

Table 3-1: Ability Score Modifiers

Ability Score	Modifier	Spells Memorized*	Max Spell Level**
0	N/A†	No spellcasting possible	
1	-4	No spellcasting possible	
2	-3	No spellcasting possible	
3	-3	No spellcasting possible	
4	-2	-2 spells***	1
5	-2	-2 spells***	1
6	-1	-1 spell***	1
7	-1	-1 spell***	1
8	-1	No adjustment	2
9	None	No adjustment	2
10	None	No adjustment	3
11	None	No adjustment	3
12	None	No adjustment	4
13	+1	No adjustment	4
14	+1	+1 spell	4
15	+1	+1 spell	5
16	+2	+1 spell	5
17	+2	+2 spells	5
18	+3	+2 spells	5
19	+3	+3 spells	5
20	+4	+3 spells	5

* The number of spells magicians and vat-things can force into their minds by memorization without going mad is based on Personality, not Intelligence.

** Based on Intelligence for magicians and vat-things and Personality for witches.

*** Minimum of 1 spell.

† Characters with 0 in any ability score automatically fail any roll based on that score.

Table 4-4: Equipment

Roll*	Item	Cost in terces
1	Aged wine, 1 stoneware bottle	5
2	Arrak, 1 jug	2
3	Bedroll	2
4	Blagin's Mulcent, 1 vial	1
5	Boots, fashionable	5
6	Boots, sturdy	2
7	Burdock beer, 1 flask	1 groat
8	Cloak	7
9	Clothing, fashionable. Roll 1d6 for type: (1) gown; (2) antique tabard; (3) breeches flared after the taste of Kauchique; (4) breeches fringed and tasseled in the style of Old Romarth; (5) breeches pied and gored in the extravagant Andromach mode; (6) panache of feathers.	25
10	Dream-powders, 1 oz.	10
11	Explosive diambroid, 1 minim	25
12	Hat, fashionable	5
13	Glowing orb	10
14	Mirror, hand-sized	10
15	Pannikin, drinking	5 groats
16	Parchment, per page	1 groat
17	Rations, per day. Roll 1d4 for type: (1) sweetmeats of assorted flavors; (2) boiled burdock leaves; (3) fried moss and ganions; (4) oil-fish, smoked and served with garlic and one leek.	5 copper bits
18	Reference text. Roll 1d4 for type: (1) <i>Cyclopedia of Natural History</i> ; (2) <i>Madame Milgrim's Dainty Recipes</i> ; (3) scroll listing eighteen phases of the Laganetic Cycle; (4) <i>Dusts and Microvies of the Latter Aeons</i> .	10
19	Rope, 50'	25 copper bits
20	Sack, large	12 copper bits
21	Salt, 5 grams	1 copper bit
22	Shovel	1
23	Thyle-dust, 1 oz.	10
24	Torch, each	1 copper bit

* Roll 1d24 to randomly determine equipment for 0-level characters. Characters who purchase their equipment at a later level ignore this column.

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DYING EARTH

JUDGE'S SCREEN



Table 4-1: Weapons

Weapon	Dmg	Range	Cost in terces
Arrow-gun*	1d6	75/150/225	30
Battle-hook*	1d6‡	-	8
Blackjack	1d3	-	3
Club	1d4	-	3
Dart-gun	1d4	30/60/90	10
Dagger	1d4	10/20/30**	3
Handaxe	1d6	10/20/30**	4
Javelin	1d6	30/60/90**	1
Knoblolly	1d5	-	4
Longsword	1d8	-	10
Mace	1d6	-	5
Net	N/A†	5/10/15	8
Polearm*	1d10	-	7
Rapier	2d3	-	9
Shortbow*	1d6	50/100/150	10
Short sword	1d6	-	7
Sling	1d4	40/80/160**	2
Snaffle-iron*	1#	-	2
Spear^	1d8	-	3
Staff	1d4	-	5 groats
Whip	1d6†	-	3

* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

** Strength modifier applies to damage with this weapon at close range only.

† With successful attack with these weapons, the target must make a DC 14 Ref save or be entangled.

‡ With successful attack, may make a grapple roll to disarm target using the value of the original attack roll.

With successful attack, may make a grapple roll to pin target using the value of the original attack roll, and treating the attacker's size as twice its normal value for purposes of the opposed grapple check (see DCC RPG p. 96).

^ This weapon inflicts double damage on a mounted charge.

Witch Transferred Vitality

Spell check Transferred Vitality (Donor's HD)

1-11	Failure
12-13	1 die
14-19	2 dice
20-21	3 dice
22+	4 dice

Table 4-2: Ammunition

Armor	Quantity	Cost in terces
Arrows	30	10
Dart	1	5 groats
Fire-dart†	1	3
Poison go-thithers‡	1	5
Sling stones	30	1

† Fire-darts ignite upon contact (targets suffer an additional 1d4 damage each round until succeeding on a DC 10 Ref save to extinguish).

‡ These darts are tipped with a dyspeptic poison (DC 10 Fort save or suffer a temporary loss of 1d4 points of Stamina; creatures without a Stamina score suffer a -1 penalty to all rolls on a failed save).

Table 4-3: Armor

Armor	AC Bonus	Check Penalty	Speed	Fumble die	Cost in terces
(Unarmored)	+0	-	-	d4	Free
Padded	+1	-	-	d8	5
Leather	+2	-1	-	d8	20
Hide	+3	-3	-	d12	30
Corselet	+4	-4	-	d12	150
Brass armor	+5	-4	-5'	d12	400
Cloison armor	+6	-6	-5	d12	500
Barbed mail‡	+7	-7	-10'	d16	750
Shield/morion*	+1	-1	-	d8	10
Battle-cap**	-	-	-	d6	2
Barb-catcher†	+1	-1	-	d8	15

* Shields cannot be used with two-handed weapons.

** While worn, critical hits to head are ignored; however, the battle-cap must make a save vs. the total damage (if any) or be destroyed.

† AC bonus vs. missile attacks only. Worn as helm.

‡ When grappling, spikes cause additional 1d3 damage each round.

Coinage and Values

Coinage: The common currency of the Twenty-first Aeon is the terce, which is equivalent to a gold piece; lesser monetary amounts include the copper bit and groat. A golden centum equals 100 terces.

The values of copper bits, groats, terces, and golden centums are as follows:

10 copper bits = 1 groat

100 copper bits = 10 groats = 1 terce

10,000 copper bits = 1,000 groats =

100 terces = 1 golden centum

In addition, many of the peoples of the Dying Earth do not recognize or have need for money, and many a publican will rely on barter for room and board in place of gold or copper. Listed below are some of the common alternatives to currency.

Ground buds of the spase-bush, 1 oz. = 10 terces

Opals and alums, 1 oz. = 10 golden centums

Salt, 1 gram = Oil from telanxis blooms, 1 vial = Skein of fine haft = 1 fact from a twk-man.

Wayfarer Rhetorical Deed Fumble Result

d4 Result

- | | |
|----|--|
| 0 | Acerbic rancor. The wayfarer's bungled rhetoric incurs the wrath of the rhetorical target, and all future rhetorical attempts with the same target or group automatically fail. In addition, the wayfarer and any perceived allies are immediately attacked. For example, if the wayfarer was attempting to win over a crowd by playing plangent chords, the wayfarer instead waxes their hostility and incites a wave of rioting and violence. |
| 1 | Idiotic malice. The wayfarer's rhetorical attempt is perceived as highly suspicious, and future rhetorical attempts with the same target or group automatically fail for the next 1d7 weeks. In addition, the rhetorical target seeks to restrain the wayfarer and any perceived allies and remonstrate them to the appropriate authorities. For example, if the wayfarer is unknown to the target, they might be considered a possible insidiator or allied with a hated enemy, and imprisoned. |
| 2 | Discommoding ebullience. The rhetorical target is not cozened by the wayfarer's braggadocio, and future rhetorical attempts with the same target or group automatically fail for the next 1d7 days. In addition, the rhetorical target actively disimpedes the objectives of the wayfarer and any perceived allies. For example, the wayfarer may be considered to be under ensorcelment and chased out of town with inhabitants flinging buckets of filth and abusive vituperations. |
| 3 | Proximity of discourse. The rhetorical target is irritated by the wayfarer's importunate conversation, and future rhetorical attempts with the same target or group automatically fail for the next 1d7 hours. Further, the target enacts a specific major disapprobation. For example, the wayfarer and any perceived allies may be deemed in noncompliance with an obscure legal rule or authority, incurring a fine or forced recompense. |
| 4+ | Graceless demeanor. The wayfarer's rhetorical speech is augmented by unexpected erucation or exuding copious amounts of sweat, and the immediate rhetorical attempt fails. Further, the target enacts a specific minor disapprobation. For example, a wayfarer seeking to negotiate with an innkeeper to reduce a fee may instead incur an unexplained surcharge for lodging or meals. |

Table 2-3: Magician Force of Will

Roll	Range	Result
1	-	Failure and worse! The magician's constricted passion cracks open, causing 1d20 damage as it washes through them.
2-11	-	Failure. The magician's efforts are diffuse and undirected.
12-13	30'	A flicker of emotion spurts forth in a blast of crackling power, causing 1d3+CL damage to the target. Non-magical objects up to the size of an apple that are not immediately destroyed by the blast automatically shatter unless they make a DC 8 Fort save. The object's save is based on the type of material: glass has a +0 save, wood or clay have +1, stone has +2, and iron or steel have +3. Unique or specialized materials may have other properties and benefits at the judge's discretion.
14-17	30'	A surge of emotion spurts forth in a blast of crackling power, causing 1d6+CL damage to the target. Non-magical objects the size of a scepter or rod automatically shatter as above unless they make a DC 10 Fort save.
18-19	30'	A bolt of passion lashes forth in a blast of crackling power, causing 1d10+CL damage to the target. Non-magical objects the size of a weapon automatically shatter as above unless they make a DC 12 Fort save.
20-23	60'	The magician's rage breaks against the target with a scintillate fury, causing 2d10+CL damage. Non-magical objects the size of a small chest or boulder automatically shatter as above unless they make a DC 14 Fort save.
24-27	60'	A lance of wrath strikes the target, causing 3d10+CL damage. Non-magical objects the size of a table or medium-size boulder automatically shatter as above unless they make a DC 16 Fort save.
28-29	60'	A lash of apoplectic fury scourges the target, causing 4d12+CL damage. Non-magical objects the size of a wagon or a large boulder automatically shatter as above unless they make a DC 18 Fort save.
30-31	120'	A towering blast of rage strikes the target, causing 6d12+CL damage. Non-magical objects the size of a small house or large slab of rock automatically shatter as above unless they make a DC 20 Fort save.
32+	240'	The charge of the entire magician's personal force blasts out in a surge of power, causing 8d12+CL damage to the target. Large non-magical objects such as castle walls, spires, and buildings automatically shatter as above unless they make a DC 24 Fort save. Magic items can also be broken if the force of will check exceeds the spell check used to create the item, and a minimum permanent Personality expenditure of 1 point per magical modifier point of the item to be shattered is required. If successful, the magic item fractures with a crack that echoes throughout the sub-worlds, inflicting 1d12 points of magical damage per point of the item's modifier to everything within 30'.

Table 4-1: Idiosyncratic Inhabitants

d24	Inhabitants	Beliefs	Unusual Punishments
1	A village of affluence whose inhabitants wear voluminous blue knee-length breeches, red shirts, brass-buttoned black vests and broad-brimmed hats.	Believe they must absorb a healthful flux of wine-colored sunlight for eight hours each day.	Use vices to slowly pull the delinquent's nose out to a length of 2'.
2	Small narrow houses with high gables peopled by fanged anthropoids that speak in harsh growling shouts.	Worship a sacred beast that walks abroad at night.	Criminals have their teeth filed and are dressed in garments of reeds.
3	Small pale people with dark hair and long still eyes.	Perform ritual abasement.	Offenders are seized and hauled naked to a pavilion at the center of town where they are thrust into an enclosure formed of wooden posts.
4	Squat, brutish and obese inhabitants with coarse, yellow tangled hair and lumped features.	Practice a free and unself-conscious art and eat only dry pulses for fear of taking life.	Scrape eight acres of a resinous balsam to use as a sachet for the village matriarchs.
5	A village of turf huts inhabited by dour fur-cloaked villagers.	The culture is comprised of a staggering set of precepts, the mastery of which serves as an index to status.	Delinquents are made to revile their forbears for three hours, and at last defile the hearth of their clan with ordure.
6	A huddle of reed huts inhabited by lizard people.	Consider blue and green unlucky colors, while purple signifies death.	Indentured as a servant of a menial sort.
7	Huts rudely constructed of black stone and housing a folk with black spiky hair surrounding round clay-colored faces.	Believe at any instant the sun may go dark and carry lanterns at all times to light their way home.	Offender's goods are disposed of by numerated lot.
8	Tall, well-formed men with long and solemn faces, wearing tight suits of somber leather bordered with black.	Worship an inexorable god and believe strangers to automatically be heretics.	Offender's eyes are sealed with drops of rancid fat.
9	Fashionable men in black swallow-tail coats with voluminous trousers and black buckled shoes, while the women dress in shapeless gowns and round, punch-bowl hats.	Practice the Doctrine of Isotogenesis.	Insubordinate members of society are dropped into narrow, thirty-yard-tall tubes emplaced in the ground without regard for who stands below or who may be coming after.
10	Villagers of no great stature, with generally large heads and long restless arms.	Sleep with head-covering and devotional salve on chins.	Transgressors are caught in nets and fed to the sacred apes.
11	Bipeds with pale transparent skins, thin high-bridged noses, slender limbs, and pensive gray eyes.	Worship a black obelisk that fell from the sky in the 18th Aeon.	Struck with pervulsions by invisible agents.
12	Stone huts inhabited by barge-men and tillers of river terraces.	Worship an abstract female force.	Fine of 100 terces and a mark of transgression branded as a hieroglyph on the offender's forehead.
13	Orange-haired bipeds smelling vilely of ordure and filth.	Wear collars woven of red feathers signifying their divine favor.	Malefactors are bound, floating in dark and cold water while unknown creatures toy with their protuberances.
14	Foppish men wearing flounced black kirtles, brown surcoats, and headgear consisting of a wide black disk, a black cylinder, another lesser disk, surmounted by a gilded ball.	Believe the sun to be a cell in the corpus of a great deity who created the cosmos in a process analogous to the growth of a lichen along a rock.	Lawbreakers must submit to the Law of Equivalence.
15	White-faced men with silky red top-knots who never utter a word.	Define the known cosmos as the shadow of a region ruled by ghosts, themselves dependent for existence upon the psychic energies of men.	Wrongdoers are torn to bits by a crisscross of chains and the fragments cast into a whirlpool.
16	Men with long wide-spaced eyes that droop in a droll manner at the outer corners, framed by heavy jaws and cheekbones.	Perform a meditation on the four infinities, requiring an absolute void of external stimulation.	Criminals have their hair and beards cut off with swanges.
17	A squat long-armed race with liver-colored skins and long, lank hair.	Hide faces behind hoods and veils and consider uncovered countenances barbaric.	Lashed to a pole in the center of the village and exposed to the elements and pouncing langomirs.
18	A rude village of huts like bird's-nests of mud and sticks, whose inhabitants have coarse black bristles growing off burly shoulders like epaulettes.	Stimulate the vitality of the sun using beams of sympathetic vibration to regulate solar combustion.	A finger.
19	A graceful golden-haired people, who speak to each other in voices like music.	Worship a sacred lantern which at one time graced the bow of the Cloud-king's Pleasure-barge.	Transgressors are released in a skiff to be dragged overboard by a parrot-headed sea-monster.
20	Creatures with thin white legs and large green eyes that perform a jingling and rather plaintive music.	Hold an annual grand pageant of pulchritude.	Malefactors must walk a mile under a lake with leaded shoes.
21	Anthropoids whose long noses and ears are under considerable muscular control, endowing the faces with great vivacity.	Inhabitants make the trigrammatic sign to signal devotion to their god.	Cut off the toes of offenders and sew the severed members into the skin at their neck.
22	Short, fur-covered epicenes who exhibit synchronic speech.	Carry themselves with a remarkable loftiness and a dignity which verges at times upon hauteur, considering other peoples beneath them.	Offenders are bound to stakes, stripped of their skins by the inch, and at last placed in bags with a thousand scorpions poured around their heads.
23	Humanoids with pumpkin-orange skin and black eyes and teeth.	Make obeisance to their divine god with a right hand on the buttock.	Magically impose an ulcerous cyst at the tip of the offender's nose, and also a large painful carbuncle on each buttock.
24	Warlike green-men wearing a resinous balsam.	Make an annual offering of criminals and singers of popular songs to flantics.	The standard beating with staves.

Table 2-1: Random Encounters by Area

d30 modified by total party Luck

Encounter	Central	West	North	Northern Wastes	East
Walking serpent	-	-	1 or less	3 or less	-
Ghoul-bear	2 or less	1 or less	-	-	-
Half-human bandits	3-4	2-3	2-3	4-6	1-2
Moor-men	5-7	-	4	7	3
Ghost	8	4-5	5-6	8-9	4
Grue	9-10	6-7	7-8	10	5-6
Great mother gid	11-12	8-9	9-10	-	7
Rock goblin party	-	-	11	11-12	8-10
Leucomorph	13	10-11	-	13	11
Visp	14-15	12-13	12	14-15	12-13
Deodand	16-18	14-16	13-15	16-17	14-15
Pelgrane	19-20	17-18	16	18-19	16-18
Busiaco family	-	-	17-18	-	19
Wandering teratoid	-	-	-	-	20-22
Pilgrims	21	19	19-20	20-21	23-24
Caravan	22-23	20-21	21	22-23	25-26
Ghost-city	-	22	22	24	27
Manse	24-25	23-24	23	25	28
Ruins	26-28	25-28	24-26	26-27	29
Ancient crypt	29+	29+	27+	28+	30+

Table 4-6: Dying Earth Overland Speeds

Transportation	Hourly Speed	Daily Distance*
Wayfaring	3 mph	24 miles
Pilgrim's raft	½ mph	5 miles
Fishing boat	1 mph	10 miles
Rowboat	1.5 mph	15 miles
Galley	4 mph	96 miles
Sailing worm	5 mph	120 miles
Pack beast or dounge	3 mph	24 miles
Cambalese wheriot	4 mph	32 miles
One-horned wheriot	5 mph	40 miles
Covered wagon	3 mph	24 miles
War wagon	4 mph	32 miles
Land caravan	3 mph	24 miles
Airship caravan	5 mph	50 miles
Half-living, half-metal flyer	500 mph	12,000 miles



* Assumes 8 hours of traveling time for overland methods. Water and air-borne travel can continue longer for man-powered methods (e.g., barges and rowboats) and overnight for sailing vessels, which is built into the daily distance.