

BLACK POWDER BLACK MAGIC

VOLUME 2



COMPATIBLE WITH
**DCC
RPG**

A ZINE OF SIX-GUNS AND SORCERY

Black Powder, Black Magic

A zine of six-guns and sorcery

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Introduction

Volume 1 of *Black Powder, Black Magic* introduced everything needed to begin your adventures in the Wicked West. This volume allows any surviving characters to continue their search for power and prestige in Brimstone and the Dark Territories.

Herein we suggest which classes from the Core Rulebook are appropriate to the setting (pg. 6), what changes to them will be required, and offer two new classes. We only had enough room for the Gambler (pg. 15) and the Prospector (pg. 18) in this issue.

Depicted on the cover is Solomon Gui, also known as John Henry, the second patron we've invented (pg. 22). In future issues we plan to mine more American folklore for patrons and spells.

Starting with this issue, and appearing regularly in future issues, is the *Varmints!* entry, which will feature new monsters designed for the Wicked West, but compatible with any flavor of Dungeon Crawl Classics.

If you wish to contribute an article to *Black Powder, Black Magic*, visit our website and submit your proposal through the form on the Submissions page. We're looking for movers and shakers of Brimstone, monsters for the *Varmints!* entry, magic and mundane items, mighty deeds, spells, patrons, and more.

Thank you for supporting this zine, and we hope you enjoy exploring the world of *Black Powder, Black Magic!*

-Carl Bussler and Eric Hoffman

Armor and Armor Class

Armor is a staple in fantasy role-playing games for warriors, clerics, and sometimes even thieves. In *Black Powder, Black Magic*, armor is impractical and mostly useless against firearms. The easiest way to implement this is to simply ignore mundane armor. In the 1880s armor is simply not available as anything other than decorative museum pieces, and it has no game effect at all even if you use it. If the *Black Powder, Black Magic* rules are used as part of a campaign crossover with a more traditional fantasy setting, firearms will ignore the first 5 points of Armor Class bonus.

Instead of wearing armor, each class in a *Black Powder, Black Magic* campaign receives a bonus to Armor Class at each level called a Defensive Bonus. This represents the character's combat presence, making better use of cover, or just plain luck.

Defensive Bonus by Class and Level

Class	1	2	3	4	5	6	7	8	9	10
Cleric	+1	+2	+3	+3	+4	+5	+6	+7	+7	+8
Thief	+0	+1	+1	+2	+3	+4	+5	+5	+6	+6
Warrior	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11
Wizard	+0	+0	+0	+1	+1	+1	+2	+2	+2	+3
Gambler	+1	+2	+2	+3	+3	+4	+4	+5	+6	+7
Prospector	+2	+2	+3	+4	+5	+5	+6	+7	+8	+9

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Magical means to increase armor class exist and are one of the primary uses of some forms of demon ore. Moonstone and Indigo Steel variants of Hellstone are particularly sought after for magics intended to increase armor class.

Moonstone Spectacles

The lenses of these wire-rimmed eyeglasses are made with the blue translucent demon ore known as Moonstone, wrought very thin. The spectacles are then worked with various magics to not only provide the wearer relief from the noontday desert sun, but to also confound attacks against the wearer. The spectacles have a habit of distracting opponents who attempt to harm the wearer, imparting a +2 to Armor Class. In addition, if the attacker has multiple, reasonable, targets to choose from there is a flat 20% chance he or she will attack another target instead of the wearer.

Indigo Steel Badge

This 5 pointed 'tin' star is made from the purple Hellstone known as Indigo Steel, and incised with arcane runes. The badge provides a very powerful enchantment to the wearer, increasing his armor class by +5 when worn. There is a drawback to wearing this powerful item, however. Prolonged exposure to Indigo Steel will cause various unpredictable debilitating effects and deformities. Every month a character wears the Indigo Steel Badge for any length of time, he must make a Fortitude save DC 15 or roll on the Judge's favorite Corruption or Patron Taint table.

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Core DCC Classes in Black Powder, Black Magic

The existing human classes from the DCC RPG core book are largely unchanged in *Black Powder, Black Magic*, and you could use them as-is for a great game experience. In this article, however, we explore some class options that you may want to consider for a campaign set in the Dark Territories.

Unless otherwise stated all abilities, requirements, and restrictions from the core rulebook apply to the classes of cleric, thief, warrior, and wizard. As part of the default setting of Brimstone no dwarves, elves, and halflings exist, but you could add them as written with little game impact.

Cleric

In the *Black Powder, Black Magic* setting the cleric is very similar to the class described in the core rulebook, although he may take many forms. He may be a Catholic priest, a Sioux medicine man, a Protestant Missionary, a Confucian scholar, a cultist devotee of the Old Gods, or anyone who worships and draws power from otherworldly forces. The cleric may use the tables presented in the core book to determine weapons and unholy creatures by alignment, or substitute a tradition in place of alignment. Many different cultures and religions interact in the Dark Territories, and the conflicts that arise make very compelling campaign elements.

Clerical Tradition: The cleric may devote himself to one god or many, but derives his weapon list and unholy creatures from his Tradition

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as outlined in Table 1-1. The tradition must be chosen at 1st level. Changing traditions, once selected, should be a major undertaking and require a Quest per page 306 of the Dungeon Crawl Classics Role Playing Game core rulebook. Here are some examples, and the Judge is encouraged to expand upon these traditions in his campaign.

Protestant Preacher

Weapons: Club, Staff, Pistol

Unholy Creatures: Undead, mundane animals, perversions of nature

Catholic Priest

Weapons: Club, Staff, Mace, Sword

Unholy Creatures: Ghosts, undead, demons, devils, lycanthropes, monsters

Native Shaman

Weapons: Bow (any), Axe (any), Club

Unholy Creatures: Ghosts, humanoids, mundane animals (*Note: mundane animals are actually considered holy, but a shaman has the ability to calm and pacify them in a manner that is mechanically the same as turning unholy creatures.*)



Chinese Mystic

Weapons: Sword (any), Bow (any), Club, Staff, Exotic

Unholy Creatures: Ghosts, monsters, dragons, undead

Cultist of the Old Gods

Weapons: Dagger, mace, staff, sword (any)

Unholy Creatures: Monsters, undead, demons, devils, lawful clerics

Thief

Thieves in the *Black Powder*, *Black Magic* setting may be confidence men, burglars, gang members, or any other criminal type. Or they may put their skills to more lawful pursuits and be trackers, bounty hunters, lawmen, or private detectives.

Weapon Training: In addition to the weapons listed in the core rulebook, thieves also gain proficiency in the use of all pistols.

Thief Skills: For added flexibility, thieves may choose the skills in which they excel, instead of relying on distribution solely by alignment. To do this, consult the chart below for the number of points per level the thief can spend on the skills Backstab, Sneak Silently, Hide in Shadows, Pick Pocket, Climb Sheer Surfaces, Pick Lock, Find Trap, Disable Trap, Forge Document, Disguise Self, Read Languages, and Handle Poison.

Also note the maximum bonus (before adding ability modifiers) that a skill may have at each level. If using this method, all thieves use the Cast Spell from Scroll die of a neutral thief in the core rulebook.

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Level	Total Points	Add. Points	Max. Bonus
1	16	16	+3
2	34	18	+5
3	54	20	+7
4	70	16	+8
5	82	12	+9
6	98	16	+11
7	110	12	+12
8	122	12	+13
9	134	12	+14
10	146	12	+15

Warrior

Warriors in the *Black Powder*, *Black Magic* setting encompass many different archetypes: native American braves, former soldiers, outlaws, gunslingers, lawmen, Chinese martial artists, bare knuckle boxers, etc. Anyone who makes a living fighting falls into this class. Warriors remain largely unchanged from the core rulebook.

Weapon Training: Warriors still gain proficiency in all weapons, and they are the only class proficient in the use of Buffalo Guns, Cannons, and Gatling Guns.

Wizard

Wizards in the *Black Powder*, *Black Magic* setting are very similar to those in the core rulebook, although somewhat less common as magic

was nearly extinct from the world until the discovery of demon ore. To reflect this rarity, wizards *must* have a patron or patrons. Without powerful supernatural help, mere mortals find it nearly impossible to unlock the secrets to casting spells.

Weapon Training: Wizards gain proficiency with pocket pistols and light pistols in addition to the weapons listed in the core rulebook.

True Names and Wizardly Magic: Wizards derive much of their power from the use of their own True Name. The wizard's True Name is usually his birth name, leading to the tradition of wizards becoming loners who try to sever all ties with their pasts. Some cultures, however, have a tradition of magic and give their children hidden True Names, in case those children are one day blessed with magical power. All wizardly magic must incorporate the caster's True Name to some extent. For lower level spells (1st and 2nd level spells) it may simply be the act of whispering the True Name at the time of casting or burning a component with the caster's True Name written upon it. Higher-level magic (3rd level spells and above) require a more substantial use of the True Name, and careful observers may be able to learn it (Skill Check DC 20 minus the level of the spell being cast). Spells that leave permanent effects (including created magic items) must always contain a trace, no matter how well hidden, of the caster's True Name. Anagrams are a common way to disguise the True Name.

Some examples of utilizing the casters True Name in standard spells are:

Consult Spirit: The caster must tell the summoned spirit his True Name. The spirit has a chance of remembering the True Name equal to 10% times the number of questions the caster asks it. Another wizard who can summon that same spirit may have chance of discovering the caster's True Name.

Eldritch Hound: The hound summoned bears a collar with a dog tag etched with the caster's True Name. However, it may be written in

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code, as an anagram, in an obscure language, or in a combination of languages.

Fireball: Targets of the fireball may briefly glimpse the caster's True Name outlined in different color flames just before detonation.

Each wizard must define how his True Name is incorporated into each spell he can cast.

The most powerful supernatural creatures, such as angels, demons, dragons, and patrons, also have a True Name, and discovering one of these names can inspire an adventure or an entire campaign. Once the True Name of another wizard or supernatural creature is known, a wizard may take advantage of that knowledge by using the True Name Ritual spell. If you use the True Name Ritual spell, remove access to the 3rd level Cleric spell called True Name in the core rulebook. The True Name Ritual spell is available to all spellcasters, regardless of class or tradition, as a 2nd level spell.

True Name Ritual

Level: 2

Range: Varies

Duration: Permanent

Casting Time: 12 hours

Save: None

General: By learning the true name of a demon, devil, or other supernatural creature, including another wizard, the spell caster may gain an advantage over that creature or permanently hamper their supernatural abilities. The ritual takes 12 hours, during which the spell caster cannot be interrupted or the ritual is ruined and must be started again. In addition to the knowledge of the creature's true name, there is also a \$3,000 cost in materials per HD (or level for character classes) of the

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target creature, which are consumed at the beginning of the ritual. The target creature always knows when a True Name Ritual is cast against it, even if the ritual fails.

A caster may gain a +2 to the spell check for the True Name Ritual if he has an item once owned by the target creature, a +5 to the spell check if he has some part of the target (blood, hair, etc.) or a +10 if the target creature is currently a captive of the caster.

The caster may take a lesser effect if desired. If the target is outside the range of the spell result the spell fails.

Manifestation (1) The caster must sit in the center of a pentagram or other arcane symbol **(2)** The caster must build a temporary henge or spirit lodge **(3)** The caster must sacrifice a number of living animals equal to the HD or level of the target creature **(4)** The caster must be near a graveyard or other area where ghosts are close enough to hear the True Name of the target creature.

1 Lost. Failure and patron taint.

2-12 Lost. Failure.

13-14 The caster must be within 1 mile of the target. The caster gains a permanent +2 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks.

15-17 The caster must be within 1 mile of the target. The caster gains a permanent +5 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks.

18-19 The caster must be within 5 miles of the target. The caster gains a permanent +5 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks.

20-23 The caster must be within 5 miles of the target. The caster

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gains a permanent +5 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks. All creatures gain a +5 to those same rolls if the caster is within 100' of the target.

24-27 The caster must be within 5 miles of the target. The caster gains a permanent +5 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks. The target automatically fails any save against the caster's spells. All creatures gain a +5 to those same rolls if the caster is within 500' of the target.

28-29 The caster must be within 20 miles of the target. The caster gains a permanent +5 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks. The target automatically fails any save against the caster's spells. All creatures gain a +5 to those same rolls if the caster is within 500' of the target.

30-31 The caster must be within 10 miles of the target. The target permanently loses all ability to harm the caster directly. The caster gains a permanent +5 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks. The target automatically fails any save against the caster's spells. All creatures gain a +5 to those same rolls if the caster is within 500' of the target.

32-33 The caster must be within 50 miles of the target. The target permanently loses all ability to harm the caster directly. The caster gains a permanent +10 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks. The target automatically fails any save against the caster's spells. All creatures gain a +5 to those same rolls if the caster is within 500' of the target.

34-35 The caster must be within 100 miles of the target. The target permanently loses all ability to harm the caster intentionally, whether directly or indirectly such as through traps or the use of minions. The caster gains a permanent +10 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks.

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The target automatically fails any save against the caster's spells. All creatures gain a +5 to those same rolls if the caster is within 500' of the target.

36-37 The caster must be on the same plane of existence as the target. The target permanently loses all ability to harm the caster intentionally, whether directly or indirectly such as through traps or the use of minions. The caster gains a permanent +10 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks. The target automatically fails any save against the caster's spells. All creatures gain a +7 to those same rolls if the caster is within 500' of the target.

38-39 The range of the True Name Ritual is unlimited, even if the target is on a different plane, dimension or planet. The target permanently loses all ability to harm the caster intentionally, whether directly or indirectly such as through traps or the use of minions. The caster gains a permanent +10 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks. The target automatically fails any save against the caster's spells. All creatures gain a +7 to those same rolls if the caster is within 500' of the target.

40-41 The range of the True Name Ritual is unlimited, even if the target is on a different plane, dimension or planet. The target permanently loses all ability to harm the caster intentionally, whether directly or indirectly such as through traps or the use of minions. The target permanently loses the ability to cast any Wizard spell above 2nd level. The caster gains a permanent +10 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks. The target automatically fails any save against the caster's spells. All creatures gain a +10 to those same rolls if the caster is within 500' of the target.

42+ The range of the True Name Ritual is unlimited, even if the target is on a different plane, dimension or planet. The target permanently loses all ability to harm the caster intentionally, whether directly

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or indirectly such as through traps or the use of minions. The target permanently loses the ability to cast any Wizard spell or use any supernatural or spell-like ability. The caster gains a permanent +10 to any actions against the target, including spell checks, attacks, skill rolls, or saves versus the target's attacks. The target automatically fails any save against the caster's spells. All creatures gain a +10 to those same rolls if the caster is within 500' of the target.

New Class: The Gambler

Hit Points: Gamblers gain 1d8 hit points at each level.

Weapon Training: Gamblers typically spend their time in 'civilized' environments and only learn to use smaller weapons. They are trained in the use of all pistols and melee weapons.

Alignment: Lawful gamblers are one of the rarest breeds to be found. Those few typically work in licensed, upscale gambling halls, perhaps with a goal to own a hall of their own someday.

Chaotic gamblers are more common, although usually not very successful. The undisciplined nature of chaotic behavior does not lend itself well to the slow fleecing of miners and townies. Chaotic gamblers are the type most likely to take huge risks, however. And huge risks sometimes equal huge rewards.

Neutral gamblers are by far the most prevalent. The patience to work a mark at a card game, combined with a healthy dose of selfishness is a surefire recipe for success!

Good Luck Charm: Gamblers have the same ability to double and lend luck as a halfling in the core rules.

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Thief Skills: Gamblers may use the thief skills pick pocket, sneak silently, hide in shadows, and disguise self as shown on the table below. All are modified by the gambler's Agility.

Shoot First: A gambler who starts the first round of a combat with a concealed weapon automatically goes first in that round. The gambler rolls initiative as normal but is allowed to act out of the normal sequence for the first round only. If two or more gamblers are involved in the same combat, they resolve their actions in initiative order, before all non-gamblers in the combat. In any subsequent rounds they act on their initiative as normal. In addition, when attacking with that concealed weapon (in the first round of combat only) the gambler may attack with improved Action Dice as shown on the table below.

Action Dice: Gamblers may use their action dice for attacks or skill checks.

Level	Atk	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+1	1d8/III	1d20	+1	+1	+1
2	+2	1d8/III	1d20	+1	+1	+1
3	+2	1d10/III	1d20	+2	+1	+2
4	+3	1d10/III	1d20	+2	+2	+2
5	+4	1d12/III	1d20	+3	+2	+3
6	+5	1d12/III	1d20+1d14	+4	+2	+4
7	+5	1d14/III	1d20+1d16	+4	+3	+4
8	+6	1d14/III	1d20+1d20	+5	+3	+5
9	+7	1d16/III	1d20+1d20	+5	+3	+5
10	+8	1d16/III	1d20+1d20	+6	+4	+6



Level	Thief Skills	Shoot First Action Dice
1	+1	1d20
2	+3	1d20
3	+5	1d24
4	+7	1d24
5	+8	1d30
6	+9	1d30+1d14
7	+11	1d30+1d16
8	+12	1d30+1d20
9	+13	1d30+1d24
10	+14	1d30+1d30

New Class: The Prospector

No one knows exactly why, but since the discovery of the new elements known as Demon Ore, a certain percentage of the population can 'sense' these rare elements when close enough. Perhaps it is due to extra-planar ancestry, a random genetic modification, or simply a latent allergy brought on by the sudden emergence of so much Demon Ore after the War in Hell. Regardless of the source, these individuals are generally referred to as prospectors. Some prospectors detect Demon Ore deposits by smelling them, some by tasting the tailings of worked mines, and some by an unseen telepathic process.

Hit points: A Prospector gains 1d10 hit points at each level.

Weapon Training: Their constant use of hand tools gives prospectors proficiency with melee weapons of any sort. They are also trained in the use of pistols and civilian rifles.

Alignment: One would think that prospectors would lean toward

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chaos, given their connection with Demon Ore. Although prospectors can be of any alignment, they typically have a lawful bent. Perhaps this is anecdotal evidence that prospectors are, in fact, tools of some higher power or part of an unseen master plan. The dangerous nature of extracting Demon Ore from the ground also rewards individuals who are methodical and practical in their approach.

Chaotic prospectors often find themselves in league with dark powers who use or direct the Prospector's gift for nefarious purposes. There are several secret organizations of a chaotic nature that wish to use Demon Ore to cause the end of the world or simply regress humanity to a state of anarchy.

Neutral prospectors are fairly rare. The powerful nature of Demon Ore tends to push mortals towards one side of the spectrum or the other. Those few that do remain neutral are often committed to mastery of their craft for its own sake.

Close Quarters: The economy of motion and brute force required by working in the tight confines of a mine easily translates into enhanced skill in melee combat. Prospectors can perform Mighty Deeds of Arms as a warrior, but only with melee weapons.

Mining Skills: Prospectors have significant advantages when pursuing their quest for Demon Ore. When underground, prospectors receive a bonus to detect traps, slanting passages, shifting walls, new construction, and unsafe passages equal to their class level.

A Nose for the Infernal: Prospectors can sense the presence of Demon Ore in any amount up to 100' away. Larger concentrations can be sensed from further away, although these tend to be deep underground. In addition, prospectors receive a bonus equal to their class level to saving throws of any kind related to the ill effects caused by close contact with Demon Ore. With a successful Luck check (roll under Luck) a Prospector can also detect the presence of demons or other monsters drawn to Demon Ore. Certain powerful demons may

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be able to mask themselves from this ability.

Luck: Prospectors can apply their Luck modifier to any skill rolls associated with mining or hunting for Demon Ore in addition to attack rolls with melee weapons traditionally used in mining (picks, axes, hammers, etc.). A prospector may also spend one point of Luck to completely avoid a negative effect from Demon Ore, even if he has already failed a normal saving throw. This Luck point must be spent immediately and may not protect the prospector permanently at the Judge's discretion.

Action Dice: Prospectors receive a second action die at 5th level and can only use it for attacks.

Level	Atk	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+d2	1d10/III	1d20	+1	+1	+1
2	+d4	1d12/III	1d20	+1	+1	+1
3	+d5	1d14/III	1d20	+1	+2	+2
4	+d6	1d16/IV	1d20	+2	+2	+2
5	+d7	1d20/IV	1d20+1d14	+2	+3	+3
6	+d8	1d24/V	1d20+1d16	+2	+4	+4
7	+d10+1	1d30/V	1d20+1d20	+3	+4	+4
8	+d10+2	1d30/V	1d20+1d20	+3	+5	+5
9	+d10+3	2d20/V	1d20+1d20	+3	+5	+5
10	+d10+4	2d20/V	1d20+1d20+1d14	+4	+6	+6



John Henry: Steel Drivin' Patron

John Henry is the current guise of the powerful wizard, Solomon Gui. Gui made bargains with the shadowy powers of pre-history to gain his immortality, but now feeds on the pain and hardship of others. Over centuries, Gui enhanced his power by living amongst the slaves who built the great monuments of the pharaohs, running gladiatorial games in ancient Rome, harvesting the anguish of the serfs of Europe, and frequenting battlefields across the globe.

In this modern era of industrialization, Gui's power is beginning to wane. He employs others to stem the tide of technology and progress. He is far from spent, however, and has powerful magic that he can bestow upon those who wish to bargain with him. As John Henry, he survives as a folk legend and a hero.

Invoke Patron check results:

12-13 John Henry helps those who help themselves. +1d to the next Fortitude save, Stamina check, or Strength check (including melee attack). It must be the next check.

14-17 Some need more help than others. +1d to the next three rolls for Fortitude saves, Stamina checks, or Strength checks (including melee attacks). It must be the next three rolls, regardless of the caster's wishes.

18-19 The caster's skin grows calloused and tough. Armor Class increases by CL for 2d5 hours.

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20-23 The caster receives 1d7 enchanted steel spikes. If used in conjunction with a hammer melee attack (no shield or item held in off hand), the caster receives a +1d to hit and does an additional 2d5 damage. Each spike can only be used once and counts as a magic weapon for harming creatures immune to normal weapons.

24-27 A small earth elemental appears and does the caster's bidding for 1d5 turns.

Elemental, Earth: Init +4; Atk slam +12 melee (4d6); AC 20; HD 8d8; MV 30' or dig 30'; Act 1d20 (or more); SP elemental traits; SV Fort +10, Ref +4, Will +8; AL N.

28-29 As long as the caster remains with both his feet on natural terrain, he gains +2d for all spell checks.

30-31 The caster and up to 10 companions can walk through stone at their normal speed for a number of rounds equal to the caster's level, plus any spellburn the caster chooses to use. The caster may choose to spellburn after the invoke patron check if this result is rolled. If any creature is still in solid stone when the spell ends they take 10d10 damage immediately.

32+ The caster and all of his allies within 30' are imbued with the strength of ages. Stamina and Strength are increased by 2d4 and all Fortitude checks are made at +2d for one hour.

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Patron Taint: John Henry

Roll Result

- 1 The caster becomes very muscular. At first this taint is not a terrible burden. Due to his increased size, the caster will be easily remembered and easy to pick out of a crowd. On the first result the caster gains +2 to Strength and -1 to Agility. Further results and the caster's body becomes so muscular as to be regarded as grotesque, granting a +1 to Strength, but a -1 to Agility and -2 to Personality each time this result is rolled.

- 2 The caster begins to develop an irrational hatred of technology and mechanical things. His distaste translates to a -1d to use any mechanical device, including firearms. On a second result the caster refuses to personally use any technology more advanced than simple levers, ramps, and pulleys. He constantly grumbles and complains when around others that use technology. On a third result the caster becomes violently opposed to even being in the presence of technology and must make a Willpower save DC 12 to avoid attempting to destroy mechanical devices and those that wield them.

- 3 The caster cannot control the drain he takes from those around him. Each day the caster must drain 1d3 points of physical attributes from a random member of the party. The target can choose which attribute to lower. On each subsequent result, the caster must drain another 1d3 per day from a random party member.

- 4 The caster grows increasingly stubborn and argumentative. The first result lowers the caster's Personality by 1 point, but gives him a +2d to save versus any charm or fear effects. Subsequent results only lower the casters Personality by an additional point, until no reasonable creature will be associated with him.

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Spellburn: John Henry

Roll Spellburn Result

- 1 The caster experiences the fatigue of one hundred men toiling in the fields. The exhaustion manifests as stat loss.
- 2 Spirits of men broken on the battlefield enter the caster's body and power his spell. The despair of their last moments stays with the caster and manifests as stat loss.
- 3 The caster drives a small railroad spike through his arm, hand, or leg and the wound manifests as stat loss.
- 4 The caster repeatedly hefts a large weight for the duration of the spell and the fatigue of doing so manifests as stat loss. The caster must identify the large weight (military pressing a hireling or party member will do the trick!).

Patron Spells: John Henry

Clients of John Henry may learn the following patron spells:

Level 1: Steel Drivin' Man

Level 2: This Ole Hammer

Level 3: Shake the Mountain



Steel Drivin' Man

Level: 1 (John Henry)

Range: 30'

Duration: CL turns

Casting Time: 1 round

Save: None

General: The caster channels the energy of past physical exertion to temporarily raise his and/or his allies physical abilities. The caster may choose to take a lesser result if desired. Ability points gained disappear at the end of the spell's duration and any negative effects that result from the adjusted ability score at the end of the duration take effect immediately. Any ability points gained by use of this spell may be used for spellburn as normal.

Manifestation: (1) The target becomes buff and muscular and has a slight urge to remove armor and oil up. Willpower save DC 5 to overcome **(2)** ghosts of the proletariat reluctantly rise from the ground and enter the target **(3)** a cheap tin can containing a leafy green vegetable appears in the target's hand. It must be consumed for the spell to take effect **(4)** the target performs a series of quick mock combat moves and arrogantly beckons his opponents to come to him.

1 Lost. Failure and patron taint.

2-11 Lost. Failure.

12-13 The caster gains +1d to Fortitude saves.

14-17 The caster gains +1d to Fortitude saves and 1d3 points he can add to Strength or Stamina.

18-19 The caster gains +1d to Fortitude saves and 1d6 points he can add to Strength or Stamina.

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- 20-23** The caster and up to 3 allies gain +1d to Fortitude saves and 1d3 points they each can add to Strength or Stamina.
- 24-27** The caster gains +2d to Fortitude saves and 2d6 points he can add to Strength or Stamina.
- 28-29** The caster and up to 6 allies gain +2d to Fortitude saves and 1d6 points they each can add to Strength or Stamina.
- 30-31** The caster gains +10 to Fortitude saves and 2d6 points of Strength and Stamina.
- 32+** The caster, and up to 10 allies, gain +2d to Fortitude saves and 2d6 points they each can add to Strength or Stamina.

This Ole Hammer

Level: 2 (John Henry)

Range: Varies

Duration: Varies

Casting Time: 1 action

Save: Varies

General: The caster summons a magical hammer that has various uses, depending on the level of effect. The caster may only have one This Ole Hammer spell in effect at any one time.

Manifestation: (1) a crude and heavy railroad sledge-hammer (2) a shining silver, short-handled war-hammer with Norse runes carved on the side (3) a small ball-peen hammer (4) hammer of shimmering purple force (5) a wooden tent peg mallet (6) a blood-encrusted lucern hammer (7) a rubber mallet

1 Lost. Failure and patron taint.

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- 2-11** Lost. Failure.
- 12-13** Failure, but spell is not lost.
- 14-17** The caster summons a hammer that may only be used by him. The hammer is +1 to attack, does 1d8+1 damage, and can affect creatures normally only hit by magical weapons. The hammer lasts for CL+1d3 turns.
- 18-19** The caster summons a hammer that can be used by anyone the caster designates. It is +2 to hit, does 1d10+2 damage, and can affect creatures normally hit only by magical weapons. The hammer lasts for CL+1d3 turns.
- 20-23** The caster summons a hammer up to 30' away. The hammer can be used by anyone the caster designates, or it may act independently on the caster's initiative and attack with the caster's standard action die. It is +2 to hit, does 1d10+2 damage, and can affect creatures normally hit only by magical weapons. The hammer lasts for CL+1d3 turns. The hammer may not move more than 30' away from the caster.
- 24-27** The caster summons a hammer up to 60' away. The hammer can be used by anyone the caster designates, or it may act independently on the caster's initiative and attack with the caster's standard action die. It is +3 to hit, does 1d12+3 damage, and can affect creatures normally hit only by magical weapons. The hammer lasts for CL+1d3 turns. The hammer may not move more than 60' away from the caster.
- 28-29** The caster summons a hammer up to 60' away. The hammer can be used by anyone the caster designates, or it may act independently on the caster's initiative and attack with the caster's standard action die. It is +3 to hit, does 1d12+3 damage, and can affect creatures normally hit only by magical weapons. In addition any creature struck by the hammer must make a

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Fortitude save DC 15, or be knocked prone. The hammer lasts for CL+1d3 turns. The hammer may not move more than 60' away from the caster.

30-31 As result 24-27 except the caster summons 2 hammers.

32-33 As result of 28-29 except the caster summons 2 hammers.

34+ The caster summons a hammer of truly epic quality. It can only be used by the caster in melee combat. It bestows a +2d to the caster's normal attack and does 2d20 damage. Any creature, regardless of size, that is struck by the hammer must make a Fortitude save DC 20 or be knocked back 4d10 feet. If the creature struck fails the save, the caster may attack another target if it is within range. If that target is also knocked back the caster may continue to attack targets as long as they are within melee range.

Shake the Mountain

Level: 3 (John Henry)

Range: Varies

Duration: Instant

Casting Time: 1 round

Save: Varies

General: The caster makes the earth tremble in a cone area of effect.

Manifestation: (1) the caster stomps his foot three times (2) the caster strikes the ground with an oversized carnival mallet (3) cracks appear in the ground (4) thousands of tiny, spectral imps appear and start to river-dance, the earth shakes in time to their steps (5) the caster blows into a tiny brass trumpet (6) the caster raps out a staccato tattoo on a small hide drum.

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- 1** Lost. Failure and patron taint.
- 2-11** Lost. Failure.
- 12-13** Failure, but spell is not lost.
- 14-17** The earth shakes slightly out to 60'. Any creature caught in the area of effect must make a Fortitude DC 12 save or be knocked prone.
- 18-19** The earth shakes slightly out to 60'. Any creature caught in the area of effect must make a Fortitude save DC 12 or be knocked prone. Also, on a failed save the creature takes 1d5 damage. Lightly secured or items on a table or chair falls to the ground.
- 20-23** As 18-19 but range is 100' and poorly constructed buildings (wattle and daub, thatch huts, etc.) collapse, causing an additional 1d4 damage to any inside.
- 24-27** The earth shakes vigorously out to 100'. Any creature caught in the area of effect takes 1d5 damage and must make a Fortitude save DC 15 or be knocked prone and take an additional 1d5 damage. Lightly secured or items on a table or chair will fall to the ground and poorly constructed buildings (wattle and daub, thatch, huts, etc.) will be completely leveled, causing an additional 2d4 damage to any inside.
- 28-29** As 24-27 but range is 200' and normal buildings (wood, timber, light or partial fieldstone, etc.) will partially collapse causing an additional 1d8 to any inside.
- 30-31** The earth shakes violently out to 200'. Any creature caught in the area of effect takes 2d5 damage and must make a Fortitude save DC 20 or be knocked prone and take an additional 2d5 damage. Sturdy buildings (stone buildings, masonry dun-
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geon walls, etc.) will partially collapse causing an additional 2d8 to any inside or near a wall.

32-33 The earth shakes violently out to 400'. Any creature caught in the area of effect takes 3d5 damage and must make a Fortitude Save DC 20 or be knocked prone and take an additional 3d5 damage. Sturdy buildings (stone buildings, masonry dungeon walls, etc.) will partially collapse causing an additional 2d8 damage to any creature inside or near a wall.

34+ The earth heaves up and down in colossal waves out to 500'. Any creature caught in the area of effect takes 4d5 damage and must make a Fortitude save DC 25 or be knocked prone and take an additional 4d5 damage. Fortified structures (castle walls, solid stone cliffs, hewn stone dungeon walls, etc.) will partially collapse causing an additional 2d12 damage to any creature inside or near a wall. The caster may open up a pass directly through solid rock or mountainous terrain.



Varmints!

Folklore

Rumors from homesteaders filter back through the Dark Territories. The Yellow Jacket Mining Company keeps detailed records of what it finds in the ancient ruins beneath Brimstone. The wise elders of Sioux villages recount incredible tales, and even the average person walking Brimstone's main street has seen things they can't quite explain.

Allow the players to role-play their interactions with those in the know, and reward them with a bit of folklore regarding the denizens of the Dark Territories. If their encounter with a varmint is unexpected, allow them a roll to determine if they've heard or read something of importance, but limit their information to Common and Uncommon Folklore only. Only through research, first-hand accounts, and diligence can one uncover the Rare and Obscure.

If recalling something from memory or happenstance, use Intelligence, but if the character is attempting to extract details from someone, use Personality. A character's occupation might also justify a roll, and a player may opt to use this if their ability scores are sorely lacking.

Common (DC 10): The name of the varmint, a visual description, or its origin.

Uncommon (DC 15): Vague ideas of the varmint's strengths, weaknesses, or lair.

Rare (DC 20-25): Very useful information, such as specific abilities or weaknesses.

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Obscure (DC 30+): The varmint's Achilles' heel, and other useful (and secret) details.

Other information, such as how to process the body into mundane or magic items, can also be gleaned from Folklore. Adjust the DC according to the usefulness of the information.

Mine Wight

Mine Wight: Init +1; Atk bite +1 melee (1d4) or claw +2 melee (1d3 plus Luck drain); AC 12; HD 2d6; MV 30'; Act 1d20; SP undead traits, Luck drain, infravision 100'; SV Fort +1, Ref +0, Will +0; AL C.

Mine wights are created when unfortunate miners die in the presence of demon ore deposits, or at the hands of other mine wights. Common causes of death in a mine include suffocation, tunnel collapse, falling into a chasm, noxious gas, and dehydration after getting lost. If someone is killed by a mine wight, they too will rise in 1d4 rounds as a mine wight and be subservient to their murderer.

They may initially be mistaken for a lost miner, but as one gets near they will discover the unearthly cold emanating from the mine wight. Their long claws devastate flesh, and in addition to causing 1d3 damage, a successful attack will drain 2 points of Luck from the victim. The mine wight can use this drained Luck as a bonus to the next

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attack or damage roll, and once used it is gone. If the mine wight is destroyed and the body consecrated, any lost Luck will return after 8 hours of rest. Once a character's Luck reaches 0, the character dies and transforms into a mine wight instantly, without the delay experienced in a death through physical damage.

Mine wights are quiet and cunning, and will surprise their quarry more often than not. They are undead, and thus can be turned by clerics if their tradition allows. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. They are also immune to sleep, charm, and paralysis spells, as well as mental effects and cold damage.

Folklore

Common (DC 10): At first, they appear to be lost miners, but their long claws and fangs betray their true nature. They emanate an unearthly chill.

Uncommon (DC 15): They are commonly found near deposits of demon ore. Their attacks cause lingering misfortune. If killed by a mine wight, you'll become one of them soon enough.

Rare (DC 20-25): They seem to attack the unluckiest first. They are immune to mind affecting spells. Consecrate the body after killing a mine wight to avoid lingering misfortune.

Obscure (DC 30+): A holy symbol, totem, or similar religious item fashioned from the same demon ore or Hellstone that spawned it or its master will grant a +2 to a cleric's turning attempt.

Adventure Hook

A surveyor from The Yellow Jacket Mining Company disappeared in some newly discovered tunnels. He has important maps and equipment with him. The company hires the adventurers to rescue him and his things. Could he already be a mine wight?

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