

For Glory!

Maps, stickers, & death for DCC RPG!



Issue #1

Hexanomicon

Croak!

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Chapter 1

AutoZinefier

Chapter 2

Ranger test

You are gristled loner raised by bears, a storied hunter and tracker, a camouflaged predator shooting from the bush. Rangers are warriors of the forest. What they lack in hit points, they make up for in pure 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 a hidden and 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: At first level, a warrior's Luck modifier applies to attack rolls with one specific kind of weapon. This kind of weapon must be chosen at first level and the modifier is fixed at its starting value – neither the weapon nor the modifier changes over the course of the warrior's career. The weapon type must be specific: longsword or short sword, not "swords."

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.

Chapter 3

Halfling Pipeweeds

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

Standard pipeweeds 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 pipeweeds and normal for the favor to be asked.

A halfling must use a portion of standard pipeweeds 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.

Pipeweeds Foraging Table

Roll 3d14 +Luckmod +/-Location (Barren-3; Distant, Magical +3)

Roll	Name	Amount	Effect	Duration
<=22	Nothing found			
23-25	Pipeweeds	2d6	+1 Will	All day
26	Gassy Webcap	2d6	Heal self 1hp (1/turn)	-
27	Cape Sundew	1d4	+1 Initiative	1 turn
28	Sneezewort	1d3	+1 luck, non-permanent	1 turn
29	Lentil Shanklit	1d3	+1 sneak	2 rounds
30	Whiskery Milkcap	1d3	+ 2 Agility	4 rounds
31	Turquoise Elfcup	1d3	+1d Saving throws	4 turns
32	Idledew	1d4	+2 Stamina	1 turn
33	Witches' Butter	1d6	Act +1	1 turn
34	Snaketongue Truffleclub	1d4	Detect falsehood	1 turn
35	Strangler Fig	1	Feather fall	3 rounds

Roll	Name	Amount	Effect	Duration
36	Silver Torch Cactus	1	1d3 luck	1 day
37	Lithops	1	Act +1d, -2 Personality	1 turn
38	Hydnora	1d3	+3 Sneak	1 turn
39	Bladderwort	1	18 Intelligence Act -1d	1 turn
40	Dragon Arum	1d3	+1d All rolls	1 turn
41+	Reroll 2x 1d10+30			

Chapter 4

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 5

Slime Goblins

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

Puss

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

Explodes with yellow spray upon taking any damage. 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 6

Mechanaut

Large, plate armor knight. 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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