

The Gongfarmer's Almanac



Volume #5, 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 V

Creatures, a Character Class, Patrons, and an Unusual Item

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Mangrove Monsters

By Bjorn Nelson

Giant Mantis Shrimp



Giant Mantis Shrimp:

Init +5; Atk “Club” +6
melee (6d10+5)
Shockwave +5 ranged
(3d10 & roll to hit other
targets within 5’ of
original); AC 16; HD
3d12; hp 21; MV 50’; Act
2d20; SP Cannot breathe
on land, Can punch
through 5’ of steel, wood,
sand, rock, and other such
materials; SV Ref +5,
Fort +2; Will -1; AL C.

This enlarged version of the mantis shrimp is a rare sight to behold. It stands 4’ tall, an exponentially larger number than the common mantis shrimp’s height. These creatures skitter around the ocean floor using their fast moving clubs (calcified fist-like things that strike with great power) to take out prey much larger than themselves. The giant mantis shrimp punches so fast it sends shockwaves

through the water, stunning and occasionally killing its target. These gargantuan monstrosities spend most of their time in underwater burrows, coming out only to hunt, mate, or defend their territory.

Well these Giants don't fit the typical definition, they still are many times larger than a common mantis shrimp, and make up for their smaller size in their clubs' incredible power. The clubs move so fast, the human eye can only perceive a slight vibration around the striking appendage. Many high-ranking shrimp-men will keep giant mantis shrimp as pets and symbols of their power. It is incredibly difficult to wrangle a giant mantis shrimp and even harder to tame them. Giant mantis shrimp are nearly impossible to contain without restraining their clubs.

Capuchin Shaman

Capuchin Shaman: Init +3; Atk Bite +2 melee (1d4+1), Stick (as club) (1d6+1); AC 14; HD 5d8; hp 17; MV 40' climb 30'; Act 2d20; SP spellcasting -2 (Magic Missile, Cantrip, Ropework (with vines)); SV Ref +3, Fort +1, Will -2; AL N.

Capuchin monkeys are an especially devious species. They dwell in mystical mangroves and take every chance they can to steal food and valuables from PCs. The capuchins bring the stolen goods back to their leader, a mighty monkey shaman. These shamans gorge themselves on pilfered food and use the taken valuables as tools or as decoration. A new capuchin shaman is chosen each year from among the troop through multiple weeks of fierce combat. The shaman is chosen for their skills in thievery, fighting, and the arcane. These shamans make sacrifices to deities and Crabuchins (see below).

The capuchin shaman usually leads a troop of capuchins with anywhere between 10 and 35 members. The shaman is responsible for feeding the troop (though they do not acquire the food themselves). The shamans have above average intelligence and some can even speak rudimentary Common. It is also possible to communicate with these capuchins using basic hand signals. The capuchins usually do not care about PCs unless they are carrying food or shiny items in plain view. If the PCs offer one of the aforementioned things to the capuchins, the shaman will generally let PCs pass through their territory.

Shrimp-Men



Shrimp-Man (Shrimp Warrior): Init +0; Atk Spear +1 (1d6), Shrimp Roll +2 (1d3 + Roll up); AC 13; HD 1d8; hp 6; MV 30' swim; Act 1d20; SP Roll Up (Double movement for the round, +2 AC, can make a roll attack); SV Ref +0; Fort -1; Will -6; AL L.

Unlike their Fish-folk brethren, Shrimp-men tend to mind their own business. They do not care for human affairs, unless those affairs disturb the Shrimp-men or their habitat. Many times a colony of Shrimp-men can appear without any humans knowing of their presence. This is partly due to the Shrimp-men's generally indifferent attitude

towards human affairs, and partly because of where their colonies are placed. These colonies dwell at the bottom of the ocean floor and come up rarely. The Shrimp-men are a very organized race and each colony has one clear leader. This leader or "High Shrimp" controls the shrimp army. The Shrimp-men cannot breathe air, and are forced to stay underwater if they want to survive.

Each Shrimp-man starts their life the size of a normal shrimp, reaching their full height of 5 feet through a two-year growing and molting process. Shrimp-men will feed on just about anything they can, ranging from meat to algae. When confronted with danger that they can't easily handle, they curl up into a ball and swim away as fast as possible. The Shrimp-man's language is complex and strange. It revolves around a series of clacks and chirps inaudible to humans. Communicating with this species is impossible (if not through magic) and any attempt at sign language will only leave the shrimp men confused (for they do not have human hands). The Shrimp-men are fairly stupid, spending the majority of their lives listening to orders from the "High Shrimp" and making noiseless gossip with each other. When in a bad combat situation the shrimp will often curl up into their shells and roll at PCs. The shrimp are much quicker and have +2 AC due to their armor on the shell and increased movement.

Root Dweller

Root Dwellers: Init +4; Atk Lunge +1 ranged (1d8 + DC 10 ref save or face grab), Bite +2 melee (1d4+2), Stab +2 melee (1d6+2); AC 15; HD 3d10; hp 16; MV 30' 20' climb; Act 2d20; SP Face grab (all melee attacks on the PC grabbed have a +2 to hit, each round a PC may make a DC 12 strength check to get free), Surprise Attack (+5 to hit on surprise lunge attack); SV Ref +4, Fort +2, Will -3; AL C.

These 3' long creatures are lizard-like in appearance and camouflaged to resemble mangrove roots. They possess 6 long, spindly legs that elevate them up to 2 feet off the ground. Their skin is mottled and brownish white, to resemble the bark of mangrove trees. These creatures skitter around the root-covered floor of mangrove swamps in search of prey. They are carnivorous and will eat large creatures like humans, halflings, elves, and the occasional wandering capuchin. These creatures follow potential prey, hidden in the roots of the mangrove, becoming virtually indistinguishable from the trees all around. When an unsuspecting victim is behind or separated from the rest of their group, the root dweller will lunge from its hiding spot (granting it a +5 to hit), and attempt to kill the victim. Once the victim is dead, the Root Dweller will impale the body with one of its 6 legs and drag it off to a safe eating spot.

The Root Dwellers are solitary creatures, with no distinguishable language. Some special types of Root Dwellers disguise themselves as vines and attack from above. These creatures are especially dangerous at night where they can take a victim without others noticing. If PC's are looking for the Root Dwellers during the day they can spot any hiding within 10' with a DC 15 Intelligence check. If PC's are not looking, assume the Root Dwellers remain hidden.

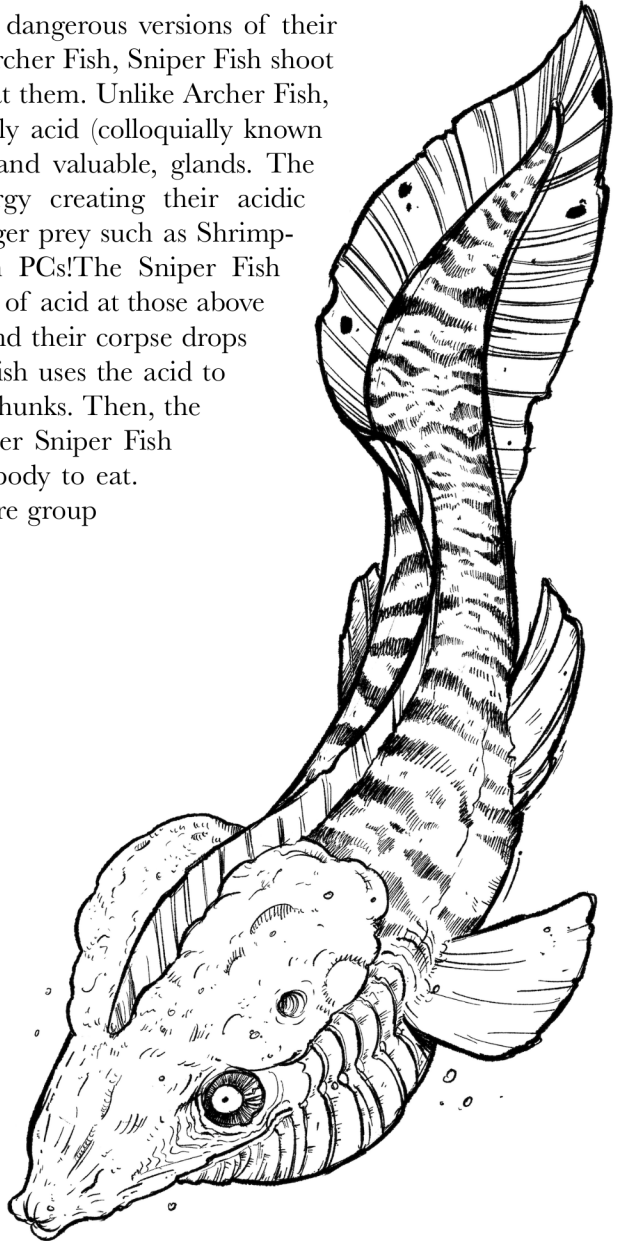


Sniper Fish

Sniper Fish: Init +1; Atk Acid Spit ranged (1d4 + 1d6 damage/round (DC 13 Fort save for half) for 1d4 rounds); AC 15; HD 1d3; hp 2; MV 30' swim; Act 1d20; SP Cannot act on land and dies in 1d4 rounds; SV Ref +1, Fort +5, Will -5; AL N.

Sniper Fish are much more dangerous versions of their cousins, Archer Fish. Like Archer Fish, Sniper Fish shoot down their prey by spitting at them. Unlike Archer Fish, Sniper Fish produce a deadly acid (colloquially known as torment) in specialized, and valuable, glands. The fish expend so much energy creating their acidic weapon, they must hunt larger prey such as Shrimp-Men, Capuchins, and even PCs! The Sniper Fish surface briefly and spit globs of acid at those above water. Once the prey dies and their corpse drops into the water, the Sniper Fish uses the acid to break the body into edible chunks. Then, the Sniper Fish calls all the other Sniper Fish in their group back to the body to eat. One animal can last an entire group up to 3 days.

If characters are smart enough to dump some meat into the water before they pass through, they can distract the Sniper Fish for long enough to get away. A Sniper Fish's acid glands are prized possessions, and small amounts of the acid can be used as an ingredient in some meals. The acid is also a primary ingredient in a psychedelic drug called "whiplash," meaning that the acid can fetch a high price on the black market.





Slime Spreader

Slime Spreader: Init -3; Atk
Bite (1); AC 11; HD 1d2; hp 1;
MV 20' 10' climb; Act 1d20; SP

The slime trails of these creatures are incredibly slippery, causing any creatures that walk over them to make a DC 10 Ref save or fall; SV Ref -3, Fort -2, Will -2; AL N.

This creature resembles a small blob of slime about 1 foot in diameter. This creature creates traps from natural holes created by mangrove roots. . It spreads slime in and around them, hoping to ensnare an unsuspecting creature. Any PC stepping on the slime near the hole must make a DC 10 Ref save to avoid falling in. The holes are typically 6-10 feet deep and slick with slime the entire way down. Characters will have trouble getting out of the holes due to the slippery slime spread on all sides. Characters attempting to climb out of the hole must make a DC 22 climb check, or remain stuck in the hole. If a character rolls under a 5, they slip and fall taking 1d4 damage. If a character rolls a 1, they slip and are impaled by a black mangrove's root, taking 1d8 damage.

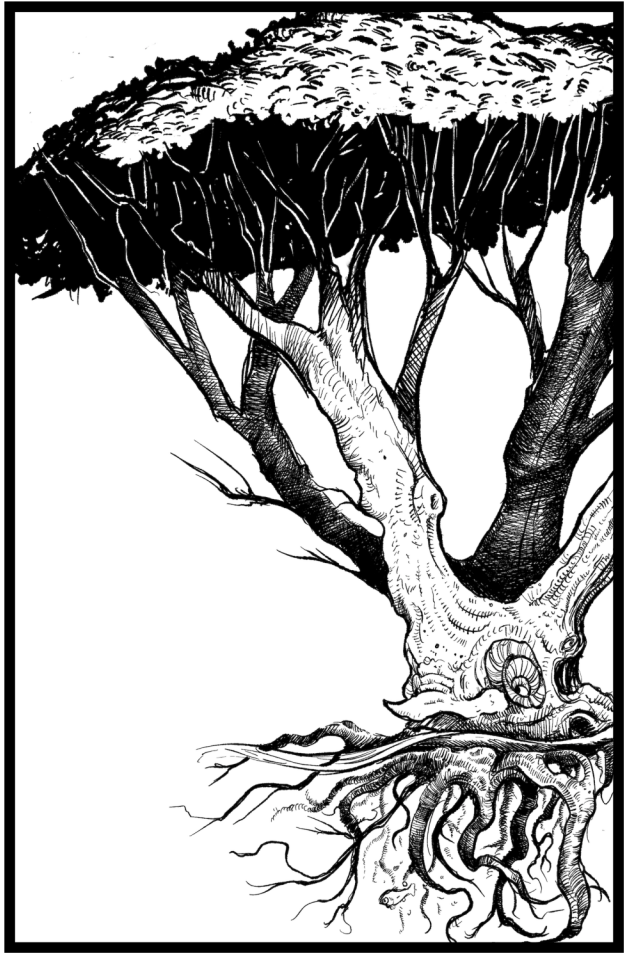
The slime spreaders check their holes every hour or so to see if anything has fallen in . If there is prey in the hole, the Slime Spreader will gather a group of ~20 spreaders to take down the prey. All of the spreaders will move into the hole and on top of the prey and begin biting into it (1d10 damage/round). The creatures eat with tiny mouths on their underbellies. When they move, a protective slimy cover protects the on their underbellies. When they move, a protective slimy cover protects the mouth from damage.. Colonies of Slime Spreaders (100 to 200 Spreaders) will make their homes in large cave systems and deep holes in the ground.

Treefolk (Black Mangrove)

Black Mangrove

Treefolk: Init -2; Atk Root +3 melee (1d8+3), Branch +3 melee (1d4+3 + DC 10 ref save or knocked prone); AC 18; HD 10d10; hp 67; MV 30'; Act 1d20; SP Roots can come from the ground and can reach up to 10'; SV Ref -2, Fort +3, Will +1; AL L.

Black Mangrove Treefolk have a short bush-like trunk with many roots branching off in all directions. Each of the roots has a sharp point, resembling a spear tip. The Treefolk are most comfortable in the water, but can easily move onto land as long as they return to a water source within the next hour. These creatures are generally nonviolent unless provoked. They are solitary in nature, but do appreciate company briefly (whatever form that may take).



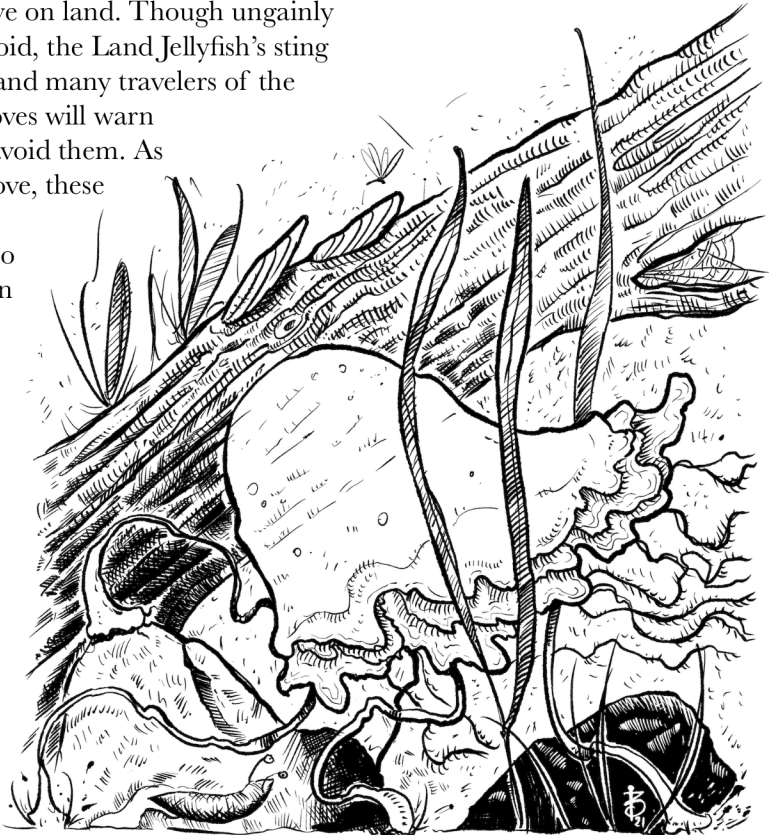
The easiest way to provoke Treefolk is to threaten the mangrove swamp in which they dwell (i.e. cutting down trees, diverting waterways, and other such things). As a nonviolent race, their first resort is to give the offender of such a misdeed a harsh talking to, and ask them to leave the mangrove. If the accused party resists leaving or doesn't listen to the first warning, the Treefolk will resort to violence.

Land Jellyfish

Land Jellyfish - Init +2; Atk Sting (1d3 + DC 15 Fort save or paralyzed for 1d6 rounds, if this is second time stung within the day, DC 15 fort save or die); AC 9; HD 2d8; hp 10; MV 30'; Act 3d20; SP When a PC hits the Jellyfish they must make a DC 5 reflex save or be stung; SV Ref +2, Fort +0, Will -10; AL N.

The land jellyfish is larger than the water-based jellyfish and walks on land rather than swimming through water. These animals are fast and can strike at any moment, but do not hunt down prey as other animals do. This creature walks aimlessly in different directions until they find something edible. They will eat anything from crabs to humans. The creatures are easy to fool and possess no real intelligence, so avoiding them is not hard. These creatures leave glowing excretions behind them once they finish digesting their food. This makes them easy to track if PCs want to.

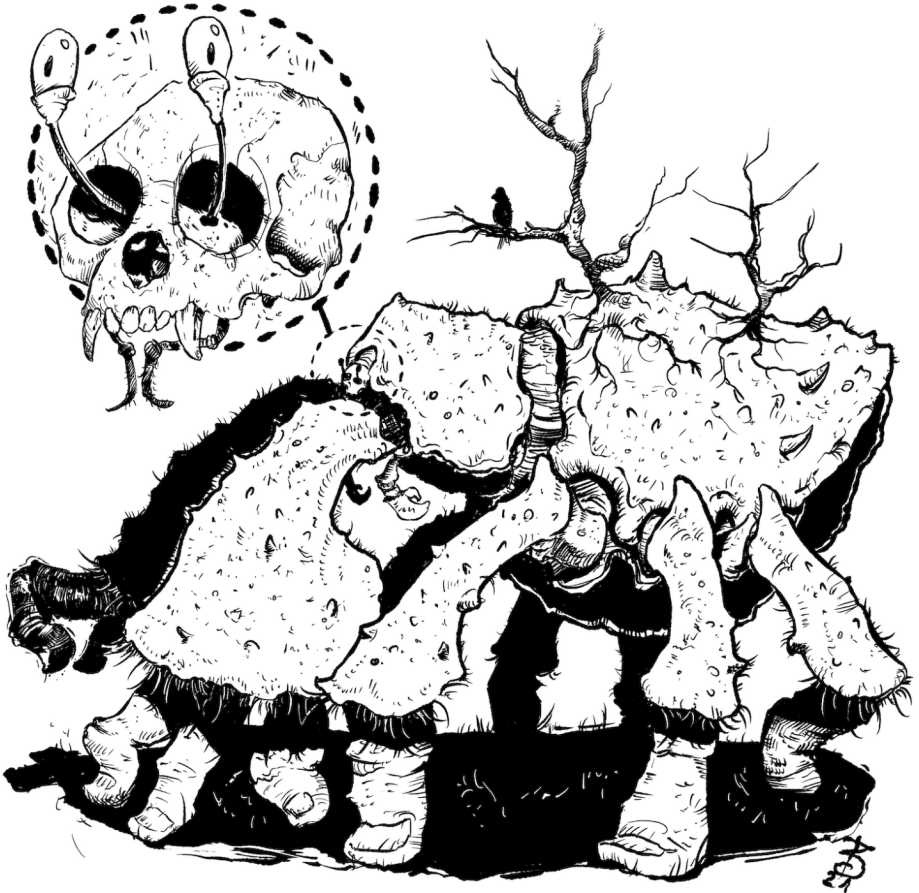
The Land Jellyfish cannot fly, but appears to float through the air. They use their nearly invisible tendrils to move on land. Though ungainly and easy to avoid, the Land Jellyfish's sting can be lethal, and many travelers of the mystic mangroves will warn characters to avoid them. As mentioned above, these creatures are unintelligent, so communication is impossible.



Giant Crabuchin

Crabuchin: Init +1; Atk Claw +5 melee (3d6+5), Bite +5 melee (4d4 +5); AC 19; HD 10d10; HP 78; MV 40', 30' climb; Act 2d20; SP Frightening Roar (DC 5 Will Save or Run Away for 1d3 rounds); SV Ref +1, Fort +4, Will +0; AL C.

The Giant Crabuchin is a virtual deity to the Capuchin Monkeys of the mangrove. The Capuchin Shaman presents food and treasures to it in exchange for it refraining from attacking and eating the Capuchins. This half crab, half Capuchin Monkey monster towers over any human at a height of 15' tall. It resembles a centaur, with the body of a crab, and the torso and head of a Capuchin Monkey. The left hand of this monstrosity is a crab claw, while the right hand is a monkey's paw. This terrifying beast demands sacrifice from the Monkeys. It speaks the Capuchin tongue, the words indistinguishable to humans.



Many Capuchins will wear large crab shells over their body to distinguish them as worshippers of the Crabuchin. The Crabuchin generally dwells in a cave close to the ocean. The Capuchins will send a monkey out every month to offer sacrifices to the Crabuchin. If the Crabuchin is unhappy with the sacrifice it will eat the monkey. If it is satisfied with the sacrifice it will happily leave the Capuchins alone. The Crabuchins are solitary creatures and generally one will only find one Crabuchin in any given mangrove.

Screaming Monkey

Screaming Monkey: Init +2; Atk Screech +0 ranged (1d4 + All creatures within a 5' radius make a DC 10 Fort save or lose their next action), Bite +0 melee (1d4); AC 14; HD 3d3; hp 6; MV 30'; Act 1d20; SP Padding negates all sound attacks, after screaming must make a DC 10 will save or fall asleep for the next 1d3 rounds; SV Ref +2, Fort -1, Will +1; AL N.

Screaming Monkeys have evolved a piercing shriek that can stun nearby creatures. Another adaptation this subtype of the Howler Monkey received was a special sound diffusing padding over their ears. This padding works like noise canceling headphones, keeping out all unwanted and possibly harmful noise. The Screaming Monkeys only deploy their scream in desperate situations, because the scream takes a lot of energy and can leave them weak and tired.



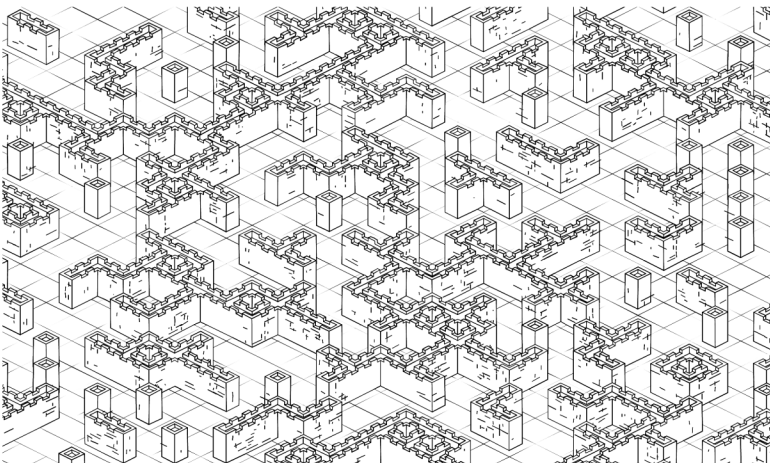
- - ASTERION - -

DWELLER IN MAZES

A DCC RPG patron by Eric Harshbarger
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This demon is a favorite patron of wizards who often find themselves adventuring in the twisting tunnels of a dungeon. Asterion is a man of great stature whose head is that of a giant bull. Home on his native plane is an unending labyrinth filled with devilish traps and secret doors. On our plane of existence, his presence haunts all labyrinths, mazes, and anywhere else a multitude of paths causes confusion (circuitous paths in dense forests, carefully manicured hedge mazes, dark city alleyways, underground sewers, and so on).

Wizards hoping to gain magic aid in navigating such environments must be willing to pledge fealty to a capricious supernatural being whose cleverness and confusing logic can seem as twisted as the mazes he relishes. Earning the patronage of Asterion is never as simple as just casting a *patron bond* spell; rather, the man-bull will set forth an appropriate challenge that may, in fact, prove to be life-or-death for the caster. Some wizards have been tasked with recovering a valuable artifact from four-dimensional dungeons, others have been required to *place* a rare treasure in the lowest depths of a monster filled maze. In at least one case a spellcaster, who met Asterion at the center of a maze of tunnels, was challenged to find the exit as quickly as possible (the speed with which he and his companions found the way out was directly used to calculate the *patron bond* spell check result).





***Invoke Patron* check results:**

The wizard may cast *invoke patron* to help resolve crises that often present themselves in labyrinthine environments. Asterion's motivations are, however, as confusing as many of the mazes he inhabits, so the result of such an invocation may not always be what the caster had hoped for. If the wizard casts this spell while *not* in a labyrinth setting, Asterion will be very perturbed, the spell will have no effect, and the caster immediately suffers a patron taint.

12-13 **Quiet time.** The maze-like environs where the caster finds himself are eerily becalmed. As a result, no wandering monster checks should be made for the next 1d6 + CL hours.

14-17 **Nooks and Crannies.** The caster and up to CL number of allies (if within sight of the wizard when spell is cast) become intimately familiar with the hidden spots of their current labyrinthine surroundings. As a result, for the next 1d6 turns all characters may *sneak* or *hide* as if they were thieves of their appropriate level and alignment (actual thieves gain no benefit)

18-19 **Rats in a Maze.** A swarm of rats (*See core rulebook*, p. 424) is summoned from all corners of the tunnels, streets, or hedge maze gardens. It will arrive in 1d4 rounds, attack all enemies of the caster within their 20'×20' area for 1d8 rounds, then disperse.

20-23 **Evasion.** If the caster is being actively pursued in the maze-like environment, each of his pursuers must make a Will save versus this spell check result or immediately lose all interest continuing the chase.

24-27 **Minotaur.** A minotaur (*See core rulebook*, p. 422) is conjured within the maze area and arrives on the scene in 1d3 rounds to fight enemies of the caster. It will remain until all currently engaged enemies are slain or the beast itself perishes.

28-29 **Catacombs.** The surrounding labyrinth becomes haunted by the dead who have fallen to Asterion's minions. CLd4 skeletons (*See core rulebook*, p. 426) will erupt from the ground (or hedges or doorways) and attack opponents of the caster. They will remain active for 2d12 rounds before their bones fall apart and disintegrate into piles of dust.

30-31 **Escape.** The caster and his immediate possessions are instantly teleported outside of any labyrinth, dungeon, or other maze-like environment he may be in. He will appear at the "entrance" of such a place; if more than one entrance exists, one is randomly selected by the referee. There is no range limitation to the distance that can be covered by the teleportation. It has been said that Asterion, himself, will often appear to the just-escaped wizard at this moment and ask a favor of him...

32+ **Great Escape.** As "Escape" result above except that the caster plus up to CL number of allies (if within 100' of the wizard) are all teleported out of the maze-like environment.



Patron Taint: Asterion

When patron taint is indicated roll a d6 on the table below. If the caster has acquired all taints at all levels, no further rolls are necessary.

Roll Result

- Dyslexia.** Prolonged study of mazes has fouled the wizard's vision and reading ability. Each time this patron taint occurs, the wizard's ability to use magic scrolls is permanently reduced by one step on the dice chain. Dropping below d3 on the dice chain means the wizard may no longer cast spells from scrolls.
- Agoraphobia.** The caster develops an irrational fear of being outdoors or in open spaces. Whenever in such environments, the wizard must pass a DC 5 Will save or be at -1 per point of save failure to all actions until he has had time to spend at least 1 hour in a more secure (claustrophobic) location. Future occurrences of this patron taint increase the above DC level by +5 until a maximum of 25 is reached.
- Somnambulism.** The caster develops the habit of sleepwalking. Each time he sleeps for longer than 4 hours, he must pass a DC 5 Will save or rise and walk about in a trance. The exact consequences of this is left up to the referee on a case by case basis, but at the very least, the caster will not heal any lost hit points since his "sleep" was not a restful one. Future occurrences of this patron taint increase the above DC level by +5 until a maximum of 25 is reached.
- Bullheadedness.** The caster begins growing the horns of a bull on his forehead. The first time this result is rolled, the horns are simply small protrusions that may be easily hidden by long hair or a hat. Subsequent results cause the horns to become more obvious, however. By the fifth (and final) time, the horns are huge and conspicuous. At this point the wizard gains the charge attack of a minotaur (*See core rulebook*, p. 422) if used to initiate combat.
- Misplacing Things.** The wizard has become paranoid about getting lost in mazes; thus he has formed the habit of dropping things to mark his way. This habit has, in turn, caused him to misplace many personal items, especially spell components. Each time this patron taint is rolled, the wizard randomly chooses one spell from his repertoire. Henceforth he fumbles his spell checks for that spell on a roll of natural 1 or 2 (not just a 1) because he has misplaced a vital spell component.

- 6 **Left Hand Rule.** The wizard loses the ability to effectively use his “dominant” hand; he thus has to rely on his “off” hand (her left hand if he is typically dominant with his right, or vice versa). Any combat (but *not* spellcasting) is performed at -1d on the dice chain.

Spellburn Result

Asterion’s magic can be a boon to magicians who find themselves in deep dungeons or lost in dark forests, but that magic comes with a price. Any time a wizard spellburns stat scores to cast *invoke patron* or one of Asterion’s patron spells (detailed later), the recovery of those ability scores often demands a tribute of some sort. Roll a d5 to see what the spellcaster must do to recuperate the spellburn.

Roll Result

- 1 The caster must be carrying a bespoke amulet of intricate design. When spellburn is used, the charm will glow red hot and the wizard must brand himself with the complex patterns (resulting in stat penalties). If no such ornament is possessed by the caster, the desired spellburn does *not* occur, but the accompanying spell may still happen (if spellburn is not necessary to initiate the magic). The spellburnt stats are recovered in the usual way: through rest.
- 2 The caster will not recover lost stats from this spellburn until he constructs a maze of some sort. The complexity, cost, and demands of the construction vary according to the amount of spellburn spent. For example, a single point of spellburn could be recovered by simply tracing a labyrinth in the sand of a beach, or carving a design in the bark of a tree. On the other end of the spectrum, if 20 spellburn were expended, the caster may only recover the lost stats after overseeing (and paying for) the construction of a new labyrinthine dungeon or courtyard maze... which could take years.
- 3 Asterion’s logic is often as twisted as the mazes a wizard may find himself in. For whatever reason, the Dweller in Mazes is happy to strengthen the spellcaster’s magic... this time. No stats are lowered due to this spellburn (note that this result, or others, are never known until *after* a definite number of spellburn points is allocated by the player).

- 4 An item treasured by the spellcaster is permanently lost (teleported to Asterion's treasury on his home plane of existence). The value of the item should be roughly a number of gold pieces equal to the number of spellburn points spent *cubed* (for example, if 8 points of stats are spellburnt, the caster will lose an item worth about $8 \times 8 \times 8 = 512$ gp). If nothing owned by the caster is that valuable, then something of lesser worth disappears.
- 5 Asterion loathes the thought that beings may be able to navigate and escape mazes without his aid. To this end the destruction of maps thrills him. The spellcaster will not recover expended spellburn points until he has destroyed a map of some type of labyrinth or maze. The value of the map should be proportional to the amount spellburn in question. For example, to recover a single point of spellburn, a simple map someone has sketched to show the way to a local grocer would suffice. To the other extreme, recovering 20+ spellburn would require the destruction of a famous map of a legendary, treasure-filled dungeon. The map in question is *not* one of the caster's own creation; it must have been created by someone unknown to him.



Neverlost

Level: 1 (Asterion)

Range: Self or Touch Duration: varies Casting Time: 1 round Save: None

General: This spell helps the target navigate labyrinths (whether those be dungeon tunnels, confusing alleyways, hedge mazes, or other maze-like environments). The results below assume the spellcaster has cast the magic upon himself. The magic may also be cast upon a touched ally, but in that case the spell check is made at -2.

- 1 Lost, failure, and patron taint.
- 2-11 Lost, failure (spell lost for the day).
- 12-13 The target perfectly learns which direction is north, how deep below the surface of the earth he is, and the straight-line direction toward, and exact distance to, any one personal object (of his choice) with which he is intimately familiar.
- 14-17 A magical conjuration allows the target to perfectly retrace his steps made during the immediate past equal to one hour per caster level. The manifestation of the guidance could be: 1) a ball of string that magically unrolls from the target back along his path, 2) bread crumbs that appear along the path retracing the target's path backward, 3) objects along the backtracking route that appear to the target as his favorite color, 4) an imp that coaxes the target back along the route, 5) chalk marks that magically appear, 6) a voice that whispers along the correct route, 7) other, as per referee's imagination.
- 18-19 When faced with two or more geographically distinct routes (passages in a dungeon, paths in a forest, roads at a crossroads, alleys in a city, etc.), the target learns, after a *turn* of concentration, which route is either (as per the choice of the target) inherently safest or quickest en route toward a desired (stationary) destination. In making such determinations, the magic *does not* consider any routes that involve secret doors and passages. If no route can be definitely designated as safest or quickest, nothing is learned by the target. This spell works only for actual environmental/geographic paths, it does *not* work for abstract dilemmas or mental choices the target may face.
- 20-23 When faced with two or more geographically distinct routes (passages in a dungeon, paths in a forest, roads at a crossroads, alleys in a city, etc.), the target learns, after a *turn* of concentration, which route is either (as per the choice of the target) inherently safest or quickest en route toward a desired destination (possibly moving, such as a specific

creature). In making such determinations, the magic *does not* consider any routes that involve secret doors and passages. If no route can be definitely designated as safest or quickest, nothing is learned by the target. This spell works only for actual environmental/geographic paths, it does *not* work for abstract dilemmas or mental choices the target may face.

- 24-27 When faced with two or more geographically distinct routes (passages in a dungeon, paths in a forest, roads at a crossroads, alleys in a city, etc.), the target learns, after a *round* of concentration, which route is either (as per the choice of the target) inherently safest or quickest en route toward a desired destination (possibly moving, such as a specific creature). In making such determinations, the magic *does* consider any routes that involve secret doors and passages. If no route can be definitely designated as safest or quickest, nothing is learned by the target. This spell works only for actual environmental/geographic paths, it does *not* work for abstract dilemmas or mental choices the target may face.
- 28-29 For the next number of turns equal to the caster's level, the target may perform typical actions, and when faced with two or more geographically distinct routes (passages in a dungeon, paths in a forest, roads at a crossroads, alleys in a city, etc.), a single *round* of concentration will resolve the choice as in spell check result "18-19" above. In other words, this is as result "18-19" but remains ongoing, for multiple, different path choices encountered over the duration of the spell, as long as the target remains conscious.
- 30-31 For the next number of turns equal to the caster's level, the target may perform typical actions, and when faced with two or more geographically distinct routes (passages in a dungeon, paths in a forest, roads at a crossroads, alleys in a city, etc.), a single *round* of concentration will resolve the choice as in spell check result "24-27" above. In other words, this is as result "24-27" but remains ongoing, for multiple, different path choices encountered over the duration of the spell, as long as the target remains conscious.
- 32+ A suitable, blank surface (parchment, stone tablet, tabletop, etc) is magically inscribed with an accurate map of all (possibly secret) passageways, doors, and chambers that are within CL × 500' of the target's current location. Such areas might require magical means to access (flying, teleportation, etc.), but they will appear on the magical map nonetheless. The map will remain for 2d10 + CL turns.

Runic Alphabet, Labyrinthine

Level: 2 (Asterion)

Range: One Inscribed Rune Duration: Varies

Casting Time: 1 turn or other as specified Save: Will save vs. spell check

General: This spell allows the caster to create magical sigils and glyphs in the form of intricate labyrinths. The materials necessary to make the inscription cost at least 100gp per rune. The spell check is made to determine which energies the caster can imbue in his rune; the caster can choose *one* rune at or below the result of the check, with the choice made when the rune is inscribed. The rune can be traced onto any inanimate object: a stone, a book, a chest lid, and so on. Subtract -2 from the spell check to trace in midair; -4 to trace invisibly; or -8 to trace permanently (does not vanish when triggered). The effect is triggered per the specific sign as described below: when touched, passed, gazed upon, etc. On a failed spell check, the wizard has bungled the intricate labyrinth design, and all of its magical energy is lost (materials and associated costs are also lost). On success, the spell check becomes the DC for any opposing save. A wizard can identify another's unknown rune with a successful spell check against that DC. *Dispel magic* can erase these glyphs with a successful, opposed spell check. A caster may usually only have one of each type of rune in existence at a time; if he wishes to inscribe more, the additional runes require extra spellburn equal to the number of previous iterations that already exist (for example, if 2 Cryptogram runes are active, but a wizard wishes to create yet another, he will need to spend 2 spellburn to create a third Cryptogram).

- 1 Lost, failure, and patron taint.
- 2-11 Lost, failure (spell lost for the day).
- 12-13 Failure, but spell is not lost.
- 14-15 *Dizziness.* A creature gazing upon the glyph suffers from intense vertigo. The victim will be at -2 to all actions for 1 round for every point by which the Will save was failed. The rune lasts until some viewer passes their Will save.
- 16-19 *Cryptogram.* When creating this rune the caster may designate one person per CL and encode a secret message that is only freely readable by these designees when they view the glyph. The message may be $13 \times$ CL words long and requires 1 round per *word* to inscribe. Designated readers will be able to read the encoded message automatically; anyone else can only read the message if they pass a Will save. The rune will

disappear once the message has been read by someone (whether a designee or other). The rune is *not* a language translator; the message is based upon whatever (non-magical) language the caster chooses (and presumably one the designees can read).

- 20-21 *Fear*. A creature gazing upon the glyph is horrified at the labyrinth's intricacy. If the Will save is failed, the victim will attempt to stay away from the rune until it is gone. If the victim cannot distance himself at least $20' \times$ (amount of Will save failure), he will be at -4 for all actions while within the area of effect. The rune lasts until someone passes their Will save.
- 22-25 *Disintegrate*. When touched by a living creature the glyph will cause the object (of volume up 10 cubic feet) upon which it is inscribed to disintegrate completely. The *object* makes the Will save, not the person touching the glyph. The material of the object determines its Will save bonus: +6 (paper or cloth), +7 (glass or crystal), +8 (leather), +10 (wood), +13 (stone), +15 (most metals), + 17 (mithril), and so on. Magical items receive an additional bonus of *at least* their enchantment bonus or embedded spell levels.
- 26-29 *Trance*. The first creature gazing upon the glyph is entranced at the labyrinth's intricacy. If the Will save is failed, this victim will perform no other actions other than to stare at the rune (this includes not speaking, eating, or sleeping). Subsequent Will saves are allowed at time intervals equal to 1 round, 1 minute, 1 turn, 1 hour, 1 day, 1 week, 1 month, 1 year, and 1 decade. The glyph will vanish when a Will save is finally passed or the creature dies (from starvation or other means). If the victim somehow manages to survive despite failing all above save checks, the glyph will finally vanish on its own. Note that the glyph only affects the first viewer; it seems only a harmless doodle to everyone else. The trance continues even if the rune is covered up or obscured (the victim still sees it in his mind's eye), but is broken if the rune is *dispelled*.
- 30-31 *Disenchant*. When this sigil is touched by a magic item, it explodes with a bright, electric blue light. The rune vanishes and the *item* (not the wielder) must make a Will save or lose its magical abilities for a time equal to 1 day per point of save failure. Magic items get a bonus to their roll equal to *at least* their enchantment bonus or the level of the spells embedded within them; additional bonuses may be prescribed to powerful artifacts, at the referee's discretion.

- 32-33 *Haunting Spirit*. The first creature to die within sight of this rune must pass a Will save or have its soul trapped in the labyrinth's design. It will then be a ghost (*See core rulebook*, p. 413, "rest" condition explained below; be sure to roll 1d4 "Special Abilities" gained by the new ghost) and haunt/attack any creatures within the vicinity. If the ghost is slain, the rune will disappear; however, if someone else dies within sight of the glyph (whether that death is caused by the ghost or some other source), that new soul must pass a Will save or *replace* the earlier spirit (the previous one will be free to go on to the afterlife).
- 34+ *Home*. When creating this rune the caster may designate one person per CL. Thereafter any of those designees may instantly teleport back to the location of this sigil. The range of teleportation is up to 1 mile for each *day* the caster spends inscribing this glyph. The rune disappears as soon as any one person uses the teleportation ability.

Twisty Little Passages

Level: 3 (Asterion)

Range: 50' per CL Duration: Concentration

Casting Time: 1 round Save: None

General: The caster conjures a maze with walls of various composition. The random routes obfuscate travel between any two points. The maze is circular in shape and may be centered on any point within the stated range, but it does not move after creation. It is assumed that the passages created by the maze are wide enough to allow entrapped creatures to travel in single file. Centering the conjured maze on an opponent will disrupt that target's movement until it can travel out of the area of effect, while centering the maze upon the caster, himself, may protect him from all approaching creatures.

In the descriptions below "straight-line distance" means the direct distance between two points, "as the crow flies". The complexity of the magically conjured maze prohibits such straight-line travel if the routes of the maze are followed, but there may be actions an ensnared creature can take to try to travel in a direct manner.

The maze will remain for as long as the caster concentrates.

1 Lost, failure, and patron taint.

2-11 Lost, failure.

12-15 Failure, but spell is not lost.

16-17 A maze with walls of smoke is conjured. The walls are up to $(5 + CL)'$ tall, and the radius of the maze is up to $10' \times CL$. Vision through the hazy walls is somewhat obscured, imposing a -1d penalty to all missile attacks fired into, out of, or through the maze. Navigating the twisting routes of the maze requires 1 round per $10'$ of straight-line distance between any two points in the maze. Creatures may travel at their normal speed directly between two points, but by passing through the smoke walls they will incur a -1 penalty per $10'$ traveled to their next non-movement action.

18-21 A maze of wrought iron fencing is created. The walls are up to $(5 + CL)'$ tall, and the radius of the maze is up to $10' \times CL$. The fencing obscures vision and ranged attacks, imposing a -2d to all missile attacks fired into, out of, or through the maze. Navigating the twisting routes of the maze requires 1 round per $10'$ of straight-line distance between any

two points in the maze. Creatures may travel at their normal speed directly between two points, if they succeed at a climb check with DC equal to the height of the fence (thieves use their typical climb skill, others use a $d10 + Ag$ modifier). Creatures may crash through the fencing and travel 10' straight-line for every hp damage they do after a successful attack against AC 13. Consider the maze completely destroyed when $(CL \times \text{radius})$ hp is exceeded.

22-23 A hedge maze of dense vegetation sprouts forth. The walls are up to $(5 + CL)'$ tall, and the radius of the maze is up to $10' \times CL$. The hedges completely obscure vision, and any two points 10' or farther apart (straight-line distance) will be out of sight of one another. Navigating the twisting routes of the maze requires 1d2 rounds per 10' of straight-line distance between any two points in the maze. Creatures may chop through the hedges and travel 10' straight-line for every hp damage they do after a successful attack against AC 12. Fire attacks will do double damage, but the resulting flames will continually cause 1d6 hp damage per round to both the entrapped creatures and the hedge maze itself. Consider the maze completely destroyed when $(CL \times \text{radius})$ hp is exceeded.

24-26 A maze with walls similar to a wooden stockade erupts from the ground. The walls are up to $(5 + CL)'$ tall, and the radius of the maze is up to $20' \times CL$. The walls completely obscure vision, and any two points 10' or farther apart (straight-line distance) will be out of sight of one another. Navigating the twisting routes of the maze requires 1d4 rounds per 10' of straight-line distance between any two points in the maze. Creatures may travel at their normal speed directly between two points, if they succeed at a climb check with DC equal to $10 +$ the height of the walls (thieves use their typical climb skill, others use a $d10 + Ag$ modifier). Creatures may smash through the walls and travel 10' straight-line for every full 2 hp damage they do after a successful attack against AC 13. Consider the maze completely destroyed when $(2 \times CL \times \text{radius})$ hp is exceeded.

27-31 A maze of mirrored glass walls materializes. The walls are up to $(10 + CL)'$ tall, and the radius of the maze is up to $20' \times CL$. The walls completely obscure vision, and any two points 10' or farther apart (straight-line distance) will be out of sight of one another. Navigating the twisting routes of the maze requires 1d8 rounds per 10' of straight-line distance between any two points in the maze. Creatures may shatter the walls and travel 10' straight-line for every 1 hp damage they do after a successful attack against AC 10, but they will take as much

damage themselves as they do to the maze structure. Consider the maze completely destroyed when $(CL \times \text{radius})$ hp is exceeded.

- 32-33 A maze with stone walls erupts from the ground. The walls are up to $(10 + CL)'$ tall, and the radius of the maze is up to $50' \times CL$. The walls completely obscure vision, and any two points 10' or farther apart (straight-line distance) will be out of sight of one another. Navigating the twisting routes of the maze requires 1d6 rounds per 10' of straight-line distance between any two points in the maze. Creatures may travel at their normal speed directly between two points, if they succeed at a climb check with DC equal to 5 + the height of the walls (thieves use their typical climb skill, others use a d10 + Ag modifier). Creatures may smash through the walls and travel 10' straight-line for every full 5 hp damage they do after a successful attack against AC 18. Consider the maze completely destroyed when $(5 \times CL \times \text{radius})$ hp is exceeded.
- 34-35 A maze with walls of magical flame ignites. The walls are up to $(10 + CL)'$ tall, and the radius of the maze is up to $50' \times CL$. The walls completely obscure vision, and any two points 10' or farther apart (straight-line distance) will be out of sight of one another. Navigating the twisting routes of the maze requires 1d8 rounds per 10' of straight-line distance between any two points in the maze. Creatures may travel at their normal speed directly between two points, but by passing through the fire walls they will take $1d6 + CL$ damage for every 10' traversed.
- 36+ A maze with invisible walls of magical force is conjured. The walls are up to $(20 + CL)'$ tall, the radius of the maze is up to $100' \times CL$, and the routes are enclosed by a ceiling. Vision is not obscured, but the walls are invulnerable to all physical damage (*dispel magic* could negate the maze). Navigating the twisting routes of the maze requires 1d12 rounds per 10' of straight-line distance between any two points in the maze.

Loz

The All-Seeing, The Greatly Reduced

by Bob Brinkman • Art by Bradley K. McDevitt
Loz concept by Mostly Rectangular

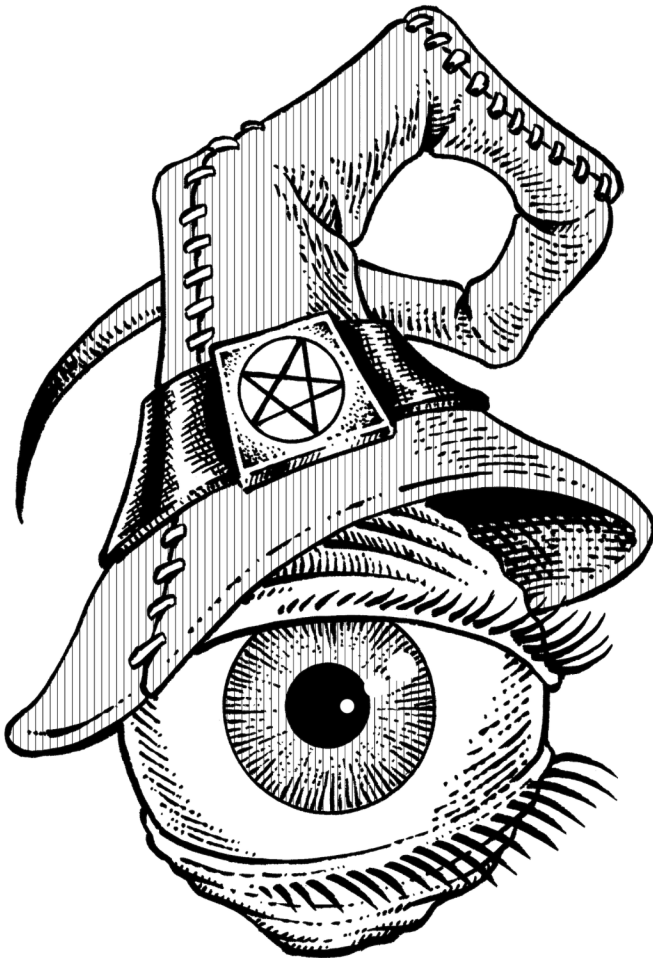
Not much is known about the origin of Loz, although rumors abound. There are some who say that they were once a wizard of unmatched might, warped by a never-ending tide of corruption, while their detractors claim that they were foolish enough to lose a wager with a demon and were cursed “to not speak, only to see...everything”. Dozens of other rumors tell of other causes, origins, and intentions of the All-Seeing one. Which, if any, of them are true is undetermined, and Loz itself seems to delight in the curiosity and confusion.

The certainties of Loz are fairly simple. First, and foremost, their ego is unmatched in its level of self-assuredness and self-absorption. While many wizards have a god complex, few actually make good on such an attitude, Loz and Sezrekan being among that very elite group. Second, there is the near-unmatched laziness of Loz. They prefer to float in the interspatial void, observing time and space from relative seclusion rather than become directly involved or act with any sort of great authority. It is for this reason that the followers of Loz are so favored, for they act so that Loz needn't. Finally, there is the vanity of Loz. Narcissistic to an unmatched degree, they believe that they are the most intelligent, most handsome, and most important being in all of creation – woe be to those who would gainsay it.

***Invoke Patron* check results**

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (3 or less) corruption + patron taint; (4-5) corruption; (6+) patron taint.
- 2-11 Failure. Unlike other spells, *invoke patron* may not be lost for the day. Depending on the results of the *patron bond* spell, the wizard may still be able to cast it.

- 12-13 Loz momentarily turns their gaze from the dark reaches of the void in response to the supplications of the wizard. One of the wizard hats of Loz (rolled at random) appears upon the caster's head for 1d3 hours, before returning to Loz.
- 14-17 Loz steals the vision from all foes within a 60' radius, plunging them into unseeing darkness for 2d7 rounds. Blinded creatures suffer a -8 to all attacks and may only move half of their movement in a random direction.
- 18-19 1d14 floating eyeballs stream from the caster's mouth, flitting about the area under the caster's control. Each may fire a 1-point magic missile, twice per round. They follow the caster's telepathic commands for one turn, or until destroyed. The eyes have an AC of 8, 1 hp, MV 10' and cannot rise more than 6' from the ground.



- 20-23 Loz gazes into the caster's future and plucks an alternate version of the caster from further along in their timeline. This version of the caster is identical to the existing wizard in all ways, save for that they have full hit points. This alternate will remain for $1d3+CL$ rounds, or until killed. Should the original wizard be slain, their future self immediately falls dead.
- 24-27 Loz pours their knowledge of future events into the caster's mind, requiring a DC 20 Will save, lest the caster be struck unconscious for $1d3$ turns. Should the caster succeed, they are immediately aware of everything one round before it happens. By calling out commands to their comrades and warning them of things as they are about to happen, they may grant each of them a +5 to their AC and Reflex saves for CL rounds. Additionally, the knowledge granted to the caster makes them impossible to strike by ordinary means, allowing them to dodge all melee and ranged attacks. Only through magic may they be struck, and the wizard automatically succeeds in all Reflex saves during this time.
- 28-29 Loz grants their supplicant the mighty boon of being in the presence of their majestic avatar. They immediately appear and assess the situation, taking actions that they feel is in the best interest of the caster (judge's discretion). Under normal circumstances they will remain for $1d3$ rounds although, should the caster at any time seem less than wholly awed by the presence of Avatar's will made flesh, they immediately departs in a phlogiston explosion inflicting $2d30$ to all in $100'$.
- 30-31 Interceding on the caster's behalf, Loz removes the caster from this realm of existence for $1d4$ rounds. During this time, the wizard is fully restored to health, recovering all hit points, ability score loss, and lost spells before hurling them back through time and space. Upon reappearing again, while decelerating back into the local spacetime, the caster may immediately take the actions of ALL rounds missed during their absence as well as their normal actions of the round. Note: while to outsiders, the caster's actions appear to be the result of 1 round's worth of hyperspeed, in actuality the caster does take all of their missed rounds while decelerating and thus their actions are treated normally for purposes of casting times and spell durations.
- 32+ From deep within the void, Loz the All-Seeing hears the imploring cries of their follower. So deep into the cosmos is Loz that it simply is not possible to directly intercede on behalf of the caster. Instead, Loz grants immediate knowledge of, and use of, one randomly rolled (non-

patron) wizard spell not already possessed by the caster. This spell is permanently burned into the mind of the wizard and may never be lost. This spell is not counted towards the wizard's maximum number of spells. Having arcane runes forever etched onto the surface of one's brain comes at great cost though and the wizard permanently loses Intelligence equal to the spell's level. This ability loss does not heal naturally and, if ever cured, wipes away the knowledge of the spell.

Patron taint: Loz, the All-Seeing

When patron taint is indicated for Loz, roll 1d6 on the table below. When a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Roll	Result
-------------	---------------

- | | |
|---|---|
| 1 | (1 st) Caster develops Truevision of 5', capable of seeing through all illusions and forms of invisibility. Infravision (if possessed by the caster) is reduced by 5'. (2 nd) Truevision extends to 10'. Infravision (if possessed by the caster) is reduced by an additional 5'. (3 rd) Truevision extends to 15'. Infravision (if possessed by the caster) is reduced by an additional 5'. |
| 2 | (1 st) Caster's eyes become large and bulbous inflicting a -1 to Personality. (2 nd) Caster's eyes merge, forming a gigantic cyclopean eye in the center of their face. Caster suffers an additional -2 to Personality. (3 rd) Caster's head becomes one gigantic, unblinking eye while their nose and mouth are pushed down onto their neck. Caster receives a -5 penalty to checks against visual based spells (invisibility, color spray, etc. unless otherwise noted in this table). |
| 3 | (1 st) Caster becomes self-absorbed to the point where they begin to care less about those around them. The wizard must make a DC 5 Will save to actively come to the aid of a stranger (i.e. entering combat to protect someone). (2 nd) Caster becomes narcissistic, needing a DC 10 Will save to come to the aid of a stranger and a DC 5 Will save to come to the aid of a comrade. (3 rd) Caster's narcissism borders on sociopathy. They will never directly intercede on behalf of a stranger and must automatically engage in a spell duel with an opposing caster to prove their own superiority over such "lesser" wizards. |
| 4 | (1 st) Caster becomes lazy, losing the will to engage in physical activities. PC suffers a -2 to all Reflex saves. (2 nd) Caster's slothfulness increases, as they cease to take care of themselves. PC suffers a -2 to Personality. |

(3rd) Caster's level of laziness is so great that a DC 7 Will save is required to engage in combat, unless directly threatened by attack,

- 5 (1st) Caster's vision extends 5 seconds into both the past and future, causing a -1 penalty to all attack and spell rolls requiring the choosing of a target. (2nd) Caster's vision now also extends across the astral plane, further confusing their visual input and increasing the penalty to -2. (3rd) Caster's vision also focuses on Terra A.D. in the far future (or past) requiring a DC 7 Will prior to making any targeted attack or spellcheck.
- 6 (1st) Caster's non-dominant arm withers away. This does not impact their ability to cast spells but hinders normal, everyday activities. (2nd) Caster's dominant arm atrophies and crumbles to dust, leaving them virtually helpless for day-to-day tasks and incapable of melee combat. Somehow, this does not impact their ability to cast and instead hastens it. Caster gains a +2 to initiative when casting. (3rd) Caster's legs atrophy over the course of a week, leaving the caster as a floating torso and head with a movement of 15'. (4th) Caster is reduced to a floating head, magically sustained by phlogiston from their own spellcasting. So much energy is required that all spell results suffer a -1d penalty as the additional energies are consumed to preserve the caster's life.

Spellburn: Loz, the All-Seeing

Loz, the All-Seeing, hungers to know more, always more – but while doing less. Loz directly absorbs the energies spellburned by the wizard and uses them to fuel its unnatural life. When a caster utilizes spellburn, roll 1d4 on the table below or build off the ideas below to create an event specific to your campaign.

Roll Spellburn Result

- 1 Caster surrenders their vision to Loz, rendering them utterly blind for a number of hours equal to (and in place of) the amount of attribute points spellburned. Blind wizards suffer a -8 to hit, require a Luck check to cast upon a target at range, are reduced to half movement, and may only move in random direction during the confusion of combat unless assisted.
- 2 Loz's awareness is elsewhere, gazing far into the future. Caster must make a Luck check to draw their patron's attention. Upon a success, the caster gains an additional 1d3 to their spellburn but, upon a failure, gain no benefit from the spellburn at all.

- 3 Frigid cosmic winds course around the caster, freezing their flesh – chapping and frostbiting it (expressed as the loss of Strength, Agility, and Stamina). Spellburn takes effect as normal.
- 4 Loz’s attention is directly upon the caster as they spellburn, focusing their energies into the wizard’s spell. Caster gains no spell check bonus from the spellburn but instead scores an automatic critical success on the casting. Having this much power channeled through their mortal form is injurious to the caster and 1 point of spellburn (determined at random) is permanently lost.

Patron Spells: Loz, the All-Seeing

Loz grants wizardly versions of the following spells. Spellcheck failure results are listed below.

Level 1: *Second Sight* – 1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3-4) patron taint, (5+) misfire; 2-11: Lost. Failure.

Level 2: *Lotus Stare* - 1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3-4) patron taint, (5+) misfire; 2-11: Lost. Failure.; 12-13: Failure, but spell is not lost.

Level 3: *True Name* - 1: Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3-4) patron taint, (5+) misfire; 2-11: Lost. Failure.; 12-15: Failure, but spell is not lost.

Avatar of Loz, the All-Seeing

There are times when there is no better agent for a task than Loz itself. Wise enough not to physically manifest and put itself in mortal jeopardy, the Eye Wizard instead sends a phlogistonical simulacrum in their stead. The duplicate shares the attributes and abilities of Loz, prior to their ascension to their current state. Despite having no mouth, Loz can “speak” after a fashion, vibrating portions of their surface to create a form of speech that sounds akin to the buzzing of a hornet’s nest. Loz never appears without a hat or helmet of some sort.

Avatar of Loz the All-Seeing (the eye wizard): Init +4; Atk wizard lens +4 ranged attack (1d4+12 or charm, 1d10 rounds - DC 15 Personality negates); AC 15; HD 9d4; hp 38; MV bounce 20'; Act 1d20 + 1d20 +1d14; SP spellcaster (spellcheck +12); spells (1st) force manipulation, invoke patron (Sezrekan, 2/day +1), magic missile, patron bond, read magic, sequester, sleep (2nd) detect invisible, ESP, wizard staff (3rd) eternal champion, lightning bolt, phylactery of the soul (4th) Lokerimons orderly assistance, wizard sense (5th) magic bulwark; SV Fort +6, Ref +5, Will +10; AL C; Crit I/d14.

Equipment

Wizard lens (as per wizard staff): +1 lens, +12 damage; light 20'; +3 spell check bonus on sleep, lightning bolt, wizard sense; magic missile (4 charges), sleep (4 charges), detect invisible (3 charges).

Wizard Hat (Roll 1d14)

- 1 *Hennin of the Forgotten Wizard (artifact):* +3 AC, fly 3/day, *magic shield* 3/day, *planar step* 1/week, *wizard sight* +2 to spellcheck 1/day.
- 2 Skullcap: non-magical
- 3 *Helm of the Space Wizard (artifact):* +1 CL, +5 AC, *scorching ray* 2/day, immune to cold.
- 4 Construction Helmet: +1 AC, non-magical
- 5 *Bandana of the Heartless Corsair (artifact):* detect water within 1d8 x 10', locate object 2/day, read any non-magical map, summon 2d6 *dimensional sailors* 1/day (see *DCC RPG* pg 405).
- 6 Baseball Cap: non-magical

- 7 *Crown of the Beloved King (artifact)*: +4 Personality (Max 20), +1d24 action die, *comprehend languages* 1/day, detect evil within 1d4 x 10', immune to non-magical attacks.
- 8 Copper diving helmet: +2 AC, -10 MV, vision impaired, non-magical.
- 9 *Helm of the Legendary Hero (artifact)*: +5 AC, +3 to hit and damage, +1d bonus to deed die (granting a d3 deed die to those without), wearer scores critical hits as if a warrior of +1 level.
- 10 Sweatband: non-magical
- 11 *Toque of the Unmatched Chef (artifact)*: Personality 18, *binding* 2/day, *word of command* 5/day. Additionally, may perfectly cook anything given the ingredients and proper work area.
- 12 *Mitre of the Blessed Pontifex (artifact)*: shed light 20' at will, *lay on hands* 10/day, *protection from evil* 5/day, *remove curse* 1/day, *turn unholy* 3/day. All clerical spells are cast as if by a cleric of 10th level.
- 13 Tophat – non-magical

Judges should feel free to add their own hats, both mystical and mundane, to the above list.

I don't know much about the Eye Wizard other than that it was a wizard. They like to say how powerful and handsome they were (but maybe they weren't). The fact that only an eye remains may be the result of heavy corruption or they lost a gamble with a demon. As they also changed the version of this story, and that was a very long time ago, maybe they don't really remember it and with their oversized ego, they embellished it. Maybe they said something to the wrong entity and were cursed "From now on you won't speak, you will only see, and you will see everything". Sure, they could look into the past, but since it's always a traumatic event, they refuse to do so. Loz developed certain skills. They can go through planes. They can "fly" and move in spaces without constraint. They can "vibrate" on any frequency to create sound waves in the shape of a "voice". This is not telepathy, Loz just got around the fact that they no longer have a mouth and the laser beam from the eye is still a nice feature. Loz owns many hats, as it's the only piece of cloth they wear. They are also quite lazy and like to float in space with their astronaut helmet. This is absurd because Loz doesn't have lungs anymore and toy helmets do not protect against the vacuum of space anyway.

HOUNDMASTER

by Mihailo Tešić

You are a houndmaster, a seasoned handler of vicious dogs and trainer of prized bloodhounds, always in the company of one or more of your canine companions. You have an almost supernatural bond with all hounds you train or raise, and they would follow you straight into the jaws of hell. It is likely you would do the same for each one of them, for an adventurer's life you have chosen is oftentimes truly akin to a dog's life - and who is to say that it is worth more?

Hit points: A houndmaster gains d8 hit points at every level.

Weapon training: A houndmaster is trained in the use of the following weapons: dagger, lasso, net, whip, club, staff, handaxe. Houndmasters can wear padded, leather, studded leather and hide armor.

Alignment: A houndmaster can be of any alignment.

Hounds: A houndmaster and his hounds have been through a lot and are willing to lay down their life for each other. They sleep together, eat together and are altogether inseparable, to the point that it's hard for the opponents to know who they are hitting in combat when faced with the whirlwind of fur and fury that is a houndmaster and his hounds. This means that hounds have no separate stat block and cannot be targeted with attacks, but they can be issued commands, which uses up the houndmaster's action dice. The hounds can also save their houndmaster from deadly or debilitating criticals, failed saves that would result in death, or attacks that would bring him to 0 hp or lower. In such cases, the houndmaster can sacrifice one of his hounds, losing the ability to use his highest action die to issue commands until he obtains a new hound.

The houndmaster begins with one hound at 1st level, and can control up to two hounds for each action die that he has available. A houndmaster controlling an additional hound in this way takes a -1d penalty to the action die, but rolls an additional action die and can issue different commands to each hound.

The houndmaster's Personality score affects the appearance and demeanor of his hounds. If the Personality modifier is negative, the hounds are probably shaggy, smelly, and look and behave rather menacingly. If the modifier is positive, hounds will tend to be well-bred and well-kept, with smart eyes and good manners.

Attacks: A houndmaster can use his action die to attack with a weapon or to issue a command to a hound. Additional action dice can only be used to issue commands. The houndmaster rolls on Crit Table M (see *DCC RPG rulebook*, p.392) for all criticals, even those incurred with a regular weapon attack.

Guard: The houndmaster's hounds are always alert, and make for perfect camp guards and scouts. A houndmaster can roll a Luck check whenever his party would be surprised by enemies. If the check is successful, the hounds growl a warning and the party is not surprised.

Charm Canine: When a houndmaster decides it is time to welcome a new member to the pack, he can cast a ritual version of the *charm person* spell which affects only canines and takes at least one full day to cast, as the houndmaster gains the trust of the animal and leads it to enter the pack circle. The houndmaster's spellcasting ability is Personality, and he adds his level to the roll. Houndmasters cannot spellburn, but can sacrifice objects, particularly tasty treats, to increase their bonus to the roll.

Note that since canine Intelligence is below 3, they receive a new saving throw after a year. The spell can be cast on other members of the *canis* genus (jackals, coyote, wolves and possibly other creatures, as determined by the Judge) but with a -1d penalty. Any charmed animals above the number the houndmaster can control with his action dice act as the spell description dictates, keeping their individual stat blocks, but the maximum duration of the spell is one day per houndmaster level.

Luck: A houndmaster applies his Luck bonus to one hound, usually the first one. Any commands performed by this hound receive the bonus. If the hound dies, the bonus can be applied to a new hound.

Commands: At 1st level the hounds know the *attack* command and 2 more randomly determined commands, plus one more for each point of the houndmaster's Personality bonus. At each level thereafter, the hounds can learn an additional command of the houndmaster's choice. A houndmaster issues commands by whistling and grunting to his hounds, and cannot do so silently.

Houndmaster

Level	Atk	Crit Die/ Table	Hound Bite	Commands	Action Dice	Ref	Fort	Will
1	+1	d4/M	d4	3	1d20	+1	+1	+1
2	+1	d5/M	d4	4	1d20	+1	+1	+1
3	+2	d6/M	d5	5	1d20	+1	+1	+1
4	+3	d7/M	d5	6	1d20+1d14	+2	+2	+2
5	+3	d8/M	d6	7	1d20+1d16	+2	+2	+2
6	+4	d10/M	d6	8	1d20+1d20	+2	+2	+2
7	+5	d12/M	d7	9	1d20+1d20	+3	+3	+3
8	+5	d14/M	d7	10	1d20+1d20+1d14	+3	+3	+3
9	+6	d16/M	d8	11	1d20+1d20+1d16	+3	+3	+3
10	+7	d20/M	d10	12	1d20+1d20+1d20	+4	+4	+4

Houndmaster Titles

Level	Title
1	Trainer
2	Handler
3	Keeper
4	Pack Leader
5	Kennel Master

Houndmaster Commands

d8 roll	Command	Note
-	Attack	
1	Bring Down	
2	Fetch	
3	Give Paw	
4	Go for the Jugular	
5	Heel	In effect until a new command is issued
6	Howl	
7	Menace	
8	Track	In effect until a new command is issued
-	Lick Wounds	Requires 2 or more hounds
-	Pack Attack	Requires 2 or more hounds and in effect until a new command is issued.
-	Tear Apart	Requires 2 or more hounds

Attack. The hound attacks a target up to 60 feet away. Roll to hit adding the houndmaster's Strength and Agility bonuses. The hound deals bite damage + the houndmaster's Strength and Agility bonus. This attack scores a critical whenever the maximum number on the action die is rolled, regardless of the die used. However, the attack also fumbles on a roll of 1 regardless of the die.

Bring down. The hound attacks a man-sized or smaller target up to 60 feet away. Roll an action die and add the houndmaster's attack, Strength and Agility bonuses. The target must make a Reflex save vs. the result or fall prone, with the hound on top of it. The target must use an action and succeed at a grapple check against the houndmaster in order to free itself and can then get up and move.

Fetch. The hound grabs an object it could carry in its mouth that is no more than 30 feet away and delivers it to the houndmaster in the same round. If the object is in the possession of a creature, roll an action die and add the houndmaster's attack and Agility bonus. If the attack would hit the creature's AC, the object is retrieved. The houndmaster suffers one free attack from the creature.

Give paw. The hound struts towards a humanoid target up to 30 feet away like a good boy, wide-eyed and panting in a friendly manner. Roll an action die and add the houndmaster's level and Personality bonus. The target must make a Will save vs. the result or be unable to do anything except play with the doggy for one round per houndmaster level. If the target is attacked or becomes aware of impending harm, the effect ends immediately.

Go for the jugular. The hound attacks a living target up to 60 feet away. Roll an action die and add the houndmaster's attack, Strength and Agility bonus. The target must make a Fortitude save vs. the result or suffer 1d3 points of bleeding damage per round for as many rounds as the houndmaster has levels. On a critical hit, double the bleeding damage.

Heel. The hound protects the houndmaster with its own body, adding +1 to his AC. No action die roll is required, but the action die is used up. This command remains in effect until a new command is issued to the hound.

Howl. The chilling howl drives fear into the hearts of opponents. Roll an action die and add the houndmaster's level and Personality bonus. Anyone within 120 feet except the houndmaster's allies must make a Will save vs. the result or suffer -1 per houndmaster level to all rolls, for 1d3+level rounds. Creatures immune to fear or mind-affecting effects are immune.

Menace. The hound advances slowly towards a humanoid target, with a deep growl, saliva glistening in strands dripping from its jaw, its eyes yellow and bloody. Roll an action die and add the houndmaster's level and Personality bonus, treating negative values as positive, too. The target must make a Will save vs. the result or be intimidated. The willingness of the target to cooperate after being intimidated is determined by the Judge on a case by case basis, but in general, if the result of the houndmaster's roll is 20+, the target will cooperate, and will also require a change of pants.

Track. The hound follows any creature that it has seen or smelled, providing that the trail is no older than one day per houndmaster level. No roll is required and the houndmaster can never be surprised by the creature again. This command remains in effect until a new command is issued to the hound.

Lick wounds. The houndmaster is magically healed for one hit die (1d8) for each hound thus instructed. No action die roll is required, but action dice are used up. Lick Wounds can only restore one hit die per hound per day.

Pack attack. This command functions like the *Attack* command, but it can only be issued to two or more hounds at a time. The houndmaster chooses one target and makes attacks against the target with all hounds given the command. The first attack that hits is treated as an automatic critical hit.

Tear apart. This command functions like the *Attack* command, but it can only be issued to two or more hounds at a time. The houndmaster chooses one target and makes attacks against the target with all hounds given the command. The first attack that hits results in the target being grappled, dealing automatic damage (including bonus damage) on the following rounds, until the houndmaster issues a new command or the target frees itself with an opposed strength check against the houndmaster.

Spectacular Spectacles

by Christian Ovsenik

As a life-long myopic mortal, I like to seed my adventures with magic glasses. They can provide small boosts to characters outside of combat that make things a little more interesting. Have your player describe just how different the world looks behind their new, or old, glasses. All magic glasses will grant the user +1 Intelligence, because glasses always make someone look smarter.

Table 1: Frames

1d7 Frame Shape

- 1 Star shaped. These glasses are in the shape of 2 five-pointed stars.
- 2 Louvers. These glasses have louvers instead of lenses. Skip Table 3: Lenses.
- 3 The Top Gun. These frames have large lenses that are rounded on the bottom. They cover a large amount of the face.
- 4 The Shaded Shades. These glasses have brims above each lens that provide shade from the sun to the wearer's eyes.
- 5 The Visor. These glasses are all one piece, instead of two lenses. The wearer can look at any angle and see with the lens because it wraps around his face.
- 6 The Lennon. These glasses feature large, round lenses with minimal frames.
- 7 The Grandfather. These tiny, circular lenses sit on the bridge of the nose near the tip. The wearer must look down to look into them to read.

Table 2: Frame Material

1d3 Material

- 1 Wood. These frames are made from wood cut from an ancient tree that grows in the center of Aereth. The wood is a different color depending on what part of the tree it is cut from. The frames are (roll 1d3) 1: hard as iron, 2: soft & pliable like rubber, or 3: still growing, depending on the part of the tree they were cut from.
- 2 Metal. The frames of these glasses were forged by the greatest dwarven smiths of Aereth or the vast techno-machinations of the Old Ones' factories. They are (roll 1d3) 1: No one in this world can you trust, not men, not women, not beasts...this you can trust. Cold, hard steel. These frames add +1 AC to the wearer. 2: Starmetal, forged deep in the fires of a volcano beneath Aereth. The frames glow in light and add a +1 to spell checks related to crafting, like *Sword Magic* or *Make Potion*.. 3: Electro-glasses: these circuit board frames add +2 to checks to understand technology of the ancients.
- 3 Stone. These ancient stone frames are carved with runes along the temples and around the rims. The powerful Dwarven runes make the wearer just a little bit more stubborn, providing a +1 to Will saves.
- 4 Flesh. Grown, made, or cut from a slimy layer of pink, green, or bloody flesh, these frames grow, or fester, on the wearer's face. They may even grow *onto* the wearer's head, merging with her flesh. Once per month, they may add +1 to the casting of a spell, as Spellburn.

Table 3: Lenses

1d3 Material

- 1 Glass. These lenses are fairly ordinary. Made out of glass, or another clear, hard substance, they won't resist much damage. They will, however, grant a +2 to Read Languages checks, whether by Wizard Spell or by Thief Skill.
- 2 Crystal. Cut roughly from a gigantic gem at the center of a geode giant, or precisely cut with a laser from the largest diamond ever created in the labs of the ancient ones, these lenses perfect the wearer's vision. Everything appears brighter, and more alive, to the wearer, while her eyes look like kaleidoscopes to others. These sexy specs give the wearer +1 Personality.
- 3 Mirrorshades. These lenses are perfectly mirrored to the outside world. From behind, everything appears normal. To anyone looking at the wearer, they simply see a perfect reflection of the world. These glasses make the wearer immune to gaze-based attacks like the Basilisk's petrify. They also add 1 to hacking checks in Cyber Crawl Classics.

Table 4: Special power

1d4 Power

- 1 Laser Eyes. These glasses will shoot *Scorching Ray*, as a result 20, at *one* target. The ray looks like an intense red beam of light. The spell can be used once per day, if the user gets a full night's rest with the glasses in a fine glasses case over night.
- 2 X-Ray Vision. The user can see through one layer of material softer than stone, like wood, cloth, or liquid. The user can see anything on the other side that is visible. Things seen through x-rays look gray, while everything else is in full color.
- 3 Far Seeing. The user can see up to 1 mile clearly, making out individual hairs on a halfling's feet at half a mile. Up close things lose fidelity, becoming slightly fuzzy. Demi-humans double their dark vision range.
- 4 Headlights. The glasses illuminate everything in front of them like two small, but powerful, lamps. They work like a lightsource the user doesn't have to carry. She can turn them on or off with a small switch at one temple.

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