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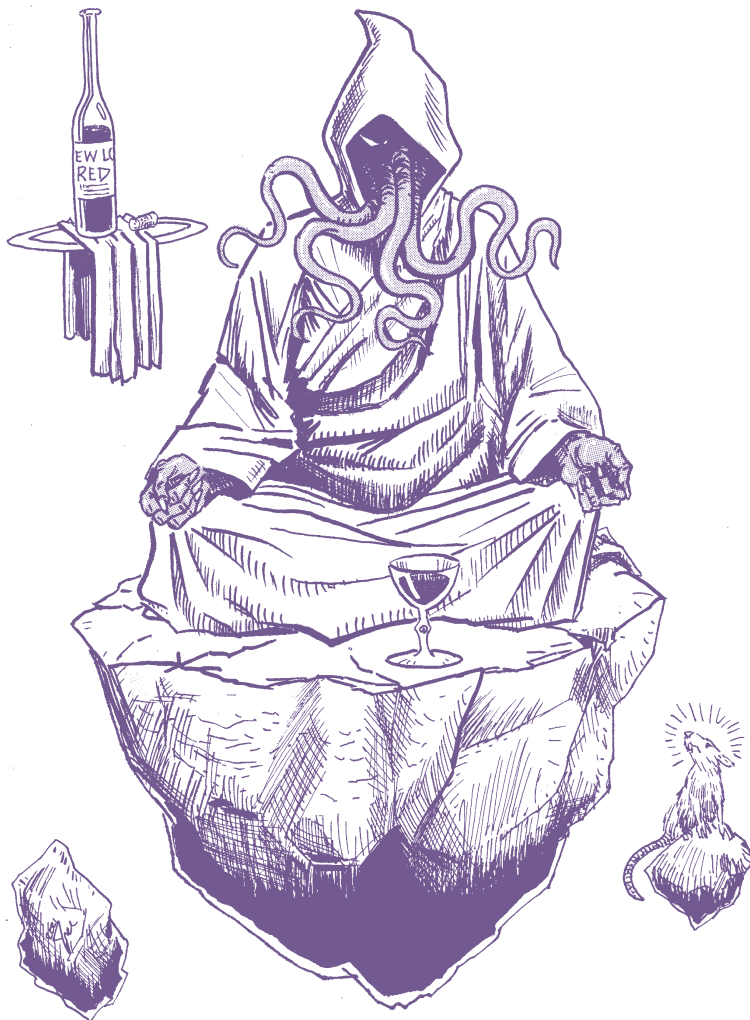
FROM  
W&G

# TALES FROM W&G SMOKING WYRM

TONITE'S SPECIALS  
Portvevenerat Story  
Screaming Purple Me

# TALES FROM THE SMOKING WYRM

No. 3



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A product of Blind Visionary Publications  
Printed courtesy of Risolve Studio



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## Dor Nyvs

*He could feel the earth beneath, all the deep stone of it, cool and hard near the surface of the earth, but hotter and softer as you went deep, until it flowed like honey, a vast sweet fiery ocean of molten rock a thousand times more voluminous and ten thousand times heavier than the sea. It felt to him as if it were his own blood, and his heart pumped it.*

—Orson Scott Card, *Stonefather*

Dor Nyvs is one of the five Archomentals of the elemental plane of earth. Known as the *Dweller at the Core*, Dor Nyvs is as much a part of the landscape of the elemental plane of earth as it is an individual entity. Dor Nyvs is said to be a shambling mountain, riddled with the warrens of countless dao, cored at the center by a massive cavern holding the spinning crystal sphere that is the locus of its intellect and power. The cavern itself is reputedly laced with countless precious stones and metals, reflecting back the inner radiance of the crystal sphere itself, and illuminating the otherwise perpetual dark of the plane. Dor Nyvs is quite active, engaging with mortals to advance its plans and sending dao to check on details.



## Dor Nyvs: Invoke Patron Results

Unlike most *invoke patron* spells, casting Dor Nyvs' *invoke patron* allows the caster to choose from lesser effects, but still counts their spell check result as normal.

CHECK RESULT

**12-13** **Burdensome Granite.** Target's mass doubles for each degree of success the caster achieves. Once the number of successes have outnumbered the Strength bonus of the target, they are pinned. Target must make a Strength check vs. spell check DC each round to move. Effect lasts 1d5+CL rounds.

**14-17** **Buoyant Pumice.** Target's mass, including what they carry, halves for each degree of success the caster achieves. They require double the weight to become encumbered for each success achieved. If unencumbered, they may leap five times normal distance. Effect lasts 1d5+CL rounds.

**18-19** **Refractive Crystal.** Target becomes crystalline; any light sources that hit the target refract through them, shining out thrice as far and twice as intense. In broad daylight, those within 30' of the target must make a DC 15 Fort save or be blinded for 1d6 rounds. Effect lasts 1d3+CL turns.

**20-23** **Tectonic Folding.** The ground folds in on itself in a 30' cone in front of the caster. Those standing on the ground must make a Reflex save or be prone and take 1d12 damage from earth and stone folding around them. Failing the Reflex save by 5 or more, a target is also pinned. In either case, a target must make a Strength check vs. spell check DC to escape. If the Reflex save is a natural 1, the target is pinned until dug out (which will take 1d0+CL rounds) and begins suffocating. While trapped, they continue to take 1d3 points of damage per round, as the earth squeezes them and contorts their body.

CHECK RESULT

**24-27** **Brittle Slate.** Target becomes brittle, breaking along sagittal fault lines. Any hit causing more than 10 points of damage causes an automatic critical. In addition, if the hit causes 15 points or more of damage, it shears a random extremity from their body. Roll 1d5: (1) left arm, (2) right arm, (3) left leg, (4) right leg, (5) head. If a limb is severed, target suffers an additional 1d14 damage; if the head is severed, they die. Effect lasts 1d3+CL rounds.

**28-29** **Mud Flow.** Target's body becomes fluid, flowing and folding as they move. They must make a Will save to retain control of their body, or collapse into a pool on the ground. Each round on their turn, they may make a new save to regain control. Once in control, they can flow unimpeded through any crack greater than ¼ inches; smaller widths require 1d3 rounds to move through, and they cannot move through water-tight joints. Effect lasts 1d3+CL rounds.

**30-31** **Timeless Stone.** The target turns to stone and freezes in place; will remain frozen for up to a number of decades per point of spellburn spent. At the time of casting, the caster must establish a specific condition and/or time that interrupts the spell. The target does not die or age when they turn to stone, and continues to think, sense, and comprehend the outside world; this may unhinge the mind of the target. Every decade, make a DC 15 Will save; failure results in some increased mental infirmity for the judge to determine.

**32+** **Overwhelming Avalanche.** Turns all earth, stone, or earthen material in a 30-foot diameter sphere to pea-sized rubble that flows away from the caster for CL rounds. Each point of spellburn increases the diameter by 5 feet. Creatures caught in the path of this flow are overwhelmed, knocked prone and pinned, and ground against the rubble. They take 7d14 damage in the process, and their belongings are shredded. Fragile magic items (e.g., scrolls, potions) must make a Fort save or be destroyed.



## Patron Taint: Dor Nyvs

When patron taint is indicated for Dor Nyvs, roll 1d6 on this table. When a caster has acquired all taints at all levels of effect, there is no need to continue rolling any more.

ROLL RESULT

*Your spells wildly summon matter from the elemental plane of earth.*

- 1** **First time:** Casting any spell produces a hail of pumice that pelts everything 20' from the caster. This stone is hot, dealing 1 point of damage, sticking to natural rock, and making it hard to walk on or grip with hands without cutting bare flesh.  
**Second time:** A scouring vortex of stone appears, stripping all ground cover within 25' of the caster. Those in the area take 1d3 damage and find their clothing and armor blemished and torn.  
**Third time:** Living vegetation petrifies within 10' of the caster.

*You take on aspects of the elemental plane of earth.*

- 2** **First time:** Caster's eyes harden into spheres of stone, laced with precious metal. Roll 1d4: (1) gold, (2) silver, (3) platinum, (4) electrum. The caster's sight unaffected.  
**Second time:** While at rest, the caster's facial expressions freeze into the position they held when the spell was cast, and their flesh becomes stiffened and rough, taking on a general hue of (1) red, (2) blue, (3) amber, (4) grey, (5) green, (6) white stone, laced with streaks of (roll 1d5, and drop the previously rolled color from the list).  
**Third time:** The caster becomes far denser than normal, tripling in mass; although this does not encumber their carrying capabilities, their speed is reduced by 5'.



ROLL RESULT

*The earth responds to you when you deploy spells, harming those not aligned to the elemental plane of earth.*

- 3** **First time:** Whenever the caster uses earthen magic of any sort, the earth buckles slightly, and clawing stone paws erupt from the ground, attempting to grab any creature within 20' of the caster. They do no damage, but on a successful attack (+2 to hit), they slow the target's speed through the area by half.  
**Second time:** The claws intensify in their ferocity (+4 to hit), and inflict 1d3 damage on a successful hit.  
**Third time:** In addition to claws, earthen maws open and close over the feet of those within 10' of the caster, holding them in place on a 1 in 3 chance. Victims may make a Strength check (DC 10+CL) to break free.

*Your skin changes due to your earthen affiliation.*

- 4** **First time:** Nodules form under the skin of the caster, hard to the touch, and painful if pressed too much (e.g., if the caster is in non-customized armor, or tight-fitting clothing). Movement is excruciating, reducing the caster's speed by 10'.  
**Second time:** The nodules erupt out of the skin, forming crystalline protrusions of (1) painite, (2) spessartine, (3) epidote, (4) barite, (5) hiddenite, (6) enstatite, (7) zoisite, or (8) melanite. If broken off, they regrow in 1d12 hours. Creatures bumping into the caster take 1 point of damage. Due to the hardness of these nodules, the caster's unarmed attacks no longer inflict subdual damage. The caster has learned to accommodate the nodules in his movements, and his speed is now reduced by only 5'.  
**Third time:** The nodules continue to grow, rending skin and replacing it with crystalline surface. The caster becomes increasingly harmed by sonic attacks (x2 damage), but their base armor class improves by 2, and the damage from their unarmed attack increases to 1d4; they are also now inured to the irritation caused by the nodules, and their speed is no longer reduced.

*Your internal organs alter to produce earthly effects.*

**First time:** Your heart becomes a bloodstone, but otherwise functions normally. You become immune to critical strikes that harm the heart.

**Second time:** Your kidneys turn to jade and thereafter, you pass life nourishing urine, which can sustain someone for a day if they drink a full measure. You also filter out poisons from your body, gaining a bonus on such Fort saves equal to your caster level.

- 5 **Third time:** You begin forming bezoars in your stomach, at a rate of one per month. If regurgitated, these offer amazing restorative properties to others. If placed under the tongue while resting, the subject doubles normal healing rates. Bezoars are also useful in preventing poisons and toxins from harming the subject, granting a bonus equal to the caster's level on related saves when held in the mouth after being thus afflicted (the bezoar is rendered useless after being used in this manner). Otherwise functions as a normal bezoar.

*Fumaroles spring up wherever you go.*

**First time:** With a spray of loose rubble and hot steam, fumaroles erupt from the earth and belch sulfurous clouds all around the caster when spellcasting. These will cause the most ardent of people to wrinkle their noses as the smells overwhelm them.

- 6 **Second time:** The fumaroles are more numerous and form a noxious cloud, 10' in diameter, that chokes those present and causes them to pause their actions for a round while they clear their lungs (DC 10 Fort save to be unaffected).

**Third time:** Fumaroles spring up wherever the caster walks, trailing them with a sulfurous putrefactive odor that imposes -1d to all social interactions.

