Croak!

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Chapter 1

AutoZinefier

This zine was typed in a *plain text editor* using markdown and html. You can see some of the text I typed below. This is what I typed to create the beginning of the following chapter.

```
<section markdown="1">
## Ranger
You are gristled loner raised by bears, a storied hunter and tracker, a ca
Rangers are warriors of the forest. What they lack in hit points, they mak

**Hit points:** A ranger gains 1d8 hit points at each level.

**Weapon training:** A ranger is trained in the use of these weapons: club
```

I then use a script on my computer to transform this into a webpage and PDF. The images are in a separate folder and, are linked in the text as well.

You can see all of the text by looking at the croak.md file at this link: https://github.com/arielchuri/autozinefier/. The html and pdf files are in there as well. Here is the html as a webpage: https://arielchuri.github.io/autozinefier/croak.html.

To do this at home, use the button that says, *code* to download a zip file of everything. You will need to install two command line programs. Python-markdown (https://python-markdown.github.io/) and Weasyprint (https://weasyprint.org/).

You can then run the included script called *markdowntopdf.sh*. On my computer, I type `sh ./markdowntopdf.sh croak` in the terminal. If that works, you can copy *croak.md* to a new file like *myfilename.md* with no spaces. Change the text and images and then use the command `sh ./markdowntopdf.sh myfilename` to make your own zine. All of my work here is released as Creative Commons 0 so you can do whatever you want with it.

Chapter 2
Ranger

You are gristled loner raised by bears, a storied hunter and tracker, a camoflouged predator shooting from the bush. Rangers are warriors of the forest. What they lack in hit points, they make up for in luck and skill.

Hit points: A ranger gains 1d8 hit points at each level.

Weapon training: A ranger is trained in the use of these weapons: club, dagger, long sword, spear, staff, and all ranged weapons. Rangers may wear any armor.

Attack modifier: The ranger has a deed die and *Mighty Deeds of Arms*, just as the warrior.

Ranged attacks bonus: The ranger gains a +1d bonus to ranged attack rolls, and ranged attack damage.

Critical hits: The ranger enjoys the same expanded crit range as warriors but only on ranged attacks.

Aiming: Taking a round to aim a ranged attack adds +2 to the roll. A target that is unaware of any danger and struck by an aiming ranger, receives a critical hit as long as the attack is successful.

Initiative: A ranger adds his class level to his initiative rolls.

Luck: Rangers are naturall lucky. A ranger regenerates luck at the rate of 1 point each day.

Ranger skills: Rangers roll a d24 on all hunting, nature, and survival checks. Rangers can track most quarry without a roll at all.

Ranger Table

Level	Deed	Crit	Threat*	Act	Ref	Fort	Will
1	+d3	1d12/III	23-24	d20	+0	+1	+1
2	+d4	1d14/III	22-24	d20	+0	+1	+1
3	+d5	1d16/IV	22-24	d20	+1	+2	+1
4	+d6	1d20/IV	22-24	d20	+1	+2	+2
5	+d7	1d24/V	21-24	d20+d14	+1	+3	+2
6	+d8	1d30/V	21-24	d20+d16	+2	+4	+2
7	+d10+1	1d30/V	21-24	d20+d20	+2	+4	+3
8	+d10+2	2d20/V	21-24	d20+d20	+2	+5	+3
9	+d10+3	2d20/V	20-24	d20+d20	+3	+5	+3
10	+d10+4	2d20/V	20-24	d20+d20+d14	+3	+6	+4

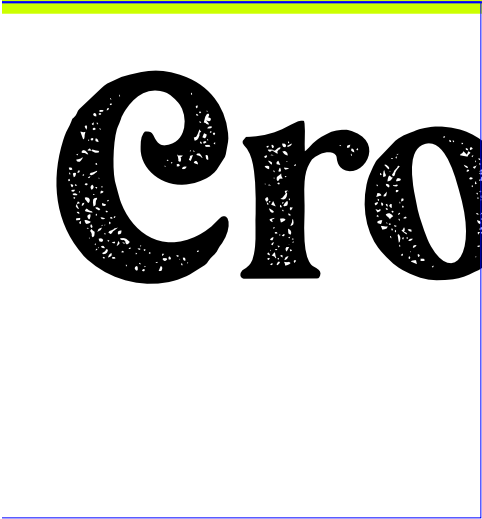Ranged attacks only.

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Chapter 3
Halfling Pipeweed

No self respecting halfling is without their pipe and some good pipweed. A halfling may forage for pipeweed by rolling on the following table. Typically just before their next adventure.

Standard pipeweed may be bought in shops in areas where halflings reside for 10sp each. It should also be noted that it would be terribly rude for a halfling to refuse another halfling a pinch of pipeweed and normal for the favor to be asked.

A halfling must use a portion of standard pipeweed to keep their pipe lit all day. With their pipe lit the halfling may use an action to add a little herbal supplement to the pipe. Effects do not stack.

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Pipeweed Foraging Table

A half day spent foraging allows may uncover some valuable pipeweed. Roll 3d16 +/-Luckmod.

Roll	Name	Amount	Effect	Duration
≤26	Nothing found			
27-29	Pipeweed	2d6	+1 Will	All day
30	Gassy Webcap	2d6	Heal self 1hp (1/turn)	-
31	Cape Sundew	1d4	+1 Initiative	1 turn
32	Sneezewort	1d3	+1 luck, non-permanent	1 turn
33	Lentil Shanklit	1d3	+1 sneak	2 rounds
34	Whiskery Milkcap	1d3	+ 2 Agility	4 rounds
35	Turquoise Elfcup	1d3	+1d Saving throws	4 turns
36	Idledew	1d4	+2 Stamina	1 turn
37	Witches' Butter	1d6	Act +1	1 turn
38	Snaketongue Truffleclub	1d4	Detect falsehood	1 turn
39	Strangler Fig	1	Feather fall	3 rounds
40	Silver Torch Cactus	1	1d3 luck	1 day
41	Lithops	1	Act +1d, -2 Personality	1 turn
42	Hydnora	1d3	+3 Sneak	1 turn
43	Bladderwort	1	18 Intelligence Act -1d	1 turn
44	Dragon Arum	1d3	+1d All rolls	1 turn
45+	Reroll 2x 1d10+34			

Chapter 4
Manifest of the Mundane

The Rain

1. Never reaches the surface or extinguishes torches
2. Completely deafens anyone it touches for as long as they remain wet
3. Feels oily, but will not ignite
4. Glows phosphorescencely orange for 1d5 rounds
5. Causes spiders to develop from droplets and quickly skitter away
6. Feels preternaturally **1.** cold **2.** hot
7. Emanates from the face of a maiden in the clouds
8. Causes crime in its wake
9. Withers plants and foliage to a deep black, but has no effect on creatures
10. Smells coppery, but has no taste
11. Creates warts that fall off in 1d7 days
12. Contains a coarse brown fur
13. Has a name
14. Taste like a fine vintage port (still appears as a clear liquid without smell)
15. Cannot be captured in a bowl or canteen

A Book

1. Has an author with the exact same name as the reader
2. Smells like a rotten corpse
3. Causes the reader to experience a headache
4. Smokes for 1d5 minutes
5. Will become misplaced if not carefully watched
6. Contains the seal of an ancient scion of law
7. Opens to reveal a strange feather clearly used to mark the page
8. Details the location of a **1.** unmapped oasis **2.** hidden kingdom **3.** pit with no bottom **4.** a mysterious stone

9. Has a heartbeat. If opened, the book will die.
10. Contains the most beautiful illustrations you've ever seen. You do not want to part with this tome.
11. Is written in ink that is only visible in complete darkness

Chapter 5
Slurm Priest

Slurm Priest: Init +2; Atk bite +2 melee (1d6 + swallow), Vomit Puss Goblin +3 ranged 40' (1d3, 5' area effect); AC 12; HD 2d8; hp 10; MV 20'; Act 1d20 + 1d14; SP disgust, swallow, vomit, defecate; SV Fort +5, Ref +0, Will +0; AL C.

This upright, purple worm loves jewelry, profanity, and is always found with the Slime Goblins it has excreted. A supplicant of its chaos lord, the Slurm Priest is often called to test the forces of Law.

Disgust: Any human in a 5' range must make a fort save each turn or lose a turn. Demihumans are immune.

Swallow: If bite successful; DC 15 Strength check or be half swallowed. The character will be upside down with arms pinned at waist and legs kicking. On the Slurm's next turn the character drops any large weapon and is completely swallowed (unless aided in some way). Swallowed characters lose 1d3 Stamina per round and take half damage from piercing and bludgeoning attacks on the Slurm. Swallowed characters who have access to a blade must make DC 15 Strength check to attack.

Characters who lose Stamina in the Slurm's stomach have a chance of mutation (10% per point of Stamina, minor corruption table modified by luck). The Slurm gains -1 attack and -5' movement per person swallowed.

Anyone reduced to 6 or less Stamina becomes a Slurm Symbiote and is ejected from the rear (100% chance of mutation). The worms grow in the body. Over the next week, barring intervention, the victim falls very ill, begins to bloat, attempts to attack lawful clerics, and explodes releasing thousands of purple worms.

Vomit
Can shoot a Puss Goblin. Shooting it up to 40'. +3 ranged, 1d4 Dam. The Puss Goblin explodes on a hit or lands ready to attack next turn on a miss.

Defecate
Can release 3 Puss Goblins. If the Slurm has ingested Stamina, the Slurm can release Acid or Napalm Goblins.

Exiting
Upon losing a moral check or being reduced to too few HP; the Slurm will forcibly eject any characters in its stomach and bite its own tail and swallow itself until it has disappeared with a small pop. Upon death; the worm deflates with gas and fluid leaking out, leaving only a bit of skin, lips, teeth, and jewelry (1d14+14gp).

Chapter 6
Slime Goblins

These are goblins that have been mutated in the extradimensional stomach of the Slurm (see above).

Puss Goblin: Init -1; Atk shiv -1 melee (1d4-1), burst area effect 5' (1d3 and DC 10 Fort save or lose a turn), AC 9; HD 1d6-1; hp 2; MV roll 35'; Act 1d20; SP burst, infravision; SV Fort +1, Ref -1, Will +3; AL C

Massively bloated into transluscent, yellow balls. These frightened looking goblins roll into battle in numbers. They explodes with yellow spray upon taking any damage and . 1d3 to all within 5'. Usually sets off a chain reaction. Attacks in numbers.

Napalm
Att Shortsword +1 melee, Spit napalm +1 ranged 1d4HP and catch fire. If killed by piercing or slashing attack; reflex save to avoid napalm spray.

Acid
Acid spray ranged 20' to center of 10'x10' square, reflex save or 1d4HP and then 1HP for 1d4/round and lose a turn or until fort save from coughing gas. If killed by piercing or slashing attack; reflex save to avoid acid spray.

Chapter 7
Mechanaut

Large, plate armor night. Creature in head controls the armor. If killed, the head disconnects and flies away.

Shock Armor: contact causes shock damage (1d3). 3 damage causes Fort save or drop weapon.

Water damages it.

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