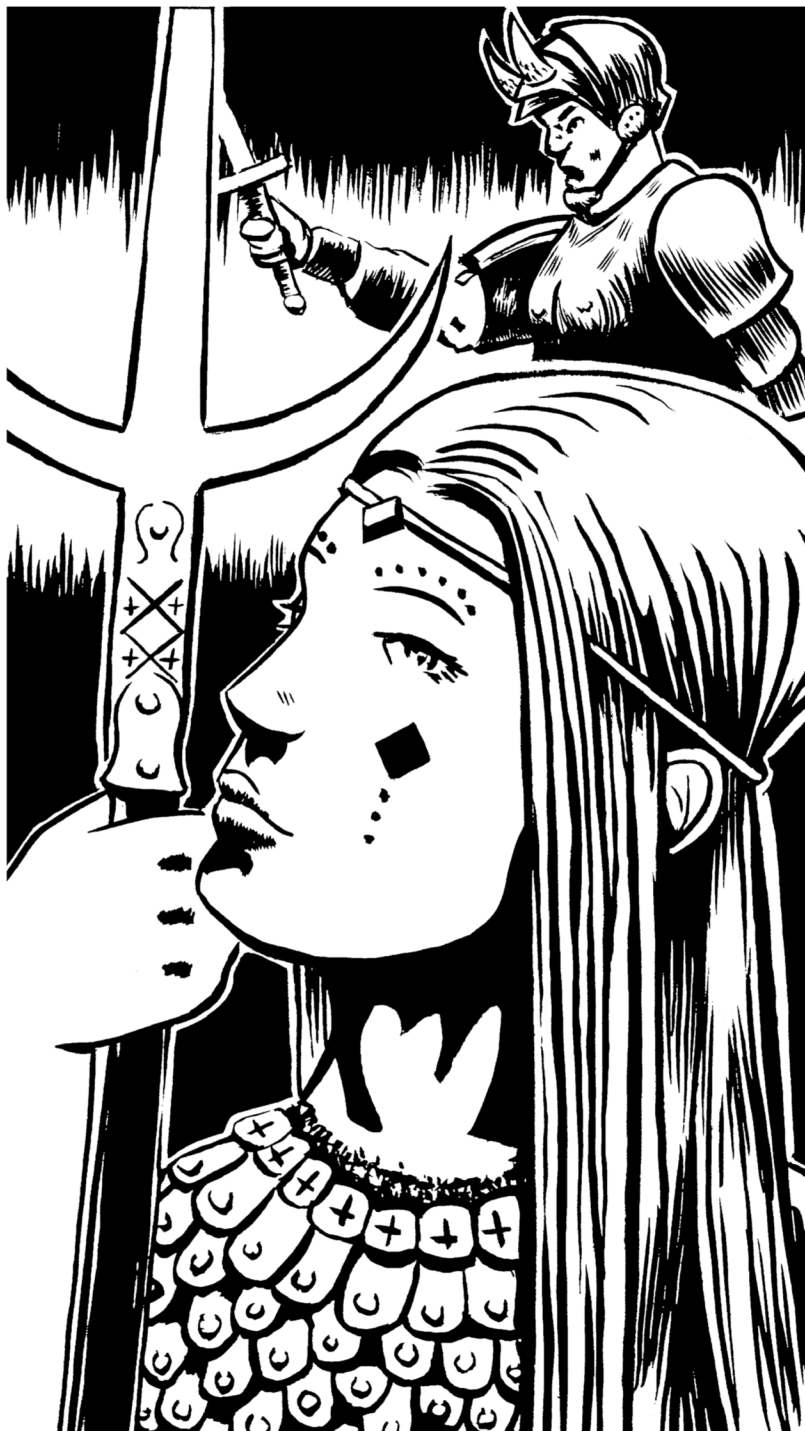
**Interrogate:** Street Rats have a knack for sizing up people and getting information from them. Whether it's being a friendly listener, a horsetrader, or an intimidator (depending on where on the line the street rat is), they have ways of getting people to talk. Use the same dice chain progression as the Hide In Shadows ability.

**Pilfer/Pick Lock:** Street rats are gifted at petty larceny. Picking pockets and stealing small items come natural to them. Add the skullduggery die when attempting to avoid being caught thieving.

## STREET RAT PROGRESSION CHART

Lvl	Title	Skull-Duggery Die	Crit Die	Fumble Die	Action Die	Ref	Fort	Will
1	Tough	d3	d10	d12	1d20/2d16 (dual wield)	+1	+0	+1
2	Bagman	d4	d12	d10	1d20/2d16 (dual wield)	+	+1	+2





# Supernatural Model

By Stefan Surratt

Beauty, charm, grace, and a commanding presence. These are the traits of a supernatural model, whose innate abilities make their presence known with every striking pose and elegant stride. Some are just born with it, some are given it by the gods, and some are given it by more nebulous powers. Their beauty comes in many forms, and while most supernatural models are human, there are also elves granted this beauty and grace by the King of Elfland or even the Dark Fey Queen. But every species has a member who exudes all the aspects of physical perfection, so even the occasional dwarf and halfling find themselves as a supernatural model.

**Hit points:** A supernatural model gains 1d8 hit points at each level.

**Weapon training:** A supernatural model is trained in the use of any weapon that they can stylishly use in combat. Often these are weapons of finesse such as rapiers, whips, or bows, but can also be spears or polearms that the beautiful combatant uses to simultaneously slay their enemies while working the pole. However, supernatural models must only wear armor that accentuates their beautiful physique, though use of shields is no issue. Those who eschew armor may add both their Agility and Personality modifiers to their AC. Those that do wear armor never wear anything heavier than chainmail and armor that is worn tends to be form-fitting and revealing, as to spotlight the gorgeous musculature of the wearer.

**Alignment:** Most supernatural models lean towards chaos and are given to whims of flight and fancy. Those of a lawful nature often give back as much adoration as they receive and are of a charitable demeanor. Few are ever of a neutral nature, as supernatural models tend to lead lives of extremes.

**Magic:** Supernatural models have an innate magical power, granted by pure beauty and grace, supernatural patrons, or otherworldly bloodlines. This gives them access to the spells listed below. They cast spells by rolling 1d20 + Personality modifier + class level. They do not normally gain Mercurial Magic for any spells, but even spells from the Cleric spell list may result in corruption. In the case of rolling a natural 1 on a 1st-2nd level cleric spell, roll 1d6 modified by Luck: (0 or less) major corruption + patron taint; (1-2) minor corruption; (3) patron taint (or minor corruption if no patron), (4+) no effect. In the case of rolling a natural 1 on a 3rd-4th level cleric spell, roll 1d6 modified by Luck: (0 or less) greater corruption + patron taint; (1-2) major corruption + patron taint; (3-4) minor corruption, (5-6) no effect.

1. charm person, blessing, enlarge, sleep, ventriloquism, word of command, patron bond and invoke patron
2. binding, curse, ESP, forget, lotus stare, snake charm, scare,
3. consult spirit, eternal champion, haste, remove curse, slow, spiritual weapon, true name
4. affliction of the gods, polymorph, wizard sense

**Spellburn:** Those who adore beauty are loath to detract from their looks, but may still choose to spellburn. However, supernatural models must spellburn in increments of d3s. They may choose any number of d3 (i.e. for a major undertaking the caster may spellburn 4d3), but the result may only be taken from a single ability score for each casting, which sometimes results in the caster bringing their ability score down to a 0. No matter the result of the dice, the maximum spellburn amount is limited to the caster's current ability scores.

**Caster level:** Caster level is a measurement of a supernatural model's power in channeling a spell's energy. A supernatural model's caster level is her level as a supernatural model. For example, a 2nd-level supernatural model has a caster level of 2.

**Supernatural patrons:** Many supernatural models only serve themselves, though some do align with supernatural patrons, or are even given their beauty by those patrons. Those who do have patrons most often owe their allegiance to Azi Dahaka as a concubine, are members of the King of Elfland's court, or occasionally serve as lesser oracles of the Fates. Occasionally, they even find beauty in grotesquery and serve Hekanhoda or Obitu-Que. Some others find themselves in the service of a god, such as Ulesh, Shul, Artemis, or Amun Tor.

**Clapback:** When hit with an attack, a supernatural model may strike back with a savage and cruel insult. Roll  $1d20 + CL + Per$  mod and have the opponent make a Will save against the result. On a failure, the opponent makes attacks and spell checks at -1d for one round. Creatures who are immune to charm effects, such as un-dead, cannot be affected by this ability. The supernatural model can perform this action a number of times per day equal to their class level.

**Refined Sensibilities:** Supernatural models often find ways to ingratiate themselves even when not schmoozing at a lively party. They may add their Luck modifier to social interaction rolls with those who appreciate beauty and civilization, and to checks related to refined aspects of



life, such as fashion and art. Inversely, they must also subtract their Luck modifier from social interaction checks with those who lack “class,” and from Intelligence checks related to unrefined elements of that world, at the judge’s discretion. Though it is unusual, this may mean that the unlucky find themselves at an advantage.

**Action dice:** A supernatural model’s action dice can be used for attacks or spell checks at any level. At 5th level, a supernatural model can make two attacks, cast two spells, or choose one of each option in a single round. The first action is rolled with a d20 and the second with a d14.

### **Supernatural Model**

Level	Attack	Crit Die/ Table	Action Die	Spells Known	Max Spell Level	Ref	Fort	Will
1	+1	1d7/II	1d20	1	1	+1	+0	+1
2	+1	1d8/II	1d20	2	1	+1	+1	+1
3	+2	1d10/II	1d20	3	1	+2	+1	+1
4	+2	1d10/II	1d20	4	2	+2	+1	+2
5	+3	1d12/II	1d20+1d14	5	2	+3	+2	+2
6	+3	1d14/II	1d20+1d16	6	2	+4	+2	+3
7	+4	1d14/II	1d20+1d20	7	3	+4	+3	+3
8	+4	1d16/II	1d20+1d20	8	3	+5	+3	+4
9	+5	1d16/II	1d20+1d20	9	3	+5	+4	+4
10	+5	1d20/II	1d20+1d20+1d14	10	4	+6	+4	+5

### **Supernatural Model Titles**

Level	Title (all alignments)
1	Exemplar
2	Luminary
3	Paragon
4	Celebutante
5	Quintessence

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