

The Gongfarmer's Almanac



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PKSD KCB DKC

The 2021 Gongfarmer's Almanac: A Dungeon Crawl Classics RPG Zine

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



Volume III Creatures, a Character Class, a Patron, and a Table of Random Items

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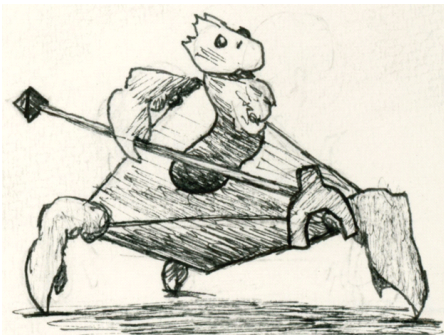
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The World Bubble of the Zocchi-Hedron:

The World Bubble of the Zocchi-Hedron is of all the innumerable and unknowable planes of existence perhaps the most vital. In a pseudosphere of space a realm of great architects floats through the dark of the Void, tending to the workings of the cosmos. Beings of mathematics and law, the Hedrons straddle the line between concept and creature. Each of their limited race have an innate understanding of the underlying Endless Math of the Universe, which defines every aspect of creation, and they spend the eons shaping and defining it. It is the eternal task of the Hedrons to ensure that cosmic astrology runs on schedule, that the speed of light remains constant, and that roughly one in twenty attempts at any task performed by a mortal go spectacularly wrong.

They are devoted to the highest orders of mathematical law, but are not concerned with the warring of good and evil. Neither angel nor demon, nor gold nor glory have sway over them. They know only absolute devotion to their prime directive.

They take geometric form, their bodies perfect



polyhedrons in a strange fusion of pure math and biology, and vary in shape and function.

There are seven Hedron forms, and there have always been only seven.

The First, the Prime Hedron, and the One from which All Other Numbers came, is the Zocchi-Hedron. It is unknowable, it's mathematical implications greater than any living mind could possibly understand, but it serves a clear function in the society of the Hedrons. It is the very fabric of their world bubble, which is a barrier in the shape of a perfect polyhedron of one-hundred sides. No Hedron has ever seen the barrier-wall of the Zocchi-Hedron, but all are derived from its law and represent a fragment of its being.

The lesser Hedrons are those exalted beings of the World Bubble with biologies that most resemble living creatures, though each are still remarkably alien. All Hedrons feature a centralized body structure in the shape of a perfect polyhedron, but their form varies remarkably.

Hedrons are unique among creatures in that they are a fusion of biology and mathematics beyond even the deterministic nature of chemistry and physics. Hedrons control the expression of DNA, the organization of the Periodic Table of Elements, the rate of the passage of time, and the probability of chance, and their bodies are constructed of the very math they curate. Philosophers have often referred to prime beings of perfect form from which all other truths are derived. The Hedrons are these beings, yet they are not perfect.

All Hedrons focus the vast majority of their thought-power on the calculations of the Endless Math which governs the Universe. Hedrons require no sustenance and thus have few internal organs. They do not

breathe, eat, sleep, drink, expel waste, or breed. Hedrons do rely on external sensory organs to perceive the world through sight and sound, but have no mouths and communicate via telepathy. Their hard outer shells are highly resistant to damage, though each Hedron suffers from the placement of a "weak spot" among their faces. This weakness extends to all Hedrons, including the Zocchi-Hedron, a truth that could eventually lead to devastation.

TETRAHEDRONS

The Tetra are the lowest and the most numerous. Slow moving and hard-shelled, they are quite similar to tortoises, hermit-crabs, and other shelled creatures of the infinite worlds. They scuttle across the surface of their planet, endlessly calculating and adjusting in tasks so complex that their vast intellects are consumed by their work. They crawl everywhere, mindlessly it seems, ignorant of all but the greatest disturbances as they go about their work.

The Tetra-Hedrons have 3 short crab-like legs that function for automation and are also used to pry at cracks in the walls and floors of the Temples of

Tetra-Hedron Action Table: D4

1. The Hedron retreats into its shell, gaining an additional +1 bonus to AC, and making no attack this round.
- 2-3. The Hedron attacks with its pincers.
4. The Hedron attacks with its Geometric Adjustment Staff.

the Order of the Cube when needed. Each has a single pincer arm and a long neck topped in a mouthless head that resembles a dinosaur. Each wields a tool of their assigned work order, typically a staff topped with geometric forms that allow them to interact with the many moving parts of their world. To an outsider, the scuttling Tetra-Hedrons and their kin are confusing and unknowable. It's hard to tell exactly why the Tetra-Hedrons push things around with their staves, why they move a block from one location to another, or why their micro-adjustments to the realm are necessary but every decision is vital to the survival of their realm. Most of the time the Tetra-Hedrons remain motionless and inside their shell. Their pyramidal body is full of computational "brain matter", a strange fusion of flesh and machine that devotes its incredible power to computing the Endless Maths. In their head, a second smaller brain matter is responsible for the

creature's sight and hearing, and a brain-stem connects the two brains through the neck.

Tetra-Hedron: Init +1d4; Atk pincers +X (see table below) melee (1d4) or geometric adjustment staff +X melee (2d4); AC 8+X; HD 1d4; hp 4; MV 15; Act special; SP at the beginning of a Hedron's turn, it rolls its Hit Die and adds the value to its Attack Bonus and Armor Class for the round, the result also determines the creatures Action this round (see table below); SV Fort +2, Ref -2, Will +3; AL L.

HEXAHEDRONS

The Order of the Cube is the name granted to the masses of the Hexa-Hedrons, who are the most devout worshipers of Math and the Zocchi-Hedron. These 6-sided cultists lay almost indistinguishable from their surroundings, as they travel via retractable treads on all sides of their bodies, have no limbs, and stack themselves in massive formations.

Like the Tetra-Hedron, Hexa-Hedron cubes are religiously devout to the Zocchi-Hedron, and spend most of their time in prayer to the Endless Math. They stack themselves into elaborate constructs, using their cuboid forms to create temples in which their bodies become the walls, floor, and other architecture. Combined with Tetra-Hedrons, which are often found lying motionless in or on these temples, they create elaborate geometric forms. The Hexa-Hedrons' prayers are typically spent reciting digits of pi and other infinitely long numbers in silent commune with the Zocchi-Hedron.

Hexa-Hedron: Init +1d6; Atk ram +X (see table below) melee (1d6) or laser +X missile fire (2d6, range 60ft); HD 1d6; AC 8+X; hp 6; MV 30; Act special; SP (see Tetra-Hedron statblock); SV Fort +1, Ref +0, Will +3; AL L.

OCTAHEDRONS

The Octa-Hedrons are the warrior caste of Hedron society, and are the only "lesser" hedrons that locomote primarily through levitation. They float as watchmen and guardians of the Hedrons' worlds, though violence is so rare on their plane - the last hostile attack occurred millenia ago and was put down within moments - that the Octa-Hedrons spend the majority of their time in hibernation like all of their kin. The Hedrons are a patient and sedentary race, as they must be through the eons. Octa-Hedrons spend their time hooked up to power banks where they calculate the physics and mathematics of war in perpetuity.

When called to arms, the Octa-Hedrons are swift and deadly. Each Hedron, which remains as a featureless shape until angered, manifests four clockwork arms from its central horizontal points,

Hexa-Hedron Action Table: D6

1. The Hedron spends one turn calculating the Endless Math. It remains motionless this round, and fires its laser next round in addition to its other actions.
- 2-3. The Hedron closes distance and attacks with a ramming attack.
- 4-5. The Hedron designates a target for focus fire. All attacks by Hedrons gain +2 to hit until the Hedron's next turn.
6. The Hedron fires its laser.



Octa-Hedron Action Table: D8

1. The Hedron presents a weak point! The next attack against it, before its next turn, is treated as an automatic critical: roll to hit as normal. Treat a successful strike as a critical hit.
- 2-4. The Hedron spin attacks with a laser spear.
- 5-6. The Hedron attacks with both laser spears!
7. The Hedron calls for reinforcements, 1d4 Tetra-Hedrons arrive in 1d4 rounds.
8. The Hedron spins like a top and attacks all targets within 5 feet with a laser spear.

which it uses to dual-wield laser spears. When moving, Octa-Hedrons sit and constantly rotate to throw off attackers aiming for their weak face.

Octa-Hedron: Init +1d8; Atk laser spear +X (see table below) melee (1d8); HD 1d8; AC 8+X; hp 8; MV 30; Act special; SP (see Tetra-Hedron statblock); SV Fort +1, Ref +2, Will +3; AL L.

Deca-Hedron Action Table: D10

1. The Hedron forges a telepathic link with 1d10 Hedrons within 100 feet. Linked Hedrons can "see" through each other's "eyes", and add +1 to all rolls.
- 2-3. The Hedron takes aim with the Numerical Scrambler Ray, gaining a +5 bonus to hit with its next shot.
- 4-5. The Hedron fires its Numerical Scrambler Ray.
- 6-7. The Hedron calls for reinforcements, 1d6 Hexa-Hedrons appear in 1d6 rounds.
8. The Hedron casts Choking Cloud with a spell result of 20.*
9. The Hedron casts Magic Missile with a spell result of 20.*
10. The Hedron casts Mirror Image with a spell result of 15.*

* When both Deca-Hedrons are within 100 feet of each other, each adds +4 to their spell result.

D E C A H E D R O N S

There are 323,000 topologically distinct decahedra, and none are regular (having all identically shaped sides). This is the unfortunate truth of the Deca-Hedrons, who are the highest order of Priests.

At any time there are only two Deca-Hedrons in the Zocchi-Hedron, and both are Pentagonal Trapezohedrons. They are the closest in resemblance among the lesser Hedrons to us, and appear as cloaked figures. Their high-collared cloaks hide a lack of a body, and their "heads" are a ten-sided form.

They are cursed not to know the whole truth of their being, and while they

understand geometry, they do not know there are other non-regular Hedrons out in other dimensions. The truth of it is that there are uncountable dimensions of Hedrons, each calculating but a fraction of the Infinite Math. They are lesser realms, pale imitations of the Zocchi-Hedron, and the worlds that form in these dimensions are dead and unstable.

Deca-Hedron: Init +1d10; Atk Numerical Scrambler Ray +X (see table below) missile fire (1d10); HD 1d10; AC 8+X; hp 10; MV 30; Act special; SP (see Tetra-Hedron statblock); SV Fort +1, Ref +2, Will +5; AL L.

PC's afflicted by the Numerical Scrambler Ray have all numbers on their character sheet rounded

down to the nearest prime number. This alters the PC's stats, skill bonuses, equipment, treasure, and even their height and age! DC 10 Will save to resist. The changes revert when hit with a Numerical Scrambler



Ray tuned to "descramble". The NSR cannot increase a creature's stats, but the first PC willing to shoot themselves with the weapons descrambler mode while not currently scrambled, gains a point of permanent Luck.

GREATER HEDRONS

The Dodeca-Hedron are the first of the Greater Hedrons, which consist of the Dodeca-Hedron, Icosa-Hedron, and Zocchi-Hedron. They are, for lack of a better term, celestial

bodies in addition to being living creatures.

The Dodeca-Hedrons are limited in number and while this number fluctuates, there are never more than 12 Dodeca-Hedrons. They are in many ways similar to angels, their twelve faces are covered in ever-open eyes and their vertices are ribbed with small fiery wings that allow them to flutter through space. When angered, they attack with eye-beams that drain the very math of creation from the target.

The Icosa-Hedron is solitary, and serves as the planet upon which all of Hedron society is built. It has twenty distinct sides, each featuring a uniform and distinct biome.

The Zocchi-Hedron, also referred to as the Zocchisphere, is the very border of space inside which lay the Hedron's dimension. This world bubble, in celestial terms, is a massive one-hundred sided figure, and the most powerful computational mind in existence. It is theorized that the Hedrons themselves are simply parts of the Zocchisphere's great mind, acting as neurons within a

brain of infinite complexity. While the Zocchisphere is said to dictate and determine all math, none but the Deca-Hedrons have ever spoken

with it, and none know of its true form, or that it shares the same inherent weakness as all Hedrons: a single vulnerable face among many.

THE GREAT WAR:

An adventure hook for an epic campaign at any level.

It is often said that there are infinite realities, this is untrue. All realities are created and determined by a number of Hedrons that live in a world-bubble near the cosmic center of each universe, and as there are a limited number of shapes, there is a limited (but incredibly vast) number of realities. Most of these are unstable and do not bear life. Our reality, called the Prime Reality by some, is ruled by a simple collection of mostly regular polyhedrons, as described above. Only the Deca-Hedrons are irregular in shape, a hint of the possibility of other realms they do not know of. In one of the few stable realities outside our own, Sezrekan rose to power. His realm, the reality that gave rise to the world of Dungeon Crawl Classics, is ruled by Hedrons of strange shape. Three-sided, seven-sided, even fourteen-sided Hedrons calculate the Maths of that world; and while it has created a functional universe, it

has created one of great instability where chaos has a greater sway than in our own. Sezrekan became aware of this, and in his travels throughout the cosmos began to enslave and corrupt the various, even stranger Hedrons he discovered across thousands of dead, unstable realities. He taught the Hedrons that governed his reality the great truth: that they are not alone in the universe and they understand but a fraction of the Endless Math they believed they created, and it drove them mad.

Together with the "funky" Hedrons of his realm and the corrupted monstrosities of a thousand others, Sezrekan attacked. He knew of the one weakness all Hedrons share regardless of shape, that every Hedron has ONE weak face vulnerable to attack, and he used this knowledge to tear through the shell of the Zocchi-Hedron and attack our reality in a bid to claim

the power of the regular Hedrons of the Prime Reality.

That narrative is an adventure for the Judge to create, the results are for the players to determine... This year's entry into GFA

talks only of the regular Hedrons and is but an entry into the great world they live in. In future issues we will talk of the "funky" Hedrons of the Dungeon Crawl Classics universe, and the many other aspects of Hedron society.

Krom

A Patron for Dungeon Crawl Classics

Written by James M. Spahn



Krom is a god of the earth. He is cold and hard, apathetic to the plights of Man - deaf to their pleas for aid, save in the rare instance that he judges a warrior to be worthy. Even then, such a stalwart reaver is only likely to receive such aid once in his life. It is said that Krom gifted Man with the mystery of steel and strength of arms. He believes if that is not enough for them to survive then they do not deserve to live.

Krom is unique in that he will only accept warriors who attempt to bond with him as a patron. Dwarves have their own gods and people to call upon for aid, thieves are vile double-talking deceivers, elves are fey dogs not to be trusted, and wizards are the foulest of all - arrogant seekers of forbidden necromancy and terrible incantations.

Roll Action Dice and Deed Die	Results
1 – 5	Patron Taint
6 – 31	Krom ignores the plea for help. Krom completely ignores the pitiful mortal’s cries for help.
32+	Krom bestows fury and prowess in battle on the warrior who calls upon his aid. The warrior receives a +6 to Strength, +4 to all saving throws, and +2d to their deed die. Their hit point maximum is doubled for the remainder of combat and they automatically heal to this amount. They become a swift and terrible warrior, gaining an additional 1d16 action die each round and add +4 to all critical hit table rolls for all attacks. These bonuses remain for the remainder of the battle, though the warrior is obligated to inflict at least 100 points of damage during the combat, or they automatically suffer patron taint.

Patron Taint

Krom is an apathetic master who has little mercy and no tolerance for those who cannot hold their own against the brutality of the world. When patron taint is indicated, roll 1d6 and consult the following table.

Roll (1d6)	Result
1	Krom scorns the warrior for being so weak as to call on aid. They are less likely to gain aid from Krom in the future and suffer a -2 penalty to all future attempts to Invoke Patron. This effect is permanent and cumulative if this patron taint result is rolled more than once. In addition, the warrior feels their fierceness diminish in their soul and suffers a -1d penalty to all Mighty Deed rolls for the next 1d7 days.
2	True warriors act with silent certainty. Krom punishes the warrior who has called upon his aid by permanently making their voice thickly accented to the point of near unintelligibility.
3	Krom deems the warrior unworthy of the gifts that come from understanding the mystery of steel. Whenever the warrior wields a metal weapon (such as a sword, axe, or dagger), they suffer a -1d penalty to their mighty deed die. This penalty remains in effect until the warrior makes a critical hit with a metal weapon. Warriors who do not have a mighty deed die suffer a -2 penalty to all attack rolls when wielding metal weapons until they make a critical hit while wielding one.
4	An icy chill now runs through the warrior's body as they are filled with the frozen darkness of the caverns deep beneath the earth that Krom calls home. Their muscles weaken and their eyes turn a shocking, unnatural icy blue. They lose two points of Strength and the sunlight burns their eyes. Their Strength will return to their body if they can somehow craft a weapon worthy of the mystery of steel in an underground forge and then wield it in battle against a worthy foe.
5	The warrior is not worthy to wield weapons of steel, whose knowledge was given by Krom. The next time they roll a critical hit in melee combat, the weapon (including magical weapons) they are wielding shatters into rusted shards and is permanently destroyed. The slivers of broken, rusted steel embed themselves in their hand and they suffer a -2 to all attack rolls for the next 2d14 days.
6	Krom is insulted by the warrior's puny claims of valor and bloody prowess. How dare they think themselves worthy of even his notice, let alone his aid! He strips from their mind some of the knowledge of the mystery of steel. Their threat range is permanently reduced by -1. This effect is permanent and cumulative. If the warrior's threat range is reduced to 20, they are no longer capable of rolling critical hits .

Patron Spells: Krom

Krom has no need for the foul and puny magic of sorcerers and enchanters. He grants no spells.

Spellburn: Krom

Krom only accepts blood and sacrifice from warriors who offer it in the heat of battle. Blood for its own sake is a waste of vitality and honorably earned carnage - Warriors may not Spellburn to gain bonuses when attempting to invoke Krom.

Invoking & Patron Bonding with Krom

Krom will not accept the entreaties of spellcasters attempting to cast *patron bond*. In fact, anyone who attempts to do so must make a DC 25 Fort save or immediately suffer patron taint as if Krom were their patron. Krom suffers no spellcasters who dare call his name.

Only warriors may choose to "bond" with Krom as a patron. At first level (and only first level) the warrior declares that they are a worshiper of Krom. If they abandon their worship of Krom, they can never again attempt to invoke Krom as a patron and automatically suffer patron taint as soon as they abandon their worship of Krom. They can never again claim another god, though they can accept healing from clerics of other gods. There are no clerics of Krom, after all - he does not bother to grant spells to those who would be foolish enough to ask.

Whenever the Warrior attempts to invoke Krom, they make a brief prayer either before or during a battle. This takes one action. The player rolls their action die + deed die and consults the *invoke patron* result table above.

Aetherian War Cat Playable Class

by Dan Steeby with help from Reid San Filippo

Aetherian War Cats are horse-sized, tiger-like cats that are greatly prized as battle mounts. They are intelligent and can speak, though they make Intelligence checks on a d10 for topics not relevant to their occupation as "cat." War Cats do

not have true hands and make use of a vestigial dewclaw as a makeshift opposable thumb, thereby performing all tasks with tools intended for hands are done at a -1 die shift on the dice chain.

Hit points: A War Cat gains 1d12 hit points at each level.

Speed: War Cats begin play with a move of 45', and their speed increases as they level up. They may carry their rider at a speed of 5' less than their regular movement rate. See table for details.

succeed on deed die values of less than 3.

Multiple actions: The highly active nature of War Cats provides for an extra action die, even at level 1, which improves with experience. Initially the action will only reliably succeed at very simple tasks. See table for details.



Deed die: War Cats make use of a deed die in the same manner as a warrior which increases with experience, according to the table below. The deed die result is applied to attack, damage and initiative for the round. The ability to use Mighty Deeds begins at experience level 2, as Mighty Deeds cannot

Mounted combat: Anyone can ride an Aetherian War Cat (if it will let them), but doing so requires riding checks from the rider and they gain no special benefits while astride the Aetherian War Cat. However, the Aetherian War Cat may select one individual to bond to,

which must belong to a class that uses a physical deed die (such as a warrior or dwarf), and only bonded riders may ride the War Cat into battle. The War Cat may sacrifice their lowest action die to share their deed die result as a bonus to their rider's attack and damage modifiers for their next action. War Cats may carry their rider at a speed of 5' less than their normal movement rate, and bonded riders do not need to make riding checks except in extreme circumstances. Bonding lasts until the War Cat's or the rider's death. If the War Cat's rider dies, they immediately lose $\frac{1}{3}$ of the experience levels of their fallen rider (rounding down), but are then free to select another rider.

Natural weapons: War Cats may make claw (1d4) and bite (1d6) attacks, and can use other common weapons at a -1 die shift to hit as per other hand

tools. Special weapons may be crafted to eliminate this to-hit penalty, but they are exotic designs and will need to be custom built for the purpose.

Occupation: All War Cats have the occupation of "cat," can make skill checks for anything a cat would be skilled at, and start play with a cat toy as their starting equipment.

Armor penalty: War Cats can wear typical salvaged armor as normal, but suffer an additional fumble die shift when doing so, due to the awkward nature of the protective gear (their fumble die is one die greater than their armor die, and any check penalty modifier from armor is increased by 1). Aetherian War Cat barding may be custom built at a cost of 5GP per armor die shift; fumble die and penalty check are calculated normally for this custom built barding.

Level	Mighty Deed	Crit Die	Action Dice	Ref	Fort	Will	Base Movement
1	+d2	1d10/III	1d20+1d8	+1	+1	+0	45'
2	+d3	1d10/III	1d20+1d10	+1	+1	+0	45'
3	+d3	1d12/III	1d20+1d12	+2	+1	+1	50'
4	+d4	1d12/III	1d20+1d14	+2	+1	+1	50'
5	+d5	1d14/III	1d20+1d16	+3	+2	+1	55'
6	+d6	1d14/IV	1d20+1d20	+3	+2	+2	55'
7	+d7	1d16/IV	1d20+1d20 +1d8	+4	+2	+2	60'
8	+d8	1d16/IV	1d20+1d20 +1d10	+4	+3	+2	60'
9	+d10	1d20/IV	1d20+1d20 +1d12	+5	+3	+3	65'
10	+d10+1	1d24/IV	1d20+1d20 +1d14	+6	+4	+3	65'

Items Found in a Gunslinger's Pockets

by Keith Nelson



The strange and eldritch trails of *Weird Frontiers* have many surprises in store for those who travel them. When checking through the pockets or saddlebags of a fallen foe, you may find any number of items - some benign, some mysterious, some useful, but money is the least of what might be found.

Roll 1d100 ± 5% per each luck modifier point

%	Item
≤1	Tobacco pouch – Contains rolling papers and an excellent tobacco mix
2	Coin purse – Contains \$3.75 in silver and a gold coin with a worn inscription in strange script (Arabic)
3	Monocle
4	Smoked-lens dark glasses
5	Dime novel featuring “”Wild” Jenny Jones, the gunslinger with a heart of gold & nerves of steel”
6	Silver locket containing a portrait of a woman in silhouette, inscribed “To My Darling Anne”
7	Large silver pocket watch
8	Small gold pocket watch, not working
9	Single-blade clasp knife with scales of reddish wood
10	Straight razor with an ivory handle
11	Set of tortoise-shell combs wrapped in tissue paper
12	Tin of hair pomade
13	Small bottle of Dr. Van der Smythe’s Patent Warming Muscle Oil
14	Carved meerschaum pipe with broken stem, depicting a leering goatish face

%	Item
15	<i>Set of keys (one is skeleton key that fits all doors in hotel in nearest large city)</i>
16	<i>Half-pint etched crystal flask containing 4 oz. of 50-year-old French cognac</i>
17	<i>Pint bottle of mezcail containing 3 worms. 50% chance of shenanigans if eaten as determined by the judge (visions, hallucinations, out of body experience for example)</i>
18	<i>Wooden token for a brothel in San Francisco</i>
19	<i>Small pouch of raw gold nuggets (\$24 worth)</i>
20	<i>Gold watch chain with a single charm made of a giant wolf's tooth on it. No watch.</i>
21	<i>Small tin of tooth powder and scrubbing cloth. (+1 to personality checks when used in last hour)</i>
22	<i>Ivory cameo on black velvet ribbon, the ribbon is stained and stiff with brownish red material</i>
23	<i>Set of brass knuckles</i>
24	<i>Lint...just lint...nothing magical or special...just lint.</i>
25	<i>Monkeyfist sap weighted with lead</i>



<i>%</i>	<i>Item</i>
26	<i>Remington No. 95 derringer</i>
27	<i>Small Bedlamite wondrous contraption – DC 13 gear check to figure out activation (2 uses, shoots fire 20' for 2d6 damage)</i>
28	<i>Set of lockpicks</i>
29	<i>Magnifying glass</i>
30	<i>Binoculars</i>
31	<i>Collapsible telescope</i>
32	<i>Pocket microscope</i>
33	<i>Small notebook and pencil stub</i>
34	<i>Holy book (Bible, Koran, Book of Mormon, etc.)</i>
35	<i>Deck of cards with 6 aces</i>
36	<i>Deck of cards missing king and queen of hearts (if those cards are found or recreated exactly, give +1 to effects for Gambler using Dead Man's Hand)</i>
37	<i>Set of ivory dominoes</i>
38	<i>5 bone dice (2 are weighted to come up 6's)</i>
39	<i>Vial of flowery perfume (Mmmm, smells like grandma!)</i>
40	<i>Pouch of reddish salt</i>
41	<i>Jerked meat - if sampled...so delicious...DC10 Will save to not eat it all and then suffer -2 to actions for next day until the gaseous rumblings subside</i>
42	<i>Small sack of parched corn (food for 2 days)</i>
43	<i>Small sack of pemmican (food for 4 days)</i>
44	<i>Pouch of gold dust and rolled up map to a claim in a remote area several days ride away</i>
45	<i>Grizzly claw (1/day scratch self with claw, get +2 melee attack/damage for 2d4 rounds (DC12 Fort save when scratching self or take 1hp damage)</i>
46	<i>Corn cob pipe and Tobacco pouch filled with mixture of tobacco and jimson weed (DC14 Fort Save when smoked or experience hallucinations for d4 hours)</i>
47	<i>Walnut burl pipe and tobacco in a pouch made of albino buffalo skin. Tobacco has a fruity and slightly briny flavor when smoked (Smoke draws the attention of spirits, Luck check to see if the spirit is malevolent (Hex) or benign (Boon)).</i>
48	<i>Book of Shakespearean sonnets. Embedded in one sonnet in the middle of the book is an encoded (DC14 Intelligence check to investigate) Occultist spell determined by judge</i>
49	<i>Silver-inlaid, rune-inscribed 24"-long giant rattlesnake rattle. If vigorously rattled, can drive away animals in 50' radius but if character fails a DC16 Will save.there is a 25% chance to encounter a giant rattlesnake the next day.</i>

<i>%</i>	<i>Item</i>
50	<i>Handful of small sea-shells strung on cord.</i>
51	<i>Seemingly ancient, knotted cords tangled in a ball. DC18 Intelligence check to untangle and discover that the cords provide rough directions to Incan gold</i>
52	<i>Fragmentary page of blasphemous occult tome. DC13 Grit check if read.</i>
53	<i>Small pouch containing 13 gold teeth of different sizes and shapes. The body you found this on is missing only one tooth.</i>
54	<i>Scrimshawed hippo's tusk with scenes of hippo "ranching"</i>
55	<i>10' of fuse and a stick of dynamite.</i>
56	<i>Small vial labeled "Chupacabra blood" in a fine, but wavering script</i>
57	<i>Dried fish filet wrapped in densely-furred leather (From fur-bearing trout, heals 1HD damage, 1d3+1 uses before fully consumed).</i>
58	<i>Oilskin bag containing 15 rounds of silver .44 ammunition.</i>
59	<i>Pocket knife with a silver blade. Affects creatures otherwise unaffected by non-magical weapons. When drawn, the blade must draw blood before being put away (1hp damage to self if wielder doesn't otherwise feed the blade blood when drawn).</i>
60	<i>Half-pint bottle of "Dr. Reuben's Magical Mother's Helper...for all that ails you or your child...". Approximately 35% alcohol and generously laced with laudanum.</i>
61	<i>Ivory music box with an unsettling and slightly disfigured dancer figure within that twirls around to a jangly, discordant tune.</i>
62	<i>Silver snuffbox containing a pale tan powder -Judge may determine what it is...</i>
63	<i>Wedding ring on a leather cord</i>
64	<i>Riding crop made out of strange finely scaled leather (Snakeman skin).</i>
65	<i>Swagger stick with hidden knife blade</i>
66	<i>Vial of dried amber material labeled "Rattle-wolf venom"</i>
67	<i>Canteen containing sea water. It will refill with sea water every 24 hours if emptied and capped.</i>
68	<i>Pair of white leather gloves with six fingers on each hand</i>
69	<i>Single black lace woman's glove</i>
70	<i>Bedroll containing a fine woven wool blanket</i>



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%	Item
71	Raccoon skin hat
72	<i>Buffalo coat with single, large gold, freshly minted, Spanish doubloon in watch pocket. On the inside lining of the coat is a faint, barely legible map to a small island in the Gulf of Mexico.</i>
73	<i>Woven cord necklace with a flat bronze medallion on it. The medallion is worn, with a barely recognizable image of a grinning, 3-eyed round face with tusks.</i>
74	<i>Blackened, serially indented, coiled metal bracelet with bright silver showing at one end where it has been cut. Hacksilver bracelet, worth \$20 for silver or \$100 to a collector.</i>
75	<i>Red cotton string with 1d4 bronze coins strung on it through square central holes. Coins are ancient and worn, but embossed with Chinese ideograms. They feel “lucky” to an Occultist or Gambler. Coins can be spent for +1 Luck per coin. Then blink from existence.</i>
76	<i>Silver-bladed folding fruit knife with mother-of-pearl handle. Fancy.</i>
77	<i>Mustache wax and comb. +1 to Personality for d12 hours if showing off.</i>
78	<i>Folding knife with bone handle and bone blade. 3 pins hold it together at the pivot point, 1 silver, one gold, and one of jet black metal. Knife only serves as a weapon in the Near, doing 3d4 damage to malevolent spirits, but causing wielder to lose one point of Grit for each successful attack.</i>
79	Silk, paisley neckerchief



%	Item
80	<i>Turquoise and silver ring depicting a stylized bird – protects wearer from falling damage if falling more than 20’, but attracts lightning (Take maximal damage from all electrical attacks)</i>
81	<i>Flint-bladed knife bound into bone handle with copper wire.</i>
82	<i>It’s an Atlantean battery that can power devices or provide Bedlamite with +1 modifier to building powered devices. Finger-long, teardrop-shaped, green crystal that lights up with flickering motes of light when shaken. If hit/dropped (AC16 to hit, luck save to avoid explosion if dropped) will explode in a 10' radius ball of crackling electricity for 2d6 damage to all in the area (DC14 Ref save to avoid).</i>
83	<i>Fist-sized, black stone ball with white veins lacing through it.</i>
84	<i>Rolled up bundle tied with a red ribbon. When unrolled, it reveals a thin sheet of pale leather that proves to be the skin of a 2’ tall, red-haired humanoid tattooed with blue triskelion, spiral, and crude animal pictoglyphs.</i>
85	<i>Small leather bag containing 13 bluish flint arrowheads. If attached to fletched arrows, will put humans to sleep for d4 hours when hit (DC13 Will save to avoid).</i>
86	<i>Small leather bag containing 7 crude, hammered iron barbed arrowheads. If attached to fletched arrows, will banish creatures not of this world to the other side of Veil when hit (DC13 Will save to avoid banishment).</i>
87	<i>Fist-sized, blue stone scarab beetle.</i>

%	Item
88	<i>Small, carved ivory statue of ogre-faced, tusked and horned humanoid holding a large, jet-black club. If immersed in blood or bile, it will transform into an Oni (Japanese Demon). If not contained in a summoning circle, Oni will immediately attack with a stone club. If luck check is successful, it will attack enemies for d6 damage. On a failure, it attacks the summoner and allies, leaving only when one of its victims is dead or unconscious, then dragging the victim to the other side of the Veil.</i>
89	<i>Long-stemmed pipe with small jade bowl and silk-wrapped black lump of opium</i>
90	<i>Black veil set with jet beads. Donning it allows you to see across the Veil, while wearing it but also has a chance of attracting a malevolent force (Luck check to avoid) that will haunt the wearer, giving them 1d2 hexes.</i>
91	<i>Tin of bear grease.</i>
92	<i>Brandy soaked fruitcake wrapped in oilcloth. Weighs approximately 7 pounds.</i>
93	<i>Small bottle of grayish dust. Labeled "Powdered Mummy".</i>
94	<i>Shrunken head with long, matted gray hair. Upon closer examination, the head is one-eyed.</i>
95	<i>Paper sack of horehound candy.</i>
96	<i>Silk drawstring bag covered with pseudo-magical sigils and full of small rocks. The rocks are interesting, with varied shapes and colors, but otherwise seem to be normal. The drawstring is tied in an intricate knot.</i>
97	<i>Stiff mask of delicate silver filigree. Has a perpetual feeling of coldness to it, coupled with a faint scent of perfume and rot.</i>
98	<i>Dove gray, velvet, domino mask sewn with small pearls. If worn, gain +4 on stealth checks, but must make a Luck check or, 1d3 minutes later, be drawn into the Near by a spirit (50% chance malevolent, 25% neutral, 25% benign)</i>
99	<i>Single playing card bearing the worn image of a child on it and a red heart on the opposed side. There are circular wear patterns around the image of the child. If rubbed, the card emits a greyish smoke, revealing a small being with a large round head, greenish snake eyes, and a mouth lined with needle teeth. It gazes at you and says "Mama?" in a high-pitched voice. It will follow you around for the next 1d3 days, appearing at inopportune times and begging for sustenance. If offered blood or flesh from a recently killed human, it will bond more closely and over time become a familiar, sapping blood from the PC in return for power determined by the judge</i>

%	Item
100	<i>Leather Sap (weighted end contains gold and silver coins worth \$50)</i>
101	<i>Small jar labeled “Jackalope Horn”. Contains a brownish powder. If ingested, cures 2HD damage 1d3 uses.</i>
102	<i>Glittering motes of dust in a small tightly sealed tin box. 1d3 uses of Pixie dust. See Weird Frontier Core Rule Book for effects.</i>
103	<i>Tin containing flint, steel, and 2d4 uses of charcloth. Fires lit with this will resist going out, even in the worst weather, and provide heat with only meager fuel.</i>
104	<i>Yithian Lightning Gun crystal. Purplish, prismatic, crystal with flickering white lines of arcing electricity trapped within it. Worth \$500 to the right Bedlamite, but also sought by Yithian-worshipping cultists.</i>
105	<i>Jorogumo ashes. See Weird Frontier Core Rule Book for effects.</i>
106	<i>Ruby container holding wine of the Men of Lyeung. DC15 Fort save after drinking or fall asleep for 1d5 hours. See Weird Frontier Core Rule Book for effects.</i>
107	<i>Wooden box containing a small glass globe nestled in straw. Within the globe is a greenish-brown, viscous liquid. This is a Skunk Ape gland stink bomb. If broken, all within 20' must make a DC 14 Fortitude save or be at -2 to all actions and saves for 1d6+2 rounds from nausea.</i>
108	<i>Small, bone box containing a greenish ointment. If smeared on body, treat as the Mountebank’s Ointment of Galvanic Agitation at a 19 spell result.</i>
109	<i>Receipt from Morbus Funerary Services of New Orleans. Notation says “Provide upon presentation”. If Morbus Funerary Services is visited and receipt presented, there is a casket and personalized, engraved headstone waiting for the PC who presents it. Their full name is already carved in the headstone, with the date of death left blank and the inscription “Lived and died by the gun.” or other appropriate epitaph to the character’s class/lifestyle.</i>
≥110	<i>Pair of Ebonized bog-oak and ivory-inlay pistol grips. If fitted to a revolver with cold-iron and silver screws formed in the light of a waning moon, the revolver will then convert all rounds fired to balefire rounds, doing +1d6 fire damage to the target.</i>



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