The 2016 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



PATRONS & GODS

VOLUME 2 OF EIGHT BOOKLETS

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Ćire - Interdimensional Patron

By Eric Hoffman

Centuries ago, Ćire was a client wizard of the Djinn patron Urhatta. He served her for many years, accumulating vast knowledge of dimensional magics. During his study he discovered the existence of several pocket dimensions that were created or maintained by the will of Dead Gods. Sensing an opportunity for immortality, Ćire broke with Urhatta and launched an assault on several of these pocket dimensions, destroying the masters that ruled them. Ćire is now the master of those realms - he, and he alone controls who enters and leaves them. While in his demesne, he is effectively immortal. He is known to patronize mortal wizards and use them as captains and pawns to push his agenda.

Invoke Patron check results:

12-13 Ćire does not think the caster's problems worthy of his efforts. The shame of disappointing Ćire spurs the caster to try harder! +1 on all rolls for 1d7 rounds.

14-17 Ćire winds back a thread of time, allowing the caster to recall a previously lost spell. If the caster has not lost a spell the next result of lost spell is simply a failure and the spell is not lost. Any corruption, misfire or patron taint still applies.

18-19 Ćire realizes the caster's plight and grants one improvement on the die chain for the caster's next 3 spell checks.

20-23 Ćire wants to see what the caster is really made of. He grants him a temporary +5 bonus to his Luck score as well as a minor magic item specific to the caster's current, or a near future, obstacle. The Luck and the magic item will disappear after 24 hours.

24-27 Ćire opens a dimensional portal just behind the caster. It stays open for 2 rounds. Anyone or anything that steps through the portal is teleported to a safe(r) location 5d20 miles away.

28-29 Ćire sees great potential in the caster and boosts all of his spell checks for the remainder of the day by two improvements on the die chain.

30-31 Who dares threaten the servant of Ćire?! Time stops in a 2 mile radius centered on the caster for 3d4 rounds. The caster may 'unfreeze' a creature by touching them. Frozen creatures take damage from weapons, spells and other effects as normal.

32+ Ćire whisks the caster, and any followers, immediately to his pocket dimension. There they are healed of all damage and any condition, fed, bathed and cared for. Any missing equipment is replaced and time is permitted for all to regain spells. Once all ills are remedied Ćire sends the entire group right back to the moment in time from when he plucked them, with the addition of 8 Bronze Legionnaires to serve the caster for 1 full day.

Patron Taint: Ćire

1 The caster is punished for wasting Ćire's time by losing time of his own. The first result ages the caster 1d3 years. If the result is rolled a second time the caster ages 3d3 years. A third, and any subsequent result ages the caster 5d3 years. The caster may quest for Ćire to regain some, but never all, of the stolen years.

2 The terrible shame of failure saps the casters confidence and manifests itself by subtle transformation into one of Ćire's lesser servitors. On the first result, the caster's eyes and ears grow to 2 times the size of those normal for his race. On a second result the caster shrinks to approximately half his normal height, his legs double in length but can never fully elongate and he develops a soft fur over his entire body. On a third result the caster turns completely into a Tarsierii.

3 The caster is convinced the spell that caused this result is tainted and refuses to cast it ever again. If the spell is a patron spell of Ćire, the caster instead must attempt to purify his version of the spell, spending 2d100 x spell level in

gold over a 2 week period as soon as he is able to research another way to cast it. Manifestation and Mercurial Magic are rerolled.

4 Failure to control the forces of dimensional magic are causing the caster to slowly lose touch with space and time. The caster's body is constantly on pins and needles and the distraction causes a -1 to all spell checks and skill rolls. The second result causes the caster's body to fade further from the mortal coil, visibly showing a translucency that ebbs and flows. He suffers a -2 to all physical tasks such as attack rolls, reflex and fortitude saves; strength, constitution and agility checks, etc. On the plus side he ignores the first 5 points of damage from any physical attack. On the third result the caster is no longer able to interact with the physical world at all. He gains a movement of 20' flying but cannot attack, manipulate physical objects, speak or cast any spell with a physical effect nor use any magic item. He gains the Hide skill of a thief of equal level and alignment. He ignores the first 10 points of damage from any physical attack.



5 The caster feels compelled to spend time absolving himself of impurities in the pocket dimension of The Master. He must petition to be called home through a special ritual (costing 1d5 x 100 gp) within 1 week. Ćire will answer the request sometime within 3 days of the petition. The caster must spend 2 weeks in the pocket dimension refocusing his scattered mind.

6 Ćire demands the caster quest for an artifact important to one of his inter-dimensional schemes.

The quest typically will not take more than 1d5 days and be only moderately dangerous to the caster. The second, and any subsequent results, demand a quest that may take up to 1d30 days and be moderately dangerous, or 1d5 days and be very dangerous (casters choice!).

Spellburn: Ćire

1 You can't make an omelet without breaking a few eggs! Ćire demands blood to prove the casters seriousness. The blood loss manifests as stat loss.

2 Minor vibrations of every known (and some unknown) dimensions assault the caster's body at the same time. The severe shock and drain manifest as stat loss.

3 March or die! The fatigue of a thousand leagues enters the casters limbs.

4 Chicks dig scars, and so does Ćire! The caster must cut enough flesh from his skin to leave a 2" scar per point of spellburn. The pain and loss of blood manifests as stat loss.

Dogs of War

Level: 1 (Ćire)
Range: 30'
Duration: Varies
Casting Time: 1 round
Save: None

The caster summons mercenary troops from the inter-dimensional armies of Ćire. Unless otherwise noted the troops will arrive ready to fight, and if necessary die, for the caster. The troops come fully equipped with weapons and armor although they hunger, thirst and need rest as normal for the duration of the spell. When the spell ends and if any troops die, the body as well as all equipment the troops arrived with return to their dimension of origin. Troop stats and description for Dogs of War are:

Tarsierii: Init +1; Atk tiny sword -2 melee (1d4-1); AC 11; HD 1d4; MV 20' or climb 30'; Act 1d20; SP infravision 100'; SV Fort -2, Ref +1, Will -2; AL N.

Tarsierii are pitiful primate-like creatures from a misbegotten dimension that Ćire discovered in his research. They have huge eyes and ears for their body size, which is a little smaller than a Halfling. They are covered with an extremely soft fur, which is highly prized by furriers in certain places that know of Tarsierii. In their homeland they travel in huge packs that are prey for dozens of terrible predators. They are abject cowards unless bullied into action by a more powerful creature.

Sirius Grunt: Init +1; Atk spear +1 melee (1d6); AC 15; HD 1d8; MV 30'; Act 1d20; SP infravision 60'; SV Fort +1, Ref +1, Will +0; AL N.

Sirius Grunts are anthropomorphic dogs that serve as corporals and sergeants in the inter-dimensional armies of Ćire. They are mean bullies but capable fighters and seem to keep the Tarserii in line.

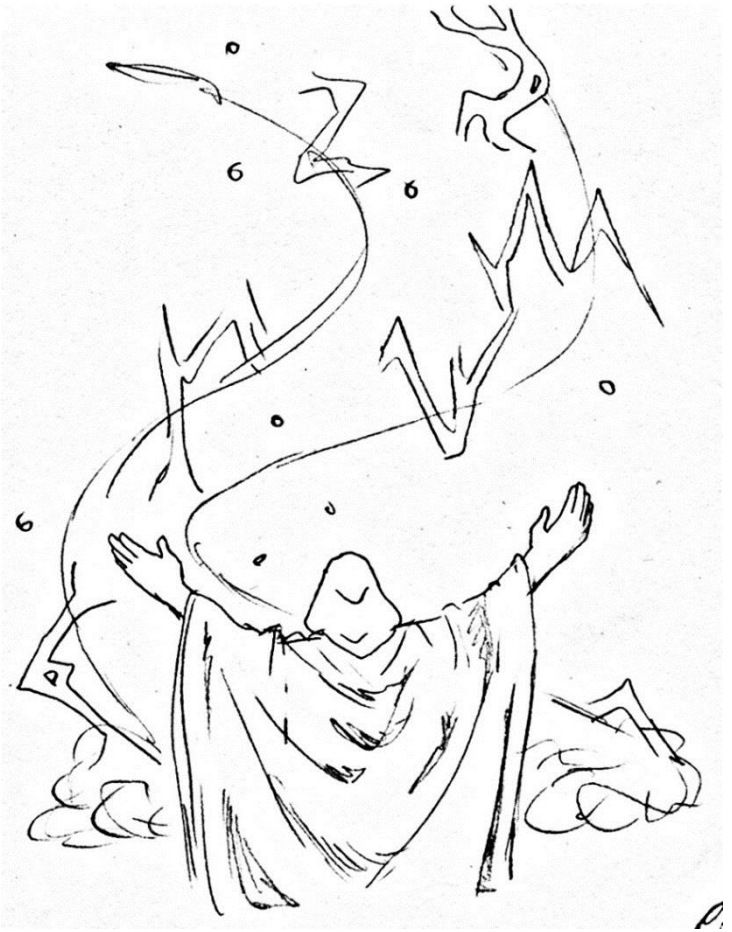
Galactic Ranger: Init +4; Atk laser pistol +6 (3d5); AC 17; HD 3d8; MV 40'; Act 1d24; SP dimensional tracking; SV Fort +3, Ref +4, Will +5; AL N.

Galactic Rangers are tall humanoids with elongated, skinny arms and legs. They only have two fingers and an opposable thumb on each hand. They typically wear tight fitting leather suits and helmets made of a strange reflective material. They have the ability to 'smell' the dimensional residue of creatures, making them superior trackers. If appearing within 1 hour of the presence of a creature, or given an item the creature has touched in the past 24 hours, the Galactic Ranger has a 75% chance to successfully track that creature, even if they shift planes, dimensions or time-streams. The Ranger cannot travel or send other creatures through time or space but can relate where the tracked creature has gone sufficiently for spellcasters to count as 'familiar' with the location.

Bronze Legionnaire: Init +0; Atk sword +5 melee (1d8+3); AC 22;HD 4d8; MV 20'; Act 1d20; SP immune to critical hits; SV Fort +6, Ref +1, Will +3; AL N.

The Bronze Legionnaire is the shock troop of Ćire's armies. They are some kind of intelligent statue or sentient metal race. They stand 7' on average and weigh nearly 600 lbs. without equipment. They are exceptionally well disciplined soldiers who revel in combat. When not fighting they engage in gambling, drinking and cursing like inter-dimensional soldiers. They grumble often, even as they are executing their orders flawlessly.

Manifestation: (1) A shimmering portal of normal door proportions opens and the summoned troops walk through; (2) holes open up in the floor or ceiling and the summoned troops pop up or fall down and softly land on the floor in random locations within the range of



the spell; (3) swirling bits of particles coalesce and spin in tiny funnels, slowly building the troops from the ground up; (4) a giant hole opens in a wall, the floor or the ceiling and two parallel wooden rails, connected by wooden planks issue out. At the end of the casting a segmented vehicle that rides on the rails clatters to a stop within the range of the spell and the troops disengage lap bars to exit the vehicle.

1 Lost, failure and patron taint.

2-11 Lost. Failure.

12-13 A single Tarserii is summoned to do the caster's bidding for 2d4 turns. Being alone, he is cowardly and afraid and there is a 35% chance he ignores any order given and goes into cataleptic shock.

14-17 2d2 Tarserii are summoned for 2d4 turns. Any clearly suicidal orders or commands contrary to their nature have a 50% chance of releasing the Tarserii from service.

18-19 3d4 Tarserii and a Sirius Grunt sergeant are summoned for 3d5 turns.

20-23 1 Galactic Ranger, or 2d3 Sirius Grunts are summoned for 2d3 hours.

24-27 3 Galactic Rangers, or 2 Bronze Legionnaires, or 3d5 Sirius Grunts are summoned for 2d6 hours.

28-29 3 Galactic Rangers, or 2 Bronze Legionnaires, or 3d5 Sirius Grunts are summoned and remain for up to one full day.

30-31 4 Bronze Legionnaires arrive, grumbling and complaining, to serve the caster for a full day.

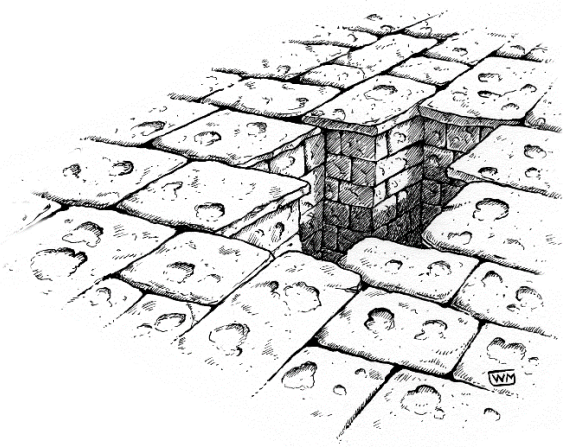
32+ A small army arrives to crush the caster's enemies! 1d5 Bronze Legionnaires, 1d3 Galactic Rangers, 2d4 Sirius Grunts and 2d24 Tarserii. They remain for up to one week provided the caster can meet their needs for sustenance. An army marches on its stomach after all.

Dimensional Shortcut

Level: 2 (Ćire)
Range: Varies
Duration: Varies
Casting Time: 1 round
Save: None

The caster calls upon the knowledge he has gained of dimensional spaces to create a shortcut through space to another location on his current plane. The caster need not be familiar with the place he wishes to open the other end of the portal. If he chooses a location that a creature cannot enter (such as solid rock), the spell will fail when the first creature tries to enter. In addition the caster will take 2d6 damage. The creature who attempts to use the portal takes 4d6. Fortitude save equal to spell check for half damage.

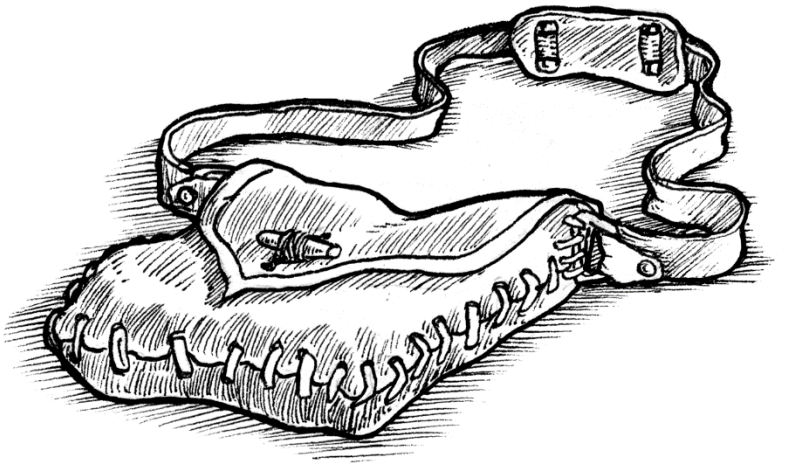
Manifestation: (1) An iron bound wooden door appears near the caster. Creatures using the dimensional shortcut appear out of thin air at the destination; (2) a shimmering blue portal rises from the ground while tinny but inspiring music can be heard lightly in the background. An identical portal opens at the destination; (3) a hole opens up in the ground and any who use the portal land heavily at the destination (DC 10 Ref save or end up prone); (4) a metal and glass booth rises up from the ground with 5 arcane, blocky symbols written at the top. Creatures using the portal exit from a similar booth. Many more creatures than seems possible can fit in the booth.



1	Lost, failure and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-17	The caster summons a portal that lasts for 1d4 rounds and can terminate anywhere within 20'.
18-19	The caster summons a portal that lasts for 1d4 rounds and can terminate anywhere within 100'.
20-23	The caster summons a portal that lasts for 3d8 rounds and can terminate anywhere within 50'.
24-27	The caster summons a portal that lasts for 3d8 rounds and can terminate anywhere within 250'
28-29	The caster summons a portal that lasts for 1d4 hours and can terminate anywhere within 200'.
30-31	The caster summons a portal that lasts for 1d4 hours and can terminate anywhere within 1000'.
32-33	The caster summons a portal that lasts for 1 day and can terminate anywhere within 1 mile. In addition, any creature that passes through the dimensional shortcut is healed for 4d6 damage.
34+	The caster summons a portal that is permanent until dispelled. It can terminate anywhere within 5 miles. Alternately, the caster may choose to forcibly teleport one creature within his sight to a pocket dimension prison. The creature may make a DC 20 Will save to avoid the effects. While in the pocket dimension prison, the creature is in stasis, with no requirement to eat, sleep, breathe or rest. The next time the caster casts Dimensional Shortcut, the creature will exit the destination portal.

Patsy, Patron God of Henchfolk

By Duncan McPhedran



Patsy protects those who hire on with adventurers and those who hire henchmen, and punishes those who abuse their contracts. Henchmen pray to him for safe passage through the labyrinth, and adventurers pray for henchmen who are both useful and foolish enough to sign sweeping contracts. When he appears, he is preceded by the soft clop-clop of coconut shells being struck together.

Invoke Patron check results:

12-13 Patsy is busy aiding some poor villager trapped by a vile adventurer in a deep part of a dungeon and cannot come to your aid. The caster's hands glow like torches for 1d6 hours.

14-17 Patsy sends a torchbearer to light the way. She will remain until Patsy has need of her elsewhere (DC 20 spell check every hour, or he leaves).

18-19 The protector of henchmen sends a loot carrier to ease the loads of the party. He is an absurdly strong man and can carry as much as five warriors. He will remain until Patsy has need of her elsewhere (DC 20 spell check every hour, or he leaves).

20-23 Patsy sends a shield bearer to protect the caster. The shield bearer will take any physical damage meant for the caster. Her ability to be in many places at once is incredible to behold. She leaves after 2d6 rounds.

24-27 Patsy sends a bowman, who fights as a 2nd-level warrior. She will first attack any enemies threatening the party's henchmen, then the most powerful opponent. She remains for 2d6 rounds.

28-29 The protector of henchmen sends a swordsman capable of fighting as a 3rd-level warrior. The warrior wears no armor, and fights like a man possessed. Whenever possible he protects the party's henchmen first then the caster, then anyone else. He remains for 2d6 rounds.

30-31 Patsy sends an avatar capable of carrying a great quantity of loot, bearing a torch and fighting as a 5th-level warrior. He also sends a shield bearer who protects the caster from all physical attacks. They remain for 2 turns.

32+ A half coconut, 20' in diameter, falls from the sky, crushing the enemies of the caster. Henchmen miraculously survive. Anyone inside the ring must make a DC 15+CL Ref save or take 2d6 damage from the sonic boom.

Patron Taint: Patsy

1 Whenever the caster casts a spell, the sound of a hundred coconut shells aping horse hooves rings out. This is a boon for his allies. They receive a +1 bonus to hit on their next attack due to high morale.

2 The first time this result is rolled, the caster's skin becomes grimy with the dirt of months on the road. The second time, a pervasive smell of months-old body odor wafts from the caster's body. These are permanent; both results return as soon as the caster has finished bathing.

3 On the first roll of this result the caster gains sudden insight into the desires of henchmen. He finds it easier to find good

help at a lower price and is better at negotiating broader and more ridiculous terms. On the second roll, each time the caster hires a henchman, their sibling is also available for hire at a discounted rate.

4 When the caster casts any spell he may choose to have the result also affect a henchman for one point of spellburn per level of the spell.

5 As soon as the spell is cast, a henchman in the party turns and whistles loudly into the distance. 1d3 of their pet dogs come running forth to do the caster's bidding forevermore. The pets cannot be dismissed. Roll 1d6 for each type of dog: 1) teacup pomeranian, 2) dachshund, 3) basset hound, 4) great dane, 5) german shepherd, 6) border collie

6 Each time this result is rolled the caster will find a magic hidden pocket inside their clothing/cloak. The pocket will remain forevermore and is capable of holding objects up to 10' in height and width. When it first appears it contains the following (1d10): 1) a pair of dice, 2) ten frogs legs, 3) an angry kobold (roll for initiative!), 4) two half coconut shells, 5) a dagger, 6) thieves' tools, 7) a ten foot pole, 8) holy water, 9) flint and steel, 10) a pony - DC 10 Ref save to avoid being crushed by the sudden appearance of a pony in their pocket or take 1d5 damage.



Spellburn: Patsy

Patsy's concerns are not for adventurers, but for those they contract. The sacrifices he requires reflect this, and so may not help him or the adventurers, but rather the henchmen. Roll 1d4 on the table below to determine the cost of the request.

1 Patsy requires blood from the caster to aid in saving a henchman. A sparrow carrying a coconut arrives. The blood is to be poured into it.

2 A henchman in another realm has died, and Patsy requires the caster's aid in informing the family. For an instant, the caster speaks a foreign tongue, tears well from his eyes as he hears the family's screams of anguish. He returns to himself, drained and weaker.

3 In this instance Patsy allows the caster to defer his spellburn to another whom he compensates, or whose family he compensates. The caster may burn up to 10 points. He must contract with a henchman or commoner to remove 1 finger for each point of spellburn. If he cannot find a suitable person within 24 hours, he takes the damage himself.

4 Two henchmen approach the caster. One holds him down while the other cuts open the caster's abdomen and removes organs, selecting particularly useful parts, and then sews the caster up again. Roll 1d7 to determine which organ: 1) spleen, 2) kidney, 3) gallbladder, 4) appendix, 5) tonsils, 6) wisdom teeth, 7) all body hair.

Patron Spells: Patsy

The protector of henchmen grants the following three spells:

Level 1: A Packbearer is Always Prepared
Level 2: Henchboon
Level 3: Full Staff

A Packbearer is Always Prepared

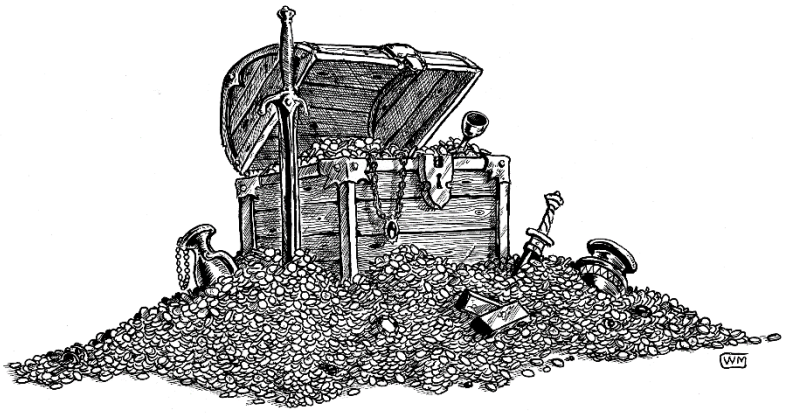
Level:	1 (Patsy)
Range:	Touch
Duration:	Varies
Casting Time:	1 round
Save:	None

A good pack bearer always has what the party needs. The caster can use this spell to ensure that the band is never caught without a needed item. The Caster may choose any lower result.

Manifestation (1d4): The caster reaches into his bag and (1) A blinding light spews forth from the mouth of the bag stunning any within 20' (DC10+CL Fort save or be blinded for 1d3 rounds): (2) A multitude of bats, birds, and bugs fly forth; (3) The caster is sucked into the bag where he sees fields of gear strewn about, but before he can get picky he is sucked back out to his waiting band; (4) A bright flash and puff of smoke reveals a squat, ugly, frizzle-haired, vaguely feminine figure in a skirt who rushes forward to dump the equipment unceremoniously at the caster's feet before disappearing with another flash of smoke.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.



12-13 Roll 1d24 on Table 3-4: Equipment (core rulebook pg. 73). The item can be used 1d6 times before it evaporates.

14-17 Roll 1d24 three times on Table 3-4: Equipment (core rulebook pg. 73). The items can be used 1d6 +CL times before they explode in flames.

18-19 Roll 1d24 on Table 3-1: Weapons (core rulebook pg. 71). The weapon lasts for the duration of combat.

20-23 Roll 1d24 three times on Table 3-1: Weapons (core rulebook pg. 71). The weapons last for the duration of combat.

24-27 Roll 1d10 on Table 3-3: Armor (core rulebook pg. 72). The armor dons itself on to the caster, and does not interfere with spells. The armor lasts for the duration of combat.

28-29 Roll 1d10 two times on Table 3-3: Armor (core rulebook pg. 72). The armor dons itself on to the caster and designated ally, and does not interfere with spells. The armor lasts for the duration of combat.

30-31 Roll 1d24 three times on Table 3-1: Weapons (core rulebook pg. 71) and 4d24 on Table 3-4: Equipment (core rulebook pg. 73). Duration of each item is 1d6 hours.

32+ Roll 1d10 four times on Table 3-3: Armor (core rulebook pg. 72), Roll 1d24 three times on Table 3-1: Weapons (core rulebook pg. 71) and 1d24 four times on Table 3-4: Equipment (core rulebook pg. 73). Duration of each item is 2d6 hours.

Henchboon

Level:	2 (Patsy)
Range:	Party
Duration:	Varies
Casting Time:	1 round
Save:	DC10+CL

All the benefits of a stable of henchfolk with none of the risks, contractual obligations, or responsibilities.

Manifestation (1d4): (1) There is a loud pop as the material realm adjusts to the changes caused by the spell. (2) The material universe melts away into sand and from the ethereal sky comes a contraption built of ideals crewed by thoughts and they climb out and rebuild reality in its new order. (3) A door appears next to the caster and out comes a grubby street urchin, who before anyone can stop him arranges reality according to the result. (4) Reality pops out of focus and the band can see the primeval weavers knitting time and space, when one of them curses and takes out a pair of scissors and cuts out a square and stitches in a new one in place.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 Failure, but spell is not lost.

14-15 The adventurers find that all their clothes are starched, pressed, and any tears and tatters are mended.

16-19 The smell of fresh bread wafts up under the noses of the adventurers. In their pockets and backpacks they find fresh bread and cheese enough to last 1d3 days.

20-21 The murder-hobos give off a faint glow. They cast enough light to see 60' for 2d6 turns.

22-25 Within the breast pocket of the caster is found a chronicle of the deeds of the band. Their exploits are written about in glowing terms.

26-29 Weight is lifted from the party's shoulders. All of the baggage not related to the task at hand is weightless for 3d6 turns.

30-31 The caster is able to feel drafts from any secret door he passes within 30' of unobstructed (not through other doors or walls) for 1d3 turns.

32-33 In the caster's bag is found a compass. This compass points in the direction of the nearest treasure of large value (500 gp or more). It functions for 2d3 turns faithfully, before becoming a regular compass.

34+ The band's map is suddenly expanded by 40' in every direction around their current location.



Full Staff

Level:	3 (Patsy)
Range:	30'
Duration:	Varies
Casting Time:	1 round
Save:	None

A household of good standing must always have a staff with sufficient personnel to fulfill each role set before it. The caster can call forth a henchman for any occasion, and often this can be his very own travelling court.

Manifestation (1d4): (1) you hear scuffling, cursing and heavy labored breathing heading in your direction quickly, and your new henchman arrives, panting and sweaty, at the caster's side. (2) A rumbling in

the ground precedes the appearance of a small mole-hill at the caster's feet, out of which pops the dusty and dirty henchman. (3) A pulsing blue light and whooshing of air heralds the arrival of a tall, strangely constructed blue box at the back of your party. A door opens and out steps your new henchman, before the box disappears in the same way it appeared. (4) The hair on the back of each party member's neck rises as they feel electricity fill the air. To loud peals of thunder, your party watches your new henchman ride towards you on a dragon made of lightning, jumping nimbly from its back to land at the caster's side. Allies and enemies alike must make a DC 10+CL Fort save or be blinded by the lightning dragon for 1d2 rounds. The henchman is exempt.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-17 For 1d6 turns the mother of a henchmen in the party, a squat, ugly, frizzle-haired, vaguely feminine figure in a skirt, arrives to harangue the caster about their life choices and disappointment to the family. -1 to all rolls for the duration due to distraction. Can still act as a torchbearer or take part in battles (Strength 4, Agility 16, Stamina 3, Intelligence 15, Personality 5, Luck 9; hp 2; armor: none; weapon: broom (as club).

18-21 Gundrada Drunfoot, 1st-level halfling. She will remain for 1d6 turns and aid the party. Strength 12, Agility 10, Stamina 3, Intelligence 17, Personality 15, Luck 12; hp 4; armor: leather; weapon: dagger.

22-23 Alfred the Hungry, 1st-level warrior. He will remain for 1d6 turns and aid the party. Strength 13, Agility 13, Stamina 7, Intelligence 16, Personality 7, Luck 12; hp 3; armor: chainmail; weapon: long sword.

24-26 Charles the Mostly Alright, 2nd-level dwarf. He remains to aid the party for 1d8 turns. Strength 11, Agility 12, Stamina

10, Intelligence 4, Personality 11, Luck 10; hp 10; armor: leather and shield; weapon: axe.

27-31 Bethelda Elven Face, 2nd-level elf. She will remain for 1d8 turns. Strength 14, Agility 10, Stamina 14, Intelligence 17, Personality 8, Luck 12; hp 9; armor: leather; weapon: long bow; spells: Charm Person, Enlarge, Invoke Patron, Mending, Patron Bond, Ropework.

32-33 Zermish Angst, 3rd-level wizard. He will remain for 2d4 turns and aid the party. Strength 13, Agility 10, Stamina 8, Intelligence 16, Personality 7, Luck 6; hp 4; spells: Ekim's Mystical Mask, Feather fall, Knock, Magic Missile, Sleep, Ward Portal.

34-35 A clutch of henchfolk appear. The caster may choose 3 of the above 6 to appear to aid the party. They stay to aid the party for 1d6 turns.

36+ A bevy of henchfolk appear. All 6 of the henchmen detailed in the above results appear and stay for 2d6 turns.



Sisssnagagarrasssh

A DCC Petty Patron (as per It's a Patron Generation and Patron Worksheet by Paul Wolfe on Mystic Bull Games blog)
By James A. Pozenel, Jr.



Sisssnagagarrasssh is a minor demon and master at crafting poisons and using them who, of course, covets more power. In days of yore, he was able to create and place powerful minions with his sycophants across the multiverse. These minions were snake-like and bore a horn that maintained a connection to himself even after the minion's death.

Sisssnagagarrasssh has a barbed-scale snake body and head with the eyes and arms of a praying mantis. A huge horn sprouts forth from between his multi-faceted eyes. A sickly green liquid is continuously dripping from his mandibles and snake-like fangs.

Sisssnagagarrasssh lives in an abyssal pit where he is constantly breeding snake minions and selecting them for their various venomous qualities. He is always attempting to gain more followers or artifacts to increase his powers, plotting for the day when he will be powerful enough to once again place his minions everywhere and take revenge on those who have reduced him to this state.

At this point in time his powers are at a low ebb; Sisssnagagarrasssh is only able to aid a supplicant while a Demonic Snake Horn (see Foci section below) is held in the caster's hands. Should his followers be able to aid Sisssnagagarrasssh in his quest for power, he could outgrow this limitation and even provide spells and more powerful invoke patron spell check results.

Invoke Patron Check Results:

12-13 Sisssnagagarrasssh answers the petitioner's plea and the caster receives +2 to his next attack and damage while using a demonic snake horn focus.

14-17 A horned shadow snake leaps into being from the snake horn. It attacks the nearest creature in sight that is not the wielder for 1d4 rounds. If that target is slain, the snake moves on to the next nearest until its time expires.

Shadow snake: Atk bite +2 melee (1d4); SP ignores armor AC, dissipates if damaged for 10 hp, can only be struck by magic weapons.

18+ As above but the snake lasts 1d4+1 rounds. The user can direct the snake to attack a specific target. If none given, it attacks the nearest creature as above.

Shadow snake: Atk bite +3 melee (1d4+1 plus poison); SP ignores armor AC, dissipates if damaged for 10 hp, can only be struck by magic weapons, poison (DC 16 Fort save or lose 1d6 Strength, healed by magic only).



Patron Taint: Sisssnagagarrasssh

Sisssnagagarrasssh is a master poisoner and his skills have surpassed the mundane weakening of the body and mind to include mutagenic effects. Sometimes he teaches his followers the ways of a poisoner. Sometimes the exchange is experimental and the follower is his creation's latest lab rat. Sometimes he needs something to further his research or expand his powers.

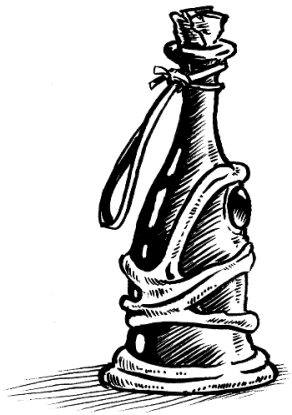
When patron taint is indicated for Sisssnagagarrasssh roll 1d4 on the table below. When a caster has acquired all four taints at all three levels of effect, there is no need to continue rolling any more.

1 Poisoner: the first time the caster rolls this, Sisssnagagarrasssh shares secrets of poisoning; the caster develops the skill of Handle Poison as per a Thief of the same alignment as the caster. The caster's Thief level is equal to half his own character level, if the caster is already a Thief they gain a +1 bonus to their Handle Poison skill checks. The second time this taint is rolled the caster's Thief level for determining his Handle Poison skill is equal to his own level, if the caster is already a Thief they gain an additional +1

bonus to their Handle Poison skill checks. The third time this taint is rolled, the caster is "skilled" at brewing and creating poisons and gets a +2 bonus to skill checks.

2 Barbed Scales: when this taint is first rolled, the caster's skin takes on a vaguely scaly appearance. If this taint is rolled a second time the scales become more pronounced and begin to rise up into barbs; the caster permanently loses 1 point of Personality and tighter fitting clothes become impossible to wear as they catch and rip on the caster's scaled body. If rolled a third time, the scales harden and provide a +1 bonus to armor class and anyone grappling the caster takes 1 point of damage each round while maintaining a hold on the caster.

3 Sisssnagagarrasssh requires the character to fulfill a particular mission. The first time this result is rolled, the mission is relatively simple, requiring no more than 1d4 days of travel, and mandating the defeat of a foe who is 1-2 levels (or Hit Dice) below the caster. The second time this is rolled, the mission is more difficult. It may require 1d4 weeks of travel, and the greatest foe is equal in level (or Hit Dice) to the caster. If this result is rolled a third time, the mission requires 1d4 months of travel, and the foe has 1d4 more levels (or Hit Dice) than the caster. Failure at a mission affects the character's relationship with Sisssnagagarrasssh at the Judge's discretion.



4 Horned: when this taint is first rolled, the caster develops a prominent bump on his forehead. The second time this taint is rolled, the bump turns into the beginning of an actual horn, his hair begins to fall out in a patchy manner and his skull noticeably thickens; the caster permanently loses 1 point of Personality and his skull is treated as if he's wearing a steel helmet. The third time this taint is rolled, the caster's horn grows into an actual weapon capable of inflicting 1d5 points of damage with an unarmed attack roll.

Spellburn: Sisssnagagarrasssh

When a caster utilizes spellburn, roll 1d4 on the table below when a request is made.

1 The Demonic Snake Horn inexplicably turns on the wielder and deals him a small puncture wound that oozes venom. As the venom courses through the wielder, his body weakens (expressed as Strength, Agility, and Stamina loss).

2 The caster grows a demonic horn from his forehead. It sprouts forth over 1d4 rounds then falls off and turns to dust. The physical distress of this experience is expressed as Strength, Agility, and Stamina loss.

3 Sisssnagagarrasssh offers the caster twice the spellburn he has requested at no cost, so long as the caster undertakes a task for him.

4 Irritated at the caster, Sisssnagagarrasssh requires twice the normal spellburn for the benefit gained. The caster's skin becomes scaly and immediately starts to molt and peel off. The process of shedding the skin takes 1d2 days. During that time the caster is -1 to Personality for social interactions.

Patron Spells: Sisssnagagarrasssh

Sisssnagagarrasssh does not grant any patron spells at this point in time...should he grow in power through his followers' actions, a reversed version of the 2nd level cleric spell Neutralize Poison or disease would be one of this author's first suggestions.

Foci: Sisssnagagarrasssh

The character lucky enough to survive Portal Under the Stars and have the horn from Sissssuraaaaggg, the immortal demon-snake, is now in the possession of a Lesser Demonic Snake Horn.

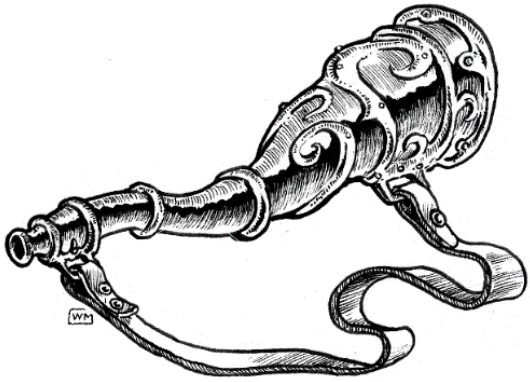
Once a character has participated in a successful patron bond with Sisssnagagarrasssh, he may hint to his new follower that another more powerful horn exists elsewhere. It may or may not be attached to an even bigger creature...

Lesser Demonic Snake Horn: Once per day the user can meditate on the horn and – with a DC 12 Spell check – is able to cast invoke patron. Treat the horn as a +0 magical dagger if used as a weapon.

Greater Demonic Snake Horn: As Lesser Demonic Snake Horn with the following changes: Meditation Spellcheck to cast invoke patron is DC 10. Casting invoke patron comes with a +2 bonus on the spellcheck. Treat the horn as a +1 dagger if used as a weapon. A greater horn can also unlock another entry on invoke patron spell:

20+ As above. Snake lasts 1d4+2 rounds.

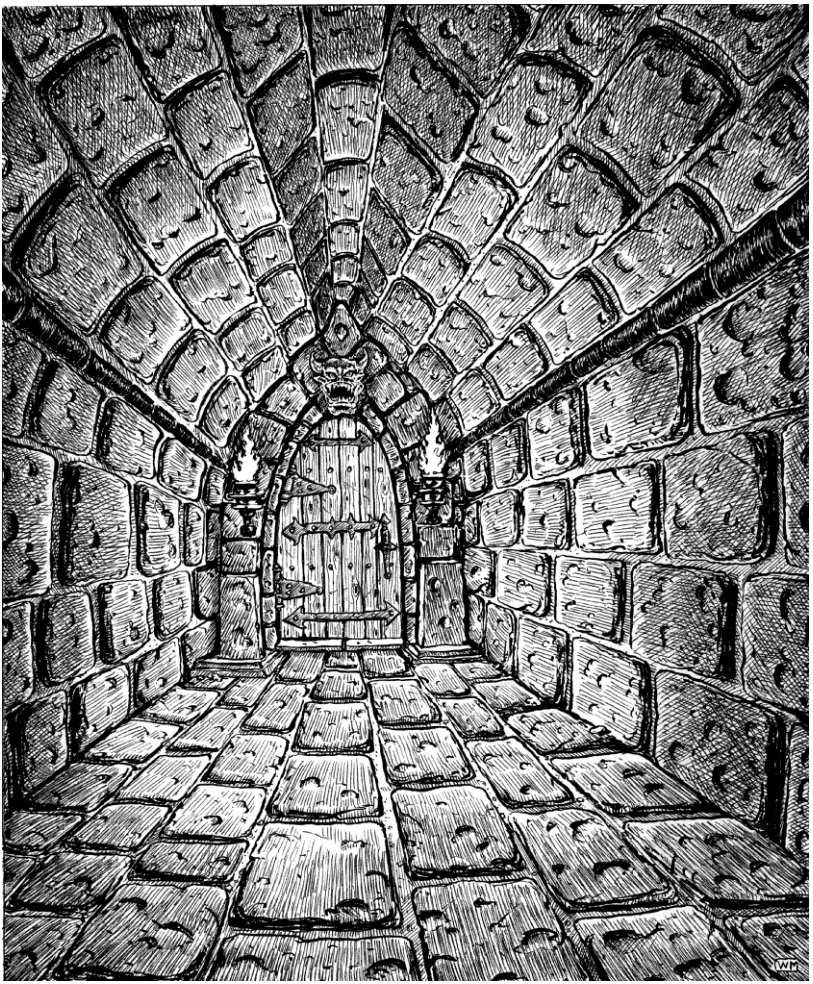
Shadow Snake: Atk +5 melee (dmg 1d4+2 plus poison); SP ignores Armor AC, dissipates if damaged for 10 hp, can only be struck by magic weapons, poison (DC 18 Fort save or lose 1d6 Strength, healed by magic only).



Designer's Notes:

At a number of points in this text I've alluded to increasing Sisssnagagarrasssh's powers. What I've presented here is a patron that is ready to be developed up by you, the judge, and your players. Portal Under the Stars is a terrific adventure that has several strong plot hooks to expand upon. The goal of this work is to give you a head start on what happens after Portal Under the Stars. More invoke patron results need to be added and patron spells need to be created as Sisssnagagarrasssh's power increases. I wanted to flesh out the snake horn and its creator, but at the same time I didn't want to provide you with a full-blown DCC Core Book patron.

Paul Wolfe's work on patrons has heavily informed me during the creation of this patron. He has given the DCC community an interesting look at how to develop patrons with differing power levels. How your players and you level up Sisssnagagarrasssh or any other patron is ultimately up to you.



The Children of Ibyk

By David Powers



In ancient times the islanders of Kraath worshipped Ibyk, bull-headed Lord of the Black Sun, god of war, wealth, dancing, and lasciviousness. But as time passed, the old rites were forgotten. By the time of King Midas, all worshipped the Seven Archons, governors of the Celestial Spheres, who taught mankind to love law, order, and the fruits of civilization.

There were some who whispered in secret that the Archons were usurpers, unholy daemons who wished only to enslave the people of Kraath. One day Baak, the artist, began to dream of Ibyk and his vast labyrinth. He became obsessed by his visions, and began crafting strange sculptures and frescoes based on them.

Baak's bold work captured the imaginations of other artists, and almost overnight, Baak found that he was the leader of an artistic movement. Young artists flocked to him, leaving family and fortune behind in the hopes of learning the secrets of Baak's art. Baak, declaring himself the true high priest of Ibyk, soon founded a cult. He led his followers to desolate hilltops and remote caves, where it is said they sacrificed bulls and men, and engaged in archaic and unspeakable rites.

The cultists were persecuted by King Midas and the priests of Kraath; for the cultists refused to acknowledge the Seven Archons, and insisted that without the blessing of Ibyk, the king's rule was illegitimate. They managed to survive by allying with several prominent noble houses, who also resented the king's rule. After a period of chaos and conflict, King Midas was overthrown. Cultists desecrated the Temple of the Celestial Spheres, erected a golden idol to Ibyk, and drank the blood of the priests of the Seven Archons, while howling ecstatically, leaping over flames, and chanting the 999 barbarous names of Ibyk. A theocracy was established, and Baak, high priest of Ibyk, ruled with the support of the Seven Holy Patriarchs, who were chosen from the seven most prominent noble houses.

It has been three hundred years since King Midas fell. For many generations now, the followers of Ibyk have been building their

Labyrinth beneath the former Temple of the Celestial Spheres. This Labyrinth is no ordinary maze; it is a portal into a dark, intangible plane of existence beyond the comprehension of mortal minds. It is said that those who enter the Labyrinth without the mark of Ibyk soon go mad, and are doomed to wander the corridors for all eternity.

Some sages proclaim that when the Labyrinth is finally complete, Ibyk will arise again, leading an army of abominations. It is prophesied that Ibyk will annihilate empires, purge the world of infidels, and reestablish the rule of the cruel Elder Gods.

Baathas, grandson of Baak, is now high priest of Ibyk. With the help of his many spies and assassins, he maintains tight control over the island of Kraath. Occasionally some of the Seven Holy Patriarchs plot against him, but for the moment, none have dared to openly challenge his rule.

As the building of the Labyrinth has progressed, the nature of Kraath itself has begun to change. Its inhabitants stroll about aimlessly at night, lost in reverie as they chant the 999 names, their faces twisted into permanent grins. It is said that some are addicted to the taste of flesh, and seek out foreigners to feed upon. Others consort with incubi and succubi, losing themselves in shadowy embraces, and become twisted beings, warped by chaos.

The Children of Ibyk hold great power now in the world; their spies are found throughout the world's kingdoms; they have secret enclaves in many cities; and soon, their Labyrinth will be complete...

Ibyk - Patron Information

Ibyk, bull-headed Lord of the Black Sun, god of war, wealth, dancing, and lasciviousness, seeks to overthrow the Seven Archons and restore the old ways. His children dutifully work to complete his labyrinth, and, with each passing moment, Ibyk grows stronger. Soon, the ancient prophecies will be fulfilled...

Invoke Patron Check Results:

12-13 The caster experiences a surge of divine power, and gains a +4 bonus on their next roll.

14-17 The caster is surrounded by an impenetrable wall of fire, and protected from all danger for the next d6 rounds.

18-19 The caster is transfigured by Ibyk's divine energy, and appears in a godlike form, causing all nearby enemies to avert their eyes and cower in terror for the next 2d6 rounds.

20-23 A golden bull appears and carries the caster to a nearby, safe location; for the duration of the journey, caster and bull cannot be harmed.

24-27 The caster and their companions are immediately transported to the safety of Ibyk's temple on the island of Kraath.

28-29 A 100' avatar of Ibyk appears, causing all of the caster's foes to flee in terror. If the caster faces some other form of danger, the avatar will also perform a single action to negate or remove the source of danger.

30-31 The caster is completely possessed by Ibyk, and gains a +15 bonus to the next 3 rolls.

32+ In recognition of the caster's deep devotion, Ibyk appears and directly intervenes on behalf of the caster, aiding them in their current mission.

Patron Taint: Ibyk

1 The caster is lost in reverie, dreaming of Ibyk's labyrinth.

First time: Caster is lost in reverie for one full turn.
Second time: Caster is lost in reverie for an entire day.
Third time: Caster is permanently lost in reverie and is unable to function. Caster will waste away within 3d6 days due to lack of food and sleep.

2 The caster is obsessed with helping to complete Ibyk's labyrinth, and donates their wealth to the Children of Ibyk to assist their cause.

First time: Caster donates ⅓ of all wealth earned to the Children of Ibyk.
Second time: Caster donates ⅔ of all wealth earned to the Children of Ibyk.
Third time: Caster lives on bread and water, and donates all material possessions to the Children of Ibyk.

3 The caster experiences uncontrollable lust.

First time: When in the presence of a beautiful person, caster must make a DC 15 Will save or immediately begin to flirt with the object of desire.
Second time: When in the presence of a beautiful person, caster must make a DC 25 Will save or immediately make blatant sexual overtures towards the object of desire.
Third time: Caster must engage in sexual acts once a day, or they will be driven mad by thoughts of lust, and lose all interest in adventuring.

4 The caster is entranced by the sight of flames.

First time: In the presence of an open flame, the caster must make a DC 15 Will save or they will be paralyzed for one turn while staring at the flames.
Second time: In the presence of an open flame, the caster must make a DC 25 Will save or they will be paralyzed for one turn while staring at the flames.
Third time: In the presence of an open flame, the caster is always entranced. If possible, they will begin leaping over the flames. If the fire is not in a form that makes this practical, the caster will attempt to start such a fire.

5 The caster begins to take on Ibyk's form.

First time: The caster grows a tail. -1d to all reaction rolls.
Second time: The caster grows horns, and can no longer

wear a helmet, but gains +1 to AC, and can make a head-butt attack for 1d6 damage.
Third time: The caster grows hooves, reducing speed to half the normal rate.

6 The caster goes berserk during combat.

First time: The caster receives +1 to attack rolls and +1 to damage dealt for the next day. Any time the opportunity for combat presents itself, caster must make a DC 15 Will save to avoid immediately and recklessly initiating hostilities.
Second time: The caster receives +1 to attack rolls and does double damage for the next day. However, at the end of each combat, the caster must make a DC 20 Will save or begin attacking allies; after each slain ally, the caster may make another Will save using a lower roll on the dice chain, until their bloodlust is sated.
Third time: Once the caster enters combat, they are unable to distinguish between friend and foe, and won't stop fighting until they are dead.

Patron Spell: Barbarous Invocation of Ibyk

Level:	1
Range:	Varies
Duration:	Varies
Casting Time:	1 round
Save:	Varies

General: Ibyk delights in confounding his opponents and crushing his foes, and those who invoke his barbarous names and are found worthy, are able to channel a portion of Ibyk's vast power to defeat their enemies.

Manifestation: (1) The sound of rushing wind and a stampeding herd of bulls fills the air. (2) A circle of flames appears around the caster. (3) Blood appears to flow from the caster's ears and eyes. (4) The caster appears to glow, and seems to briefly flicker in and out of existence.

1 Lost, failure, and patron taint.

2-11 Lost. Failure.

12-13 The target has a vision of dancing maidens, and is paralyzed by overwhelming desire for d4 rounds.

14-17 The target sees a vision of a glowing, golden bull, and falls to their knees while babbling incoherently for 2d4 rounds.

18-19 The target believes they are lost in Ibyk's labyrinth, and wanders about in confusion for 3d6 rounds.

20-23 One bull-daemon* appears and fights on behalf of the caster.

24-27 Three bull-daemons appear and fight on behalf of the caster.

28-29 The caster's enemies are all transformed into angry but stupid bulls, and lose all memories of their former selves.

30-31 The caster's enemies all burst into flame. There is 50% chance that they are completely incinerated by the flames; otherwise, use the "catching fire" rules from the DCC RPG rulebook.

32+ The earth shakes and a hole opens up in the ground, swallowing the caster's enemies. In addition, all individuals within 200' of the caster who are not Children of Ibyk must make a DC15 reflex check or fall into the bowels of the earth.

***Bull-daemon:** Init +1; Atk kick +2 melee (1d8), gore +2 melee (1d10); AC 14; HD 6d10; MV 50'; Act 1d20; SV Fort +2, Ref +3, Will +2; AL C.



Torvak, the Enslaved Ape God

By Jeff Call

Torvak, the colossal ape god rages. You do not hear his rage, because you are not deep in the earth. You are not near the subterranean Apeman city of Voodos. If you were, you would see him towering over you, roaring and swinging all four massive arms with power that could bring the great cavern down. You would see him held prisoner by a giant sophisticated gyroscope of Apemen design. You would see him spinning end over end, this way and that, tirelessly pursuing his freedom, overflowing with boundless anger and hatred for his captors. You would see his power harnessed and converted into electricity, lighting Voodos and bringing life to its machines. And perhaps most astonishing, you would see the Apemen warlocks use the rage of Torvak, their once-god-now-slave, to power their magic.



A caster who wishes to take advantage of the enslaved ape god, Torvak, as a patron must first obtain the special headset and bracers of the Apemen warlocks, then cast invoke patron within the Voodos city limits. The results of that spell are a manifestation of signal strength between the equipment, the caster and the gyroscope's transmitter. Once the connection is established, the signal is strong enough to reach the caster anywhere on the planet (and possibly further).

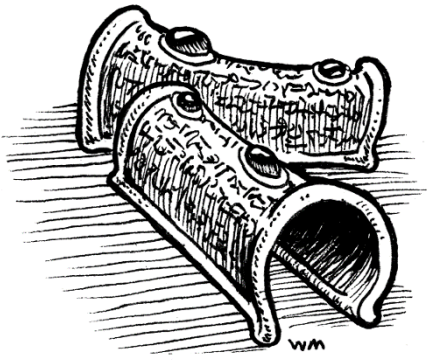
Invoke Patron Check Results:

12-13 Torvak's spinning rage has ebbed for the moment. The lights of Voodos flicker. The caster receives a +1d5 to the next spell check.

14-17 The spinning of the great ape god suffuses the caster with energy. The caster receives +2d5 to a spell-check, attack or saving throw of his choice within the next minute.

18-19 Torvak's rage echoes out from the caster. The caster and his companions are overcome with Torvak's rage and make attacks for 1+CL rounds at +4 to hit.

20-23 The heat of Torvak's rage causes the caster's body to burst into flames. All enemies of the caster or of Torvak within 30' of the caster take 2d6 points of damage from the heat, and must make a DC 15 Ref save or take another 1d6 points of fire damage the next round.



24-27 Torvak screams for revenge through the caster's mouth. All enemies who can hear him must make a DC 16 Will save or begin frothing at the mouth and attacking each other for 1+CL rounds.

28-29 Torvak "shares" his prison with the caster's enemies. All enemies within 50' of the caster are suspended in the air and spin rapidly for 2d5 rounds. At the end, each enemy makes a DC 20 Fort save or takes 3d6 damage.

30-31 Torvak lashes out through the caster. Four colossal molten arms under the caster's command rush out from his sides and can be used to reach out independently up to 60' from the caster, for 2 rounds. If used to attack, each arm attacks at +10 to hit and inflicts 3d6+6 damage.

32+ As previous entry, but for 1 hour.

Patron Taint: Torvak

When patron taint is indicated, roll 1d6 on the table below:

1 The rage of Torvak overwhelms the caster's mind. The 1st time this result is rolled, the caster begins to see enemies everywhere. On a 2nd roll, the caster becomes angry over small things: unnecessary delay, bad jokes, small insults, the biting of insects, spilled milk, etc. On a 3rd roll, these small events or greater cause the caster to become violent, and he must make a DC 15 Will save or attack the source of the problem. Additional instances of this result have no extra effects.

2 The caster forms a sympathetic link to Torvak. On the 1st roll, the caster begins to feel a measure of guilt over the ape god's imprisonment. On a 2nd roll, the caster yearns to set him free. He can hear Torvak's screams at all times, distantly. On a 3rd roll, the caster must make a DC 11 Will save or feel compelled to go to whatever lengths to set Torvak free. Each additional time this result is rolled, the Will save must be made again and the DC goes up by 1. Regardless of the result, the caster can hear Torvak's cries of anger at all times, drowning out about half the caster's normal hearing range.

3 The caster transforms into an apeman. Each time this result is rolled the caster transforms further. His forehead lowers, he grows more hair, his feet turn into hands, and more. The 4th time this result is rolled, the transformation is completed, and additional instances of this result have no effect.

4 The caster is unable to hold still. On the 1st roll, the caster becomes jittery and is constantly moving a leg or tapping fingers. On a 2nd roll, the caster quivers constantly. -1 to hit. On a third roll, the caster must constantly stay in a state of motion but no longer needs to sleep and never grows tired.

He takes an additional -1 to hit penalty but gains +2 to AC. Additional instances of this result have no extra effects.

5 The caster feels imprisoned. On the 1st roll, the caster feels uneasy in any space with a roof. On a 2nd roll, the caster must make a DC 5 Fort save anytime he enters an enclosed area or suffer a -1 to all rolls, as he is constantly searching for a way out. On a third roll, the caster passes out anytime his arms or legs are bound, from the stress of imprisonment. Additional instances of this result have no additional effect.

6 The signal strengthens. On the 1st roll, the caster becomes hotter than average. On a 2nd roll, the caster's heat increases. Snow and ice melt around his feet. On a 3rd roll, the caster's body becomes the signal conductor and he no longer requires the headset and bracers to channel power from Torvak. Additional instances of this result have no extra effects.

Spellburn: Torvak

Torvak is held against his will and he has no driving agenda. However, his patronage still is not without certain sacrifice and risk. When a caster utilizes spellburn, roll 1d4 on the table below or use them as inspiration for the judge.

1 Spikes set in the headgear and bracers drive themselves into the caster's brain to boost the signal. The resultant discomfort manifests as stat loss.

2 Torvak is in an especially fierce anger and his rotations especially powerful. The heat generated by the energy causes painful tissue burn (manifesting as stat loss). However each point spellburned counts for double.

3 Torvak utilizes the signal to lash out at his captors. In addition to the spellburned points, the caster loses 2d8 temporary points of Intelligence, regained after a night's rest.

A caster reduced to zero Intelligence points goes into a coma and awakens 1d4 days later with only ape intelligence.

4 Torvak pours his rage into the caster's body. The caster must lash out at a living creature each round, for a number of rounds equal to the number of points spellburned to avoid taking a stat loss, or suffer 2 points of temporary stat loss each round he does not.




Mavia

Crom!!!

DCC Deity Write-up: Crom, the StarSmasher
By Ian Wyckoff

Crom. The Mountain King. Lord of Valhalla. StarSmasher.

"Crom is the god of men and steel. Long ago, the giants that live in the earth tricked Crom and took from him the riddle of steel. Crom killed the giants with fire and earth and threw their bodies into the ocean. But in the fury of battle, the gods forgot the secret of steel on the battlefield, and those that found it are simply men. Not gods, nor giants, but men.
Some claim that Crom was once a man, that he led the armies of the Wild Men the day they broke the strength of the Elder slavers. Perhaps, but no matter. For now Crom continues the eternal battle against Colaxis and the serpent-wizards of Praxis IV across the stars."

The Cleric's Life: Clerics of Crom are intergalactic warriors, pledged to the service of Crom in the eternal war against the serpents of Colaxis. Their lives are typically short and glorious. It is divine mandate to crush their enemies, seek out glory and great frivolity, and to suck the marrow out of life's bones.

Alignment (Neutral): Crom is a balanced force who thrills for battle. He fights for a future where men choose their own destiny and are free from the overreaching of Law and Chaos.

Healing: Clerics of Crom heal by distributing the wounds of their subjects across all the host of Crom's followers. Eventually the cleric will be called upon to bear his portion of these wounds...

Unholy: Serpents, serpentine humanoids, planar (law/chaos) creatures, dark sorcerers and magical constructs, giants, poisoners, deceivers, subhumanoids (not including elves, dwarves, and hobbits - though Crom is not overly fond of them).

Holy Symbol & Boons: Clerics of Crom carry a longsword or two-handed sword crafted by a master smith as their holy symbol. As one of their beginning spells, clerics of Crom cast Divine Symbol as a 1st-level cleric spell (+2 to spell checks), and may Spiritburn (i.e. spellburn) when casting this particular spell.

Clerics of Crom must utter a sacred catch-phrase when activating their holy sword through the spell Divine Symbol. Suitable examples include:

- "Thunder, Thunder, Thunder, Thundercats, Ho!!!"
- "By the Power of Greyskull!"
- "I Have the Powah!"
- "Form Blazing Sword!"
- "Care Bear Stare!"
- "By the Power of Crom, I am Captain Planet!"

In addition to the might of their holy sword, clerics of Crom emit a sonic boom when clasping one another in the sacred Dillon-Dutch Predator Handshake (treat as Gust of Wind spell of appropriate spellcheck). This boom is an echo of the handshake shared between Crom and his ally Gossar after the Battle of Nuzon Prime.

The Disapproval of Crom

All effects last until disapproval resets, unless specified otherwise:

1 Meditation: Crom senses fear in the heart of the cleric. The cleric loses all spellcasting ability until he spends one hour in meditation, after which he recommits his life to a violent end. +2 to the next spell check.

2 The Visage of Crom: The cleric doubles over with pain as Crom warps his physical form to be closer to Crom's ideal (all forehead and biceps). The cleric is at -2 to all physical checks for the next hour until he becomes accustomed to the modifications.

3 Enough!!! Crom grows tired of these constant requests for aid and bellows his divine rejection in the cleric's ears. The cleric is struck deaf for the next 1d6 hours, all surrounding individuals are struck deaf for 1d6 turns.

4 Suffer for the Cause (Minor): The cleric is called upon to bear minor wounds sustained by other followers of Crom. Gashes and bruises appear across his body. -1 to Strength, Agility, and Stamina, which heal normally.

5 The Fist of Crom: The cleric calls on Crom, interrupting the Mountain King's frivolities in Valhalla. Crom slams his divine fist (roughly the size of a man) into the body of the cleric, knocking him out cold. The cleric stays unconscious for 1d3 turns, and remains groggy (-4 penalty to all rolls) for one hour after waking.

6 The Battle Rages in a Distant Galaxy: Crom's forces are currently occupied in a pitched battle with the LizTars of Colaxis near the Gorblarn Nebula. With Crom unable to provide aid, the cleric may only redistribute hit points with his healing ability from among willing participants for a period of 1d2 days.

7 The Mead of Valhalla: Crom has seen uncountable numbers of men live and die in battle. To teach the cleric to relish life and the thrill of glorious battle, Crom fills the cleric's belly with the mead of Valhalla, making him stinking drunk for a period of 1d6 hours. The cleric becomes joyful and uninhibited, but his actions become sloppy, resulting in -1d to all actions requiring concentration or finesse (judge's discretion).

8 The Trial of Savagery: Crom grows tired of the 'civilized' manners of his servant, and yearns for the days when men were wild and free! The cleric's intelligence is dropped to 3, he loses the power of speech and can barely understand language, becoming highly aggressive and impulsive. During this time the cleric gains +1d to physical checks (including combat) and spell checks as he learns to call on Crom without words.

9 Suffer for the Cause (Major): The cleric is called upon to bear major wounds sustained by other followers of Crom. His muscles are torn and bones are bruised as open slashes appear across his body. -3 to Strength, Agility, and Stamina, which heal normally.

10 Join the Fight! The cleric is surrounded by the ghostly shapes of Crom's warriors and Serpent-Men caught in a pitched battle on an alien planet. Suddenly, several of the Serpent-Men (per the judge's discretion) materialize in the cleric's location as Crom sends them to be cut down by his holy warrior.

11 Tithe: Crom demands the cleric donate one third of his material possessions to the followers of Crom, preferably in the form of weapons and armor, training, and fortification. Until the cleric accedes to this demand, he suffers a -4 to his spell checks.



12 The Trial of Poison: Crom demonstrates the vile nature of poison by infecting the cleric with a slow-acting toxin. At the start of each day, the cleric's maximum HP is lowered by 1. At the end of each day, the cleric rolls a Fortitude save as his body attempts to develop an antigen, DC (21 - number of HP lost). When the cleric passes his Fortitude save, he recovers all lost HP after a full night's rest, and gains a +1 to all saves against poison.

13 A Tour in The Mech Corps: The cleric is pressed into service as a psychic pilot of a Mark X5 Hunter-Killer Unit carrying out operations on a forward base of Colaxis. For the next 1d5 nights, the cleric's consciousness is transferred into the unit, where he experiences savagery that cannot be believed (X5 Units provide faithful pain and sensory input to the user, to increase success rates). Each morning the cleric wakes exhausted and harrowed, losing 1d2 temporary Personality, and only recovering half of his disapproval, but gaining 1d4 XP. At the end of his tour, the cleric is discharged with a chit that can be redeemed with Crom for +2 to any spellcheck.

14 Quest: Crom orders the Cleric on a quest to deliver a savage blow to the foes of men. The cleric suffers -2 to all spell checks until he is actively pursuing the quest.

15 Suffer for the Cause (Critical): The cleric is called upon to bear critical wounds sustained by other followers of Crom. The cleric's body is left a crumpled mess as his bones crack and deep tissue bruises appear over his entire body. The pain is excruciating. Crom grants the cleric a minor blessing as a reward for this burden. -6 to Strength, Agility, and Stamina, which heal normally, and +1 to Luck.

16 Trial of Gravity: Crom tests the cleric's will. The effect of gravity is doubled on the cleric, resulting in half distances for jumps, and -1d to all physical checks. At the end of each day, the cleric has a 5% cumulative chance to physically

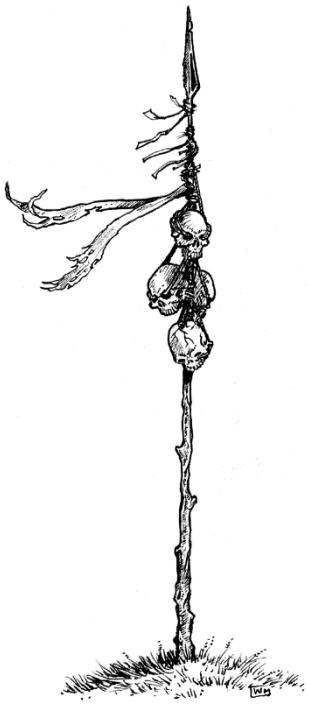
adapt to this new environment, after which Crom removes the effect and the cleric gains +1 to the physical attribute of his choice. The cleric may also beg Crom to take away this burden, resulting in a permanent -1 to Personality as the cleric is forever stained by his failure.

17 Drafted! The cleric (and his party members per the judge's discretion) are instantly taken as per the Eternal Champion spell to aid the followers of Crom at some place and time of the Judge's choosing. The Judge may play through the day's events, or randomly determine the effect on the cleric, including XP gained, damage suffered, and adventures had! Recommendations include a siege of The Infernal Factory, a defense of Hill 7Z on the 4th moon of Pluto, or a "bug hunt" to rescue captured warriors on Klendathu (a suicide mission of one type or another). Characters killed during the spell are returned alive with the rest, but as if they had succeeded on a roll-the-body check. All characters conducting themselves heroically receive +1 Luck.

18 Incoming Warp Signatures Detected! The cleric is made known to a significant enemy of Crom and unwittingly becomes a part of the galactic conflicts of the StarSmasher. Expect potential inbound starships and light orbital bombardment.

19 The Curse of Death: Crom warps fate, sparing one of his most favored followers from death by switching his destiny with that of the cleric. For the next 48 hours, as the spirit of death seeks to rectify the imbalance, the cleric and any who ally with him are treated as having a 3 Luck as anything that can go wrong does go wrong. The judge may change the outcome (succeed/fail) of any three rolls in an attempt to kill the unfortunate cleric. If the cleric survives this period, he may assume the title "He Who Laughs at Death," and gains +2 Luck. Forever after, the cleric is personally known to Death, who considers him an admirable rival.

20 Riddle of Steel: Time stops, and the cleric suddenly finds himself standing before Crom and his greatest warriors in Valhalla! Crom immediately demands the cleric answer him the Riddle of Steel. The player has 30 seconds to come up with a short, epic speech concerning valor, steel, and the human soul. The cleric rolls a DC 20 Will save, modified up to +/-5 points based on the quality of the speech. If failed, Crom bellows "NOT GOOD ENOUGH, MORTAL!" as he scoops the cleric up in his fist and hurls him to earth. The cleric smashes into the ground, creating a medium-sized crater and suffering 1d3 permanent physical ability score damage, assigned randomly, as his body is sundered from the impact. All creatures within 20' of the cleric are knocked prone and suffer 1d6 damage from the shockwave, and the cleric is dazed for 1d3 rounds. If the cleric passes the test, Crom bellows with laughter as he recognizes the cleric's growing understanding. Crom places his mark of favor upon the cleric, and the cleric gains a permanent +1 to Personality and +2 to attempts at Divine Aid.




DJP '16

I Fought the Law (& the Law Won): Making Law in DCC as Badass as Chaos

An Unabashed (if not Unapologetic) Editorial by Steve Bean

Where the Pandemonium of Chaos proffers...	Empyrean Law instills...
Impulsiveness	Discipline
Insidiousness	Steadfastness
Treachery	Loyalty
Wanton aggression	Courageous action
Blind vengeance	Just retribution
Conceit	Selfless sacrifice
Anarchy	Authority
Corruption	Righteousness

Choranus the Lord-Creator's Eight Pillars of an Ordered World

DCCers have a love affair with Chaos.

There, it's out on the table. I said it.

Why do we harbor this love? Maybe it's because we see ourselves as the rebellious anti-heroes of modern RPGing. Or maybe it's because many of us grew up in gaming at a time when it made us social outcasts, and we act out our desire to tear down the Establishment, the institutions that mocked us – the football teams, cheerleading squads and homecoming courts – at the gaming table. It sure seems reflected in how many of us embrace a chaotic, gonzo-style of gaming.

Whatever the reason, I submit that this love affair didn't exist in our early gaming days. In the late 70s and early 80s, we wanted to play paladins. We were even willing to role-play within the strictures of the lawful good alignment in order to earn the privilege of riding a summoned warhorse and wielding Fedifensor (though I'll admit that we all probably played at least one AD&D assassin, and then the Dragon magazine anti-paladin came out...).

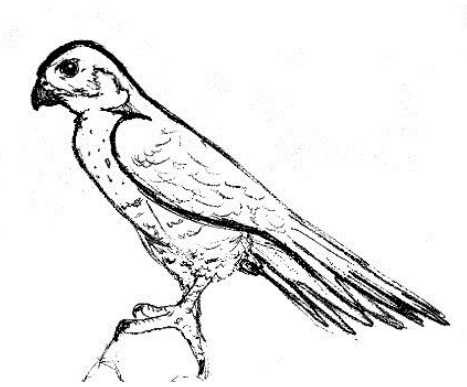
But nowadays among DCCers, Chaos seems all the rage. IMHO this love affair means that Law has gotten short shrift.

There, I said that too.

I am even going to go so far as to say that compared to Chaos, Law in DCC is emasculated (apologies to my gamer sistren). I think it's looooooong past time we give Law some bigger balls in DCC (again, apologies), and in this article I aim to start the re-invigoration.

Let me begin in the usual DCC fashion by contextualizing this call in Appendix N. Consider Law and Chaos as laid out in my favorite Appendix N work, the Chronicles of Amber by Roger Zelazny. In the Chronicles, the universe was originally just the raw, boiling, seething stuff of Chaos. A prime force of order, the unicorn, helped a lord of Chaos inscribe the Pattern and bring into being the first fixed world, Amber, thus ordering the universe.

The idea of Law and order as the forces of creation that bring the mortal worlds forth from the raw stuff of Chaos is the kind of view of Law that can bring it up to the same level of "badass-ness" that Chaos currently enjoys within the DCC community. What follows are Eight Pillars of Law – eight ways of operationalizing a badass version of Law in a DCC campaign world. These pillars are offered as a natural, in-game extension of the conceptualization of Law as the prime force behind the creation of the mortal worlds:



The power of Law is awe-inspiring

Law used its power to wrest the creation of the mortal worlds out of raw, boiling, seething Chaos - make the power and majesty of Law evident everywhere in the mortal worlds in great works of creation. If, in your campaign, the eternal balance has tipped far in favor of Chaos, there should still be great, latent lawful power imbued into artifacts, ruins and remaining institutions. Give Law great affinity and efficacy with the power of creation. Law should wield spells like Choking Cloud, Magic Missile, Magic Shield, Wizard Staff, Sword Magic, Food of the Gods, Bolt from the Blue and Spiritual Weapon with special potency.

The gods of Law continue to order, create and shape the world

The gods of Law are not deists – they did not create the world, set it in motion and then leave. Just as the lords of Chaos appear with their demon hordes to bring down civilizations or bring forth the apocalypse, so too should the gods of Law walk across the mortal worlds engaging in great acts of creation, defense and ordering. These gods and their high-ranking mortal agents should seek out PCs - rare and unique individuals - and enjoin those with an affinity for Law in these great works. These gods and their agents should use the majesty and grandeur of their miraculous works to try and convert PCs whose allegiance lies elsewhere to the side of Law. Joining a god of Law in enacting a great work should lend PCs new powers, though these should be temporary and have a cost associated with mortal channeling of divine power.

Law does not leave people to find their own way

Taking action, ordering and shaping things is intrinsic to Law – after all, that's how Law created the mortal worlds in the first place. Law does not embrace the notion of free will in the Christian theological sense – it does not leave people to decide for themselves what the right or expedient thing is to do and whether or not to do it. Mortal institutions of Law are not hands off – they act proactively, decisively and forcefully to bring order and lead people down the right path.

Law is always recruiting and it strongly prefers to engage converts in its crusades over mercenaries. The agents of Law will be less interested in working with adventurers as freelancers

versus trying to enlist PCs into their military and religious orders and wizard guilds. Such membership will deliver great resources and benefits to the PCs. Members of such orders and guilds will have access to masterwork armor and weapons, to libraries of lore and to special training that can reduce the amount of experience they need to attain levels or will grant them additional powers when they do. They might even be loaned magical artifacts to use on their quests, since lawful orders can reasonably expect lawful allies to take great care of such items and honor agreements to return them.

Through the ordering and organization of its resources, Law can be more powerful than Chaos

By its nature Law more easily orders and organizes its resources than Chaos does. Your campaign world should be populated with military orders of paladins, knight-templar clergies, councils of arch-mage evokers and secret, ancient orders of assassin-spies (that operate within a strict honor-code), all answering to the gods of Law. These groups should have great renown, but that renown should be well-deserved and your PCs should yearn to be invited to join such groups. Should your PCs have the privilege of adventuring with members of such groups, a shared quest should produce an unbreakable bond between the PCs and NPCs – one that both sides can call upon in the future for mutual support. Similar relationships can exist between PCs and the lawful primal servant races such as shedu, ki-rin, devas, metallic dragons, androids (it is the Three Laws of Robotics after all), etc.

Law enjoys certainty about its rightness

This certainty forms the foundation from which Law constructs three Ps: precedent, policy and procedure. Certainty and the three Ps enables Law to act swiftly. While the agents of Chaos are mired in mutual suspicion - maneuvering around each other and hoping to gain individual advantage over both Law and their rivals - the forces of Law will have already made advance plans and preparation, made a decision and set their plans in motion with rapid efficiency.

Unless Chaos has been able to disrupt the forces of Law to an unusual degree, those forces should be able to respond more rapidly to developments than the forces of Chaos can and have

contingency plans they can enact quickly to support PCs who serve the cause of Law. Stockpiled resources can be made available for PCs who are allied to Law-furthering causes and such PCs should be advantaged by the ability of lawful elites to command organizations and institutions.

Civilization prefers Law over Chaos

Elites, such as royalty, the nobility, merchants and trade guilds all benefit from an ordered society possessing the rule of Law. And while the first preference of commoners - farmers, tavern-keepers, tinkers, peddlers, etc. – is neutrality, if forced to choose between Law and Chaos, they see themselves much better off under Law than under Chaos.

In civilized lands, PCs who demonstrate an affinity for Law should be well treated. They should enjoy the hospitality of rulers and be offered the best fare, the best lodging and the best goods at a fair, if not discounted, price. They should be afforded honors and accolades, should be included in important functions and should be privy to special councils and counsel.

Law is not synonymous with good

The servants of Law can be as relentless and ruthless as any agent of Chaos, they can be inquisitors, witch-hunters, and crusaders. Law has no aversion to violence and no qualms about dealing death. Law views death as part of order: "all things must come to an end" is natural law (and, at the same time, paradoxically, is also an axiom of Chaos - ah the joys of philosophy). And thus, Law is perfectly comfortable with using lethal force to bring about order. Furthermore, in the pursuit of order, Law may also employ vicious methods, e.g. torture. Law has absolute certainty about the rightness of its ends and holds as a principle that the needs of the many outweigh any consideration of the individual.

Don't hold lawful PCs or NPCs to a standard of behavior that is about being good rather than lawful. Challenge them to explain their actions in terms of how they advance the causes of the rule of Law and an ordering of the world. Remember that many of the principles of Law are "badass:" retribution, conversion, certainty, righteousness, authority. As awful as it sounds, in our

own world many genocides have been justified by law, so lawful PCs don't have to have any qualms about taking life or holding back their zealotry.

In an ordered world, lawful actions are rewarded

The gods of Law are not fickle like the gods of Chaos – service is rewarded predictably and expediently and additional power is granted to those who prove their worth. Zealotry, pursued in accordance with the aims of Law should be rewarded generously! Lawful patrons should not show the same capriciousness as chaotic patrons. If such patrons are allowing or facilitating the failure of individual servants because they are sacrificing these servants to further some higher purpose or stratagem of Law, they should as open about this as they can to PCs. Bonuses should be given to Invoke Patron spells that are cast in the earnest effort to further the goals of Law.

Gods of Law should not heap punishing disapproval upon PC clerics, especially if the cleric is doing their best to complete a quest that furthers the cause of Law. Except in cases where a cleric has transgressed against Law, the gods of Law will seek to instruct and correct their clerics, not punish and hamstring them. Judges should consider modifying the deity disapproval for lawful clerics or giving them a bonus on the disapproval roll if they are doing their best to complete a quest that serves the cause of Law.



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