

The Gongfarmer's Almanac



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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 IV Creatures, a Character Class, a Patron, and a Table of Magic Items

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SNoW/R3MoV3R 2000k

Description: There are rumors amongst Seekers who travel to the far reaches of the earth where the rain falls as crystals. These rumors speak of Smart Metal the size of 20 roxen whose sole purpose appears to be the eradication of this Powder from the Sky. It hovers above the ground and emits immense heat from its belly; a

heat so hot, Seekers say it can change the very nature of water. On rare occasions, smaller Smart Metal have been seen exiting through an opening on the underside of this being, dashing along the ground and destroying whatever Powder from the Sky the less dexterous, gigantic Smart Metal could not eradicate.

The SN0W/R3M0V3R 2000k was developed by ancients who were unfortunate enough to live in the Earth's arctic regions. Originally developed for the clearing of highways and roads to aid in the transport of goods, the development of "affordable" flying-tech soon made these bots obsolete. However, wealthy ancients soon realized the potential these Ice-bots contained for aiding in their leisure during particularly long winters. Instead of clearing roads for the good of humanity, Ice-bots soon found their main purpose clearing snow from local parks and forests so the Ancients could enjoy a pleasant afternoon picnic outside, regardless of the elements.

SN0W/R3M0V3R bots are equipped with industrial grade anti-grav technology which they use to hover over snow, allowing the fusion-powered heat lamps on their undersides to melt snow and ice at such intense heat that water molecules are separated into discrete diatomic hydrogen and oxygen molecules. They also have plasma "whips" on the end of metal arms to clear smaller areas, as well as a heated cabin to safely transport individuals to their picnic destinations. Ice-bots are equipped with a fleet of smaller SN0W/SC00P3R bots which are dispatched as needed to clear smaller areas

unreachable by the main SN0W/R3M0V3R machine.

Where & how: Seekers usually encounter the SN0W/R3M0V3R or members of its hench-bot swarm in regions with a high risk of crystalline precipitation, as the programming of the SN0W/R3M0V3R guides it to follow their greatest enemy - snow! Mountaintops and northern lowlands are all possible locations, as are the strange underground caverns known to the Ancients as "*Tunnel-Slalom Resorts*". Should Seekers be unfortunate enough to wander into the nuclear polar hellscape they are sure to meet the treacherous respite that is the SN0W/R3M0V3R.

In areas where geography has remained relatively stable, and snow is still a permanent or a temporary feature, SN0W/SC00P3R bots are not at all uncommon. Tasked with the unending chore of removing snow from the leisure terraces of the Ancients, these little pieces of Smart Metal are usually found discarded and powerless in snowdrifts near the towering relaxation suites the Ancients built in the unforgiving and frozen regions of the world. A C-Cell only goes so far, but the tech in these little robots was designed to survive the wear and tear of a primal cold, and Seekers have been quite

successful in re-activating the small pieces of Smart Metal. In fact, the few Seekers foolhardy enough to explore the freezing and mysterious “Ultra-Ski Lodges” and “Downhill Slam Boot-Camps” claim that the little SN0W/SC00P3R bots were the only reason they could do so.

The same Seekers also tell of unfortunate explorations, when they were set upon by a massive, unyielding form, demanding them to “**RELEASE THE CHILDREN**” in a booming, metallic voice. Little is known about such Seekers that did not

Roll D8 + lowest LUCK mod.	Mood	Description
0 or less	Bitter	Over the years, the bot has become bitter. It has had many, many years to scheme and design its revenge on those who abandoned it. The bot will start off as very helpful, but will betray the Seekers at the first opportune moment, joining in combat against them or possibly flooding the cabin with scalding hot coffee when the adventurers are resting.
1	Murderous	The bot has become murderous with loneliness, and just tries to kill everyone it encounters. AI recognition rolls must be done from within the cabin in order to have any effect, but any effect will be temporary: the ornery bot will scheme to kill any controller with the hot chocolate dispensers in the cabin the first chance it gets.
2	Rattled	Wary and suspicious, the bot may not be outright aggressive, but will be extremely unreliable and difficult to control. AI recognition rolls must be done from within the cabin in order to have any effect, but any effect will be temporary. On any unsuccessful AI recognition roll or a defective command (for example, anything that puts the bot or its mini-bots at risk), the bot tries to kill whomever booted them up, usually utilizing the internal amenities of the cabin.
3	Snowblind	Millenia in the snow has left the Ice-bot snow blind, leaving it to assume that any and all matter it encounters is snow and must be dealt with with extreme prejudice immediately. The only way to bring the bot back under control is to activate the manual overrides to reboot the system. This can only be done from inside the cabin, and requires a DC 18 check against security systems (while fending off the aggressive champagne fountain). After this, AI recognition rolls may be attempted as normal.

4	Sluggish	Due to decayed and fragmented code, the AI is a little... addled. It can be won over with a successful AI recognition roll as usual, but there is a 50% chance that any command beyond "melt that snow" will be interpreted in a confused, unproductive, or even dangerous fashion.
5	Agreeable	The bot has remained more or less sane, although it has grown extremely protective of itself and the SN0W/SC00P3R bots in its care. After a successful AI recognition roll the bot will obey commands, but refuse anything that puts itself or its mini-bots at any sort of risk.
6	Happy	Over time, the bot has booted to emergency backup AI systems, severely reducing its intelligence. After a successful AI recognition check it responds to commands with sonorous bleeps and bleeps, and has the general intellectual capacity of a large friendly dog.
7	Helpful	The AI has remained surprisingly intact. After a successful AI recognition check it is super happy to have new friends, although the original programming blocks most aggressive or adventurous commands.
8	TOO helpful!	The AI has developed an initiative subroutine, giving it a penchant for creative problem resolution. After a successful AI recognition check the bot is excited to have new friends to help, and will strive to do so with panache! Its attempts at assistance may prove dangerous however, as it will attempt to complete all commands with out-of-the-box logic and extreme efficiency. For example, if the Seekers in the cabin complain of the heat, the bot may open all doors to super-chill the environment with maximal expediency.
9+	Gung-ho!	In addition to an extensive problem-solving subroutine, the AI has developed a militant-survivalist ethos during its long years in the frozen wastes. In addition to attempting to aid the Seekers in a literal and expedient manner (as result 8 above), it volunteers the use of its abilities in a combat capacity, as all of its encoded pacifist relay locks have been overwritten: this extends to using its external plasma lashes to give haircuts, and so on.

comply: there seems to exist an unbreakable connection between a SN0W/R3M0V3R and its young.

AI maladjustment: SN0W/R3M0V3R bots were originally equipped with advanced artificial personality

programming, and were encoded to be always pliant and amicable towards the Ancients who used them as tools and transports. In the long aeons since, most of the remaining bots have experienced significant personality drift due to decaying code and isolation. When a SN0W/R3M0V3R bot is encountered, roll below for the condition of its AI personality.

SN0W/R3M0V3R 2000k: Init -4; Atk plasma lash +5 melee (2d6 heat, 20' reach) and snow melting lamps (special); AC 22 (outer hull) or 16 (inside cabin); HD 8d10; MV hover 30' or fly 15'; Act 2d20; SP huge vehicle, spawn mini-bots, comfortable cabin; SV Fort +4, Ref -4, Will +1; AI recognition 10 (Governmental).

- *Huge vehicle:* The SN0W/R3M0V3R is a massive machine, roughly 20' wide, 20' high and 50' long (6m x 6m x 15m). Additionally, it hovers 5-10 feet above the ground. Climbing an aggressive SN0W/R3M0V3R certainly warrants skill checks, but gaining access to the cabin may be a valid tactical move (with possible additional challenges within, see below).

- *Snow melting lamps:* The bottom of the massive hovering machine consists of fusion powered heat lamps, designed to melt snow by simply superheating a mesh of plasteel nano-filaments. These lamps are obviously hazardous to anything not able to withstand considerable radiation and/or heat. When engaged in combat,

the SN0W/R3M0V3R will attempt to aggressively hover over assailants. It will use all of its movement to do so, and may spend one of its action dice for additional movement. Anyone left under the 20' wide trail of the machine must roll a DC 10 Ref save to leap away in time, or suffer 3d6 heat damage as their body attempts to vaporize.

- *Plasma lashes:* The sides of the SN0W/R3M0V3R bot are equipped with multiple plasma lash ports, as it was designed to clean up any sidewalks it passed as well. These lashes count as heat based melee attacks with an increased reach of 20'.

- *Spawn mini-bots:* The bulk of the SN0W/R3M0V3R unit consists of SN0W/SC00P3R bot storage. There are 20 docks total. If a SN0W/R3M0V3R is encountered in the wild, it contains 1d20 smaller bots, and can activate one SN0W/SC00P3R bot per round to defend itself against assailants (see stats below).

- *Comfortable cabin:* The front part of the SN0W/R3M0V3R bot consists of a climate-controlled cabin containing a variety of amenities (all controlled by the main AI unit). These include a high-pressure champagne fountain, scalding hot cocoa, or possibly liberal application of the industrial-grade sound system. An aggressive SN0W/R3M0V3R bot can use these machines to combat infiltrators, and for this purpose, it has an additional 1d20 action dice and can target all creatures inside the cabin at the same time, causing 1d6 points of damage. Note that the SN0W/R3M0V3R bot may use these conveniences

“accidentally” as well, depending on its mood. The bot cannot target those inside the cabin with its regular attacks.

SNOW/SC00P3R: Init +1; Atk plasma fan +2 melee (1d6 heat); AC 14; HD 2d10; MV hover 20'; Act 1d20; SP immune to mind control and cold, low grade AI (see below); SV Fort +4, Ref +2, Will -2; AI recognition 6 (Governmental); TL: 3, CM: 5.

- **SNOW/SC00P3R AI:** The SNOW/SC00P3R bots were primarily designed as an automated household appliance to clean smaller areas of snow. The SNOW/R3M0V3R bots use

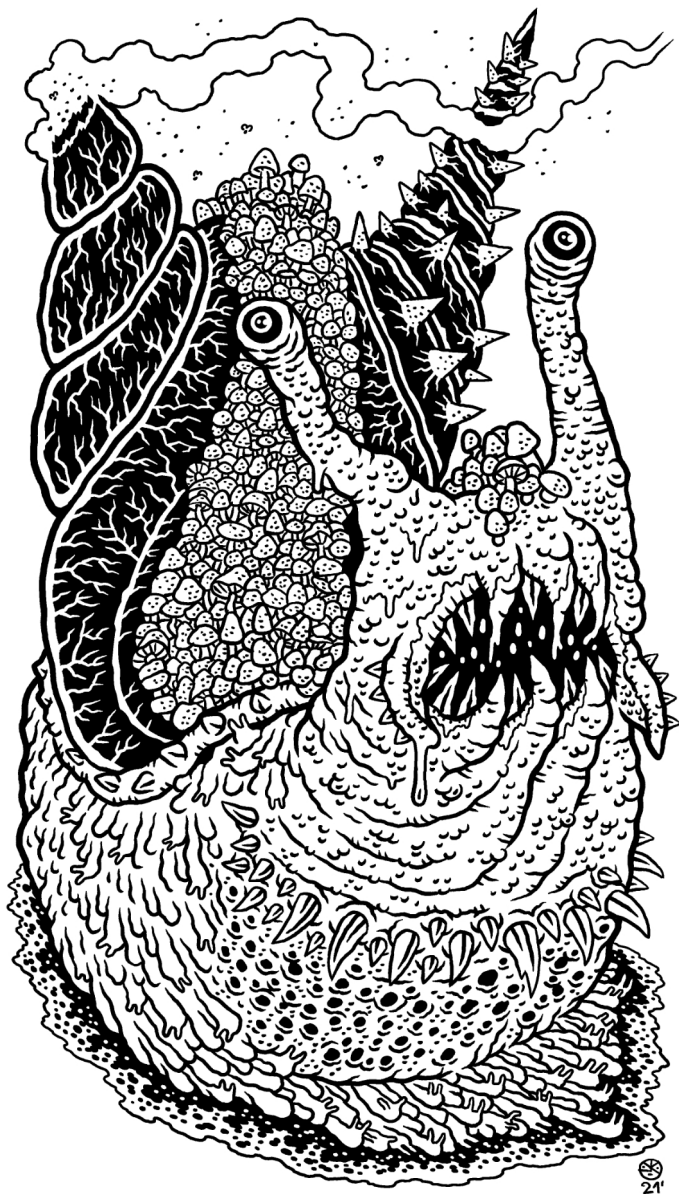
them for tasks requiring more dexterity than can be accomplished with the main machine's bulk. SNOW/SC00P3R bots have a simple AI routine roughly equivalent to the capabilities of a common dog, and can be utilized by Seekers lucky enough to be able to activate one of them. For this purpose, SNOW/SC00P3R bots have a Tech Level of 3 and a Complexity Modifier of 5, and can remain active for a week on a single C-Cell. These bots are obedient, and in addition to snow removal with their plasma fan, the bots are equipped with grabber arms for building snow structures, such as igloos, ice sculptures and snow castles.

The Rot Snail, Lord of Decay

The Rot Snail, or Lord of Decay, is among the patrons of the dead, along with the Blood Seal, the Skeleton King and the Zombie Queen. Once a mortal snail, it was infused with magical power (some say stolen from a god) and learned to influence its world, spreading decay and disease over its abnormally long lifespan, becoming a powerful godling in the process. It is worshiped and courted by funguses, snails, slugs, and those that feed on decay, including necromancers. The Rot Snail lives in a realm of endless forests and swamps

occupied by the animate and inanimate dead and a host of decay-loving invertebrates and fungi. It appears as a giant 12-20' tall greyish-green snail covered in purple rotting sores with a crown of eyestalks and a shining, oil-slick-colored shell. When gazed at, the shell reflects the viewer and their environment as festering, decaying and rotting, with those gazing into it for too long being drawn into the Rot Snail's realm.

Upon taking the Blood Snail as a patron, a wizard gains a small fragment of it as a dead, red-



shelled, head-sized snail that can not move and that must be carried. If the necromancer chooses to sacrifice their own essence in the form of a permanent loss of 1d4 hp or physical attribute points, this

fragment may be granted as a demonic familiar, as if summoned via a Find Familiar spell (permanent hp or physical attribute points spent count as double for spellburn in the casting roll for that). The

familiar will always have the appearance of a large dead snail, and grants +1 AC to the wizard, with the added power of 1/day forcing a contested Will save (1d20+2) to scare one enemy as the familiar reflects back an image of rot and decay at them.

Patron Taint: Rot Snail

(roll 1d4)

1) The caster starts to become oozy and moist, exuding a clear slime from their pores at all times. On the second roll of this result, the slime becomes thicker and stinks of rot and decay, causing a -1 Personality to the caster. On the third roll of this result, the slime will slowly dissolve organic material, causing rot and decay of anything touching the caster over the course of hours to days. However, the slime feeds a coat of living fungus, slimes and molds that replaces the caster's clothing. Anyone touching or being touched by the caster will take 1d2 damage per round until they either spend one round scraping off the fungus or until they make a DC12 Fort save.

2) The caster grows a head-sized black shell beneath the skin of their back, producing a pronounced hump to their back. On the second roll of this result, the new shell bursts free of their skin, spreading to cover their back and curve up over their head in a solid hood (-1 Agility and Personality, +1 AC). On the

third roll of this result, the shell grows, solidifying further, to cover the caster from head to knees. The weight of the shell slows them (-5 movement) and it is impossible to hide the shell (-2 Personality), but it protects the caster even more (+3 AC total).

3) One of the caster's eyes splits in two, with two independently moving eyeballs occupying the same socket. On the second roll of this result, the other eye also splits, with all 4 eyeballs extending on short stalks from the eyesockets (-1 Personality). On the third roll of this result, the eyestalks elongate and the caster gains mental capacity and physical control over them, giving the caster effectively 360 degree vision (+1 Initiative and reduced chance of surprise).

4) The caster's feet begin to transform into muscular, long mucoid appendages similar to that of a slug or snail. They cannot bear to wear normal shoes. On the second roll of this result, the caster's legs continue to transform into the same appendages, with the caster losing 6d4 inches of height and being slowed appreciably (-5' movement). On the third roll, the entire lower body of the caster fuses together to form a single large "foot" and the caster moves about on a mucous trail (-10' movement and can't be knocked prone).

Invoke Patron: Rot Snail

Roll	Result
1	Patron Taint
2-11	Lost. Failure
12-13	The Lord of Decay is otherwise occupied, but sends a rain of rotting slugs, snails, and slimes down on one enemy of the caster, causing 1d6 damage and forcing a DC12 Reflex check to avoid falling prone in a pile of slime and rotting snail flesh.
14-17	The Lord of Decay turns one eyestalk towards its servant, sending a wave of fungal decay to hinder their enemies. The wave strikes all enemies within 30' and in front of the caster, causing degradation of their armor and weapons (DC12 save by any magical items to avoid) by the powers of the Rot Snail's corruption. All weapons do -1D damage and are -1 to hit, with all armor -1 to AC.
18-20	Multiple eyestalks bend towards the enemies of the caster as the Lord of Decay listens to his subject. 1d3 enemies begin to see everything start to decay around them, including their own flesh, as they descend into madness (Will save against spell result to resist). The madness manifests itself as a chaotic and frenzied madness as they lose temporary 1d3+CL intelligence points per round (Will save each round). At 1 intelligence, they become either catatonic or they run away wildly, like animals. The induced madness slowly fades, with affected targets regaining 1 Intelligence point each day, but remain haunted by the memory of their glimpse into the Rot Snail's realm.
21-23	Heeding the call of its subject, the Rot Snail sends a swarm of fungi to aid them, bursting from an extra-dimensional rift and taking the form of a giant 10' tall snail that obeys the caster's commands. The snail stays intact until destroyed or for 1d6 rounds. Fungus Snail - Init -1; Atk tentacles +3 melee (1d6 plus special); AC 13; HD 6d8; 30 hp; MV 20'; Act 2d20; SP armor corrosion (armor loses 2 AC value on successful hit); SV Fort +6, Ref -1, Will +8; AL C.
24-27	The Lord of Decay honors its subject with its attention and their enemies with its presence, causing 2d4+CL foes within 50' of the caster to begin to break down at a cellular level under the assault of its powerful will. The flesh melts from their bones as they take 1d8 hp damage per round and are at -2 to all actions (Fortitude save to resist). The caster is bolstered by this, gaining a +2d8 temporary hp. This effect lasts 1d6 rounds.

Invoke Patron: Rot Snail (cont.)

Roll Result

28-29 The Lord of Decay sends a wave of its most favored servants, the flesh-eating snails, to serve the caster. The wave swells out of the ground, cresting over a 10' by 10' area within 100' of the caster. It can be redirected and commanded by the caster, oozing into the ground and reappearing the next round in another location within 100' of the caster. The wave of snails may also be used to create a 100 sq foot solid (albeit disgusting) platform of invertebrate flesh that can support up to 500 lbs. A fragment of the snail wave curls about the caster's feet, rising to form a robe of slithering invertebrates around them. This provides the caster with +2 AC for the duration of the effect. The wave may be used as an additional spell-like action (1d20 action die) by the caster for the next 2d4 rounds.

Snail Wave - Init +1; Atk melee area effect rasping (1d10+CL); AC 18; HD 10d6; 40 hp; MV 10'; Act as caster; SP slime (the 10'x10' area is coated in corrosive slime, causing ongoing 1d3 hp of damage/round until scraped or washed off and all who don't make a DC15 Reflex save to fall prone, unable to move), rasping attack may be resisted with DC16 Fort save for ½ damage; SV Fort +8, Ref +2, Will +10; AL C.

30-31 The Lord of Decay sends one of its personal servants, a mighty avatar to serve the caster. The avatar appears as a smaller 8' tall version of the Lord of Decay, with a twisted black shell. The avatar remains on this plane for 1d6 rounds, obeying the commands of the caster. During this time, the caster may redirect ¼ of any damage taken into the avatar.

Snail Avatar - Init +3; Atk tentacle punch +5 melee (1d10+3 plus DC13 Ref save to avoid being knocked prone) and snail shot +3 ranged (4d4); AC 17; HD 8d8; 45 hp; MV 30'; Act 2d20; SP Snail shot is a barrage of fist-sized snails that affects all targets within 10' circle; SV Fort +12, Ref +4, Will +10; AL C.

32+ The Rot Snail sends an avatar as well as a fragment of its own power to the caster. The avatar persists on this plane for 2d4+CL rounds, during which the caster is surrounded by a translucent shell shimmering with magical power, providing the caster with +3 AC and +3 on Fort and Will saves.

Snail Avatar - Init +3; Atk tentacle punch +5 melee (1d10+3 plus DC13 Ref save to avoid being knocked prone) and snail shot +3 ranged (4d4); AC 17; HD 8d8; 45 hp; MV 30'; Act 2d20; SP Snail shot is a barrage of fist-sized snails that affects all targets within 10' circle; SV Fort +12, Ref +4, Will +10; AL C.

Gifts

The Lord of Decay gives its loyal subjects the ability to protect themselves as part of its patronage, but at a cost (Personality spent and regained as with Spellburn).

1: One mark of the Rot Snail is a greyish patch of skin that shifts about on the caster's body. The caster may spend one point of temporary Personality to gain a mildly paralytic touch which, on a touch attack, transfers a fragment of this infected skin to the target, numbing and slowing them for 1d3 rounds (-1 to all actions and -1 to AC). If two points of temporary personality are spent, the area touched also begins to molder and decay, with the target taking an additional 1d4hp of damage each round they are affected.

2: The mighty Rot Snail gifts the supplicant with the ability to gain sustenance from the most base of sources. The caster may spend a temporary personality point to first decay, then ingest the rotten organic matter, gaining 1d4+CL hp of healing in doing so. If they expend two personality points, they may provide another person as well with the sweet, fetid sustenance of the Lord of Decay (1d4+CL hp healing).

3: The Lord of Decay protects those it favors, sheltering them beneath its massive shell. The caster may spend one temporary personality point to invoke a hardening and calcification of their skin, giving them +2 to AC for 1d6 rounds and -2 to Initiative until the lost Personality is recovered.



Gnome Class

by Mike McKeown with comments by John Dow

(based on Crawl! 6 by Yves Larochelle)

We decided to rework the Gnome racial class as 10 levels. Here's what we came up with.

Gnomes are comical far-off relatives of the dwarves. They have an innate fascination with life and embrace the beauty and wonder of the world. Gnomes are small in size, barely spanning more than 40 inches in height and 90 pounds in weight and can live up to 400 years of age. Gnomes are enchanted beings; they are talented illusionists. Unlike the dwarves, gnomes usually reside above ground, preferring woodlands and gardens to underground or stone buildings. When they do live underground, their burrows are clean and filled with color and light. They're known to use magic to protect their communities. Gnomes are inquisitive and whimsical by nature but can also exhibit courage and fellowship when an emergency happens.

Hit points: Because of their frail nature, gnomes gain 1d5 hit points each level.

Slow: Due to their small size, gnomes have a base movement of 20'.

Weapon training: Gnomes usually don't like to fight with weapons. If forced to defend themselves, they will use a dagger, dart, short sword, sling

or staff. Armor that will fit a gnome is very tough to find, plus it affects a gnome's ability to use magic.

Alignment: Since gnomish lifestyle is based on freedom and nature, they usually are neutral or chaotic. More rarely, adventurers and peasants have come upon lawful gnomes.

Magic: Gnomish magic is solely based on illusion, deception, mirage, nature and trickery.

Gnomes can't have "patrons" and their spell list is limited (See sidebar.) At first level gnomes can pick any three 1st level spells from their limited list. Gnome spells, like wizards, are affected by Intelligence. Spellcasting for gnomes generally follow wizard's rules, including the ability to spellburn, with the exception of the Trick Die (See Table G1: Gnome.) The Trick Die determines the effective caster level (CL) each time a spell is cast. For example, a 1st-level gnome has a caster level of 1d3, as opposed to 1st-level Wizards or Elves with a caster level of 1. The spell check is usually a d20 + Trick Die + Intelligence modifier.

Sturdy Illusionist Trick: Gnomes sometimes cast special illusions that become solid. After 1st level, (it takes even

gnomes time to master illusionary magic) whenever the gnome casts a spell, he can add a description of the precise manifestation of his illusion. If the judge considers it appropriate in relation to the



situation and the adversaries and the Trick Die roll is 4 or higher, the illusion becomes solid, and causes combat damage to an adversary on top of its other effects. The judge should describe the exact form of the damage according to the context. The damage is a one-time automatic hit doing 1d4 of damage per level of the gnome, and can also be fire-based, cold-based, etc.

Animal Trick: Gnomes have a deep bond with nature. With a Personality roll exceeding 10+ the creature's HD, a non-hostile burrowing animal (e.g. fox, hedgehog, badger etc.) will become friendly with a gnome, protecting them or performing a small task for them. Minimal conversation is also possible, as decided by the judge. The animal will not develop into a companion animal and will soon depart.

Infravision: A gnome can see in the dark up to 60'.

Gem affinity: Gnomes can detect the presence of gems and various other precious stones. Although this method of detection is not olfactory like a dwarf, gnomes have a 6th sense that gems are present within 30'.

Luck: A gnome's Luck modifier applies to all Saving Throws against magic attacks and spells.

Language: At first level, a gnome knows Common and the gnome language.

A gnome knows one additional language per point of Int modifier.

Action Dice: A gnome's action dice may be used for attacks and spell checks at any level.

Table G2: Zero-level occupations for gnomes

- 1) Gnome tinker - hammer, fine tools, spool of copper wire 20'
- 2) Gnome animal trainer -- club, dog, dog biscuits
- 3) Gnome gem cutter - chisel (as dagger), magnification monocle, small vice
- 4) Gnome sage - encyclopedia (as club), parchment and quill pen

Gnomes are limited to the following spells (roll randomly at 1st level):

1st level: Cantrip, Charm person, Color spray, Detect Magic, Faerie Mist (SS DCC Day 20), Illumination (SS DCC Day 20), Magic shield, Read magic, Ropework, Sleep, Speak with Animals (TotSW), Ventriloquism

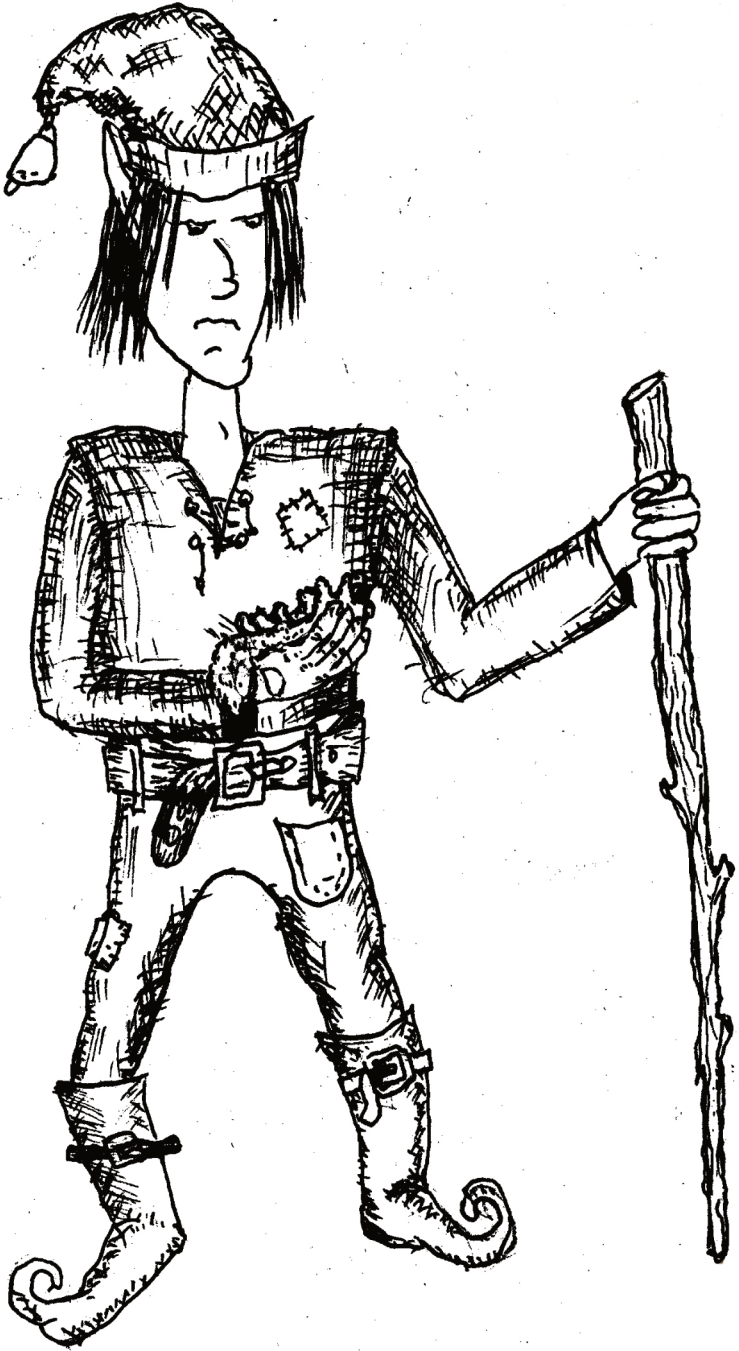
2nd level: Detect invisible,

ESP, Invisibility, Knock, Levitate, Magic Mouth, Mirror Image, Phantasm, Plant Growth (Quaranzine 1), Scare, Scripted Illusion (Crawl! #6)

3rd level: Consult Spirit, Dispel magic, Fly, Haste, Slow, Turn to stone

4th level: Hallucinatory Terrain (new), Polymorph, Transmute Earth.

Level	Attack	Crit Die/ Table	Action Die	Trick Die	Known Spells	Max Spell Level	Ref	Fort	Will	Title
1	+0	1d5/I	1d20	d3	3	1	+0	+1	+1	Trickster
2	+1	1d6/I	1d20	d4	4	1	+0	+1	+1	Charmer
3	+1	1d8/I	1d20	d4	5	1	+1	+2	+1	Illusionist
4	+1	1d8/I	1d20	d4	6	2	+1	+2	+2	Master Illusionist
5	+2	1d10/I	1d20	d5	7	2	+1	+3	+2	Copperfield
6	+2	1d10/I	1d20+1 d14	d5	8	3	+2	+4	+2	
7	+3	1d12/I	1d20+1 d14	d6	9	3	+2	+4	+3	
8	+3	1d12/I	1d20+1 d16	d6	10	4	+2	+5	+3	
9	+4	1d14/I	1d20+1 d20	d7	12	4	+3	+5	+3	
10	+4	1d14/I	1d20+1 d20	d7	14	4	+3	+6	+4	



Hallucinatory Terrain

Level: 4	Range: 100'+20' per CL <i>(once cast, the caster can move)</i>	Duration: Varies Casting: 1 action	Save: Will v Spell DC
General	The spell caster creates an illusion that will look, sound and smell like the neighboring terrain. For example, the image might appear as a group of wooden buildings, a brick tower, or an idyllic meadow full of bright flowers. At higher levels, the spell almost might become permanent.		
Manifestation	Per description.		
Corruption	Roll 1d3: (1) caster's eyes become pale and cloudy, and they are blinded for 1d6 rounds; (2) caster cannot smell or hear (becomes deaf, 40% chance that they cannot cast spells) for 1d6 hours every day; (3) caster becomes covered in black pustules that resemble the plague that the caster can't see.		
Misfire	Roll 1d3: (1) the illusion appears to work, but only works for the caster; (2) the illusion is reversed (e.g. the terrain is visible when people are near); (3) the illusion becomes a wide colorful blur 80' around the caster and follows them for 1d4 hours.		
1	Lost. Failure. Roll 1d4 modified by Luck: (1 or less) corruption + misfire; (2-3) corruption; (4+) misfire.		
2-11	Lost. Failure.		
12-17	Failure, but spell is not lost.		
18-19	The illusion creates the hallucinatory terrain. The illusion may affect an area up to a 5' sq. per caster level for 1 turn per caster level.		
20-23	The illusion creates the hallucinatory terrain. The area affected may be up to a 10' sq. per caster level and can last for 1 minute per caster level.		
24-25	The illusion creates the hallucinatory terrain, affecting an area up to 20' sq. and lasts for 1 hour per caster level. It is surprisingly realistic and opponents failing Will save vs spell check, will be unable to determine that the terrain is a hallucination. (depending on the actual pattern/terrain).		
26-28	The illusion creates the hallucinatory terrain, affects an area up to 40' sq. per caster level and lasts for 1 day per caster level. It is surprisingly realistic and opponents failing a Will save vs spell check, will be unable to determine that the terrain is a hallucination (depending on the actual pattern/terrain).		
29-33	The illusion creates the hallucinatory terrain, affects an area up to 50' sq. per caster level and lasts for 1 day per caster level. It is surprisingly realistic and opponents failing a Will save vs spell check, will be unable to determine that the terrain is a hallucination (depending on the actual pattern/terrain).		

Hallucinatory Terrain (cont.)

- | | |
|-------|---|
| 34-35 | The illusion creates the hallucinatory terrain, affects an area up to 60' sq. per caster level and lasts for 1 day per caster level. It is surprisingly realistic and opponents failing a Will check vs spell check, will be unable to determine that the terrain is a hallucination (depending on the actual pattern/terrain). |
| 36-37 | The illusion creates the hallucinatory terrain, affects an area up to 60' sq. per caster level and lasts for 2 days per caster level. It is surprisingly realistic, and opponents failing a Will save vs spell check, will be unable to determine that the terrain is a hallucination (depending on the actual terrain). |
| 38-39 | The hallucinatory terrain is permanent. It can affect an area up to 50' sq. per caster level. It is surprisingly realistic, and the caster can include sound to the terrain (depending on the actual terrain). |
| 40+ | The hallucinatory terrain is permanent. It can affect an area up to 100' sq. per caster level. It is surprisingly realistic, and the caster can include sound to the terrain (depending on the actual terrain). |

Super-Duper Space Hamster

Gnomes are known to have built magical ships to travel to other planets. Super-duper space hamsters come from planets with large colonies of gnomes. They ordinarily have only one mode of attack - an awful bite. They avoid this most of the time, as domestic breeds are quite fearful. However, wild hamsters are more threatening, and they hastily charge at anyone who comes near their lair.

Super-Duper Space Hamster: Init +0; Atk bite +2 melee (1d6); AC 12; HD 3d8; hp 12; MV 20'; Act 1d20; SP immune to disease; SV Fort +3, Ref +3, Will +1; AL N.



Weird Magical Items

By The Death Die Club

Everyone knows that attending a magic school can be EXPENSIVE. Unless you descend from royalty or have a small fortune stashed in a goblin bank, you will struggle to save enough money just to pay for the entry exam. So, you might ask yourself, how can some of these wizards get enough gold to pay for their studies? Simple. They do so by selling cheap magical items.

Now, we know some of you hate "selling stuff" and would rather spend all day cleaning old spell books rather than trying to convince a group of adventurers to buy your wares. Well, I got

good news for you. These guys will buy ANYTHING if it appears to be magical. It is just a matter of offering it at a decent price, and those items will fly off the shelves (figuratively speaking, unless they actually fly by themselves). Just one word of advice: DO NOT GIVE THEM STORE CREDIT!. 35% of adventurers usually don't make it back so payments should be upfront and warn them that all sales are final!

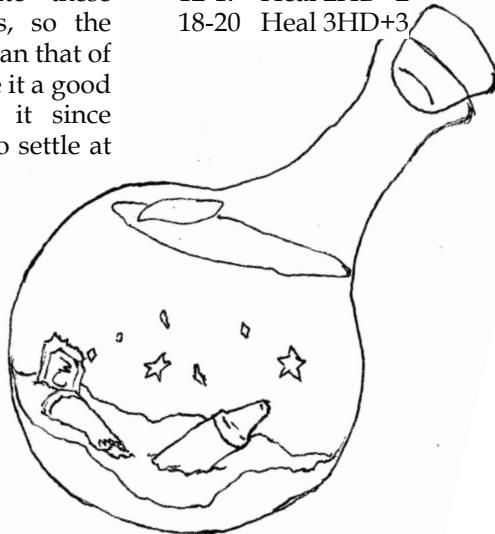
Here are some of the items you can easily sell to your average adventuring group:

Healing Potion 50 gp

The bread and butter of all adventuring parties. First year wizards tend to create these things in large batches, so the quality can vary more than that of home-brewed beer. Give it a good shake before drinking it since some ingredients tend to settle at the bottom of the vial.

Roll 1d20 (add +1 if shaken for a full round)

- 1-3 Take 2HD of damage
- 4-11 Heal 1HD+1
- 12-17 Heal 2HD+2
- 18-20 Heal 3HD+3



Potion of the Banshee 150 gp

The late wizard P'zaz Fizzy Magic was trying to come up with a potion to help out of tune bards. Although he never managed to brew the potion that he wanted, he came up with something very powerful. This concoction gives its user the ability to scream like a banshee for a couple of rounds, which might come in really handy in some extreme cases.

Warning: The potion uses truly hazardous components to



recreate the effect. We advise you to use this potion ONLY in emergency cases.

Roll a FORT saving throw after drinking (DC 12)	
Roll	Effect
1 (natural)	Adventurer dies
Failed Save	PC takes 3d10 damage
Successful Save	PC can scream 2 times in the next 5 minutes. All creatures in a 20' cone must make a DC 10 FORT save or receive 3d10 damage
	PC can scream 3 times in the next 10 minutes. All creatures in a 20' cone must make a DC 15 FORT save or receive 5d10 damage

Book of Inspirational Quotes 200 gp

Feeling a bit down? Upset half of the party died in the last adventure? Don't worry, the magical book of Inspirational Quotes can give your team the morale boost they need. Any player who spends at least 1 hour reading the book gets a pool of 1d6 temporary luck points that can be used during the next 24 hours. Unfortunately, if an adventurer reads the books more than 2 times in any given adventure, they will start experiencing the following subtle personality changes:

- Temporary luck points increase to 2d6 per reading
- The adventurer feels more confident in their skill, and thus any checks against fear and charm improves +2d steps.
- The adventurer changes their title to "coach" and requires all other players to address them this way.
- The adventurer's alignment is replaced by an inspirational quote. It becomes the cornerstone of all decisions taken in the future
- Finally, all checks during social interactions are reduced by two steps as other people tend to react negatively to the character's new personality (e.g., the adventurer cannot stop giving "pro-tips" to all the listeners).

CRAZY GAKK'S



GOBLIN
WATER

Crazy Water

25 gp

Goblins believe they have some of the best alchemists in the world. Apparently, goblins are not burdened by all the limitations faced by regular wizards and they are able to brew potions three times faster than anyone else.

What goblins don't know is that these "experts" are so fast because the only thing they do is collect leftovers from other potions, mix them, and pour them into a new vial. Are these things safe? Not at

all, but goblins don't truly understand the concept because the word is nonexistent in their language. (Don't believe me? Check a dictionary.)

The effects of a potion are only known until the adventurer consumes the whole vial. Warning: the potion can have some weird side effects. Be sure to have a Cleric nearby before consuming them.

Crazy Water Effect (roll 1d10)	
1	Poison. Roll a FORT save vs DC 12 or take 3d6 damage
2	Regain 2d6 hit points
3	Invisibility for 1d6 rounds. Adventurer remains invisible even if they attack
4-5	Enhanced Strength: +2 to hit and damage rolls for 1d10 rounds
6-7	Enhanced Fortitude: +2d8 temporary hit points for 1d10 rounds
8-9	Enhanced Dexterity: +2 to AC for 1d10 rounds
10	Superhero: +2 to hit/damage, +1d8 temp hit points, +1 AC for 2d6 rounds

Temporary Side-effects (roll 1d10)	
1-4	No side effect
5	Adventurer goes blind (-2 to all attacks, +2 to be hit)
6	Adventurer loses all of their hair
7	All bodily hair triples in length and will grow at an accelerated rate even if trimmed
8	Fangs grow by 3 inches. Gain bite attack for 1d4 damage
9	Nails grow into claws. Gain claw attack for 1d6 damage but all weapon attacks are at a -2
10	Ears triple in size. All listening checks are improved by two steps

How long do these effects last? Roll a FORT Saving vs DC 10. If you fail, the effect is permanent.

Messy Bag of Holding 500 gp

Most people think that creating bags of holding is complicated. It is not. What is really complicated, is creating a good filing system so the user can retrieve the item they need when they need it. Thus, it is not uncommon to find fully functional bags of holding with cheap filing systems. These knockoffs might look like the real deal, but you won't find out it is a fake until you start using it.

These bags can hold up to 600 pounds worth of items without a problem but every time a player tries to pull out an item they must roll a d8. If the roll is less than the number of items currently in the bag, the adventurer pulls out something else instead and the item they were looking for takes the place of the object pulled out.



Sample list of items (roll 1d20)

- 1 Old pair of boots (size 11)
- 2 Shiny gold ring (10gp)
- 3 Red wine bottle, half full
- 4 Skeleton of a small rat
- 5 Buckler with the symbol of a chaotic god
- 6 Small clay statue of an unknown god
- 7 Metal key
- 8 Pair of silk gloves
- 9 Rusty metal pan
- 10 Ring of Invisibility (1 use per day)
- 11 Scroll with the recipe for a fruit cake
- 12 50 gold pieces
- 13 Vial with a powerful acid (1 dose, 1d10 damage)
- 14 Padlock and a key
- 15 Small sack with white sand
- 16 Silver whistle
- 17 Cheap healing potion
- 18 Diamond (150gp)
- 19 Moldy piece of bread
- 20 Spell book with a 1st level and a 2nd level spell

Pillow of Sweet Dreams 150 gp

This item was originally created for traveling aristocrats who spent most of their time traveling around their kingdom. All of them complained about how uncomfortable stagecoaches were and how they rarely managed to

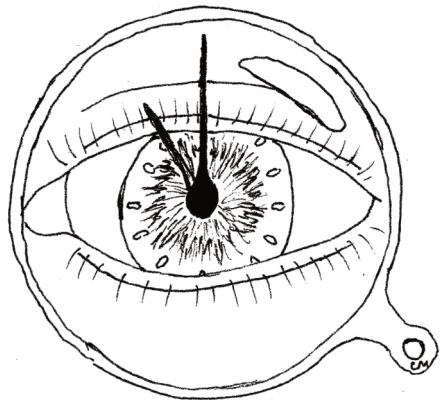
rest while traveling. Thus, in an attempt to ease their pain, the late wizard P'zaz Fizzy Magic developed a pillow that would allow its user to rest even in the most extreme conditions. The user totally ignores the outside world and is able to enjoy the benefits of a full night's sleep (heal 1 hit point + Constitution bonus, plus recover all spell slots) in just one hour. In addition, the pillow will eliminate the negative effects of any alcohol or drugs consumed in the last couple of hours.

The pillow was a huge success among royal families and wealthy individuals, until they found a tiny little detail that could potentially make it very dangerous: it is almost impossible to wake up anyone using one of these pillows. This makes them easy targets for assassins, especially when used in the middle of large royal events.

In game terms, anyone using the pillow must make a WILL saving throw vs DC 15 to wake up after being hit. They can roll the saving throw after each hit, but there is a chance they never wake up.

Monocle of Minute Seeing 100gp

This magical item is a prime example of what happens when someone is not paying attention when the teacher explains the homework. The monocle allows the user to keep detailed tracking of any event they define. Although it was originally



designed to keep track of simple things (e.g., how much longer before this class is over or how long before the soup you are cooking is ready), adventurers found it useful to keep track of different events inside a dungeon (e.g., spell durations, how long before a torch is used up, amount of time before they run out of air, etc.). The monocle can keep track of up to 3 different events at the same time, and it will sound a small alarm 10 seconds before any of the events end.

Unfortunately, having access to all this detailed information has a major drawback. The player becomes obsessed with keeping control of everything. Thus, everytime an event comes to an end, the user must make a DC 15 Will save to start keeping track of another event. It doesn't matter if the information is irrelevant, the adventurer feels the urge to keep track of the time and must provide regular updates to the rest of the party.

A Free and Unofficial Zine for DCC RPG

