Hexanomicon

ZK

Issue #1

Maps, stickers, & death for DCC RPG!

COMPATIBLE WITH
DCC
RPG

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Items

This booklet

1 Area map sheet

1 World map sheet

1 Judge's Map sheet

2 Map sticker sheets

1 Month calendar sheet

1 Year calendar sheet

1 Fleeting Luck Token sticker sheet

Colophon

This work was created by Ariel Churi in New Jersey, 2019

Created using free and open source tools. The text was written and edited in Markdown. The Markdown was exported to HTML. The HTML was then styled for print output with CSS. The HTML was converted to PDF using the Prince command line tool.

The artwork was hand drawn in blue pencil and inked with ink pens. The art was then scanned and the scanned image was converted to vector in Inkscape before being saved as an SVG file. Krita was used for some effects. This was created on a Dell computer with the KDE Neon operating system.

Cat from *Mountain Lion Cougar* in the 2018 Gongfarmer's Almanac, Volume 3; © 2018; Author Anne Hunter.

The Hexanomicon calendar is based on Michael Curtis's *The Adventurer's Almanac*. Goodman games, 2017.

FONTS

Blaktur : House Industries : houseind.com/hi/blaktur

Varna : Eimantas Paškonis : behance.net/gallery/40488203/Varna

IBM Plex Sans : Git repo : github.com/IBM/plex

TOOLS

Markdown daringfireball.net/projects/markdown

Spacemacs spacemacs.org

Typora typora.io

Ghostwriter wereturtle.github.io/ghostwriter

Inkscape inkscape.org

libreOffice Draw libreoffice.org

Krita krita.org

KDE Neon neon.kde.org

Prince https://www.princexml.com/

Paged Media http://pagedmedia.org/

The Void

There was neither aught nor naught, nor air, nor sky beyond. What covered all? Where rested all? In watery gulf profound? Nor death was then, nor deathlessness, nor change of night and day. The One breathed calmly, self-sustained nought else beyond it lay. ◆ Gloom, hid in gloom, existed first—one sea, eluding view. That One, a void in chaos wrapt, by inward fervour grew. Within it first arose desire, the primal germ of mind, Which nothing with existence links, as sages searching find. ◆ The kindling ray that shot across the dark and drear abyss— Was it beneath? or high aloft? What bard can answer this? There fecundating powers were found, and mighty forces strove— A self-supporting mass beneath, and energy above. ◆ Who knows, who ever told, from whence this vast creation rose? No gods had then been born—who then can e'er the truth disclose? Whence sprang this world, and whether framed by hand divine or no— Its lord in heaven alone can tell, if even he can show.

**The Rig Veda**
Translated by John Muir

Introduction

Judges of this world have little time to concern themselves with its contents. There are no great cities or wizards towers until the adventurers draw them in. The contents of hexes appear there only to serve our tale. They may be called upon as needed to provide impact to a difficult journey. They may provide choices. Do we take the long, and easy road? Or do we cut through *The Glowing bogs of Quirdoon*? This is not a setting, it is a set of tools to create a world.

Rather than a particular place that your campaign inhabits, this world is intended to provide context to and connections between the many great adventures that are available. rather than great journeys, the area immediately around the home village is considered far off land, ripe for exploration. To that end, there are no cities or kingdoms, no histories or preset locales. All that can be developed as the players progress.

These rules should be used only as needed. Rather than a fantasy world simulator, this is more of a fantasy literature simulator. If the party is making a short journey through safe and known territory, simply count off the days. On the other hand, if they are taking a shortcut through the *Fire Swamp*, then an encounter with its vile denizens is assured. If they must make a perilous journey to a far off destination, then they will face beasts, and cold, and more.

Players could start their adventure in a hex next to their village and became *Sailors on the Starless Sea*. They may proceed home from there only to find their beloved village of *Homlit* under attack by a strange hound in *Doom of the Savage Kings*. Next they journey to other nearby adventures using a hex map that is created as they travel. The hexes can be mundane or mysterious. Areas can have names and contain interesting features and creatures but only if it helps the story. The bandits may be hiding among **The Belching Crystals of Dagoor** or the party may need to take a shortcut past **The Spore Wolves of the Balax Wastes**.
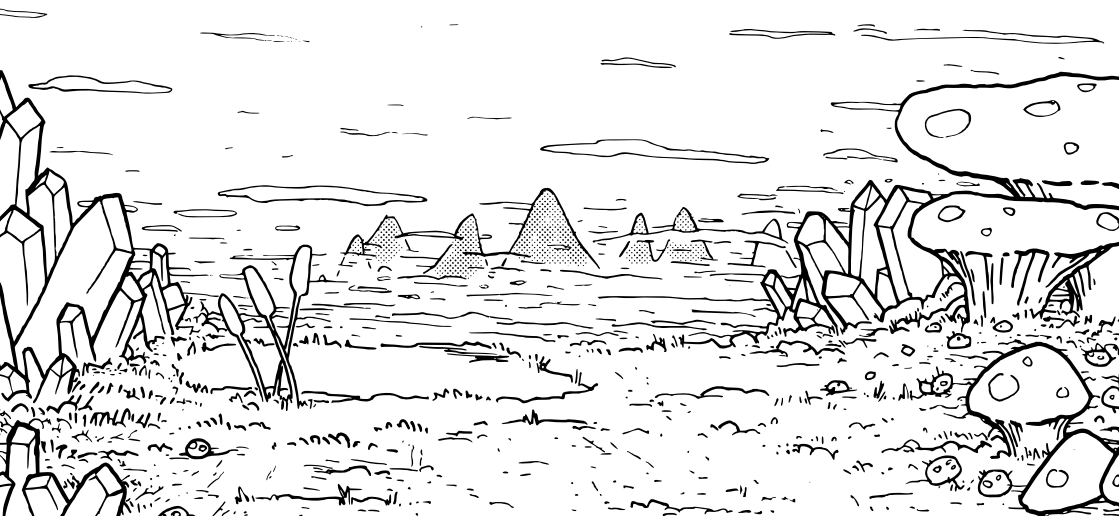
Cartomancy

Determine the starting hex. This may be the home village and the surrounding six hexes of fields and hills or forests. You can also fill in hexes for the funnel location, the path there, and an surrounding hexes that may be visible by line of site. Seeing out of swamps or forests is unlikely. Distant mountain hexes may be visible.

Hex Alignment

A hex may be the domain of evil and chaos. This usually reflected in the atmosphere and features of the landscape but can also be applied to the conditions, the ability to get lost, and the quantity and types of encounters. The party's actions can cause hexes to change alignment. Clearing evil from the land can make journeys safer. Dark forces could also work in the background. Causing evil to encroach ever closer. Other hexes may be the domain of goodness and law but they seem to be fewer and far between in these troubled times.

The Process

1. The Players choose their direction of travel. Some or all of the surrounding hex contents may already be visible. Distant mountains may also be visible a few hexes off.
2. Determine if the terrain is impassable or if there are rivers flowing between the hexes. You may also choose to have roads leading through or between hexes.
3. Determine the alignment of new hex.
4. Determine the terrain.
5. Fill in some nearby hexes with the same terrain. All of these hexes have the same effects.
6. Name the area if needed.
7. Mark days off the calendar.
8. Determine the effects of the new hex and execute them.
   1. If there is an environmental effect, execute it.
   2. If the hex contains beasts, determine the beasts. These beasts will always inhabit this area.
   3. If the hex is neutral, you may choose to roll for a random encounter.

Impassable Terrain

After the players choose a direction of travel, and they are not following a road, they may discover that the path forward is impassable. They remain in the same hex and all of that hex's effects are reapplied. Impassable terrain may be predetermined by the judge in order to make an area or an objective more difficult to reach or it may be determined randomly. Lawful hexes are exceedingly rare and sometimes completely surrounded by impassable terrain.

TABLE 1-1: IMPASSABLE TERRAIN

Hex		Hex	
Neutral	1 on d8	Mountainous	-d1
Chaotic	1-2 on d8	Connected border impassable	-d3

Determine the Alignment of the new hex

Base the alignment of the hex either on the requirements of the story or luck. If, in the bard's version of this story, the journey would not warrant even a mention, then it will be neutrally aligned. If they are heading to some goal or retrieving a treasure then it will be chaotic or worse. Any journey of worth will require crossing dangerous ground but you may deem to let the table below decide.

TABLE 1-2: HEX ALIGNMENT

Possibly modified by luck or amount of luck burned.

d20	Hex Alignment
Fumble	Doom
1-11	Chaotic
12-20	Neutral
Crit	Lawful

Determine the Topography

The choice may be limited by the die you choose to roll with. Using a d6, d8, or d10 will allow for different possible results.

TABLE 1-3: TOPOGRAPHY

d10	Landscape
1	Doom Hex or Plains / hills
2-4	Plains / hills
5-6	Forest / Jungle
7	Mountain Range
8	Desert / Ice

d10	Landscape
9	Swamp / Bogs
10	Lake or Sea

Fill in some nearby hexes with the same content or use impassable terrain to completely or partially surround goals or show cliffs and canyons. Large rivers are also drawn between hexes and present some difficulty for the party to cross. Possibly the cost is days as the party builds a raft or looks for some other means to cross. You can fill in more hexes if it will be a long and arduous journey but a hex is not a set distance.

River names: *Course, Estuary, Kill, River, Run, Stream, Tributary, Vein*.

Time

Mark off the number of days it takes to traverse the hex on your calendar. Plains and hills 1 day, forest 2 days, swamp and desert 3 days, jungle 5 days, mountains 8 days. Chaos and Doom hexes May take half a day or a weeks to cross. Notes these on your map key.

Provisions and Supplies

You may wish to keep track of supplies. This can work with an inventory slot system of managing encumbrance. One option is to have a single supply unit for both and food and water. The party is assumed to be replenishing supplies as they travel unless they are in hostile (chaotic) terrain. If in hostile terrain they should cross off one supply unit per day. Anyone out of supplies no longer heals. Additionally, if undergoing thirst, exposure, or sickness each member can cross off one supply unit to add 5 to their thirst, exposure, or sickness roll. Similarly, running out of supplies may add to these rolls.
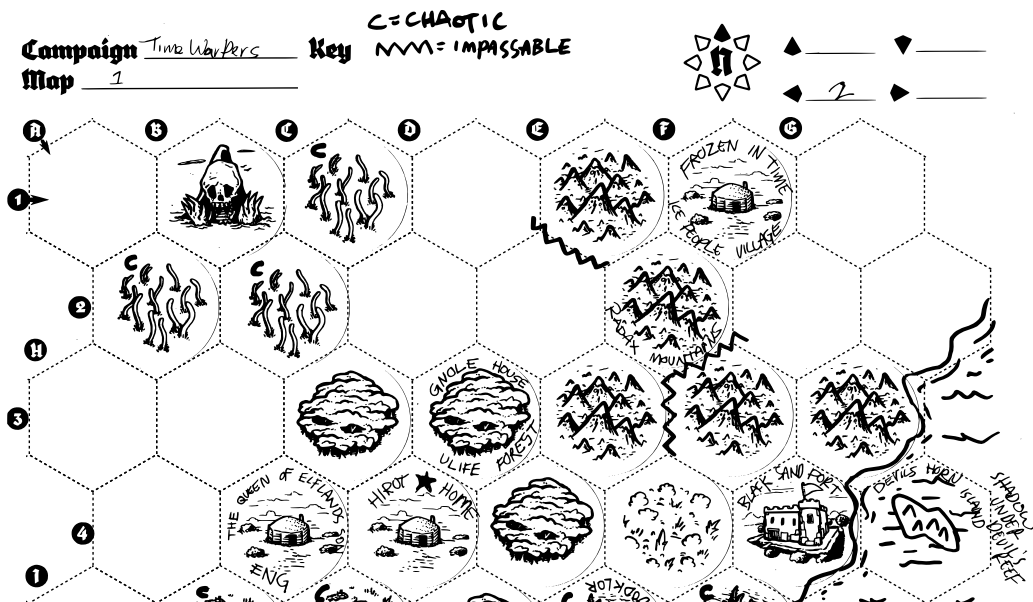
Chaos

Chaotic terrain can have a variety of effects. These effects may be ameliorated or enhanced by many factors. The characters may carry extra water or have no water at all. Some of the party may have outdoor or astrological skills or even, a compass. You can add modifiers to the roll or move up or down the dice chain. If the party rolls poorly, they may be able to use magic or ingenuity to limit or negate some effects. Simply knowing *Food of the Gods* could add +5 to the exposure table, for instance.

TABLE 2-1: CHAOTIC HEX EFFECT

d20	Chaotic Hex Effect
Fumble	reroll d8+1 and add beasts
2-3	Sickness
4-5	Thirst or Exposure
6-7	Lost
8-10	Storm
11-19	Beasts
Crit	Reroll but add a helpful NPC or traveling merchant

BEASTS

Beasts are the most common trial of a chaos hex. Create your beasts using the *Beastomatic* below. Make a note of the beast as that same beast will always inhabit this hex. Beasts usually attack all who pass through this hex.

TABLE 2-2: SICKNESS

You feel cold but begin to sweat. Your stomach gurgles. Did you eat something bad?

d20	Sickness
Fumble	**Pestilence** Lose 1 week and Luck check; Pass: 1d3hp and 1d5 Stamina (cannot go below 1 of either), Fail: Reduced to 1hp and 4 Stamina.
1-5	**Plague** 3 day and DC 15 Fort save or 1d3hp and 1d5 Stamina (cannot go below 1 of either).
6-10	**Sickness** 2 days and As above but DC 10
11-15	**Fevers** 1 day and As above but DC 5
16+	**The Runs** 1 day
Crit	Develop an immunity to this area's disease.

TABLE 2-3: THIRST

First begins the terrible thirst then the aching head. The sun beats down as you squeeze out the last drops of water. You tongue swells and your mind becomes haunted.

d20	Thirst
Fumble	As above and unluckiest succumbs. Permanently lose 1 Stamina and bedridden for 1 week.
-5	1d4hp+1, 2 Stamina
6-10	1d4hp, 1 Stamina
11-15	1d3hp
16+	Desperate, you find a watering hole
Crit	Healing oasis - Food, water, and all healed

TABLE 2-4: EXPOSURE

You are shivering. Your speech slurs. Clumsy, drowsy you must find shelter.

d20	Exposure
Fumble	3 Stamina and 3 days + 1d4 Damage, unluckiest gets frostbite, permanently lose 1 Agility.
1-5	3 Stamina & 3 days
6-10	2 Stamina & 2 days
11-15	1 Stamina & 1 day
16+	Find shelter easily
Crit	Survivalist +2XP, Each player acquires warm furs (+3 on this table if they keep and wear)

TABLE 2-5: LOST

The area begins to look familiar. You come upon a campsite and realize it was your own.

d20	Lost
Fumble	Lose 1 week, roll on exposure or thirst, encounter beasts.
1-5	Lose 3 days suffer 1d3hp exposure and luck check or encounter a beast.
6-10	Lose 2 days and luck check or encounter a beast.
11-15	Lose 1 day.
16+	Find your way again and lose no time.
Crit	Catch site of and move towards your goal. Gain 1 day.

TABLE 2-6: STORM

The sky grows black and the wind wails.

d20	Storm
Fumble	Maelstrom - Lose 4 days, 1d5hp, 2 Stamina
1-5	Hurricane - Lose 2 day, Each PC makes a Luck check or 1d5hp and 1 Stamina.
6-10	Torrent - Lose 1 day, Luck check or 1d3hp.
11-15	Storm - Lose 1 day
16+	You are very wet
Crit	Searching for shelter, you find food or helpful NPCs.

TABLE 2-7: DOOM HEX EFFECTS

The doom hex represents a particularly dire locale. These areas usually are a lone hex but on occasion may surround an important location. Such a hex could have a particularly vile beast or a dangerous combination of flora and fauna. They could also be combined with the effects below.

d5	Name	Doom Hex Effect
1	Lost time	The days begin to blur. Lose (d10) 1: d3 years, 2-4: d12 months, 5-8: d4 weeks, 9-10: d7 days
2	Never ending	The goal moves. Leaving the hex reenters the hex from the opposite edge. Redoing the hex effects again and again. Reverse course to move forward.
3	Heavenly	It feels too good. The hex gives joy and energy. Delicious fruits and warm springs abound. You feel stronger. The players gain one random point of attribute for each day they spend here. They lose all upon leaving and gain mutations. 3 points gained (and lost) bestows a minor mutation, 5 points gives a major mutation, and 8 points gives greater mutation. There may be a source of healing several hexes away.
4	Cursed	You despoil hallowed ground by being here. Curse *DCC RPG* Appendix C. Maybe removed or avoided by a variety of means. Possibly returning an object to the area or killing something.
5	Wasting	Some force drains you. Drains one Strength, Stamina, or Intelligence per day.

Names

NEUTRAL HEX

Proper Name + (*Area Name*) Examples: *Klazdoon, The Sands of Dagbara, Adaakka Desert*

CHAOTIC HEX

Special Name + Area Name
Examples: *The Blighted Crags, Crooked Woods*

DOOM HEX

Special Name + Area Name + (Proper Name)
Examples: *The Womb of Sadness*, *The Screaming Pits of Uruksoom*

TABLE 3-1: AREA NAME

Choose the correct column for the hex or choose *Other*.

d20	1. Plains/Hills	2. Desert/Ice	3. Forest	4. Swamp
1	Plains	Basin	Cave	Swamp
2	Hills	Desert	Cover	Bogs
3	Fields	Dunes	Forest	Pools
4	Grasslands	Ocean	Jungle	Mire
5	Expanse	Sands	Shadow	Morass
6	Plateau	Wastes	Darkness	Moor
7	Belt	Salt	Stand	Fen
8	Highlands	Sea	Thicket	Mud
9	Border	Blight	Trees	Pits
10	Claim	Wasteland	Wildwood	Marshland
11	Domain	Emptiness	Wood	Quagmire
12	Zone	Lake	Bramble	Bottoms
13	Flatland	Expanse	Enclosure	Polder
14	Footprint	Burning	Wildness	Quag
15	Lands	Desolation	Silvan	Slough
16	Lowlands	Glittering	Whitewood	Swale
17	The Open	Rock	Labyrinth	Swampland
18	Terrain	Wound	Tangle	Holm
19	Territory	Emptiness	Boscage	Peat Bog
20	The Wild	Anvil	Morass	Marsh

| d30	5. Mountain	6. Other
1	Aerie	Abyss
2	Bluffs	Altar
3	Canyon	Womb
4	Cliffs	Asylum
5	Crags	Bastion
6	Crater	Belly
7	Crown	Crucible
8	Dome	Dens
9	Eminence	Dwelling
10	Fjords	Expanse
11	Heights	Eyes
12	Hills	Void
13	Hump	Remains
14	Mounds	Forge
15	Mount	Garden
16	Mountains	Gorges
17	Peaks	Hatcheries
18	Pike	End
19	Pillars	Corpse
20	Precipice	Hive
21	Range	Lands
22	Ridges	Oasis
23	Spikes	Pits
24	Spires	Plains
25	Teeth	Pools
26	Towers	Respite
27	Vault	Rivers
28	Volcano	Sanctuary
29	Ascent	Sea
30	Scar	Spikes
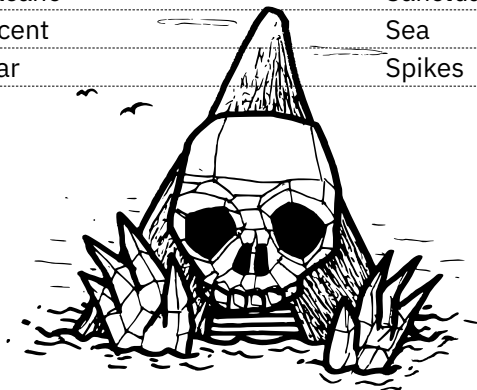
TABLE 3-2: PROPER NAME

Roll for prefix and suffix. Roll again for additional syllables.

d100	Prefix	Suffix	d100	Prefix	Suffix	d100	Prefix	Suffix
1	Ada	aka	35	Ioni	giss	68	Ras	pur
2	Aksha	alu	36	Ir	glam	69	Roon	queb
3	Awa	alt	37	Isi	glar	70	Sho	quell
4	ba	ax	38	Jai	gloom	71	Shool	quern
5	Bab	balt	39	Jod	hex	72	Shuru	rak
6	Bad	bat	40	Ka	inex	73	Sire	rax
7	Bala	char	41	Kaza	ish	74	Slo	reen
8	Bar	churak	42	Kid	istan	75	Slum	rez
9	Black	dark	43	Klaz	jan	76	Sus	sa
10	Borah	dook	44	Kon	jekto	77	Tak	shul
11	Da	aria	45	Kuta	kan	78	Tal	sippa
12	Dag	bala	46	Kuth	kill	79	Thule	slog
13	Dil	bane	47	La	kkam	80	Tuk	sloth
14	Doon	boon	48	Lag	klor	81	Tut	sogoth
15	Dor	chult	49	Lar	kurnix	82	Tyre	soom
16	Dun	dar	50	Ma	lan	83	Ug	soth
17	D'	dax	51	Mara	lar	84	Uli	sty
18	Ek	doon	52	Mir	lin	85	Ur	sylvania
19	El	down	53	Mont	loloo	86	Uruk	tear
20	Erid	dur	54	Nadi	mar	87	Vek	ton
21	Fal	ech	55	Nag	mare	88	Ver	tooth
22	Far	eek	56	Nin	mexy	89	Vil	twool
23	Fe	eel	57	Noog	mire	90	Vin	usix
24	Fell	eno	58	Og	nadir	91	Walden	vex
25	Fy	entix	59	Oog	neen	92	Wil	vile
26	Gar	ereen	60	Ool	nipe	93	Xen	wan
27	Gir	eria	61	Oor	noop	94	Xi	weird
28	Glam	fall	62	Ozy	nun	95	Xyl	wood
29	Glom	fell	63	Pazur	oop	96	Yi	xene
30	Gun	fex	64	Py	ount	97	Yool	xyl
31	Hi	foor	65	Quir	ox	98	Zen	zalu
32	Hun	gal	66	Ra	oz	99	Zeph	zoon
33	Idle	gar	67	Ral	por	100	Zir	zzarr
34	Ill	gex						

TABLE 3-3: SPECIAL NAME

d100	Title	d100	Title	d100	Title
1	Abhorrent	35	Heretical	68	Unseen
2	Belching	36	Hidden	69	Unspeakable
3	Gloaming	37	Horror	70	Wasted
4	Bent	38	Ice	71	Weeping
5	Black	39	Iron	72	Whispering
6	Blasphemous	40	Lava	73	White
7	Blessed	41	Living	74	Wounded
8	Blighted	42	Maw	75	Screaming
9	Blood	43	Metal	76	Great
10	Bogs	44	Moldy	77	Dire
11	Burn	45	Mud	78	Fearsome
12	Cloud	46	Obscene	79	Feeding
13	Corrupted	47	Pain	80	Filthy
14	Crooked	48	Poison	81	Sunken
15	Cruel	49	Red	82	Sordid
16	Crystal	50	Rot	83	Milky
17	Croaking	51	Rotting	84	Pustulent
18	Cursed	52	Mourning	85	Impurpled
19	Dark	53	Ruin	86	Corpulent
20	Dead	54	Sadness	87	Salubrious
21	Deformed	55	Salt	88	Salivating
22	Doom	56	Shadowed	89	Sinful
23	Dreaming	57	Shifting	90	Painted
24	Fear	58	Shroomed	91	Steel
25	Fire	59	Demonic	92	Bleached
26	Fiery	60	Shroud	93	Baneful
27	Floating	61	Smoldering	94	Billowing
28	Forgetful	62	Sorrow	95	Whistling
29	Formless	63	Spiked	96	Whispering
30	Frozen	64	Tangled	97	Slumping
31	Ghost	65	Unbidden	98	Slouching
32	Glittering	66	Unborn	99	Polluted
33	Glowing	67	Unholy	100	Ashen
34	Gray				

Beastomatic

Roll one or two items from the following two lists to create creatures like; **Burrowing Slime Women** or **Spitting Rat Monkeys.** There are alternate names as well. Some items could provide only flavor while others may be used, but not be part of the creatures proper name. Additional names can be found in DCC RPG Appendix S.

The powers from the first table are applied to the base creatures on the second table. *Acid Dogs* are easier to stat than *Pig Wolves.* You may interpret the names so that *Magic*, *King*, *Zombie* and *Flower* could become *Lich Orchid. Flying* or *Bird* and *Un-dead* could be *Flying Skulls*.

TABLE 4-1: BEAST POWER (60)

d6+d30, 4-6 on d6 = +30 to d30

Name, Special, Alternate Names.

1. **Acid** Damaging this creature sprays 1d4 damage for 1d3 rounds unless washed off, plate armor may protect against this damage while non-metal armors may be damaged; +3 Fort.
   Caustic, Burning.
2. **Ambush** Surprise round, +3 AC, +5 stealth/hide.
   Shock, Sneak, Camouflage, Chameleon
3. **Beast** Muscular and hairy or deformed, such as faces on torso and no head, +1 or 2 HD, +d1 damage, +2 Init, +2 Fort, +2 Ref, -2 Will.
   Monster, Monstrous, Fiend, Ferrel, Dire, Misshapen, Demented
4. **Blinding** Spit or glowing eyes attack can cause temporary blindness, +2 ranged 20', 1d3 rounds of blindness, extra Act 1d16 for blinding attack, blinding attack ignores armor.
   Shining, Blazing, Spit
5. **Blood** If an attack causes damage, all beasts target wounded character with +2 and 1d7-1 additional beasts appear next round.
   Hound, Fury
6. **Brain** Intelligent, possibly psionic. +3 Init, Psionic attack DC 15 Will save or 1d4 damage and lose a turn or mind control for one round, creature takes your next turn for you. +5 Will.
   Mind, Fury
7. **Burrowing** Can come up anywhere with surprise, +2 Init, may come up in waves. If paired with other words like *Brain Burrowing,* Use something like grapple on hit and -1 Intelligence damage.
   Mole

8. **Claw** Giant claw(s). +3 DMG or +d16 Act claw attack, grapple on hit
   Crab

9. **Corrupting** Successful attack causes a mutation in 2d4+Stamina days unless magically healed. Based on damage; 1-8: minor corruption, 9-16: major corruption, 17+: greater corruption (or DCC Annual mutation table).
   Radioactive, Mutator, Mutated, Toxie, Toxic Avenger

10. **Crusher** Massive mandibles. Grapple causes 1d6 DMG next turn.
    Grapple, Smasher, Hammer

11. **Jumping** Jump 40', +1 Init, +4 Ref. Can leap over opponents.
    Leaping, Hopping

12. **Death** Only one assailant but death attack causes 2d10 Stamina drain at 2 Stamina/round. Creature fades away after a successful attack.
    Dark

13. **Demon** Full black or white eyes, claws and fangs. Attack causes Fort save (DC based on attack roll) or paralysis (-d3 , crawl 5', -5 AC, Halflings are immune), +2 Init, +2 Fort, +1 Ref, +3 Will.
    Imp, Demonic, Unholy, Cursed, Debased, Evil Dead, Deadite

14. **Doom** Black spikes or flails or blade armor. Deed die as warrior of same level
    Black, Spike, Flail, Impalor

15. **Dream** DC 15 Will save or lose a round, every round. +5 DC if you missed your save last round, -5 if you passed. Nod out. Elves are immune.
    Euphoria, Soma, Ambrosia, Poppy, Peyote

16. **Electro** Attacks cause additional 1d4 electrical damage to target and all within 5' of anyone who receives electrical damage or all in water. Any melee attack with metal that hits must DC 15 Fort save to hold on to weapon.
    Shock, Shocking, Electric, Zap

17. **Evil** Fights to death. +3 Init; Act +1d16; +3 Ref; Alignment Chaotic.
    Vicious, Berserker

18. **Extra Bits**

d8	Bit	Effect
1-2	Roll twice more	These can stack so that you can get all results if you keep hitting 1 or 2
3	Head	+1d20 Act bite if it bites, Init +2, +3 Will, -50% chance to be surprised, +5 Will
4	Arms	+1d20
5	Legs	+20' move
6	Tail	+1d20 Act tail attack (1d5 damage)
7	Quills/ spikes	+d1 damage to attack and/or grapple
8	Scales/ shell	+4 AC

Two-Headed, Beast, Moon, Whip, Slash, Spike, Barbed, Armored

19. **Fade** Fade to invisible; Act +1d, DC 15 INT each round to see it or attack at -d2.
   You see only a disturbance in the light and footprints created.
   Invisible, Inviso, Ghostly, Vapor

20. **Fire** Napalm spray. +3 ranged 20' or touch, catch fire. 1d4 each round until you put it out (DC 10).
   Burning, Napalm, Fire Breathing, Fiery

21. **Fear** Morale check for hirelings and 0-levels. DC 20 Will Save or all rolls -d1.
   Any scary name

22. **Flying** Fly 50', May have wings, +2-4 AC and fewer HD or hp.
   Glider, Air

23. **Fog** A shroud of fog precedes and surrounds them but does not affect them. Can only be melee attacked and at -d1 and gain +d1 to their attacks.
   Mist, Shroud

24. **Freeze** Touch or breath weapon (DC 15 Ref). Lose 10' speed, 1d4 cold damage. -2 to attack for 3 rounds and stack on successive hits.
   Alternate: Aura 10'. Lose 5' speed, -1 to attack, 1d3-1 cold damage. Modifiers stack each round for 3 rounds.
   Ice

25. **Gas** Poison cloud. 30' area, up to 15' from attacker and lasts 3 rounds. May require recharge.
   1. Poison 1d4/turn; 2. Sleep (DC 10 WILL save each round of exposure); 3. Dizzy -d1 actions per round exposed up to -d3
   Fart, Choking, Spore

26. **Giant** +50% HD, +3 AC, +d2 DMG, Act +1d, Crit range = HD (max 4)
   Gargantuan, Humongous, Gigantic, Huge, Towering

27. **Glam** Illusory appearance. Roll on NPC table or make them beautiful or cute.
   Glamorous, Beautiful, Lovely, Cute, Helpless

28. **Glow** Enveloped in green fire. Infravision is blinded in darkness, -1 Stamina per round to all within melee range. Losing 3 points causes vomiting. Losing 5 causes mutation.
   Radioactive, Corrupting, Debasing

29. **Gore** Additional Act 2d20 tentacles, +3 melee, 1d4 DAM + *grapple* if both hit. Grapple: 1d6 DAM/turn or bite until DC 15 STR or tentacles are cut.
   Tentacle, Squid

30. **Healer** -1 AC, +1 HD, +3 Fort.
   This applies to only one of a group. *Laser Slugs* would have one *Healer Slug* with them. d3: 1. Auto area: 10' radius, 2hp/round. 2. Area: 5' radius, 4hp/round as an action. 3. Targeted: heal 1 creature within 20' for 2 HD as an action.
   Cleric, Voodoo, Witch Doctor, Shaman

31. **Horror** +2 AC, +3 Init, Surprise and disappear in darkness (DC 20 to see or DC 10 with infravision). They grab the last in line and drag them away. Int check to notice. They take a couple this way and then attack.
   Night

32. **King** +3 Init, +1 AC, +2 HD, MV +10, ACT +1d16, SP Call Minion, Revive Minion. Only one but has minions which receive +d1 , +5 Will save, pass morale checks while present and fail morale when not. Call Minion: can summon 1d5-2 minions as an action. Revive Minion: Can revive 1d3 fallen minions as an action with 1hp each. Minions can be normal versions of the same creature or other creatures rolled only on table 4-2.
   Chief, Chieftain Boss, Leader

33. **Lascivious:** You feel something stir inside you.
   DC 15 Will save or attempt to give it a hug and must pass DC 10 Will for every attempted attack. Elves are immune.
   Lovely, Lonely

34. **Laser** Burning rays. +3 ranged, 40' (1d4+1).
   Ray, Beam

35. **Mad** -1 AC, -1 Init, If a melee attack hits it attacks another target in melee range. Continues until miss.
   Insane, Berserker

36. **Magic** These creatures may have innate magical abilities or they have abilities similar to magical abilities.

Spells other than *anti-magic* and *phantasm* have a 50% chance of success and are lost on failure.

d10	Spell	Spell Check
1	Roll twice more	
2	Chill touch pg. 133	17
3	Choking cloud pg. 134	13
4	Color spray pg. 135	13
5	Flaming hands pg. 142	17
6	Magic missile pg. 144	13
7	Magic shield pg. 146	13
8	Sleep pg. 156	13
9	Phantasm pg. 187	Illusion of larger creature or NPC (single use)
10	Anti-magic	Blocks all magic and negates bonus from magical items

Wizard, Sorcerer, Arcane, Additional names per spell's name or manifestation.

37. **Magic Drain** Magical weapons that hit this creature heal instead of damage and lose their magic until the next day. Many spells have no effect and spells that cause damage heal. May even add HD and increase in size.
Titan

38. **Mind** What are these whispers in my head?
DC 15 Will save or 1. inflict 1d4 damage on yourself each turn, 2. attack a friend each turn, 3. remove your clothes and armor, 4. cry, 5. run away; until Will save.
Mind Control, Psychic, Psionic

39. **Pain** +2d damage on attacks. Pain causes -5 Reflex, -10' movement, and additional 1d4 damage per round until an action is used to stop the bleeding/remove barbs.
Barbed, Torture

40. **Phase** You see them and they fade away only to reappear closer. Phases in and out of reality. 50% physical hits fail. Melee attacks DC 15 FORT save or stun for 1 round and ignore armor/shield except magical. Can move through solid objects. +6 Reflex
Spectral, Warp, Displacer

41. **Plague** Bleeding sores and foaming mouth, weeping fleas engulf you. Everyone in melee range must make a DC 15 FORT or become ill. d3: 1. Dwarves, 2. Elves, 3. Halflings, are immune. Lose 1 Stamina/day for 1d20 days (judge may roll in secret). Act -1d/day after 3 days. Bedridden and require care below 6 Stamina (-3 Stamina/day without care). Death at 0 Stamina. Anyone caring for you must pass DC 10 Fort save or become ill as well. These crazed creatures always pass morale checks.
Infectious, Sickening, Pestilent, Calamity, Rabid, Blighted

42. **Poison** Method (if needed) d3: 1. claw or bite or weapon, melee; 2. spray or gas, 10'x10' centered 5' away, DC 15 Ref save; 3. spit, ranged 30'; Resistance d6: 1. None 2. Dwarves 3. Elves 4. Halflings 5. Human females 6. Thieves

d8	Fort	Pass	Fail	Name
1	15	-1 Stamina	-1d6 Stamina and 1d3hp	Draining, Wasting
2	15	-1 Agility	-1d6 Agility	Tremor
3	15	-1 Intelligence	-1d8 Intelligence	Stupefying, Stunning
4	10	-1 Strength	-2d3 Strength	Weakness
5	10	Blind 1d3 rounds	Blind (permanent)	Blinding
6	15	No effect	Paralyzed 2d3 rounds	Paralyzing
7	15	1d4 damage	1d3 damage/round for 1d6 rounds	Wasting
8	10	No effect	2d8 damage (if not reduced to less than 0hp, permanent +1 Stamina after fully healing)	

Black, Widow, Death, Viper, for more names see individual poison type.

43. **Puss** Skin taught over bloated body.
Explodes when killed causing d3: 1. 1d6/HD in a 5' radius, 2. 1d4/HD in 10', 3. 1d3/HD in 15'. Can cause a chain reaction.
Exploding, Bursting, Burst

44. **Ram** Charge attack: +1d to hit and +2d damage, AC -2 until next round, must move at least 5', targets who take damage must DC 15 REF save or prone.
Rush, Push, Slam, Bash, Charging

45. **Rune** Glowing runes. Regenerates 2 hp/hd every round, as an action it can regenerate 1 HD.
Cursed, Blessed, Buffed, Anointed, Chosen

46. **Sleep** Song or smell causes sleep, DC10 will save. Elves are immune.
Slumber, Somniferous, Hypno, Dream, Soma

47. **Slime** Slime beasts are creatures that have been assimilated by primeval slime monsters and retain some of the creatures behaviors. They appear as a zombie or skeleton enveloped in a slime body. Roll for 1d4-1 ooze special properties on DCC RPG Core Pg. 424. Init (always last); HD +d1; MV -5', Climb; SP Un-dead traits and ooze; Fort +4, Ref -4, Will -2; AL N.
Goop, Glue, Gelatinous, Gel, Blob, Jelly, Ooze Pudding

48. **Slow** Attack or area effect causes -10' Speed, -3 Init, -4 Reflex for 1d10 turns

49. **Snipe** Shoots darts or quills from up to 50'. May have limited ammo or require recharge.
Sniper, Missile

50. **Speed** +20' move, Act +1d16, +4 Init, +4 Reflex
Hyper

51. **Spider** 30' climb, +3 Init, may shoot sticky web (see *Web*).

52. **Spitting** 30' ranged, DC 15 Ref save, 1. Poison (see above) 2. Acid (see above) 3. sticky (-d1) 4. Attractant (summon more) 5. Stink (lose a round and stink for d16 days) 6. Drug

53. **Spore** releases cloud of spores from holes in body. -2 on all rolls from choking or obscured by cloud. Humans are allergic, DC 15 Fort save or lose a round.

54. **Swarm** Smaller or normal size versions as a single swarm. Multiply quantity by hp to get total hp. All in 40' wide circle are attacked each round for half damage. DC 12 Strength check or non-flying creatures drag you down for -2 AC and -d1 . DC 12 Will save against flying creatures or become disoriented for -2d next turn (halflings are immune). Attacks that are not area effect do half damage.
Mini, Tiny

55. **Vampire** +3 Init, +3 Bite (1d4) auto grapples (1d3hp/round)
Blood Sucking, Blood Sucker, Leech

56. **Vile** DC 15 Fort save all within melee range or wretch 1 round. Roll each round until you make the save (Dwarves are immune).
Disgusting, Gross

57. **Wasting** Exudes black aura. You feel weaker. -1d to all actions and -1 Stamina/round for each round in melee range.
Draining, Doom

58. **Web** Shoots a sticky web at a 10' square, DC 15 Reflex save to avoid. Move reduced 15', -1d to attack, +1d to be attacked. DC 15 Strength to break free.

59. **Wraith** Attracted to lucky PCs. Attack does luck damage. Unconscious at 0 Luck. Any one left unconscious with the Wraiths becomes a *Luck Zombie*.

60. **Un-dead** Appearance and traits *DCC RPG core rulebook* Page 381. +3 Attack, +1 HD, -2 AC, -3 Reflex. Does not eat, drink, breath, or sleep. immune to *sleep*, *charm*, *hold*, mental effects, cold damage, and critical hits. May have other effects for *Skeleton*, *Mummy*, or *Ghoul*.
Zombie, Skeleton, Grave, Soulless, Undying, Eternal, Ghoul, Mummy, Ghoulish

Glowing Slime Beast

Rolls: Glowing, Slime, Bear

Init (always last); Atk bite +2 melee (1d6 + grapple) and claw +4 melee (1d4+1)+ shove; AC 13; HD 3d10; HP 17; MV 40'; Act 1d24 (crit 23-24), 1d16 claw; SP maul, grapple, shove; SV Fort +5, Reflex -3, Will -4; AL N. Maul for additional an 1d8 damage if bite victim remains grappled next turn, claw auto hits and crits on 16. Shove: If not grappled and claw causes 4 or more damage, victim is prone.

Enveloped in green fire. Infravision is blinded in darkness, -1 Stamina per round to all within melee range. Losing 3 points causes vomiting. Reduced to 3 Stamina causes mutation. *Acidic Touch*: additional 1d6 damage.

TABLE 4-2 BEAST TYPE (30)

1. **Ant** (1d8+10): Init +0; Atk bite +2 melee (1d3 plus latch); AC 14; HD 1d4; MV 35' or climb 35' (difficult terrain that may slow players allows ants to use their climb speed); Act 1d20; SP Latch; SV Fort +5, Ref +1, Will -3; AL L. Successful attack latches on. -AC and -d1 per ant until dc10 Str to shake one off or dc 20 to shake all off.

2. **Ape** (3d3): Init +1; Atk bite +2 melee (1d4+1) or slam +3 melee (1d6); AC 12; HD 1d8+2; MV 35' or climb 25'; Act 1d20; SP +5 to hide checks in jungle terrain; SV Fort +4, Ref +2, Will -3; AL N.

3. **Bats, Giant** (3d3): Init +4; Atk bite +3 melee (1d5 + disease); AC 13; HD 2d6+2; MV fly 40'; Act 1d20; disease, no natural healing for 1d14 days; SV Fort +3, Ref +10, Will -2; AL L.

4. **Bear** (1): Init +2; Atk bite +2 melee (1d6 plus grapple) and claw +4 melee (1d6 + shove); AC 13; HD 3d8; MV 40'; Act 1d24 (crit on 23-24)+ 1d20; SP maul, shove; SV Fort +3, Reflex +2, Will -2; AL N. Maul for additional an 1d8 damage if bite victim remains grappled next turn, claw auto hits. Shove: If not grappled and claw causes 4 or more damage, victim is prone.
Monster, Beast, Giant, Sasquatch, Kthdorrak

5. **Beetles** (2d5+5): Init -2; Atk mandibles (1d3+1); AC 16; HD 1d6; MV 20' or climb 20' or Fly 30'; Act 1d20; SV Fort +1, Ref +0, Will -3; AL N.

6. **Birds, Large** (3d3+3): Init +3; Atk claw +6 melee (1d4); AC 16; HD 1d5; MV fly 40'; Act 1d20; SV Fort +0, Ref +6, Will -2; AL N.
Birds appear in small numbers and slowly grow as more join, only attacking in sufficient numbers.
Flock, Murder, Host, Crows

7. **Cats** (2d3): Init +1; Atk claw +2 melee (1d3) or bite +3 melee (1d5); AC 12; HD 1d8; MV 40' or climb 20'; Act 1d20; SP *pounce*; SV Fort +2, Ref +3; AL N; Crit M/d8
If the mountain-lion cougar makes the first attack of combat, it will pounce; otherwise it attacks normally. Thereafter, it will alternate attacks between claw and bite, pouncing when possible.
Pounce: The mountain-lion cougar can pounce to gain an extra d20 attack die and attack that round with both a claw and bite. The mountain-lion cougar can only pounce if it surprises its victims, attacks first due to initiative, or has taken no damage since its previous attack.
Pride, Tigers, Lions, Panthers, Cougars, Jaguars, Kittens

8. **Crabs** (2d3+2): Init +1, Atk 2x +3 Claw (1d4+1); AC 20 (10 on underside); HD 1d8; MV 30', swim 20'; Act 2d20; SV Fort +4, Ref -1, Will -2. Max on crit die, lose a limb. 1-4 Arm, 5-6 Leg.

9. **Centipedes, Large** (4d3): Init +1; Atk bite +6 melee (1d6); AC 14; HD 1d4; MV 40' Climb 40'; Act 1d20; SV Fort -1, Ref +2, Will -1; AL C. clibs on you.

10. **Dogs** (1d6+6): Init +2; Atk bite +4 melee (1d3+1); AC 11; HD 1d5; MV 35'; Act 1d20; SV Fort +2, Ref +3; AL N.
*Hounds, Puppies, Mongrels, Mutts, Foxes, Vixens*

11. **Elves** (2d4+1): Init +2; Atk weapon +2 melee or +3 ranged; AC 11 +Armor; HD 1d8; MV 30'; Act 1d20; SP hide; SV Fort -2, Ref +2 -armor, Will +4; AL C. Twisted versions of Elves. Immune to magical *charm, sleep,* ect. Can see through most glamours and illusions. As an action they can hide in their home landscape, DC 20 Int check to spot one.
Faeries, Sprites, Spirit Folk, Tylwyth, Teg

12. **Flowers, Giant** (1d3+3): Init -3; Atk leaf slash +3 melee 10' reach (1d4+1); AC 9; HD 1d30; MV 0'; Act 2d24; SP scent attractant, flora; SV Fort +0 but immune to many effects, Ref -5, Will +10; AL C.
Giant flowers seem harmless enough until you find yourself in the middle of them. They open their scent sacks beckoning unsuspecting creatures for a taste. Those who succumb walk slowly towards the flower (half speed), pushing away in who would stop them. They dunk their head into the flower and hang their limply until dead (1d3 Stamina/round). DC 15 Will save, victims may get another save if someone tries to help them or there was a distraction as they walk towards the flower.
Flora are mindless and enjoy similar powers to un-dead but are susceptible to critical hits. Flora takes double damage from fire and half damage from piercing or bludgeoning attacks.
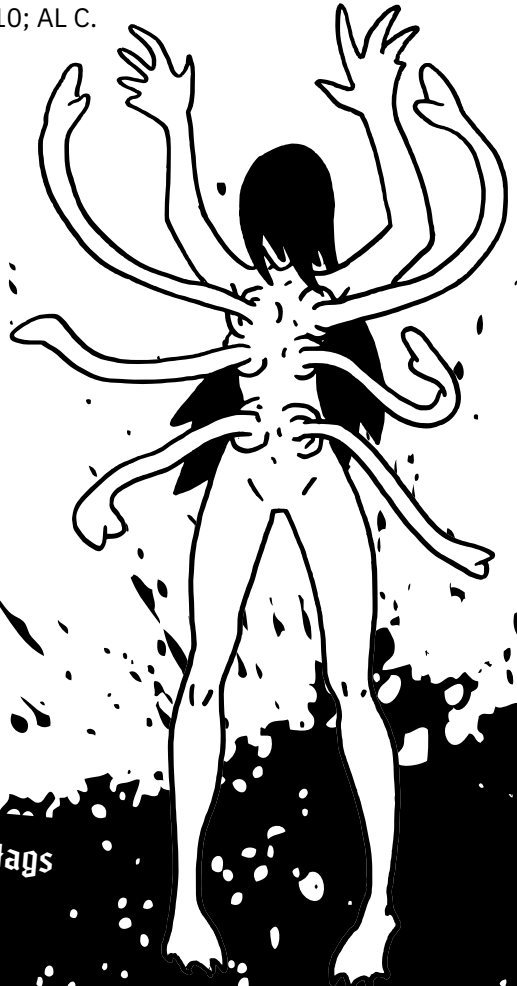
Displacer Hags

Flowers, Normal Various effects based on other rolls.

Opium Poppies:

You feel sleepy crossing a 200' field of flowers. 100' in requires a DC 7 Will save every 10' or lose 1d3 Int. The DC increases by 2 at each failure. If Int falls below 3, fall asleep. Either be rescued or wake up 12 hours later losing 1 Int permanently. Elves may be immune.

Spore Lilies:

This area is fillied with beatiful flowers. Walking in this area without care releases a cloud of gas. Using full movement in an action requires a DC 10. DC 5 for half movement. DC 20 to dash.

Blood Flower:

Strange red flowers carpet this area. Roll 2-3 beasts from the *Beast Type* table. They seem fine at first and then eat the red flowers to take on the *Demon* beast power.

Lich Orchid: See below.

Poppies, Orchids, Roses, Lilies, Lotus, Geraniums

13. **Ghost**: Use stat block or powers or both. (1d4) Init +2; Atk special (see below); AC 14; HD 2d12; MV fly 40'; Act 1d20; SP un-dead traits, immune to non-magical weapons; SV Fort +2, Ref +4, Will +6; AL C.

d4	Power	
1	Psychic Scream	DC 15 Will save or 1d6 Damage to area.
2	Telekinetic Attack	Objects from random locations, missile +5 Ranged (1d6 damage).
3	Madness	DC 15 Will save or 1d5 to Intelligence and lose a round.
4	Curse	Attack +4 (1d5), Use Personality for AC and Luck for HP.

Phantasm, Spectre, Spirit, Apparition, Ghostly

rolls: phase, glam, gore, healer, women

(3d3): init +2; whip +5 melee, 10' reach (1d6 damage or dc 15 ref disarm or dc 15 str grapple); ac 12 (+4 if threatened); hd 1d7; mv 30'; act 1d20 + 1d20 for tentacles; sv fort +1, ref +6, will +2; al c. straight out of the male subconscious.

green skin, long blue hair, and goat's eyes. they appear as lost and lonely women. elves will know it is a glamour but must make a dc 10 spell check to see through (considered rude). each carries an ox blood whip. when threatened they appear to blink in and out of existance (+4 ac) and unarmed attacks are out of phase. dc 15 fort save or stun 1 round and ignore non-magical armor. when threatened piercing tentacles unsheath. additional Act 1d20, +3 melee (1d4 damage + grapple). grapple does 1d6 damage/turn and reduces ac until dc 15 str check or tentacles are cut or withdrawn.

one member of the group is a healer. she is the same but does not carry a weapon and ac 11, hd 2d7, and fort +4. any hag within 10' of the healer gains 2hp/round.

14. **Gnomes** (3d4): Init +2; Attack +4 2 daggers/claws (1d4 damage) or fists (1 damage); AC 14; HD 2d4; MV 20'; Act 2d16; SP Crit, Parry, Fairy Glow, Fleeting Luck; SV Fort +2, Ref +3, Will; AL C.

    These creatures often rely on magical powers or trickery and traps rather than physical abilities. They usually have more than one of the magical **Beast Powers.** When fighting they crit an any sixteen and fumble only on double 1. Gnomes can disengage from melee as an action. Anyone touched by a gnome gains *Fairy Glow* and suffers -2 AC for the day or night. Each Gnome has one point of Fleeting Luck which they use quickly and share. Killing a Gnome with its point intact grants that point to the player.
    Kobolds, Leprechauns, Hobbits, Lilliputians, Munchkins, Pixies

15. **Goblins** (1d4+4): Init -1; Atk bite -1 melee (1d3) or as weapon -1 melee; AC 10 + armor; HD 1d6-1; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL L. (*DCC RPG* Pg. 417)

16. **Lizards** (1d3+1): Init +1; Atk bite +3 melee (1d8 + grapple) or tail +4 melee (1d6); AC 16; HD 3d8; MV 20', swim 40', Act 1d24; SP tear; SV Fort +3, Ref +1, Will -4; AL N.

    Grappled opponents are dragged away next turn and torn apart for 1d10 damage. If used as a **Beast Power** rather than **Beast Type** (i.e. *Lizard Men*), +2 Damage and +2 AC and camouflage (DC 15 Int check to see in natural environment).
    Gila Monsters, Alligators, Crocodiles, Gators, Crocs, Dragons, Worms

17. **Men** (4d4): Init -2; Atk club -1 melee (1d4-1) + grapple; AC 10; HD 1d8; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL C.

    May have other simple or stolen weapons and armor.
    Thugs, Cannibals, Gangsters, Savages, Incels

18. **Monkeys** (3d3x2): Init +1, Atk +2 claw/bite (1d4-1), missile 30' ranged (1d3); AC 13; HD 1d6; MV 30' Climb 30'; Act 1d20; SV Fort +3, Ref +4, Will -3; AL N.

    Devious and mean, monkeys leap from trees to attack. Leaping attacks are +d1. Successful attacks grapple. Grappled opponents -1AC/monkey. Each monkey takes a DC 8 Strength action to remove. DC 18 to remove 4. Attached monkeys attack with +d1. Grappled opponents are targeted by other monkeys but not with missile attacks. A monkey has a 1/4 chance to have a rock if it has not melee attacked. All monkeys have an unlimited supply of scat but it does no damage. Fire damage causes a morale check.
    Lemurs, Sprites, Gremlins, Whatever

19. **Plants** (1d6+3): Init -1; Atk slash +0 melee (1d5), vine DC 15 Ref grapple 15' reach (drag in 5'); AC 14; HD 2d8; MV 0'; Act 1d24 slash, 2d16 vine SV Fort +6; Ref -6, Will -3; AL C.

    This evil flora does not present a threat until the party is in the center of a group. Vines reach out to pull victims in to suffer slash attacks.

    Flora are mindless and enjoy similar powers to un-dead but are susceptible to critical hits. Flora takes double damage from fire and half damage from piercing or bludgeoning attacks.

    Any plant name, Cacti, Verbena, Brush, Thistles

20. **Pigs** (Special): Init +2; Atk bite +4 melee (1d3); AC 11; HD 1d5; MV 35'; Act 1d20; SP *Charge*; SV Fort +2, Ref +3; AL N.

    Charge attack: +2 to hit and damage, AC -2 until next round, must move at least 5', targets who take more than 3 hp damage must DC 15 Ref save or prone. Hit Dice: Roll d6. Your roll is the amount, the remainder is HD. So a roll of 2 would mean two 4HD pigs. 1HD minimum.

    When used as a **Beast Power** (*Zombie Pig Men*) rather than a **Beast Type**, use the **Beast Power:** *Beast*.

    Boars, Hogs

21. **Rats, Unusual Size** (1d6+6): Init +4; Atk bite +2 melee (1d4+1 plus disease); AC 13; HD 1d6+2; MV 30' or climb 20'; Act 1d20; SP disease (DC 10 Fort save or 1d5 damage each day until save); SV Fort +4, Ref +2, Will -1; AL C.

    Vermin, Rodents, Nutria, Moles, Possum, Trash Pandas

22. **Serpents, Constrictor** Init +4; Atk bite +6 melee (1d5 + constrict); AC 14; HD 2d8; MV 30'; Act 1d20; SP constriction grapple, 1d6/round, DC 10 Strength AND DC 10 Ref to escape unaided; SV Fort +6, Ref +3, Will +2; AL N.

    Serpents, Poisonous Init +8; Atk bite +4 melee (1d3 + poison); AC 12; HD 1d8; MV 40'; Act 1d20; SP see *Poison* above; SV Fort +1, Ref +6, Will +2; AL N.

    Snake, Cobra, Viper, Python, Anaconda

23. **Slugs** (2d3): Init -6; Atk acidic touch +3 melee (1d4); AC 18; HD 2d6; MV 10'; Act 1d20; SV Fort +5, Ref -6, Will -2; AL C.

    Slow but covered in slime and leaves a trail which may enhance their *Beast Power*.

    Nudibranch, Leech, Worm, Amoeba

24. **Spiders, large** (2d4): Init +3; Atk bite +2 (1d3 + poison *see above*); AC 14; HD 3d5; MV 40', climb 40', jump 30'; Act 1d20; SP Web, see above; SV +4, Ref +8, Will -4; AL C.

25. **Trees** (2d10): Init -3; Atk branch -2 melee (1d4-1); AC 16; HD 3d8+10; MV 0'; Act 4d20; SV Fort +10; Ref -10; Will +10; AL N.

Trees attack with their branches and, usually one must make a fighting escape as you run through them.

Flora are mindless and enjoy similar powers to un-dead but are susceptible to critical hits. Flora takes double damage from fire and half damage from piercing or bludgeoning attacks.

26. **Wolves** (1d6+3): Init +3; Atk bite +2 melee (1d4); AC 12; HD 1d6; MV 40'; Act 1d20; SV Fort +3, Ref +2, Will +1; AL L. (*DCC RPG* Pg. 431)

   Pack, Coyotes, Hyenas, Dingoes

27. **Women** (3d3): Init +2; See below; AC 12; HD 1d7; MV 35'; Act 1d20; SV Fort +3, Ref +4, Will +5; AL C.

Straight out of the male subconscious. Magic may only affect males.

Skin: 1. Scales (+4 AC), 2. Fish scales (+20 swim), 3. Feathers, 4. ink black (+4 stealth), 5. violet, 6. green (roll Plants), 7. orange, 8. white (+3 Spell checks), 9-14. normal.

Hair: 1. Snakes (grapple = bite +2 melee, 1d3 + poison DC 15 Fort or 1d5 damage), 2. Tentacles (+4 grapple = Act +d1, attempting to breaking free inflicts 1d3 damage), 3. Long dreads, 5. Blue, 6. Green, 7-8. Red (+6 hp), 9-14. Black

Eyes: 1. Insect (+3 Init), 2. Goat, 3. Frog, 4. Cat (night vision), 5. Solid white (blind sight), 6. Solid black (X-ray), 7. Glowing (+2 Spell check), 8. Extra eye (roll again, no surprise), 9-14. Normal

Other: 1-3. Horns, 4-5. Antlers, 6-7. Antennae (insect, no surprise), 8-9. Antennae (alien, esp), 10. Snake body, 11. Giant muscles (+3 Melee), 12. Withered, 13. Plants (roll Plants), 14. Transparent, 15. Glowing, 16-30. None

d5	Weapon
1	Roll twice on Magic table & fangs/claws
2	Fangs/claws, bite +4 melee (1d6 damage) and claw +5 melee (1d4 damage); Act +1d20, Crit on 19-20
3	Roll once on Magic table & Dagger +5 melee (1d4)
4	Poison dagger +4 (DC 15 Fort or sleep or *DCC Appendix: P*)
5	Poison skin (DC 15 Fort save or 1d6 damage or *DCC Appendix: P*)
6	Whip +5 melee, 10' reach (1d6 or DC 15 Ref disarm or DC 15 Ref grapple)
7	Weapon +5
8	Roll helper creatures

Coven, Hags, Witches, Bells, Maidens, Betties, Eves, Lilliths, Mollys, Amazons, Maids, Girls, Dolls, Sallies, Vixens, Gasts, Hulder, Xanas, Baobhan Sith, Soucouyant, Manananggal, Kuntilanak, Harridans
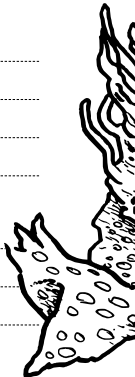
28. **Worms** (1d3x5): Init -1; touch +3 melee (magical or physiological effect or 1d4 damage); AC 12; HD 2d8; MV 30'; SP morphogenesis; SV Fort -2, Ref +1, Will -1; AL N.

    Morphogenesis: Any worm cut with a slashing instrument takes the following round to become two worms.

    Tape, Flat, Planaria

29. **Mushrooms** (2d4)Init -5; slam +5 melee (1d5 damage); AC 12; HD 4d6; MV 20; SV Fort -2, Reflex -6, Will +4; AL N.

    These creatures are found in a field of puffballs. Attacking them requires a DC 10 Ref save or set one off.

    Effects of eating fresh mushroom: Roll 1d20+15+Luck on *DCC RPG Pg. 223* and then random.

    Puffballs Spore explosion DC 15 Reflex or 1d3 damage and another DC 15 Reflex or you set off another one (continues indefinitely on failure).

    Halfway through a 200' field of these strange orbs one explodes hitting the unluckiest party member. Point person must weave their way through the orbs for the next 100'. DC 10/round for normal movement, DC 15 for double, and DC 5 for half. All who follow need only a single DC 10 to cross the entire field. d10 to determine where any failures occurred. Last person to leave the field must make a luck check or set off a puffball.

    Shrooms, Funghi, Fungus, Deathcaps

30. **Vines** Strange vegetation fills this area. Vines attack suddenly but only once pre PC. Each character is attacked by 1d8 vines. DC 15 Ref save for each vine. The vines that attack successfully pull taught, opposed Strength with an additional +2 per vine. If a blade is available, a luck check may allow its use. Anyone helping someone caught by vines is attacked by the vines. Open flames scare vines away.

    Creepers, Stranglers, Snake

Lich Orchid

Rolls: Zombie, Flower

Sickly orchids hang from the trees. Everything that dies here comes back. Roll several *Beast Types* or NPCs to attack the party in this area. After a creature (or PC) dies, apply the *Undead* Beast Power next round.

TABLE 4-3: WEAKNESS OR PHOBIA

d30	Weakness	d30	Weakness
1	Water	16	These violet glowing crystals
2	Fire	17	Those green mushrooms over there
3	Cold	18	Oil
4	Wood	19	Pony, Horse, Mule
5	Elves	20	Honey
6	Halflings	21	Stinky Cheese
7	Dwarves	22	Fruit
8	Women	23	Mithril
9	Gold	24	Falcons
10	Aggressive behavior	25	Hens
11	Magic power	26	Night Soil
12	Light	27	Dolls
13	Dark	28	Dogs
14	Paper	29	Gems
15	Affection	30	Pushcart or other mechanisms

TABLE 4-4: TREASURE

Most chaos wildlife does not have treasure but some may have some at their lair and a few may carry some on them. Choose a die on the dice chain to limit the treasure value.

d16	Treasure	d16	Treasure
1	Potion (d16 on *DCC RPG* Pg. 446)	9	Useful herbs
2	d20 Shiny bits; 1. Ring -3 Luck, cursed; 20. Emerald (100 gp).	10	1d100 gp
3	1d3 Rations	11	The journal of a fallen adventurer
4	2d4 Rations	12	Vial of 4 Rubies (50 gp each)
5	1d30 sp	13	Map of (roll for Doom Hex name)
6	1d10 gp	14	Strange writing (spell)
7	Dagger	15	Scroll (d100 on *DCC RPG* Pg. 373)
8	Holy symbol (20 gp)	16	Potion (d20+15+Luck *DCC* pg. 223)

TABLE 4-5: ENCOUNTER TYPE

These beasts will typically have a signature introduction. The judge is invited to create a scene appropriate to the creature. *Gloom Worms* attack at night. Randomly determine who is on watch and go from there. *Glam Elves* appear as cute woodland faeries that eat you. The first time you meet a beast should be special. You can also use the table below liven up further encounters.

Roll d20 or d14+3 (less extreme) or 3d6 (favors center) +/- Luck Modifier. You could also d14 for trouble or d14+6 for an easy time or d10+5 for an ok time.

d20	Encounter	d20	Encounter
1	Doom	11	Attack
2	Surrounded	12	Your are tested
3	Hunted	13	A beast is surprised
4	In their territory	14	You see them first
5	Surprised	15	An NPC is under attack (choose from NPC table)
6	A trap	16	A beast is curious
7	Cornered	17	Beasts fighting
8	Attacked from behind	18	A beast does not see you
9	Difficult terrain	19	A beast needs help
10	Attack	20	A beast in the distance

BEAST LEVELS

These beasts are formulated for lower level characters. The beasts that inhabit a hex do not change as the characters gain experience. These lower level beasts simply avoid the PCs as they pass through. Further hexes may contain higher level beasts. Starting at level 3-4, Add +1 per additional PC level to the AC, to hit bonus, and saving throws. Add +d1 to damage. Add .5 per PC level to HD.

Neutral Hex Encounters

Choose, skip, or roll on these table.

TABLE 5-1: PEOPLE AND PARTIES

See *DCC RPG* Appendix S and T for names and titles.

d30	NPCs	d30	NPCs
1	Plague victims	16	Magician
2	Acolytes	17	Man-at-Arms
3	Armed forces	18	Noble
4	Artisans	19	Peasant
5	Assassin	20	Pilgrims
6	Bandit	21	Chain gang
7	Berserker	22	Slavers
8	Caravan	23	Sage
9	Escapees	24	Traders
10	Fortune Teller	25	Victims
11	Friar	26	Witch (neutral)
12	Scout	27	Mysterious Traveller
13	King and entourage	28	Odd Merchant
14	Knight	29	Soothsayer
15	Lost people	30	0-levels looking for adventure

TABLE 5-2: SETTLEMENTS

Larger settlements will be planned but some smaller settlements may be come across randomly. Use a d14 if you do not want random villages or forts.

d16	Settlements	d16	Settlements
1	Farm	9	Dojo
2	Inn	10	Stronghold
3	Trading post	11	Temple
4	Mining colony	12	Colony of friendly creatures
5	Outpost	13	Compound
6	Spider Goat Herder	14	Schtetl
7	Nomads	15	Village
8	Gladiator training school	16	Small Fort

Death by Hex

Our story is not likely to end on a hex. Random events can multiply to create effects that are insurmountable. There are generally two ways to avoid a TPK in such situations. Run or rescue.

Run

After disengaging from melee, each PC makes a DC 10 Reflex save to break away from the enemy. Failure means at least one enemy catches up with that PC. They can try again next round at DC 5-10 and be aided by missile fire or other means. A distraction may also help. If they fight, more of the enemy will catch up.

Faster enemies will still be on your tail. Some options are:

1. Enter a new hex type. Beasts tend to not venture out of their home environment. PCs must make a DC 5-10 Reflex just at the hex's edge or trip.

2. A ravine with a fallen tree across it. DC 5 Reflex to get across the log. Failure means luck check to hang from the log and an enemy may catch up. Failure means into the drink or die. Once you cross over, DC 15 Strength check to dislodge the tree or fight them as they come across.

3. A cave offers some respite. Fight them at the mouth of the cave or something in the cave scares them away.

4. Scramble up a cliff face. DC 5 Reflex or fall for (1d3-1)d6 damage and they are upon you.

5. Jump off a cliff into a river that flows between hexes. DC 10 Reflex save or 1d3 damage. Wash up downriver.

6. Swim a large river that flows between hexes. Lose anything heavy.

7. Come upon a settlement **Table 5-2.** DC 5-10 reflex as the settlement comes into view or stumble.
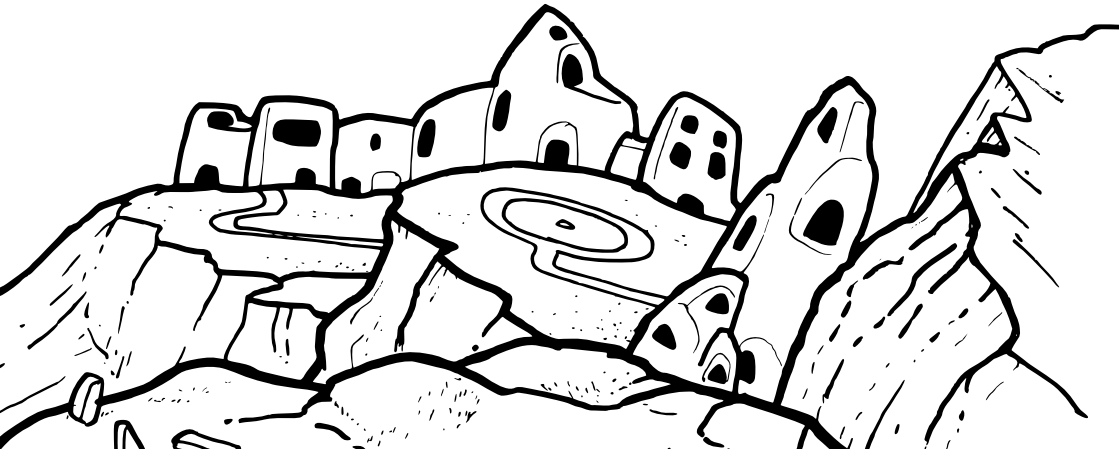
Rescue

Some situations will require rescue. It is difficult to outrun a field of *Dream Poppies.* You may be rescued right away or after waking up in the middle of the ritual. Your savior need not be beneficent. The *Evil Flying Monkeys* that save you can take your sleeping bodies straight to the castle of the *Black Witch*. In addition to the options below, a player's patron could intercede on their behalf.

1. Predator becomes prey. You hear a noise. A look of fear comes over the face of your enemy. A much larger beast comes through and chases your assailants away. You could roll up a Some Lizards or Bears from above.

2. The Servants of, or a powerful NPC/creature saves you.
    1. A chaotic master drags you out of the frying pan for
        1. An experiment
        2. A wedding (your own)
        3. Trial by combat
        4. Something you know or own
    2. A neutral master comes to your aid
        1. For a mission
        2. For payment
        3. Just because
    3. A Lawful master rescues you
        1. Because she watches over these lands.
        2. Happened to be in the area
        3. Knows that your fate is not complete
        4. For a mission

3. A scouting party of rangers

4. Mounted, armed forces passing through

5. Powerful monks

6. Bandits who proceed to rob you

7. A band of 0 levels looking for adventure
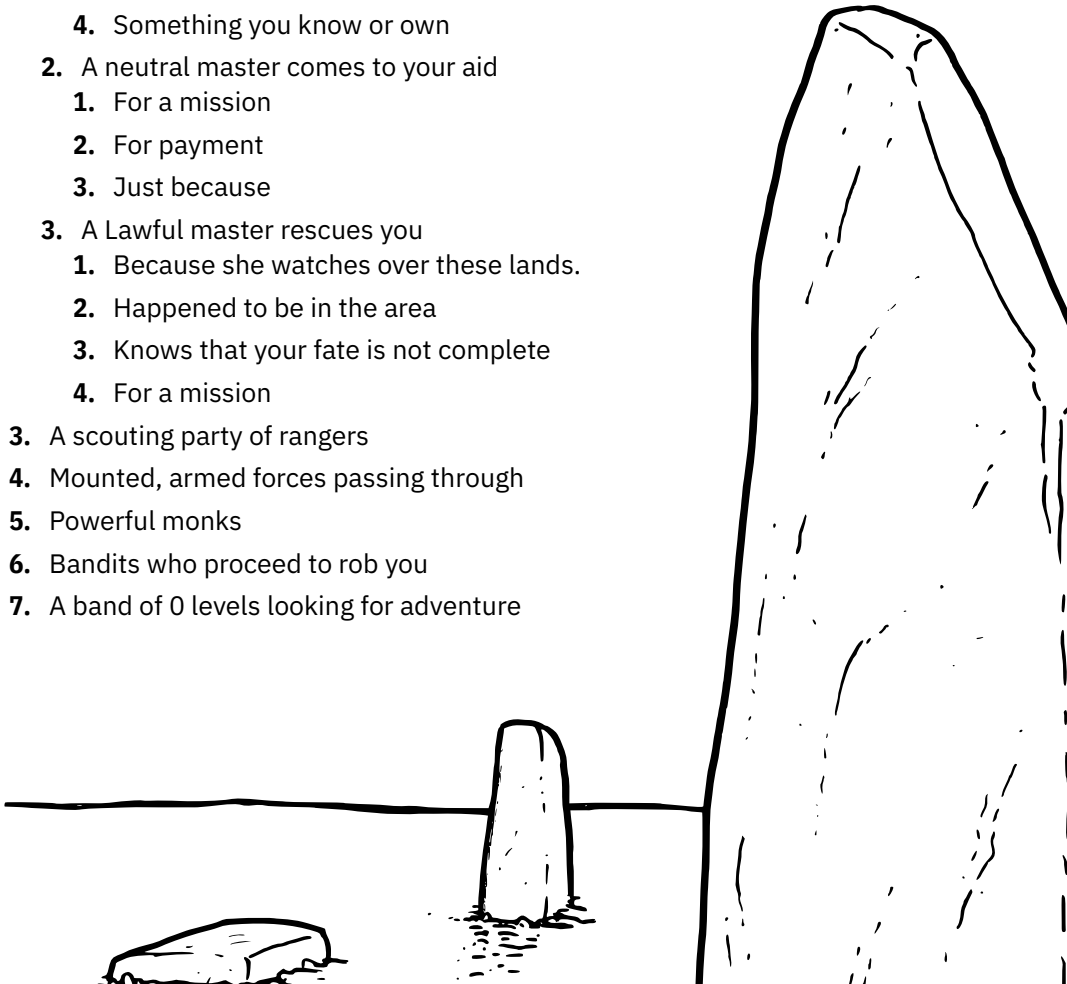
Psychogeography

Ley lines, songlines, or dream tracks, these telluric currents cross the earth in patterns without repetition. They spring from and back to the Umbilicus Mundi. A place without location. In regards to applied geomancy, their use is a guarded secret.

Players would not know that the lines can affect spell checks and not necessarily for the better. Points of intersection are lenses of disturbance. No one can say what the results of practice will be at these locations. The ancient huacas sometimes found there serve to temper or celebrate the chaos.

Points of focus are harder to locate. These may have been marked by subtle geoglyphs that point out the location from afar. Distant from the chaotic influence of telluric cross currents, they can increase a wizard's arcane powers.

The Judge should take care to add the psychogeographical modifiers to spell checks even if the players do not know why.

The psychogeographical map lies under the physical map and, if the PCs have no map or NPC to guide them, can only be discerned through testing (casting spells at particular locations) or through the *Divination* spell.

You may keep track of ley lines on your Judges map. You could draw them in as you please or let it be random.
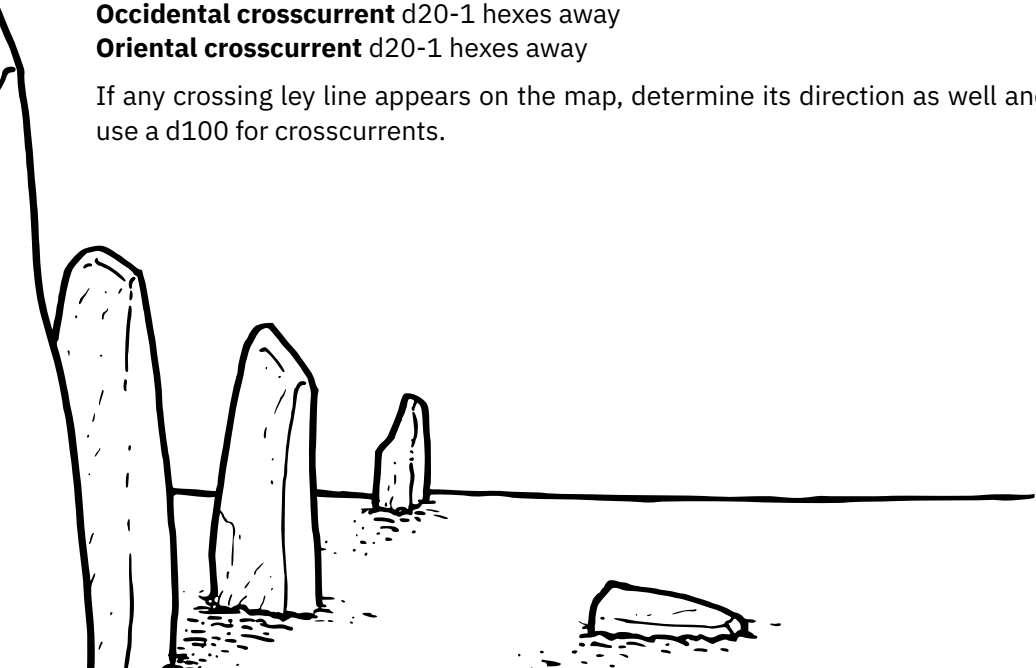
Column d9: 1. A, 2. B, 3. C, 4. D, 5. E, 6. F, 7. G, 8. H, 9. I
Direction d3: 1. NW, 2. W, 3. SW
Occidental crosscurrent d20-1 hexes away
Oriental crosscurrent d20-1 hexes away

If any crossing ley line appears on the map, determine its direction as well and use a d100 for crosscurrents.

Ley Line effects

Casting a spell on a Ley Line adds 1 to the spell check. Ley line intersections and focal points have additional effects. Correctly placed monoliths add +d1 to the check. Other factors, such as the planetary alignments may have additional effects.

LEY LINE INTERSECTION

These turbulent locations have chaotic effects on magic. Intersections have a 50% (+Luck mod x 10) chance of having a positive or negative affect. Roll a d6, add or subtract it from the spell check and look it up on the following table (regardless of whether it is positive or negative). Add +1 for each additional Ley line at this intersection.

d16	Settlements	d16	Settlements
0	None		
1	Random spell misfires (lvl 1)		
2	2 random spells misfire (lvl 1 & 2)		
3	3 random spells (lvl 1, 2, & 3		
4	3 spells and phlogiston disturbance		
5	3 spells and phlogiston and Minor Corruption		
6	As above but Major corruption		
7	As above but Greater corruption		
7	As above and something is released (*DCC RPG* Pg. 401)		
8	As above and hole is opened		
9	Permanent worm hole		

LEY LINE FOCAL POINT

Points of focus occur equidistant from intersections that are at least 4 hexes away in each direction. The intersections must be at least 9 hexes apart to have a focal point. Focal points add 3d5 to the spell check.

Divination Spell

Level: 0, Range: 60' or more, Duration: 2 turns, Casting time: 2 actions

GENERAL

A spell to divine the locations of ley lines or other geological features such as an underground water supply.

This is one of the simpler spells and is used by some of the more learned shaman or fortune tellers to find underground wells or mining locations. Wizards may

learn this spell at first level as well as Clerics who follow gods of earth, nature, or secrets. When cast by a true magic user the spell's benefits increase as do any ill effects.

The cleric or wizard must choose a target such as ley lines, an underground water source, an underground cavity, or a deposit of a particular mineral. The magic user must then concentrate for 2 actions to cast this spell. Additional concentration time adds +1 to the spell check.

If you are judging by the seat of your pants and wish to have a ley line nearby but have not determined the location of any ley lines, roll 1d10 (reroll 10s) to determine the column, d6 for row, and d3 for direction

Manifestation See Below

0-LEVEL

Typically the caster walks seemingly randomly and, either senses the target below them or feels as if their divining rod suddenly points down.

A Divining Rod adds +1 and Dwarves receive a +2 to this spell check.

1 The caster falsely senses a target below them at a random location.
2-8 No effect.
9+ If the caster passes over a target, she feels its presence.

A 0-level may only cast this spell once per week and typically use a d10. Casting rate and spell check may be affected by certain inborn talents, or rituals.

MAGIC USER

On a result of natural 1, a wizard suffers a 50% chance of minor corruption or misfire, rolling on the generic tables as appropriate.

1-11 Failure

12-13 The caster can determine if there is a ley line in the current hex or an adjacent hex though not which adjacent hex. The caster can determine if the targeted geological feature is nearby or its general direction if it is in the same hex.

14-17 The caster can determine if their are any ley lines in the current hex or surrounding 6 hexes and their direction. The caster can determine direction and distance of the targeted feature in this space.

18-19 The caster can determine the locations of any ley lines up to two hexes out. If the current hex contains a ley line the caster can determine the location of the closest crosscurrent. The caster can determine the direction and distance of the targeted feature in this space.

20-23 The caster can determine all ley lines within 3 hexes and can see all adjacent crosscurrents for any lines in the current hex. There is a chill in the air above the targeted features in this space.

24-27 The caster can determine all ley lines within 3 hexes and can see all adjacent crosscurrents for all of those lines. Beautiful music seems to emanate from the ground in the location of all the target features within this space.

28-29 The caster has a complete understanding of the ley lines of this map section. The caster understands how ley lines affect spell checks and where the points of focus are located. Birds and harmless animals romp and play above the targeted mineral or geological feature.

30-31 The caster has a complete understanding of the ley lines of this map section and the adjacent 8 map sections. The caster understands how ley lines affect spell checks and where the points of focus are located. The targeted feature or minerals are highlighted to the eyes of the caster and anyone touching the caster by pillars of blue light that shine into the heavens for 2 weeks.

32+ The caster knows all there is to know about ley lines and their locations worldwide. All large types of the geological feature or mineral become visible to the caster as the globe becomes transparent to the caster and anyone touching the caster. Even tiny amounts of the mineral become apparent to the caster if it is close by.

Resources

DCC Shop generator
http://juliosrpgcove.com/storegenerator

Monster Manuals
https://diyanddragons.blogspot.com/search/label/dcc
https://knightsinthenorth.com
https://appendixm.blogspot.com
https://ravencrowking.blogspot.com/2018/12/making-monsters-for-dungeon-crawl.html

Random Generator
Donjon - https://donjon.bin.sh/
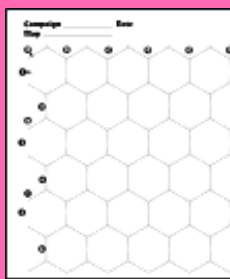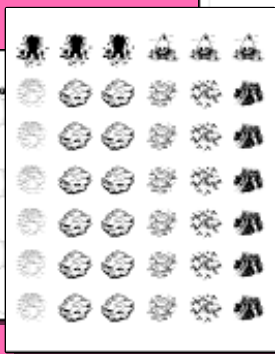
Notes

The **Hexanomicon** is a hexmap generator for use at the table.

Easily create Appendix-N style landscapes to fill the spaces between adventures. With this tool you can create a casual setting for your party as you play.
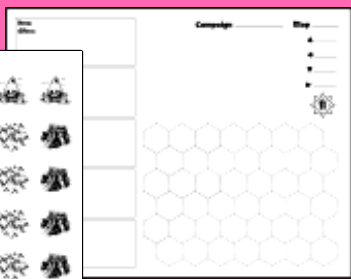
Tables are included that help you name the areas of your map and create the creatures that inhabit them.
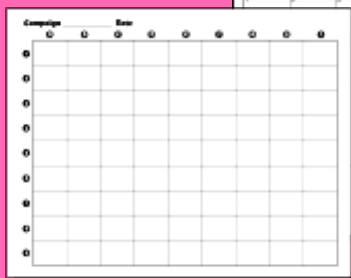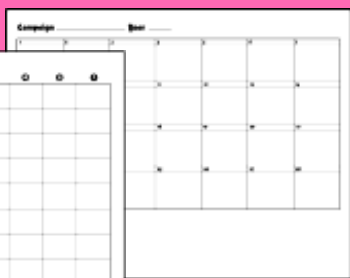
Area Map

Area Map Stickers
Apply to area map

Judge's Map
Notes on area map

Fleeting Luck and Award Tokens
Use with 1.5" wood circle chips

World Map
Keep track of area maps

Month Calendar

Year Calendar

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