

# The Gongfarmer's Almanac



Volume #7, 2021

AKEDK6DK6



# The 2021 Gongfarmer's Almanac:

## A Dungeon Crawl Classics RPG Zine

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



### Volume VII

## Prosthetics, Dwarven Mighty Deeds, and New Creatures

This product is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. Dungeon Crawl Classics and DCC RPG are trademarks of GoodmanGames. All rights reserved. For additional information, contact [info@goodman-games.com](mailto:info@goodman-games.com).

Each article, art & associated material, belongs to their respective artists & authors. If you would like to include, copy or use a derivative of the work, please contact the original creator.

# Credits

## Contributing Authors - VOLUME VII

Ariel Churi, Christopher Messemore, Marcus Muscedere, James Pozenel, Jr.

## Cover Illustrator - VOLUME VII

Doug Kovacs

## Title Page Illustrator - VOLUME VII

Matt Sutton

## Contributing Illustrators - VOLUME VII

Bartek Kucharski, Marcus Muscedere, and Matt Sutton

## Editors

Mika Fetz and Chris Marshall

## Proofreaders

The DCC RPG Rocks! Community

Creative Vision & Direction, Layout and Graphic Design,  
Doug Kovacs, Max Moon, Harley Stroh, Clayton Williams,  
Shyloh Wideman, Eric Young and Tim Deschene



# TABLE OF CONTENTS

## Volume VII:

### Creatures

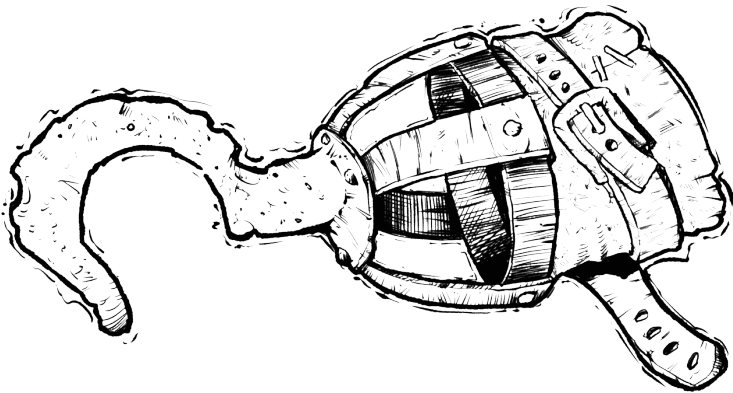
Mist Dragon .....	4
Snunk .....	5

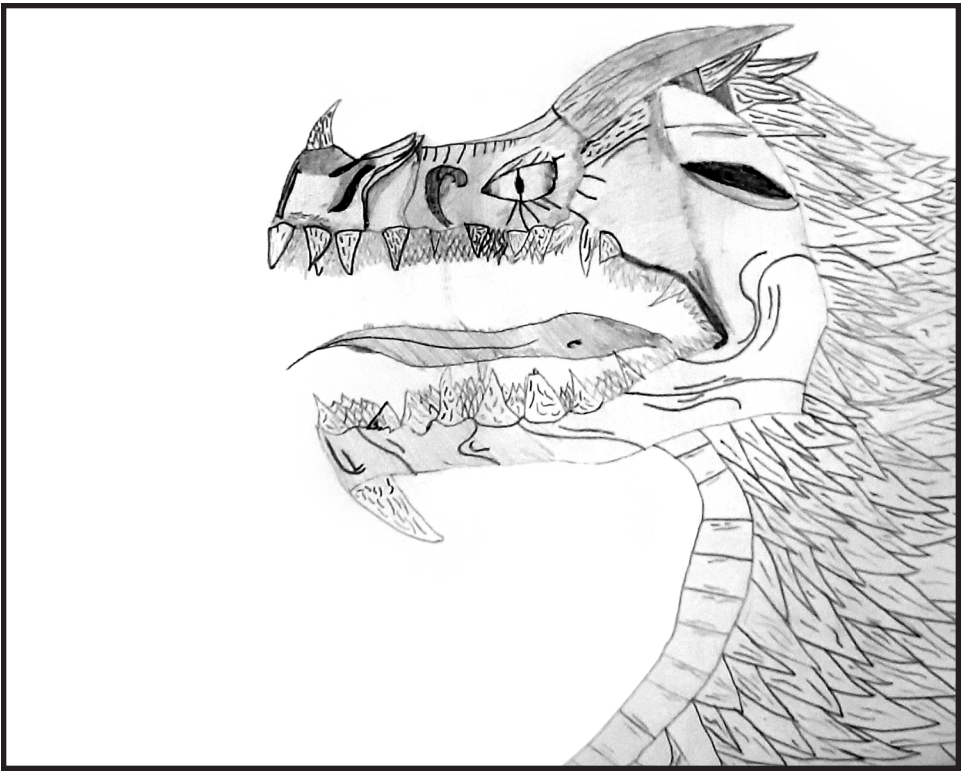
### Might Deeds

Dwarven Rune Tracing Part II .....	6
------------------------------------	---

### Prosthetics

Clockwork prosthetics .....	16
-----------------------------	----





Creature Created and Drawn by Marcus Muscadore (Age 9)

**Mist Dragon:** Init +7; Atk claw (x2) +8 melee (1d8); bite +8 melee (1d12); tail slap +8 melee (1d20); AC 17; HD 15d12 (98 hp); MV 50; Act 4d20; SP see below; SV Fort +7, Ref +7, Will +7; AL C.

**Breath Weapon:** Type (Fire); Save (Fort 17); Damage (As dragon's hit points or half with save); Shape (Cone, width 1d6x10', length 1d4 x 10')

**Martial Power 1:** Infravision 100'

**Martial Power 2:** Immunity. The dragon is immune to all metal weapons.

**Unique Power 1:** Turn invisible (1/hour). The dragon can become invisible for up to 1 turn.

**Unique Power 2:** Wall of fog (1/hour). The dragon can summon a wall of fog at will. The wall is up to 100' x 20' x 100'. Within the fog, targets suffer -4 to all attacks and move at half speed.

The Mist Dragon is a pale grey color, and it lives in the fog. Its scales are hard like steel, and it breathes smoke and fire. Only magical weapons or weapons made out of wood can harm the Mist Dragon.



Creature Created and Drawn by Marcus Muscadore (Age 9)

**Snunk:** Init +1: Atk stone axe +3 melee (1d6+3): AC 13: HD 4d8+4: MV 30': Act Id20: SP smelly, infravision 60': SV Fort +4, Ref +0, Will +2: AL C.

**Smelly:** Anyone within 10' of a Snunk suffers a -1 penalty to rolls (including attacks, damage, skills, and saves) DC 15 Fortitude save to avoid.

Snunks live alone in mountain caves, and they smell really bad. Snunks are four-feet tall humanoids with dirty grey skin that stinks like rotting garbage. Snunks prefer to stay out of sunlight and commonly wear animal skins and carry a stone axe. A Snunk's favorite food are goats, cows, horses and sometimes humans.

# DWARVEN RUNE TRACING

## More Mighty Deeds of Rune-Powered Combat

## PART 2

By James A. Pozenel, Jr.



In Goodman Games Yearbook #8 I presented six mighty deeds tailored for the dwarf class. There were six more that didn't make the cut. While the first six focused on magical effects to boost the martial abilities of an intelligent dwarf, these six sought to provide more varied possibilities. The runes in this article favor spell-caster paradigms, but also give a dwarf character an opportunity to hew closer to clerical or thief archetypes.

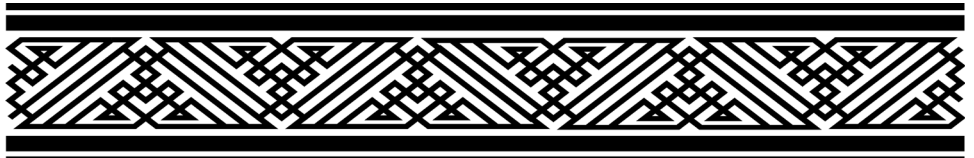
For the specific mechanics and information on Mighty Deeds of Rune Tracing, the reader should consult Goodman Games Yearbook #8.



## Rune of Fear

Frequently deployed against the feeble minded enemies of the dwarves, Gerdar, the Rune of Fear, is an effective tool for breaking morale and instilling fear into foes.

Deed Die	Rune of Fear Result
3	A shiver of fear runs down the creature's spine. On its next attack, the opponent suffers a -2 attack penalty.
4	The opponent momentarily feels vulnerable in the face of martial combat. The defender must make a standard morale check or the creature attempts to flee the combat. The defender will flee for a number of rounds equal to the rune's duration.
5	The opponent momentarily feels vulnerable in the face of martial combat. The defender must make a morale check with a -2 penalty to the roll or the creature attempts to flee the combat. The defender will flee for a number of rounds equal to the rune's duration.
6	The opponent momentarily feels vulnerable in the face of martial combat. The defender must make a morale check with a -1d penalty to the roll or the creature attempts to flee the combat. The defender will flee for a number of rounds equal to the rune's duration.
7	A wave of fear crashes over the dwarf's opponents. A number of HD up to the dwarf's level automatically flees combat for a number of rounds equal to the rune's duration.
8	A wave of fear crashes over the dwarf's opponents. A number of HD up to twice the dwarf's level automatically flees combat for a number of rounds equal to the rune's duration.
9+	A wave of fear crashes over the dwarf's opponents. A number of HD up to three times the dwarf's level automatically flees combat for a number of rounds equal to the rune's duration.



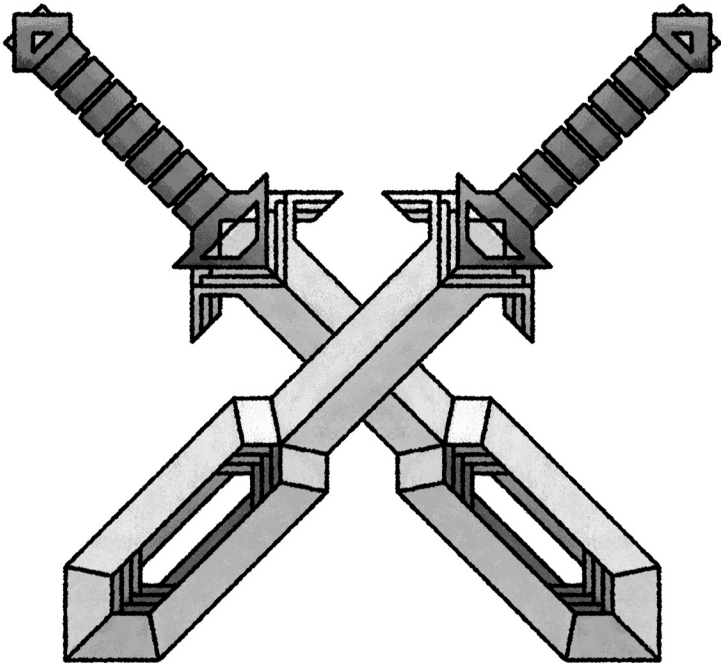
# M

## Rune of Shattering

Jalakâr, the Rune of Shattering, is commonly deployed in mining, but is also quite useful in melee combat. A dwarf successfully deploying this rune may destroy arms or armor. This runic deed typically calls for a specific target such as a weapon, shield or armor. Typically, a dagger has 1-4 hit points, a sword has 4-6 hit points, a wooden shield 4-10 hit points, and larger objects have progressively more hit points, depending on their construction (glass is weakest, wood is stronger, stone is even stronger, metal is strongest).

Deed Die	Rune of Shattering Result
3	The resounding blow creates a fracture in a humanoid-sized item at the point of impact. This automatically inflicts 1d4 points of damage to the targeted object, bypassing any normal resistance to damage. The damage only affects mundane items and cannot harm magical items.
4	The resounding blow creates a fracture in a humanoid-sized item at the point of impact. This automatically inflicts 1d6 points of damage to the object, bypassing any normal resistance to damage. The damage only affects mundane items and cannot harm magical items.
5	The resounding blow creates a fracture in a humanoid-sized item at the point of impact. This automatically inflicts 2d6 points of damage to the object, bypassing any normal resistance to damage. The damage only affects mundane items and cannot harm magical items.
6	A concussive force shatters the targeted humanoid-sized item completely compromising it. Mundane weapons or armor are destroyed. Humanoid-sized magical items fracture at the point of impact and suffer 1d6 damage unless it makes a Fort vs the attack roll.
7	A concussive force shatters the targeted item completely compromising it. Mundane weapons or armor are destroyed. Larger things such as doors or weapons and armor wielded by larger than humanoid opponents are likewise destroyed. Humanoid-sized magical items fracture at the point of impact and suffer 2d6 damage unless it makes a Fort vs the attack roll.

8	A concussive force shatters the targeted item completely compromising it. Mundane weapons or armor are destroyed. Larger things such as doors or weapons and armor wielded by larger than humanoid opponents are likewise destroyed. Magical items of any size fracture at the point of impact and automatically suffer 2d6 damage, bypassing any resistance to damage.
9+	A cataclysmic force destroys all mundane equipment, arms, and armor the defender is carrying. Magical items of any size fracture at the point of impact and automatically suffer 2d10 damage, bypassing any resistance to damage. The defender is dazed in the explosion of possessions and suffers a -4 penalty to attack rolls for the duration of the combat.







## Rune of Slumber

Zlif, the Rune of Slumber, is an uncommon rune, but useful for taking foes alive.

Deed Die	Rune of Slumber Result
3	The strike produces a strong feeling of fatigue in the defender. For the duration of the rune suffers -1 to attack and damage. The opponent receives a Will save to resist, DC equal to 10 + the deed roll.
4	The strike produces a strong feeling of fatigue in the defender. For the duration of the rune suffers -2 to attack and damage. The opponent receives a Will save to resist, DC equal to 10 + the deed roll.
5	The strike produces a strong feeling of fatigue in the defender. For the duration of the rune suffers -1d to attack and damage. The opponent receives a Will save to resist, DC equal to 10 + the deed roll.
6	Extreme drowsiness overtakes the opponent and they struggle to stay alert. The opponent immediately drops to the bottom of the initiative order with no saving throw. Furthermore, the opponent is slow to defend themselves and suffers a -2 to AC for the rune's duration. The opponent receives a Will save to resist this effect, DC equal 10 + the deed roll.
7	Extreme drowsiness overtakes the opponent and they struggle to stay alert. The opponent immediately drops to the bottom of the initiative order with no saving throw. Furthermore, the opponent is slow to defend themselves and suffers a -2 to AC and is limited to either taking an action or moving for the duration of the rune. The opponent receives a Will save to resist these effects, DC equal to 10 + the deed roll.
8	The opponent falls into a blissful slumber and remains asleep until the rune's duration ends. The opponent may resist the effect by succeeding at Will save with a DC equal to 10 + the deed roll.
9+	The opponent falls into a blissful slumber and remains asleep until the rune's duration ends. Each round thereafter, the opponent may make Fort save with a DC equal to 10 + the deed roll to reawaken.





## Rune of Eternal Peace

Dakhlîth, the Rune of Eternal Peace, is most often found in the burial halls, mausoleums, and the necropoli of the dwarves. Particularly devout dwarves use it to keep spirits and un-dead at bay or even grant them eternal peace.

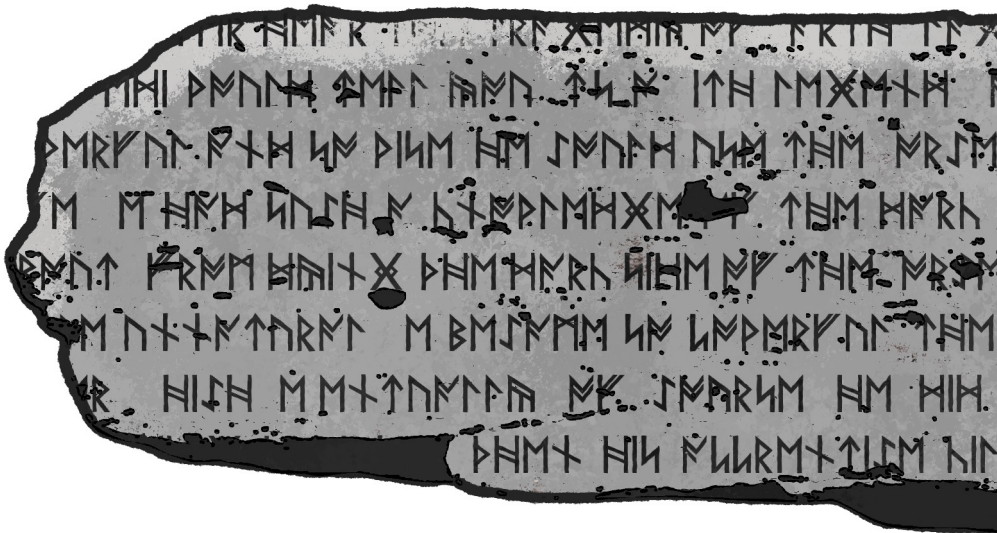
Deed Die	Rune of Eternal Peace Result
3	The strike produces a holy nimbus around the dwarf's weapon and shield. Any un-dead creatures attacking the dwarf suffer -1 to attack and damage for the duration of the rune. Affected creatures receive a Will save to resist, DC equal to the total attack roll.
4	The strike produces a holy nimbus around the dwarf's weapon and shield. Any un-dead creatures attacking the dwarf suffer -2 to attack and damage for the duration of the rune.
5	The strike produces a holy nimbus around the dwarf's weapon and shield. Any un-dead creatures attacking the dwarf suffer -1d to attacks and damage for the duration of the rune.
6	The dwarf channels holy powers into his strike. As the dwarf strikes an un-dead target, it is subjected to a turn unholy attempt. The turn unholy result check equals their total attack roll. Caster level equals the dwarf's level. Attack totals in excess of 23 do not produce holy smite effects.
7	The dwarf channels holy powers into his strike. As the dwarf strikes an un-dead target, it is subjected to a turn unholy attempt. The turn unholy result check equals their total attack roll. Caster level equals the dwarf's level.
8	The dwarf becomes a beacon of holiness. The dwarf issues a concentrated ray of holy light directed against one target within 60'. This target need not be the defender and deals 2d4 damage. Un-dead creatures take an additional +2 points of damage.
9+	The dwarf becomes a beacon of holiness. The dwarf issues a cone of holy light 30' long and 30' wide at its end. This cone need not be directed at the defender and deals 2d5 damage to all within the area of effect. Un-dead creatures suffer damage at +1d and take an additional +2 points of damage



## Rune of the Unseen

Faln, the Rune of the Unseen, is usually combined with wards to prevent infiltration into a secure area. However, Stone Wardens use the rune for opposite effect, seeking to fool and misdirect foes as to their true location.

Deed Die	Rune of the Unseen Result
3	The rune confuses the senses. The dwarf moves in sudden and disconcerting ways, seeming to waver and shimmy away from their opponent at the last moment. For the duration of the rune the dwarf receives a +1 to AC.
4	The dwarf may opt to reverse the rune to see all invisible objects and creatures within 60' for a number of rounds equal to the rune's duration. If the dwarf does not wish to do so they may select the next lower effect.
5	The dwarf seemingly disappears for a moment and may move anywhere up to their speed to another location. Moving this way allows him to withdraw from melee combat without opening himself up to attack



6	The attack seemingly comes from nowhere and catches the opponent off guard. If the total attack roll would miss the opponent, the dwarf may add a bonus to their attack as if they possessed the backstab thief skill. The dwarf uses their alignment and level on Table 1-9: Thief Skills by Level and Alignment in the DCC RPG rulebook (p. 38).
7	The attack seemingly comes from nowhere and catches the opponent off guard. If the total attack roll would miss the opponent, the dwarf may add a bonus to their attack as if they possessed the backstab thief skill. The dwarf uses their alignment and level on Table 1-9: Thief Skills by Level and Alignment in the DCC RPG rulebook (p. 38). Furthermore, if successful, the blow also causes a critical hit. The dwarf rolls on Crit Table II using a Crit Die equal to a thief of the same level.
8	At the conclusion of the blow, the dwarf becomes invisible for a number of rounds equal to the rune's duration or until he attacks another creature.
9+	At the conclusion of the blow, the dwarf's shield provides limited invisibility. This magical effect counters efforts to see invisibility, and also allows the caster to take aggressive action within it. The invisibility shield renders the caster invisible for a number of rounds equal to the rune's duration. During this time, he can perform any action (including an attack) without becoming visible. Additionally, the invisibility shield provides the caster with a Will save against any effect that threatens to reveal him, such as detect invisible.



## Rune of Wyrding (blank stone)

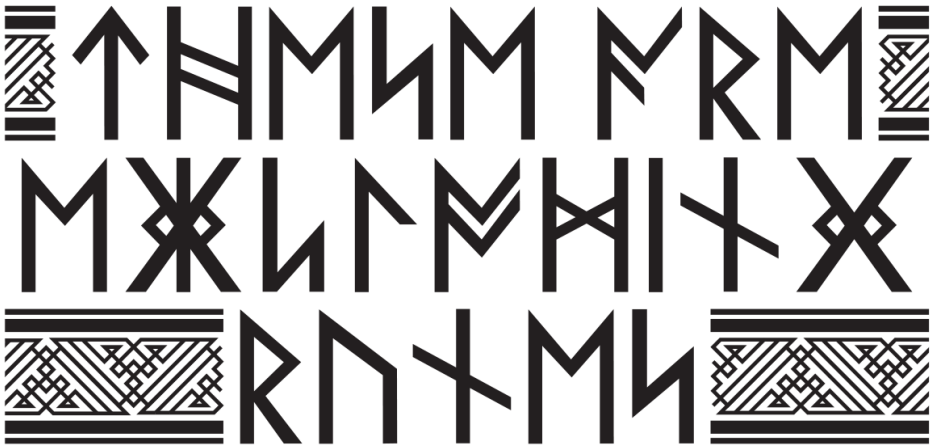
Odrij, the Rune of Wyrding, calls upon powerful entities such the god Daentharr, his heralds, or other powerful beings of the multiverse. The benefits of using the Rune of Wyrding rarely outweigh its toll, but some dwarves crave contact with the supernatural.

Accessing a particular entity requires a runic symbol associated with or representing the one sought. Obtaining such runes may require quests, finding with treasure, or must be gained from barter with the entity in question. Attempting to use Odrij without a rune of an entity is similar to using spellburn without begging the boon from a particular patron or entity. The judge must decide how “blind” use of the Rune of Wyrding will unfold for the dwarf. Lastly, the blow and the blood drawn by the attack is often promised to the called entity. It is up to the judge to decide on the consequences of failing to do so.

If the deed die is a success, Roll a d20 spell check modified by the dwarf’s level and Intelligence modifier on an invoke patron spell check table or other such mechanic/table for the entity in question. All “Lost” or “Failure” results are instead the lowest level of success with some form of patron taint and/or corruption. If the dwarf is attempting to access power(s) akin to divine aid, a poor result may provide no benefit and should probably still lead to taint, corruption, or worse. A natural ‘1’ on the attack roll results in some form of patron taint, corruption or something of the judge’s devising.

Deed Die	Wyrd Rune Result
3	The dwarf contacts the requested entity and a boon is granted, but may not do so again for the next 30 days.
4	The dwarf contacts the requested entity and a boon is granted, but may not do so again for the next 7 days.
5	The dwarf contacts the requested entity and a boon is granted, but may not do so again for the rest of the day.
6	The dwarf contacts the requested entity and may call upon them again today. The second attempt will require a gift, offering or favor. No additional attempts are granted by achieving this result on a subsequent use of this rune.
7	The dwarf contacts the requested entity and may call upon them again today. The dwarf receives a +1 bonus to invoke patron spell checks for the day. No additional attempts are granted by achieving this result on a subsequent use of this rune.

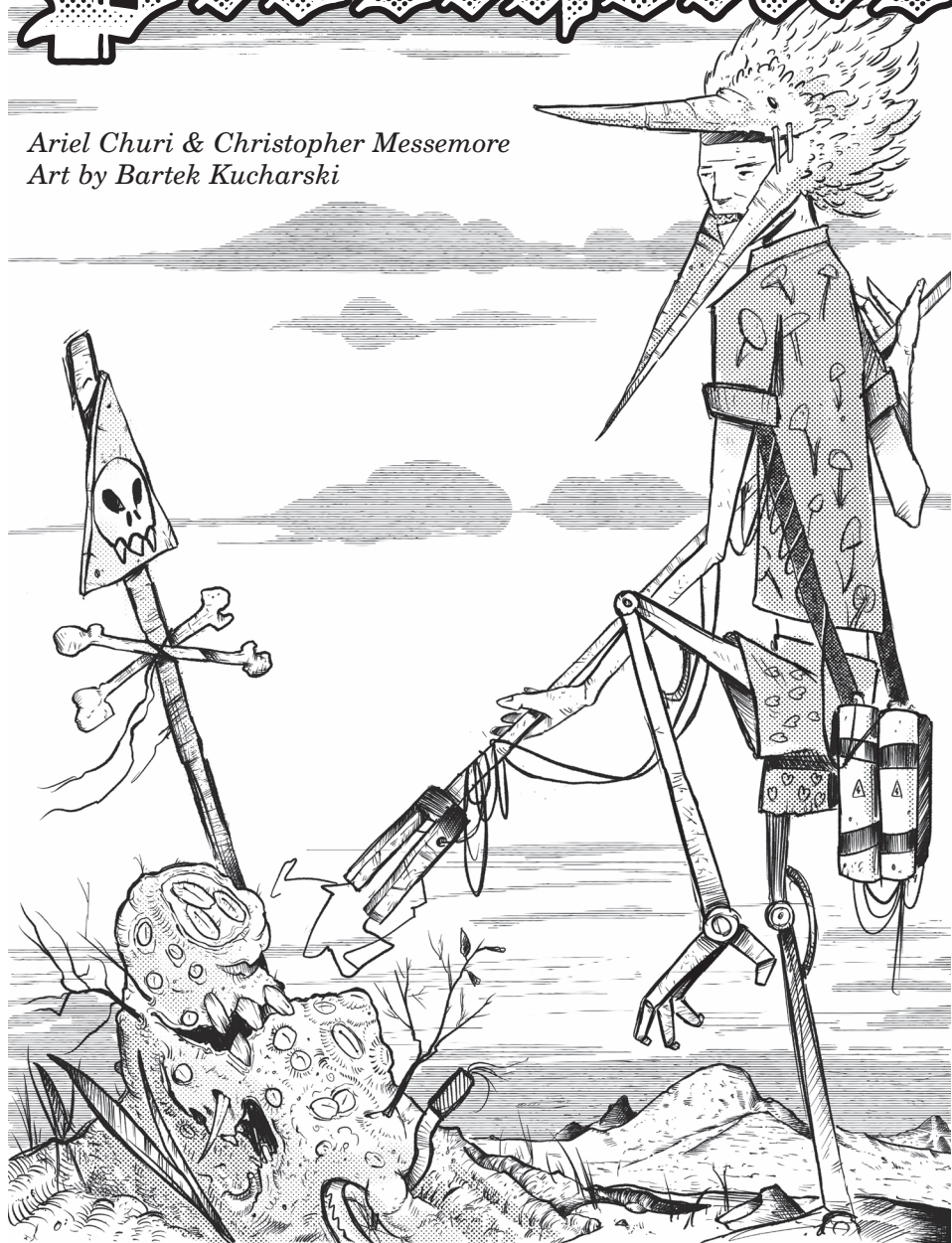
8	The dwarf contacts the requested entity and may call upon them another two times today. The dwarf receives a +1 bonus to invoke patron spell checks for the day. The third attempt will require a gift, offering or favor to be completed. No additional attempts are granted by achieving this result on a subsequent use of this rune.
9+	The dwarf contacts the requested entity and may call upon them another two times today. The dwarf receives a +2 bonus to invoke patron spell checks for the day. The third attempt will require a gift, offering or favor to be completed. No additional attempts are granted by achieving this result on a subsequent use of this rune.





# Clockwork Prosthetics

*Ariel Churi & Christopher Messemore*  
*Art by Bartek Kucharski*



While the loss of a limb would usually spell the end of an adventurer's career, a fine metal arm may improve one's fortune. Simple devices may be acquired from many local smiths but more complex devices require skilled craftspeople. Anything magical would also require a powerful wizard and incur a great cost.

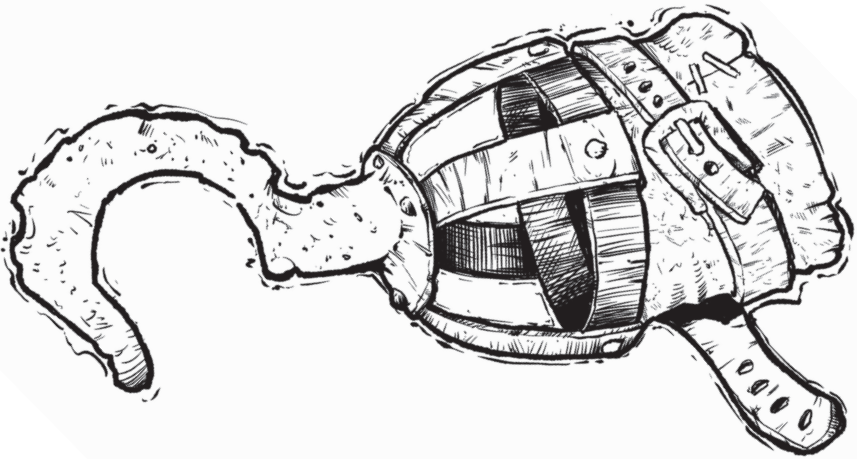
It is with some trepidation that I write game materials about actual disabilities. I can only say that it is my hope that this work is empowering and inclusive to all people.

## **AMPUTATION RULES**

Critical hits or heavy damage to your flesh arm have a 50% of destroying your arm (assuming it is still in the area! See crit table DR, #8).

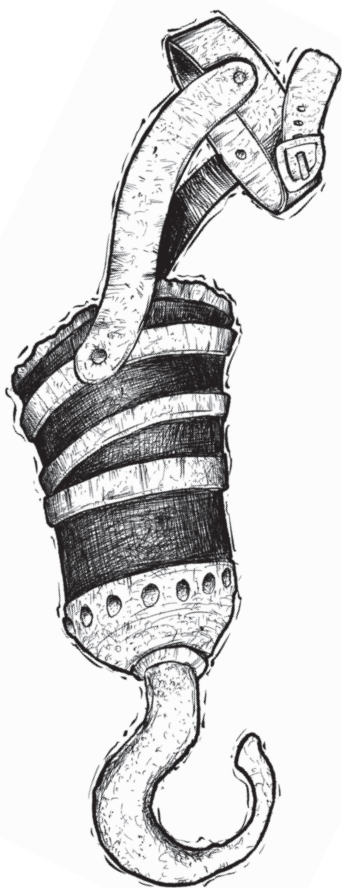
## **ADVENTURING WITH ONE-ARM**

All action dice, initiative, and reflex saves at -1d. No two-handed weapons or two-handed fighting. These modifiers only apply until you acquire a prosthetic arm.



## **CRAPPY HOOK ARM**

-1d Initiative, -1 reflex, 20% chance to damage something when used. Hook: +1 melee weapon (1d5), No two-handed equipment. 5gp.



## **HOOK ARM**

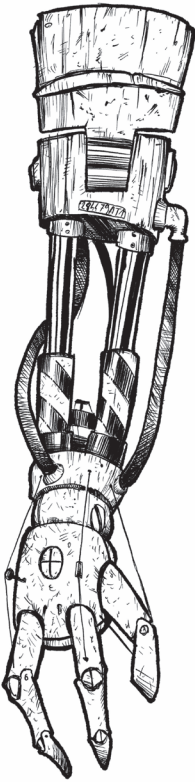
-1d initiative. Hook: +1 melee weapon (1d5), No two-handed equipment. 20gp.

## **FANCY WOODEN ARM**

-1 initiative, +1 AC against missiles, +1 NPC reactions. 100gp.







## MECHANICAL ARM

-1 initiative, +1 AC against missiles, +1 melee damage. 320gp.

- Hidden compartment: 60gp
- Concealed Blade: +1 melee (1d4/1d12), 2x cost.
- Concealed Crossbow: ranged 20/30/40 (1d6/1d10), 1 action to reload. 3x cost.
- Pop-out Shield: +1 AC, Successful reflex save against the surprise attack roll give +2 AC against that attack. 4x cost.

## FINE CLOCKWORK

Requires maintenance. 2000gp.

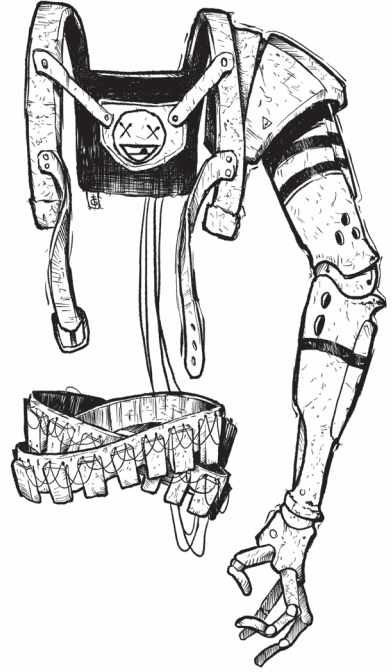
### Fine Clockwork Bonus Table (choose)

1. Built-in, +1 tools (Good for a thief)
2. Clockwork holy symbol, +1 Cleric abilities
3. Animated arcane tuning fork, +1 Wizard/Elf spellchecks
4. Lucky sign, +1d3 fleeting luck per day.



## POWERED

- +1 Strength checks and grappling that uses the arm
- +1 melee damage
- Metal fist (1d6)
- Requires maintenance.
- Positive effects require a mystical/ technological power source which may need to be replaced or recharged. Even just flowers from faerie will work for a while but you still have to get them.
- Roll on *Prosthetics Bonus Table*.

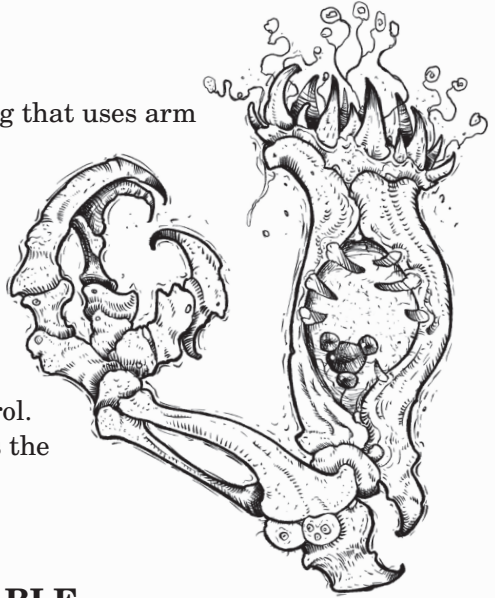


## MAGICAL

- +1d Strength checks and grappling that uses arm
- +2 melee damage
- +1 magic metal fist (1d7)
- Cannot be damaged by normal means
- Roll on *Prosthetics Bonus Table*
- Creation process similar to *Magic Sword*

## POSSESSED

- +1 initiative and chaotic actions
- +1d Strength checks and grappling that uses arm
- +2 melee damage
- +1 spiked metal fist (1d8)
- Roll on *Prosthetics Bonus Table*
- Entity must be summoned and contained in the arm.
- Falling below 3 Luck may allow the entity to affect the arm's control. Falling below 3 Personality allows the entity to escape.



## PROSTHETICS BONUS TABLE

1. Kung Fu grip: dc20 to break your grip.
2. Kung Fu action: Smash through stuff. 2d12 structural damage.
3. Fist shoots out: +1 Missile (1d8+stun). Fist must be retrieved and reattached, which requires slamming it onto a hard surface.
4. Super speed: an additional action die, according to class table.
5. Giant, pop-out, anime sword, +1d melee (1d12)

## RANDOM ARM TABLE (D30)

1. Crappy, **2-9**. Hook, **10-15**. Fancy, **16-20**. Mechanical, **21-24**. Fine Clockwork, **25-27**. Powered, **28-29**. Magic, **30**. Possessed

## NPC REACTION TABLE

1. You must be a convicted thief!
2. People avoid you or are afraid.
3. They take pity on you.
4. You are treated with respect and interest.
5. Some mead for the hard fought adventurer!
6. They lift their sleeve to reveal a similar prosthetic. They are overly friendly and offer you a rumor.



## BELLADONNA SNIP SNIP

Initiative +4; Atk dagger +3 melee (1d4+1) or giant claw +2 melee (1d6 + dc15 Reflex or lose an arm) or spell; AC 15; HD 2d6; hp 10; MV 35'; Act 1d20; SP immune to sleep and charm effects, automatically notice glamours and illusions, *summon winds* (ranged attacks have a 50% of missing outright if attack roll succeeds), *Forest Walk* (may teleport away by walking into one tree and out another) once/day, spells (+4 to spell check, *color spray*, *charm person*, *enlarge*); SV Fort +1, Ref +2, Will +2; AL C.

This whole thing came about from this NPC fumbling a spellcheck in *The Queen of Elfland's Son* by Michael Curtis. She was cursed with a giant, crab claw arm and now hunts the land for arms in order to repair the damage. **Belladonna** does not want to fight but only to take an arm and escape.









# A Free and Unofficial Zine for DCC RPG

