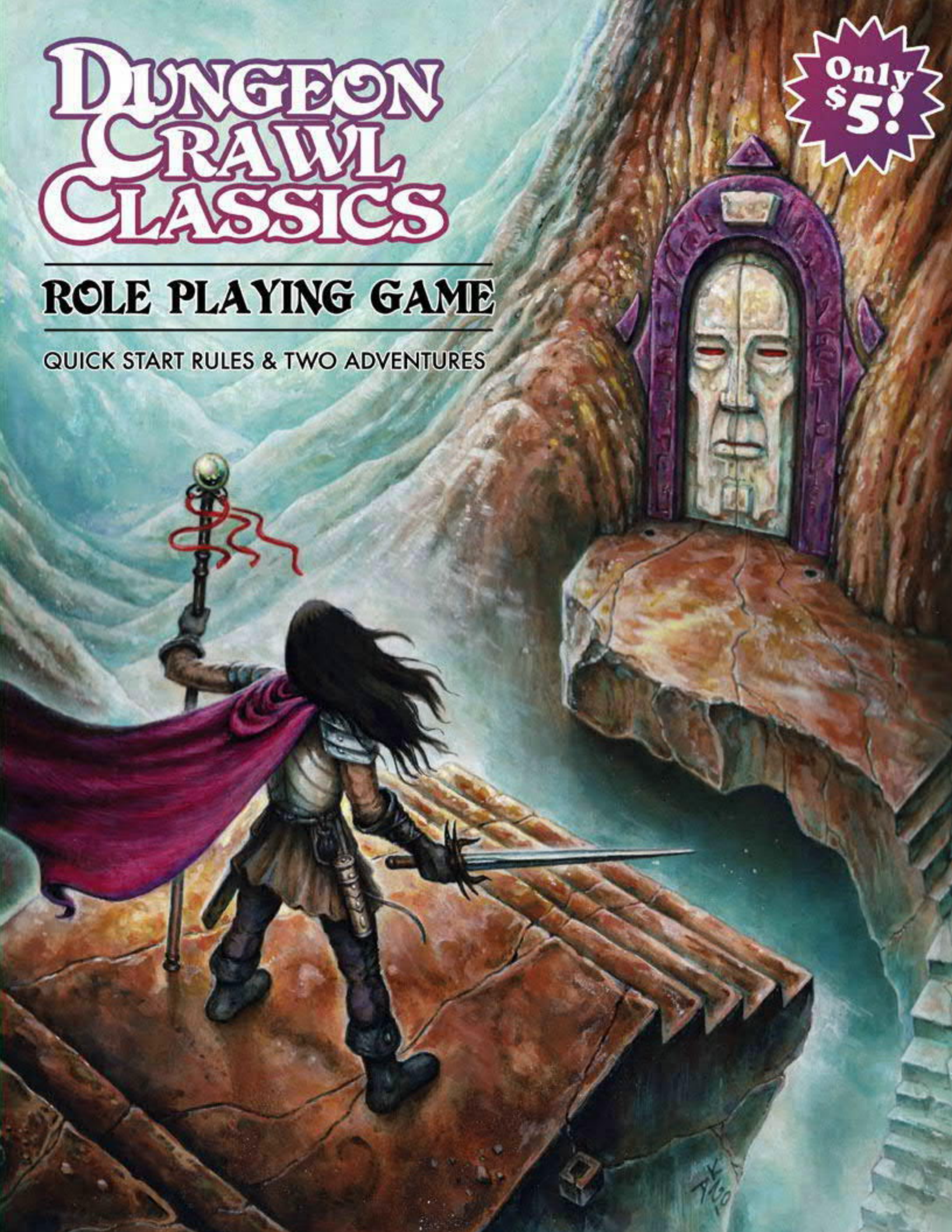


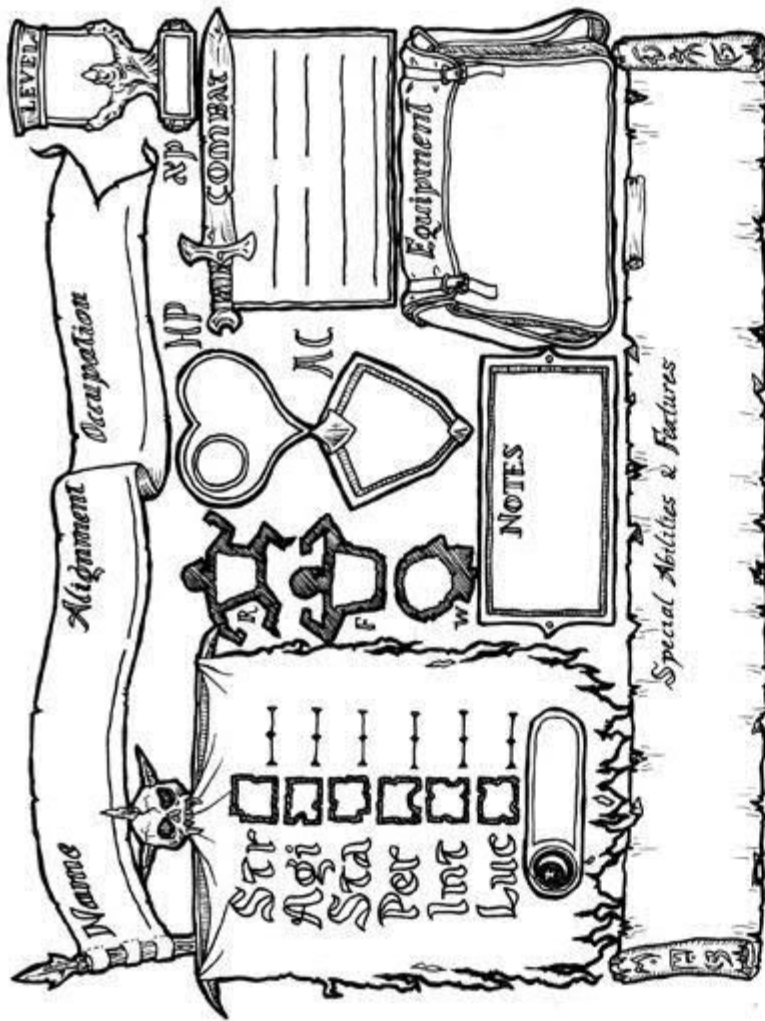
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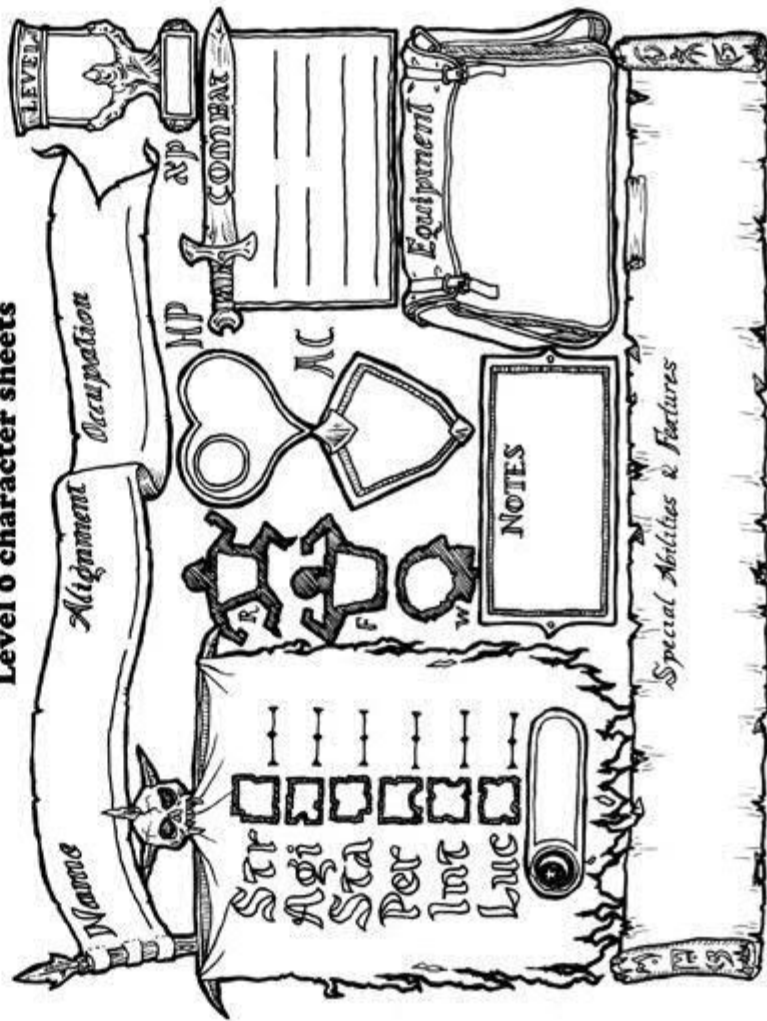
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DCC RPG

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You're no hero.

You're an adventurer:
a reaver,
a cutpurse,
a heathen-slayer,
a tight-lipped warlock
guarding long-dead secrets.

You seek gold and glory,
winning it with sword and spell,
caked in the blood and filth of the
weak, the dark, the demons,
and the vanquished.

There are treasures to be won
deep underneath, and you shall
have them...



DCC RPG STARTER RULES

These starter rules were written specifically to introduce judges and players to the DCC RPG system. In some areas, rules have been condensed and simplified. These rules will serve primarily to get characters through their first level 0 adventure and their first level 1 adventure. Although the rules go up to level 2, you won't have the full play experience until you buy the core rulebook. This starter document should be enough for you to realize how much fun the game is. For the full DCC experience and play at levels up to 10th, please refer to the Dungeon Crawl Classics RPG rulebook!

THE CORE MECHANIC



he core mechanic in DCC RPG is the d20 roll. You will frequently be asked to roll 1d20 and add or subtract modifiers. The goal is to roll high and beat a DC (Difficulty Class). Sometimes the DC will have specific terms, such as an Armor Class, or AC, which is a combat variety of a DC. A higher DC is more difficult to beat, and a better-armored creature has a higher AC.

If you roll equal to or higher than the DC (or AC), you succeed. Otherwise, you fail.

A roll of 1 is an automatic failure and often results in a fumbling failure of some kind.

A roll of 20 is an automatic hit and often results in a critical success of some kind.

Occasionally, a character may roll a die other than 1d20 when acting. 1d16, 1d24, and even 1d30 are used for weaker or stronger warriors and spellcasters.

THE DICE CHAIN



ne of the most fun aspects of using funky dice is getting to roll those dice! Many traditional RPGs utilize modifiers to dice rolls as a way to express improved success or failure in an action. For example, an attack with an off-hand weapon may incur a -4 penalty.

DCC RPG utilizes this traditional modifier system but also employs a system of swapping out die types. Although d20 is the core die mechanic in the game, there are times when the player may be instructed to roll a d16 or a d24 instead, depending on whether the action has an improved or reduced chance of success. The system for moving "up and down" different die types is known as the dice chain.

The dice chain is represented as follows:

d3 - d4 - d5 - d6 - d7 - d8 - d10 - d12 - d14 - d16 - d20 - d24 - d30

Whenever the rules specify a bonus of +1d, the die to be rolled moves one step to the right on the chain, culminating

in a d30 (the largest die that can be used). When the rules specify a penalty of $-1d$, the die to be rolled moves one step to the left, culminating in a d3 (the smallest die that can be used). Multiple steps can switch the die type two or more steps, and combined improved and reduced results can offset each other. Modifiers to the roll (such as +1 or -2) are applied to the result on the new die type.

HOW IS THIS GAME DIFFERENT FROM WHAT I HAVE PLAYED BEFORE?

If you are familiar with the d20 system (3.0 and 3.5):

- DCC RPG does not have prestige classes, attacks of opportunity, feats, or skill points.
- Classes and races are one and the same. You are a wizard or an elf.

If you are familiar with various iterations of AD&D:

- DCC RPG uses an ascending armor class system. A normal, unarmored peasant is AC 10, while a warrior in plate mail is AC 18.
- Attacks, saves, and skill checks all involve rolling 1d20, adding modifiers, and trying to beat a number.
- There are three saving throws: Fortitude, Reflex, and Willpower.

No matter what edition you've played before:

- Clerics turn creatures that are unholy to their religion. This may include un-dead and other creatures.
- All spells are cast with a spell check, where the caster rolls 1d20, adds certain modifiers, and tries to score high. The higher the roll the more effective the result. Each spell has a unique chart that adjudicates the spell's results.
- Wizards may or may not lose their spells after a casting. A low result means the wizard cannot cast the spell again that day. On a high result, he can cast the spell again.
- Cleric spellcasting works differently from wizard casting. Clerics never lose a spell when it's cast. However, when a cleric casts any spell and fails in his attempt, he may increase his "natural failure range." By the end of the day, a cleric may automatically fail on more rolls than just a natural 1.
- There is a critical hit matrix. Higher-level characters and martial characters generate critical hits more often and roll on more deadly result tables.
- You can burn off ability scores to enhance dice rolls. All characters can burn Luck, and wizards and elves can burn other abilities.



WEIRD DICE

This game utilizes polyhedrons of unusual shapes. Specifically, it utilizes the standard suite of dice, as well as what the author refers to as "Zocchi dice." As an experienced gamer, you undoubtedly own a d4, d6, d8, d10, d12, and d20. DCC RPG also makes use of Zocchi dice in the following configurations: d3, d5, d7, d14, d16, d24, and d30. You can purchase these weird dice sets from many online retailers, including Goodman Games.

You can still roll with regular polyhedral dice.

It is easy to substitute for the "weird dice" with a regular dice set. For a d3, roll 1d6 and divide by two. For a d7, roll 1d8 and re-roll on an 8. For d14 or d16, roll d20 and ignore rolls above the die-facing threshold. For d24, roll 1d12 and 1d6; if the 6-sider is odd, add 12 to the 1d12 roll. And so on.

CHARACTER CREATION

 In DCC RPG, player characters are not created by staying up all night devising a unique and interesting backstory. You roll up 0-level untrained and uneducated peasants and play that unique backstory out. We highly suggest each player roll up multiple 0-level characters – at least three, possibly more. Don't get attached. Characters that survive their first dungeon then choose classes and become worth remembering.

Character creation in the DCC RPG follows these steps:

- 1 Determine ability scores; 3d6 in order for each. Note ability modifiers on Table 1-1. The abilities are: Strength, Agility, Stamina, Intelligence, Personality, Luck.
- 2 Determine hit points; roll 1d4, adjusted by Stamina modifier.
- 3 Determine Lucky Sign; roll 1d30, adjusted by Luck modifier on Table 1-2. The resultant Lucky Roll modifier associated with that Lucky Sign is permanent and does not change later when Luck is spent.
- 4 Determine 0-level occupation; roll 1d100 on Table 1-3. This result will tell include the character's 0-level starting weapon and trade goods.
- 5 Choose an alignment.
- 6 Determine starting money; roll 5d12 copper pieces.
- 7 0-Level characters come with some starting equipment, including occupation weapon and trade goods, and one randomly determined piece of equipment from Table 3-3. Level-0 characters may also purchase or barter additional equipment, if able.
- 8 Attempt to survive your first dungeon. If you survive and reach 10 XP, you advance to 1st level. At this point, you choose a class.

TABLE 1-1: ABILITY SCORE MODIFIERS

Ability Score	Modifier	Wizard Spells Known	Max Spell Level**
3	-3	No spellcasting possible	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

* Minimum of 1 spell.

** Based on Intelligence for wizards and Personality for clerics.



"With 8 INT you won't go far as a wizard, John, but as a warrior you can still earn a fine salary of 4d6 GP!"

TABLE 1-2: LUCK SCORE

d30	Birth Augur and Lucky Roll
1	Harsh winter: All attack rolls
2	The bull: Melee attack rolls
3	Fortunate date: Missile fire attack rolls
4	Raised by wolves: Unarmed attack rolls
5	Conceived on horseback: Mounted attack rolls
6	Born on the battlefield: Damage rolls
7	Path of the bear: Melee damage rolls
8	Hawkeye: Missile fire damage rolls
9	Pack hunter: Attack and damage rolls for 0-level starting weapon
10	Born under the loom: Skill checks (including thief skills)
11	Fox's cunning: Find/disable traps
12	Four-leafed clover: Find secret doors
13	Seventh son: Spell checks
14	The raging storm: Spell damage
15	Righteous heart: Turn unholy checks
16	Survived the plague: Magical healing*
17	Lucky sign: Saving throws
18	Guardian angel: Savings throws to escape traps
19	Survived a spider bite: Saving throws against poison
20	Struck by lightning: Reflex saving throws
21	Lived through famine: Fortitude saving throws
22	Resisted temptation: Willpower saving throws
23	Charmed house: Armor Class
24	Speed of the cobra: Initiative
25	Bountiful harvest: Hit points (applies at each level)
26	Warrior's arm: Critical hit tables**
27	Unholy house: Corruption rolls
28	The Broken Star: Fumbles**
29	Birdsong: Number of languages
30	Wild child: Speed (each +1/-1 = +5'/-5' speed)



* If a cleric, applies to all healing the cleric performs. If not a cleric, applies to all magical healing received from other sources.

** Luck normally affects critical hits and fumbles. On this result, the modifier is doubled for purposes of crits or fumbles.

TABLE 1-3: OCCUPATION

Roll	Occupation	Trained Weapon†	Trade Goods
01	Alchemist	Staff	Oil, 1 flask
02	Animal trainer	Club	Pony
03	Armorer	Hammer (as club)	Iron helmet
04	Astrologer	Dagger	Spyglass
05	Barber	Razor (as dagger)	Scissors
06	Beadle	Staff	Holy symbol
07	Beekeeper	Staff	Jar of honey
08	Blacksmith	Hammer (as club)	Steel tongs
09	Butcher	Cleaver (as axe)	Side of beef
10	Caravan guard	Short sword	Linen, 1 yard
11	Cheesemaker	Cudgel (as staff)	Stinky cheese
12	Cobbler	Awl (as dagger)	Shoehorn
13	Confidence artist	Dagger	Quality cloak
14	Cooper	Crowbar (as club)	Barrel
15	Costermonger	Knife (as dagger)	Fruit
16	Cutpurse	Dagger	Small chest
17	Ditch digger	Shovel (as staff)	Fine dirt, 1 lb.
18	Dock worker	Pole (as staff)	1 late RPG book
19	Dwarven apothecarist	Cudgel (as staff)	Steel vial
20	Dwarven blacksmith	Hammer (as club)	Mithril, 1 oz.
21	Dwarven chest-maker	Chisel (as dagger)	Wood, 10 lbs.
22	Dwarven herder	Staff	Sow**
23-24	Dwarven miner	Pick (as club)	Lantern
25	Dwarven mushroom-farmer	Shovel (as staff)	Sack
26	Dwarven rat-catcher	Club	Net
27-28	Dwarven stonemason	Hammer	Fine stone, 10 lbs.
29	Elven artisan	Staff	Clay, 1 lb.
30	Elven barrister	Quill (as dart)	Book
31	Elven chandler	Scissors (as dagger)	Candles, 20
32	Elven falconer	Dagger	Falcon
33-34	Elven forester	Staff	Herbs, 1 lb.
35	Elven glassblower	Hammer (as club)	Glass beads
36	Elven navigator	Shortbow	Spyglass
37-38	Elven sage	Dagger	Parchment and quill pen
39-47	Farmer*	Pitchfork (as spear)	Hen**
48	Fortune-teller	Dagger	Tarot deck
49	Gambler	Club	Dice
50	Gongfarmer	Trowel (as dagger)	Sack of night soil
51-52	Grave digger	Shovel (as staff)	Trowel
53-54	Guild beggar	Sling	Crutches
55	Halfling chicken butcher	Hand axe	Chicken meat, 5 lbs.
56-57	Halfling dyer	Staff	Fabric, 3 yards
58	Halfling glovemaker	Awl (as dagger)	Gloves, 4 pairs
59	Halfling gypsy	Sling	Hex doll
60	Halfling haberdasher	Scissors (as dagger)	Fine suits, 3 sets
61	Halfling mariner	Knife (as dagger)	Sailcloth, 2 yards
62	Halfling moneylender	Short sword	5 gp, 10 sp, 200 cp
63	Halfling trader	Short sword	20 sp
64	Halfling vagrant	Club	Begging bowl
65	Healer	Club	Holy water, 1 vial
66	Herbalist	Club	Herbs, 1 lb.
67	Herder	Staff	Herding dog**
68-69	Hunter	Shortbow	Deer pelt
70	Indentured servant	Staff	Locket
71	Jester	Dart	Silk clothes



SBP

TABLE 1-3: OCCUPATION, CONTINUED

Roll	Occupation	Trained Weapon†	Trade Goods
72	Jeweler	Dagger	Gem worth 20 gp
73	Locksmith	Dagger	Fine tools
74	Mendicant	Club	Cheese dip
75	Mercenary	Longsword	Hide armor
76	Merchant	Dagger	4 gp, 14 sp, 27 cp
77	Miller/baker	Club	Flour, 1 lb.
78	Minstrel	Dagger	Ukulele
79	Noble	Longsword	Gold ring worth 10 gp
80	Orphan	Club	Rag doll
81	Ostler	Staff	Bridle
82	Outlaw	Short sword	Leather armor
83	Rope maker	Knife (as dagger)	Rope, 100'
84	Scribe	Dart	Parchment, 10 sheets
85	Shaman	Feathered bone club	Com badge
86	Slave	Club	Strange-looking rock
87	Smuggler	Sling	Waterproof sack
88	Soldier	Spear	Shield
89-90	Squire	Longsword	Steel helmet
91	Tax collector	Longsword	100 cp
92-93	Trapper	Sling	Badger pelt
94	Urchin	Stick (as club)	Begging bowl
95	Wainwright	Club	Pushcart***
96	Weaver	Dagger	Fine suit of clothes
97	Wizard's apprentice	Dagger	Black grimoire
98-100	Woodcutter	Handaxe	Bundle of wood



† If a missile fire weapon (such as sling or dart), roll 1d6 to determine number of sling stones or darts.

* Roll 1d8 to determine farmer type: (1) potato, (2) wheat, (3) turnip, (4) corn, (5) rice, (6) parsnip, (7) radish, (8) rutabaga.

** Why did the chicken cross the hallway? To check for traps! In all seriousness, if the party includes more than one farmer or herder, randomly determine the second and subsequent farm animals for each duplicated profession with 1d6: (1) sheep, (2) goat, (3) cow, (4) duck, (5) goose, (6) mule.

*** Roll 1d6 to determine what's in the cart: (1) tomatoes, (2) nothing, (3) straw, (4) your dead, (5) dirt, (6) rocks.

TABLE 1-4: XP LEVEL THRESHOLDS

Zero-level characters start at 0 XP. The indicated level of XP is necessary to achieve each new level. For example, a 0-level character becomes a 1st-level warrior when he reaches 10 XP, a 2nd-level warrior when he reaches 50 XP, a 3rd-level warrior when he reaches 110 XP, and so on.

Level	XP Required
0	0
1	10
2	50
3	110
4	190
5	290
6	410
7	550
8	710
9	890
10	1090



"How come your plate mail gives the same Armor Bonus as mine?"



WEAPON TRAINING

All 0-level characters are trained in the one weapon they possess from their former occupation. If a 0-level character handles multiple weapons over his career, he is considered trained in the last weapon he fought with. At 1st level, a character gains training in additional weapons, based on the class he chooses.

Generally, using a weapon without training imposes an attack penalty. However, this penalty is waived for 0-level characters. It is assumed that their naturally poor combat abilities reflect equal incompetence with the martial use of all weapons.

TRADE GOODS

Novice adventurers typically hail from mundane backgrounds. The economics of a feudal setting involve more barter than coinage. The typical farmer or woodcutter may sustain his family for years of trade without ever setting eye on a metal coin. All 0-level characters start with trade goods of some kind, as indicated on table 1-3. These may be useful in the dungeon or may provide a starting point for trading up to a better status in life. In addition to their trade goods, each 0-level character starts with one randomly determined piece of adventuring equipment. Roll 1d24 on table 3-3 for each character.



ALIGNMENT

Alignment is a choice of values. In its simplest form it determines behavior. In higher forms it determines allegiance to a cosmic force. Characters choose an alignment at 0 level, and this choice determines their options for the rest of their lives.

Alignment functions on many levels, but there are two primary extremes: lawful and chaotic, with the balance of neutrality between. A character chooses one of these three alignments at 0 level.

EXPERIENCE POINTS AND LEVEL ADVANCEMENT

As a character completes adventures, he practices his skills and becomes more talented. Characters earn experience points (XP) that allow them to progress in level.

Basics of the XP System: The DCC RPG experience system works as follows:

- All character classes use the same advancement table.
- Each encounter is worth from 0 to 4 XP, and those XP are not earned merely by killing monsters, disarming traps, looting treasure, or completing a quest. Rather, successfully surviving encounters earns the characters XP in DCC RPG. A typical encounter is worth 2 XP, and the system scales from 0 to 4 depending on difficulty.
- All characters that participate in the encounter receive the same XP.
- The judge determines how much XP is awarded.
- Characters level up when they reach the XP threshold for the next level.
- The level thresholds become progressively higher. The number of "average adventures" required to advance to each subsequent level is higher than the preceding level.

See Table 1-4 for the amounts of XP required to advance in level.

Note: A 1st-level character retains his hit points from level 0, and gains new hit points according to his class. All characters of 1st-level or higher thus have their class hit dice plus 1d4 hit points from level 0.

THE CHARACTER CREATION FUNNEL

Some role playing games codify "game balance" in an abundance of character options. The DCC RPG takes an anachronistic approach to this concept by pursuing an even playing field through *randomization* rather than *complexity*. The character creation steps that follow generate a play style that may be unlike anything you have experienced in the last twenty-odd years – provided you follow the steps precisely. Omit any element, and you'll find that the process does not work. Here is why.

DCC RPG generates characters using what the author refers to as a "funnel." First, each *player* generates at least two, and

possibly as many as four, 0-level characters. It is critical that the characters be generated using the process as described: completely random ability scores, random occupation, random Luck modifier, and random equipment. Each player ends up with an assortment of characters who could potentially serve as several different classes. When all characters are generated, have the players go around the table and introduce their 0-level peons to their peers.



The “funnel” takes place in 0-level play. During the first 0-level game, it is expected each player will lose some or most of his characters. When mere peasants and yeomen explore deadly dungeons, a high mortality rate is a matter of course. By the end of the first game, the players will be left with a motley crew of survivors, and this group of heroic adventurers becomes the 1st-level party.

Using this method of highly random character results, high mortality rates, and player choices as to which of their ran-

domly-generated characters takes risks and which stays safe, you, the judge, will find you have a party of randomly generated characters in which the players have agency. There are essentially no opportunities for min-max play, and yet players find themselves attached to their plucky little serfs who have done such amazing deeds at low levels. Their 0-level exploits will define them forever with great deeds completed at great risk. The author strongly encourages you to begin play using the method as described here *exactly*. Give it a chance; you may find you like it.

CHARACTER CLASSES

At 1st level, humans may become Clerics, Thieves, Warriors, or Wizards. For Elves, Dwarves, and Halflings, their race is synonymous with their class.

The following information covers only the first two levels of each respective class, and particularly in the case of spellcasters, include only a limited list of abilities and spells. For the fully expanded abilities of each class, or for higher level play than 2nd, please reference the Dungeon Crawl Classics RPG rulebook.

CLERIC

An adventuring cleric is a militant servant of a god, often part of a larger order of brothers. He wields the weapons of his faith: physical, spiritual, and magical. Physically, he is a skilled fighter when using his god’s chosen weapons. Spiritually, he is a vessel for the expression of his god’s ideals, able to channel holy powers that harm his god’s enemies. Magically, he is able to call upon his god to perform amazing feats.

Both clerics and wizards may gain powers from gods, but in different ways. A cleric worships a greater power and is re-

warded for his service. A wizard unlocks the hidden mysteries of the universe in order to dominate powers both known and unknowable.

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

Alignment / Choosing a god: At 1st level, a cleric selects a god to worship, and in doing so chooses one side of the eternal struggle. A cleric’s choice of god must match his or her alignment.

Weapon training: A cleric is trained in the weapons used by faithful followers of his god. The DCC RPG core book includes listings by deity; for purposes of these quick start rules, clerics can use the club, mace, sling, staff, and warhammer. Clerics may wear any armor and their spell checks are not hindered by its use.

Magic: A cleric can call upon the favor of his god. This form of magic is known as idol magic. Its successful use allows a cleric to channel his god’s power as a magical spell. A cleric has access to the spells of his god as noted on Table 1-5.

To cast a spell, a cleric makes a spell check. The spell check is made like any other check: roll 1d20 + Personality modifier + caster level. If the cleric succeeds, his god attends to his request – not always predictably, but with positive results.

These rules apply to clerical magic:

- **Natural 1 means disapproval.** On a natural 1 during a spell check, a cleric discovers that he has somehow gained the disapproval of his deity. The spell check automatically fails, and the cleric must roll on Table 5-7: Disapproval (see page 27).
- **Each failed spell check increases the chance of disapproval.** After his first spell check fails in a day, a cleric's range of disapproval increases from a natural 1, to a natural roll of 1 or 2. Thereafter, on any natural roll of 1 or 2, the spell automatically fails, and the cleric must roll on the Disapproval Table. After a second spell check fails, a cleric's range of disapproval increases to a natural roll of 1 through 3. And so on. The range continues increasing, and any natural roll within that range automatically fails. This means that a cleric could potentially reach a point where normally successful rolls automatically fail because they are in the disapproval range. For example, a cleric who fails 12 spell checks in a day would automatically fail any future spell check on a roll of 1 through 13, even though a roll of 13 would normally mean success on 1st-level spells. When the cleric regains spells on the following day, his disapproval range is reset to a natural 1. Probably. Clerics who test their gods may find they are not always forgiving.

Sacrifices: A cleric may make sacrifices to his deity in order to regain favor. Sacrifices vary according to the nature of the deity, but, in general, any offering of material wealth counts. Other acts may count as well, at the discretion of the judge.

Sacrificing wealth means the items must be burned, melted down, donated to the needy, contributed to a temple, or otherwise relieved from the character's possession. They may be donated as part of a special rite or simply added to a temple's coffers. This is not a rapid combat action; it requires a minimum time of at least one turn and the cleric's full concentration.

For every 50 gp of sacrificed goods, a cleric "cancels" one point of normal disapproval range. For example, a disapproval range of 1 through 4 can be reduced to 1 through 3. A natural 1 still counts as automatic failure and disapproval.

A great deed, quest, or service to a deity may also count as a sacrifice, at the judge's discretion.

Turn unholy: A cleric wields his holy symbol to turn away abominations. At any time, a cleric may utilize a spell check to deter unholy creatures. An unholy creature is any being that the cleric's scriptures declare unholy. Typically this includes un-dead, demons, and devils. The turn unholy spell check is made as follows: 1d20 + Personality modifier + caster level + Luck modifier. Failure increases disapproval range, as noted above.

Lay on hands: Clerics heal the faithful. By making a spell check, a cleric may lay on hands to heal damage to any living creature. The cleric may not heal un-dead, animated objects (e.g., living statues), extraplanar creatures (e.g., demons, devils, elementals, etc.), or constructs (e.g., golems) in this manner. The cleric must physically touch the wounds of the faithful and concentrate for 1 action. The spell check is made

as any other: roll 1d20 + Personality modifier + caster level. Failure increases disapproval range, as previously noted.

Healing via laying on hands is always accomplished in terms of the subject's own hit dice, and is bounded by alignment. Specific conditions such as disease, paralysis, or poison may be healed instead of general damage if the hit die results are high enough (see core book).

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	2 dice	1 die	1 die
14-19	3 dice	2 dice	1 die
20-21	4 dice	3 dice	2 dice
22+	5 dice	4 dice	3 dice

The cleric's alignment further influences the results. If cleric and subject are the same alignment, they count as "same" on the table. If cleric and subject differ in alignment by one step (e.g., one is neutral and the other is lawful or chaotic), *or* have different but not antithetical gods, they count as "adjacent" on the table. Such a healing action *may* constitute sin if not done in service of the faith. If cleric and subject are of opposed alignment (e.g., one is lawful and one is chaotic), *or* have rival gods, they count as "opposed" on the table. Such a healing *almost always* counts as a sin unless it is an extraordinary event in the service of the deity.

THIEF



Thieves include hulking, skulking thugs waiting for their next victim, dexterous wall-climbing burglars brazenly pilfering treasures from impenetrable vaults, fleet-footed cutpurses outrunning shouting pursuers through a crowded market, or brooding killers stalking difficult prey. Thieves can be big or small, fast or slow, tall or thin, but they all have one thing in common: they survive not by sword or spell, but by stealth and cunning.

Hit points: A thief gains 1d6 hit points at each level.

Weapon training: A thief is trained in these weapons: blackjack, blowgun, crossbow, dagger, dart, garrote, longsword, short sword, sling, and staff. Thieves are careful in their choice of armor, as it affects the use of their skills.

Alignment: Although thieves have little regard for the laws of civilization, they are not always necessarily chaotic.

Thieves' Cant: Thieves speak a secret language called the cant known only to members of their class. This is a spoken language with no written alphabet. Teaching the cant to a non-thief is punishable by death. Certain double-entendre phrases in Common have an alternate meaning in the cant and are used by thieves to identify their brethren covertly.



Luck and Wits: Thieves survive on their luck and their wits, and the most successful thieves live a life of fortune on guts and intuition. A thief gains additional bonuses when expending Luck. First, the thief rolls a luck die when he expends Luck. The luck die is indicated on Table 1-6. For each point of Luck expended, he rolls one die and applies that modifier to his roll. For example, a 2nd-level thief who burns 2 points of Luck adds +2d4 to a d20 roll.

Second, unlike other classes, the thief recovers lost Luck to a limited extent. The thief's Luck score is restored each night by a number of points equal to his level. This process cannot take his Luck score past its natural maximum.

THIEVING SKILLS

A thief learns certain skills that aid his illicit pursuits. A thief can pick locks, find and disable traps, sneak silently, hide in shadows, climb sheer surfaces, forge documents, pick pockets, handle poison, and read languages.

The thief's alignment determines his rate of advancement in the various thieving skills. The thief receives a bonus to his skills based on level and alignment, as shown on table 1-6.

To use a thief skill, the player rolls d20 and adds his modifier. He must beat a DC assigned to the task at hand. An easy task is DC 5, while an extremely difficult task is DC 20 – for example, picking an extraordinarily well crafted lock, or picking the pocket of an alert guard. In some cases, the judge may make the roll for the character, and the result will not be known until some trigger event occurs (e.g., a forged document may not be truly tested until presented to the king's commissary).

A thief needs special tools to pick locks, find and disable traps, climb sheer surfaces, forge documents, and handle poisons. A 1st-level thief must purchase a set of thieves' tools that allows him to use these skills.

Success when using a thief's skill means the following:

Backstab: The most successful thieves kill without their victims ever being aware of the threat. When attacking a target from behind or when the target is otherwise unaware, the thief receives the indicated attack bonus to his attack roll. In addition, if he hits, the thief automatically achieves a critical hit, rolling on the crit table as per his level. Backstab attempts can only be made against creatures with clear anatomical vulnerabilities.

Sneak silently: The thief rolls against a hard DC, and success means the thief did indeed sneak silently. With the exception of demi-gods and extraordinary magic, the thief's movement cannot be heard. The base DC for moving across stone surfaces is DC 10. Cushioned surfaces, such as grass or carpet are DC 5; moderately noisy surfaces, such as creaking wooden boards are DC 15; and extremely noisy surfaces, like crackling leaves, still water, or crunchy gravel are DC 20.

Hide in shadows: A successful hide in shadows check means the thief cannot be seen. The base DC for sneaking down a hallway with moderate cover (chairs, bookcases, crevasses, nooks and crannies, alcoves, etc.) is DC 10. Hiding at night or in a shaded or dimly lit area is DC 5; hiding under a full moon is DC 10; hiding in daylight but in a dark shadow or behind a solid object is DC 15; and hiding in broad daylight with minimal obstruction is DC 20.



TABLE 1-5: CLERIC

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	1st Level Spells	Title by Alignment		
								Lawful	Neutral	Chaotic
1	+0	1d8/III	1d20	+0	+1	+1	4	Acolyte	Witness	Zealot
2	+1	1d8/III	1d20	+0	+1	+1	5	Heathen- Slayer	Pupil	Convert

TABLE 1-6: THIEF

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Luck Die	Title by Alignment		
								Lawful	Neutral	Chaotic
1	+0	1d10/II	1d20	+1	+1	+0	d3	Bravo	Beggar	Thug
2	+1	1d10/II	1d20	+1	+1	+0	d4	Apprentice	Cutpurse	Murderer

TABLE 1-7: THIEF SKILLS BY LEVEL AND ALIGNMENT

Skill	Lawful		Neutral		Chaotic	
	Level 1	Level 2	Level 1	Level 2	Level 1	Level 2
Backstab	+1	+3	+0	+1	+3	+5
Sneak silently*	+1	+3	+3	+5	+3	+5
Hide in shadows*	+3	+5	+1	+3	+1	+3
Pick pocket*	+1	+3	+3	+5	+0	+1
Climb sheer surfaces*	+3	+5	+3	+5	+1	+3
Pick lock*	+1	+3	+1	+3	+1	+3
Find trap†	+3	+5	+1	+3	+1	+3
Disable trap*	+3	+5	+1	+3	+0	+1
Forge document*	+0	+0	+3	+5	+0	+0
Disguise self‡	+0	+1	+0	+0	+3	+5
Read languages†	+0	+0	+0	+1	+0	+0
Handle poison	+0	+1	+0	+0	+3	+5
Cast spell from scroll†	d10	d10	d12	d12	d10	d10

* The thief's Agility modifier, if any, also modifies checks for these skills.

† The thief's Intelligence modifier, if any, also modifies checks for these skills.

‡ The thief's Personality modifier, if any, also modifies checks for these skills.

TABLE 1-8: WARRIOR

Level	Attack (Deed Die)	Crit Die/ Table	Action Dice	Ref	Fort	Will	Threat Range	Title by Alignment		
								Lawful	Neutral	Chaotic
1	+d3*	1d12/III	1d20	+1	+1	+0	19-20	Squire	Wildling	Bandit
2	+d4*	1d14/III	1d20	+1	+1	+0	19-20	Champion	Barbarian	Brigand

*A warrior's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls.

TABLE 1-9: WIZARD

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	1st Level Spells	Title by Alignment		
								Lawful	Neutral	Chaotic
1	+0	1d6/I	1d20	+1	+0	+1	4	Evoker	Astrologist	Cultist
2	+1	1d6/I	1d20	+1	+0	+1	5	Controller	Enchanter	Shaman

TABLE 1-10: DWARF

Level	Attack (Deed Die)	Crit Die/ Table	Action Dice	Ref	Fort	Will	Title by Alignment		
							Lawful	Neutral	Chaotic
1	+d3*	1d10/III	1d20	+1	+1	+1	Agent	Apprentice	Rebel
2	+d4*	1d12/III	1d20	+1	+1	+1	Broker	Novice	Dissident

*A dwarf's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls.

TABLE 1-11: ELF

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	1st Level Spells	Elf Titles (All Alignments)
1	+1	1d6/II	1d20	+1	+1	+1	3	Wanderer
2	+1	1d6/II	1d20	+1	+1	+1	4	Seer

TABLE 1-12: HALFLING

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Sneak & Hide	Halfling Titles (All Alignments)
1	+1	1d8/III	1d20	+1	+1	+1	+3	Wanderer
2	+2	1d8/III	1d20	+1	+1	+1	+5	Explorer

Pick pocket: The thief surreptitiously takes an object off a target's person. This skill also includes other feats of legerdemain such as card tricks, minor magic tricks, and so on. Stealing from an unaware target with a loose pocket and an unsecured coin pouch is DC 5; picking the pocket of a target that is actively watching and monitoring his or her belongings is DC 20; and the varying degrees of watchfulness in between define other check thresholds.

Climb sheer surfaces: As one would expect, DC 20 is a perfectly smooth surface with no visible handholds. A normal stone wall is DC 10.

Pick lock: A mundane lock is DC 10. An extremely well crafted lock is DC 20. Some locks of legendary manufacture and notable difficulty are DC 25 or higher.

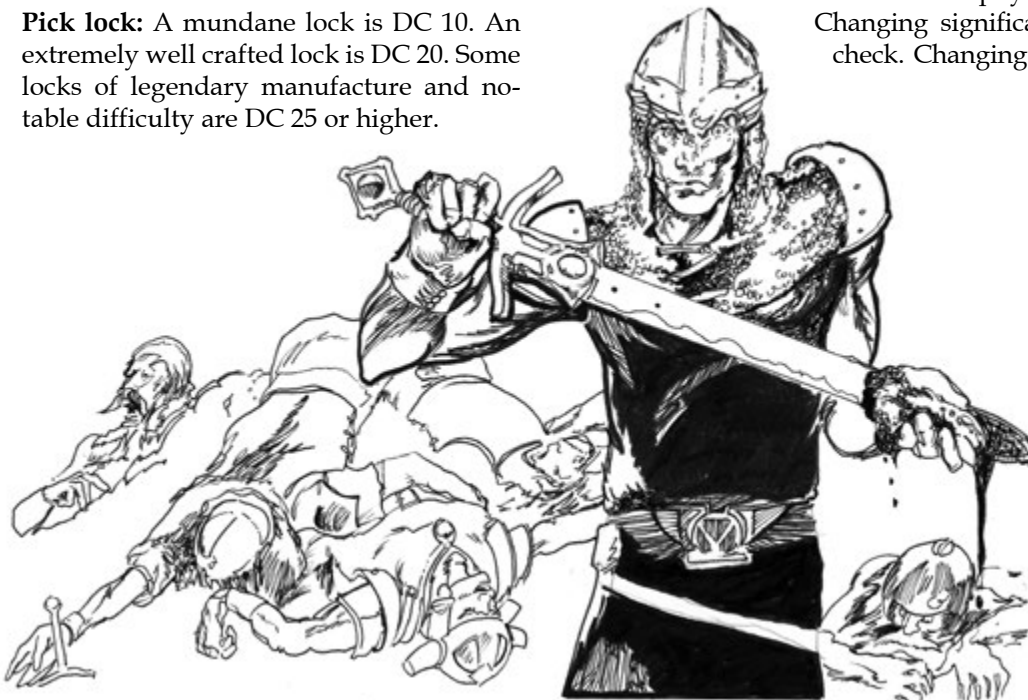
Find trap and disable trap: A large, bulky trap is DC 10. This would include traps like a pit in the floor, a spring-loaded axe, or a dropped portcullis. More subtle traps are DC 15, DC 20, or even higher. A natural 1 on a disable trap check triggers the trap.

Forge document: The DC varies with the complexity and originality of the source document, ranging from DC 5 to DC 20.

Disguise self: The degree of change determines the DC. The thief can transform himself to resemble someone of the same basic race and physical dimensions with a DC 5 check. Changing significant facial features requires a DC 10 check. Changing physical traits, like mannerisms and height, requires a DC 15 check. Fooling someone close to the target (such as a parent or spouse) requires a minimum DC 20 check.

Read languages: Interpreting simple meaning requires a DC 10 check. Interpreting anything more detailed is DC 15.

Handle poison: Any time a thief uses poison he must make a DC 10 safety check. On a failure, he accidentally poisons himself! This check is made each time poison is applied to a blade or other surface. Additionally, on a natural 1 on any attack roll with a poisoned blade, the thief automatically poisons himself, in addition to any fumble results.



Cast spell from scroll: Provided a spell is written on a scroll, a thief can attempt to read the scroll and cast the magical spell. The spell check DC is as standard, but the thief rolls the indicated type of die to attempt to beat that DC. The thief may not attempt spellburn.

WARRIOR



Warriors include any type of professional fighter, including a mailed knight on a king's errand, a greedy brigand loyal to no man, a wild bear-skinned wanderer with an empty stomach, or a stout man-at-arms armored by a merchant's gold. Of all the classes, warriors have the best attack bonus, the highest hit points, and the most potential for extra attack actions.

Hit points: A warrior gains 1d12 hit points at each level.

Weapon training: A warrior is trained in the use of these weapons: battle axe, club, crossbow, dagger, dart, ail, hand axe, javelin, lance, longbow, long sword, mace, polearm, short bow, short sword, sling, spear, staff, two-handed sword, and warhammer. Warriors wear whatever armor they can afford.

Alignment: Warriors can follow one of several paths based on their alignment, which in turn affects their title and career path.

Attack modifier / Deed Die: Unlike other classes, warriors do not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a *deed die*. At 1st level, this is a d3. The warrior rolls this d3 on each attack roll and applies it to both his attack roll *and* his damage roll. On one attack, the die may give him a +1 to his attack roll and damage roll. On the next attack, the die may give him +3! The warrior's deed die increases which each level of experience gained.

Mighty Deed of Arms: Warriors earn their gold with pure physical prowess. They swing across chapels on chandelier chains, bash through iron-banded oaken doors, and leap over chasms in pursuit of their foes. When locked in mortal melee, their mighty deeds of arms turn the course of battle: a brazen bull rush to push back the enemy lines, a swinging flail to entangle the beastman's sword arm, or a well-placed dagger through the enemy knight's visor.

Prior to any attack roll, a warrior can declare a Mighty Deed of Arms, or for short, a Deed. This Deed is a dramatic combat maneuver within the scope of the current combat. For example, a warrior may try to disarm an enemy with his next attack, or trip the opponent, or smash him backward to open access to a nearby corridor. The Deed does not increase damage but could have some other combat effect: pushing back an enemy, tripping or entangling him, temporarily blinding him, and so on.



The warrior's deed die determines the Deed's success. This is the same die used for the warrior's attack and damage modifier each round. If the deed die is a 3 or higher, *and the attack lands* (e.g., the total attack roll exceeds the target's AC), the Deed succeeds. If the deed die is a 2 or less, or the overall attack fails, the Deed fails as well.

Critical hits: In combat, a warrior is most likely to score a critical hit and tends to get the most destructive effects when he does so. At 1st through 4th levels, a warrior scores a critical hit on any natural roll of 19-20.

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

Luck: A warrior's Luck modifier (if any) applies to attack rolls with one specific kind of weapon. This specific weapon must be chosen at 1st 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."

WIZARD



Wizards typically owe allegiance to no man, but a demon or god may hold sway upon their souls. Wizards include tight-lipped warlocks studying ancient tomes, witches corrupted by black magic, demonologists trading soul-slivers for secrets, or enchanters muttering chants in lost tongues. Wizards control the forces of magic, but these powerful magics are unpredictable and wild. Unlike clerics whose faithful service is rewarded with divine powers, wizards wield magic through mastery and dominance of forces in which they are not always voluntary participants.

Hit points: A wizard gains 1d4 hit points at each level.

Weapon training: A wizard is trained in the use of the dagger, longbow, longsword, shortbow, short sword, and staff. Wizards rarely wear armor, as it hinders spell casting.

Alignment: Wizards pursue magical arts according to their natural inclinations. Chaotic wizards study black magic. Neutral or lawful wizards seek control over elements. Wizards of all persuasions practice enchantment.

Magic: Magic is unknown, dangerous, and inhuman. Even the best wizards occasionally fail to properly harness a spell, with unpredictable results. Wizards thus inculcate their preferred magics, lest they err in casting a spell and corrupt themselves with misdirected magical energies. At 1st level a wizard determines 4 spells that he knows, representing years of study and practice. As his comprehension expands, a wizard may learn more spells of progressively higher levels.

Known spells are determined randomly. They may be of any level for which the wizard is eligible.

Wizards cast spells by making a spell check. A wizard's spell check is usually 1d20 + Intelligence modifier + caster level.

Supernatural patrons: Wizards weave magic spells in consultation with powers from supernatural places and the outer planes. Demons and devils, angels, celestials, ghosts, outsiders, daevas, genies, elementals, Chaos Lords, spirits, elder gods, alien intelligences, and concepts foreign to mortal comprehension whisper secrets in exchange for favors best left unexplained. Gaining and invoking a patron is powerful magic, and is not covered in these starter rules. For further information, see the DCC RPG rule book.

Luck: A wizard's Luck modifier applies to rolls for corruption and mercurial magic.

Languages: A wizard knows *two* additional languages for every point of Int modifier.

DWARF



Dwarves are a short, stout demi-human race with an unabashed love of gold. Nothing pleases them more than the gleam of gems and the solidity of a gold ingot. Dwarves likewise love to fight wildly, swinging a weapon with brutal effectiveness as they chop their way through their foes.

Dwarves live far beneath the ground and rarely set foot above it. Dark caves and deep cities were once your home. Adventuring dwarves include exiled defenders selling their martial might, curious craftsmen trading on their talents, or bitter renegades unwilling to settle for your lot in life. You are an object of suspicion to surface-worlders as well as other dwarves. Dwarven societies are rigid, orderly, and prescribed, with clearly defined roles and responsibilities bound by byzantine rules of age and occupation. Any dwarf who rejects this lawful model of insular defensiveness to pursue a vocation of gregarious curiosity is, to his fellows, a loose cannon or possibly a traitor.

Hit points: A dwarf gains 1d10 hit points at each level.

Weapon training: Dwarves prefer to battle with a weapon and shield. A dwarf is trained in the use of these melee weapons: battleaxe, club, dagger, handaxe, longsword, mace, short sword, spear, two-handed sword, and warhammer. A dwarf is also trained in these missile fire weapons: crossbow, javelin, shortbow, and sling. Dwarves wear whatever armor they can afford.

Alignment: Dwarven life impresses lawful behavior forcefully. A dwarf who rejects this must have a good reason. Adventuring dwarves of a lawful alignment are typically agents of their native governments sent to spy, reconnoiter, procure goods, or build alliances. Chaotic dwarves are exceedingly rare in their home countries. Death or exile is their natural fate. Neutral dwarves adventure to learn of the world – a rare personality trait among this solipsistic race.

Mighty Deed of Arms: Dwarves have a militant heritage that glorifies martial prowess. Like warriors, they can perform Mighty Deeds of Arms in combat (see the warrior entry for a complete description).

Sword and board: Dwarves excel at fighting with a shield in one hand and a weapon in the other. When fighting with a shield, a dwarf always gains a shield bash as a second attack. This shield bash uses a d14 to hit (instead of a d20). The dwarf adds his deed die to this number, as with all attacks, and can attempt Mighty Deeds of Arms involving the shield as well as his weapon. The shield bash does 1d3 damage.

Infra-vision: A dwarf can see in the dark up to 60'.

Slow: A dwarf has a base movement speed of 20', as opposed to 30' for humans.

Underground Skills: Long life beneath the ground trains dwarves to detect certain kinds of construction. When underground, dwarves receive a bonus to detect traps, slanting passages, shifting walls, and other new construction equal to their class level. Additionally, a dwarf can smell gold and gems. A dwarf can tell the direction of a strong concentration of gold or gems within 100'. Smaller concentrations, down to a single coin, can still be smelled but require concentration and have scent ranges as low as 40' (for a single coin or gem).

Luck: At 1st level, a dwarf's Luck modifier applies to attack rolls with one specific kind of weapon (e.g., "longsword," not "swords"), just as a warrior's does. This kind of weapon must be chosen at 1st level, and the modifier remains fixed over time, even if the dwarf's Luck score changes.

Languages: At 1st level, a dwarf automatically knows Common, the dwarven racial language, plus one additional randomly determined language.

ELF



Elves are a strong, slender demi-human race native to woodlands and shaded forests. Elves live for more than a thousand years in small cities of like-minded individuals. Those elves who study the martial or magical arts may find themselves in search of an arcane relic, a divine token, or a legendary weapon. These seekers comprise the rare elven adventurers encountered by humans.

Elven longevity, combined with their skill with magic, has created many legends about their racial roots. Whether elves really have traffic with demons and gods is for them to know and the other races to discover.

Elves can cast spells as wizards do. An elf of the same power level as a human wizard also has many decades of combat experience. As such, elves typically cast their spells just as competently as human wizards and also have martial skills.

Hit points: An elf gains 1d6 hit points at each level.

Weapon training: An elf is trained in the use of the dagger, javelin, lance, longbow, longsword, shortbow, short sword, staff, spear, and two-handed sword. Elves often wear armor of mithril, even though it affects their spellcasting.

Because of their sensitivity to iron (as explained below), elf characters are trained from an early age with mithril weapons. Before they depart on a life of adventure, they have acquired mithril equipment. At 1st level, an elf character

may purchase one piece of armor and one weapon that are manufactured of mithril at no additional cost. Mithril armor weighs slightly less than iron or steel armor of the same type and can be worn by the elf without the pain normally associated with metal armors.

Alignment: With their multi-centenarian lifespan and proclivity for observation over action, elves tend toward chaotic and neutral alignments. Because they outlive many institutions of authority, elves are not often of lawful alignments.

Magic: Elves practice arcane magic sustained by traffic with otherworldly creatures. More so than human wizards, they form relationships with specific demi-beings and can directly request aid from beyond. Where a human wizard may cast a spell to summon a demon a few times in his life, an elf may converse repeatedly with the same demon so many times over so many centuries that long-term arrangements become feasible. All elves have one or more extraplanar patrons who sustain their magic. As such, their spells tend more toward those associated with elemental or demonic powers. For more on patrons and the spells associated with them, see the DCC RPG rule book.

Infravision: An elf can see in the dark up to 60'.

Immunities: Elves are immune to magical sleep and paralysis.

Vulnerabilities: Elves are extremely sensitive to the touch of iron. Direct contact over prolonged periods causes a burning sensation, and exposure at close distances makes them uncomfortable. An elf may not wear iron armor or bear the touch of iron weapons for extended periods. Prolonged contact with iron causes 1 hp of damage per day of direct contact.

Heightened Senses: Elves are astute and observant. All elf characters receive a +4 bonus to detect secret doors. Moreover, when simply passing within 10 feet of a secret door, elves are entitled to a check to detect it.

Luck: With their long lifespan, elves have ample opportunity to practice their magic craft. At 1st level, an elf may choose to apply his Luck modifier (if any) to spell checks on one spell of his choosing. That modifier does not change as the elf's Luck score changes.

Languages: At 1st-level, an elf automatically knows Common, the elven racial language, and one other language. An elf knows one additional language for every point of Int modifier.

HALFLING



Halflings are a little folk with a big appetites and a comfortable homes, which they plan to return to as soon as this one little quest is completed. The taller races might enjoy hunting for gold and glory, but all halflings ask for is a full stewpot, a cozy home, and pleasant conversation for teatime.

Halflings' small stature and modest goals let them escape the notice of most major powers. They keep to themselves and make contact with others only when they are inadvertently drawn into the affairs of "the taller races," as they call elves, dwarves, and humans. Halflings prefer lives of farming, gardening, beer-brewing, and other simple crafts. The few that take up adventuring are usually traders or ne'er-do-wells who have somehow been thrust outside the ordered nature of their normal lives.

Hit points: A halfling gains 1d6 hit points at each level. They're small, but lucky.

Weapon training: Halflings prefer to battle with a weapon in each hand. A halfling is trained in the use of the club, crossbow, dagger, handaxe, javelin, shortbow, short sword, sling, and staff. Halflings usually wear armor because it's much safer, you know.

Alignment: Halflings value community, family, and kinship. They are usually lawful, or at the very extreme, neutral. Chaotic and evil halflings are extremely rare.

Two-weapon Fighting: Halflings are masters at two-weapon fighting. When using two equal-sized one-handed weapons, a halfling can effectively dual wield these weapons in combat using a d16 attack die instead of the normal d20. When engaged in two-weapon fighting with matched weapons, a halfling will also automatically achieve a critical hit on a roll of 16. Additionally, the dual-wielding halfling only fumbles if both d16 rolls come up as a 1.

Infravision: Halflings dwell in pleasant homes carved from the sod beneath hills. As such, halflings can see in the dark up to 30'.

Small size: Halflings are 2 to 4 feet tall, and the stoutest among them weighs no more than 70 pounds. This small size allows them to crawl into narrow passages and through tiny holes too small for most other races.

Stealth: Halflings are quite good at sneaking around. They receive a bonus to sneaking silently and hiding in shadows depending on their class level.



TABLE 3-1: WEAPONS

Weapon	Damage	Range	Cost (gp)
Battleaxe*	1d10	-	7
Blackjack†	1d3/2d6***	-	3
Blowgun†	1d3/1d5	20/40/60	6
Club	1d4	-	3
Crossbow*	1d6	80/160/240	30
Dagger†‡	1d4/1d10	10/20/30**	3
Dart	1d4	20/40/60**	5 sp
Flail	1d6	-	6
Garrote†	1/3d4	-	2
Handaxe	1d6	10/20/30**	4
Javelin	1d6	30/60/90**	1
Lance#	1d12	-	25
Longbow*	1d6	70/140/210	40
Longsword	1d8	-	10
Mace	1d6	-	5
Polearm*	1d10	-	7
Shortbow*	1d6	50/100/150	25
Short sword	1d6	-	7
Sling	1d4	40/80/160**	2
Spear#	1d8	-	3
Staff	1d4	-	5 sp
Two-handed sword*	1d10	-	15
Warhammer	1d8	-	5

* 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.

*** Damage dealt is always subdual damage.

† These weapons are particularly effective when used with the element of surprise. A thief who succeeds in a backstab attempt with one of these weapons uses the second damage value listed. All other classes and all other thief attacks use the first value.

‡ Characters generally purchase normal straight-edged daggers, but cultists, cave-dwellers, evil priests, alien worshipers, and other menacing villains carry curvy or ceremonial daggers known as athame, kris, or tumi.

These weapons inflict double damage on a mounted charge. A lance can only be used when mounted.

TABLE 3-2: AMMUNITION

Ammunition	Quantity	Cost in gp
Arrows	20	5
Arrow, silver-tipped	1	5
Quarrels	30	10
Sling stones	30	1

TABLE 3-3: EQUIPMENT

Roll*	Item	Cost
1	Backpack	2 gp
2	Candle	1 cp
3	Chain, 10'	30 gp
4	Chalk, 1 piece	1 cp
5	Chest, empty	2 gp
6	Crowbar	2 gp
7	Flask, empty	3 cp
8	Flint & steel	15 cp
9	Grappling hook	1 gp
10	Hammer, small	5 sp
11	Holy symbol	25 gp
12	Holy water, 1 vial**	25 gp
13	Iron spikes, each	1 sp
14	Lantern	10 gp
15	Mirror, hand-sized	10 gp
16	Oil, 1 flask***	2 sp
17	Pole, 10-foot	15 cp
18	Rations, per day	5 cp
19	Rope, 50'	25 cp
20	Sack, large	12 cp
21	Sack, small	8 cp
22	Thieves' tools	25 gp
23	Torch, each	1 cp
24	Waterskin	5 sp

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

** A half-pint vial of holy water inflicts 1d4 damage to any un-dead creature, as well as to some demons and devils.

*** When ignited and thrown, oil causes 1d6 damage plus fire (DC 10 save vs. Reflex to put out or suffer additional 1d6 damage each round). One flask of oil burns for 6 hours in a lantern.

TABLE 3-4: ARMOR

Armor	AC Bonus	Check Penalty	Speed**	Fumble die	Cost in gp
(Unarmored)	+0	-	-	d4	Free
Padded	+1	-	-	d8	5
Leather	+2	-1	-	d8	20
Studded leather	+3	-2	-	d8	45
Hide	+3	-3	-	d12	30
Scale mail	+4	-4	-5'	d12	80
Chainmail	+5	-5	-5'	d12	150
Banded mail	+6	-6	-5'	d16	250
Half-plate	+7	-7	-10'	d16	550
Full plate	+8	-8	-10'	d16	1,200
Shield*	+1	-1	-	d8	10

* Shields cannot be used with two-handed weapons.

** Human and elf base speed is 30'. Dwarf and halfling base speed is 20'.



Slow: A halfling has a base movement speed of 20', as opposed to 30' for humans.

Good luck charm: Halflings are notoriously lucky, and gain additional bonuses when expending Luck. First, a halfling doubles the bonus of burning Luck. For every 1 point of Luck expended, a halfling gains a 2 points of Luck to spend.

A halfling's luck can also rub off on those around him. The halfling can expend Luck to aid his allies. The ally in question must be nearby and visible to the halfling. When burning Luck for another character, the halfling can act out of initiative order.

Unlike other classes, a halfling recovers lost Luck to a limited extent. The halfling's Luck score is restored each night by a number of points equal to his level. This process cannot take his Luck score past its natural maximum.

Note that if a party contains more than one halfling character, only one of these characters may function as the "lucky halfling" in aid of other party members for the body of one adventure session. Luck is a fickle thing governed by gods and game masters, and players would do well not to attempt to manipulate the spirit of this rule.

Languages: At 1st-level, a halfling automatically knows Common, the halfling racial language, plus one additional randomly determined language. A halfling may also know one additional language for every point of Int modifier.

EQUIPMENT

The tables on preceding page show the costs of weapons, armor, and equipment. Starting characters are peasants and serfs who have never held a gold piece in their own hands. Their limited wealth is rarely maintained in coinage — usually it takes the form of hides, grains, implements, garments, meat, or other trade goods associated with their profession.

Starting gold: All 0-level characters start with 5d12 copper pieces, a weapon from their 0-level occupations, and some form of trade goods. The plate mail and sword of a noble

knight cost more gold than a 0-level character earns in a lifetime — the only hope of wealth is a life of adventure. Thus, a character's spending is likely to be light until he advances in level or has sacked that first dungeon.



COMBAT



he encounter between characters and monsters forms the basic structure of the game. A well-crafted encounter includes deliberations by the judge regarding the monsters' reactions, their motivations, when they take actions, and whether they will negotiate or immediately enter combat. It is assumed the judge has considered these elements and properly adjudicated them in his adventures.

Be sure to account for the ability to see and hear the enemy, light sources, communication barriers such as different languages, and other such things.

MOVEMENT

Humans and elves move 30' per action. Dwarves and halflings move 20' per action. If characters are encumbered with metal armor or a heavy load, they move more slowly (judge's discretion).

MARCHING ORDER

Prior to entering combat, the players should determine the order in which their characters march.

In low-level play with hordes of 0-level and 1st-level characters, we recommend the "table center" method of determining marching order. Each player arranges his character sheets in order so the one closest to the table center is closest to the front of the marching order, and the one closest to the player is in the rear of the marching order. The assortment of character sheets closest to the "table center" then forms the front rank of the party.

INITIATIVE

In low-level play, especially with large masses of characters, use group initiative. Roll once for each player, applying the highest initiative modifier among his characters, then roll once for the monsters. When each player acts, he declares actions for all his characters.

First, determine surprise. If the characters were not aware of their opponents (or vice versa), they are surprised. Being aware of an opponent means seeing them, making a check to hear them approach, or otherwise noticing them through magical or mundane means. Surprised characters do not act in the first round of combat. After the first round they act normally on their initiative count.

An initiative check is conducted by rolling 1d20 and adding the appropriate modifier: Agility modifier, and, for warriors, class level. The highest initiative roll goes first, then next-highest, and so on. Ties are broken by highest Agility score, then by highest hit dice. A d16 is used instead of a d20 for characters wielding two-handed weapons. Initiative is rolled once at the start of an encounter, not each round.

COMBAT ACTIONS

At low-level play, characters have one action each round, expressed as action dice, which is a d20. Each round, a character or monster may move its normal speed *and* do one thing for each of its action dice. The actions a character takes depend on his class.

- All characters can take another movement for their actions.
- A warrior can make an attack for each of his actions, rolling d20 for the first one and a different die for the second (generally d14 or d16).
- A wizard can attack *or* cast a spell with the first die and can *only* cast a spell with the second action die.
- An elf can attack *or* cast a spell with *any* action die.
- And so on, according to the class descriptions.

Spellcasting sometimes takes longer than one action. An action spent casting a spell either completes the spell, if it can be cast in one action, or contributes toward a total casting time if the spell requires more actions to cast.

In other words, a normal 0-level character with one action can move and attack once each round. A monster with action dice of d20+d16 can do any of the following combinations in one round: move only; move once, then attack once with a d20 roll; move, then attack once with a d20, then attack again with a d16; or simply stand and attack once with a d20 or a second time with a d16.

Other activities take time to complete as follows:

Activity	Time
Draw or sheathe a weapon	1 action*
Equip or drop a shield	1 action*
Open a door	1 action*
Light a torch or lantern	1 action
Uncork a potion or unfurl a scroll	1 action
Locate an item in a backpack	1 action
Stand up from a prone position	1 action
Mount or dismount a steed	1 action
Read a scroll or drink a potion	1 action

* Can be included as part of a movement action.

TYPES OF COMBAT

When creatures fight within arm's reach (generally considered 5' for man-sized creatures), it is considered melee combat. Strength modifies melee attack and melee damage rolls.

When creatures fight beyond arm's reach, it is considered missile combat. Agility modifies missile fire attacks.

ARMOR CLASS

Armor Class is determined by armor, shield, Agility, and magical modifiers. An unarmored peasant is AC 10 - this is the baseline level. Armor Class increases with improved defensive capability, so wearing armor increases a charac-



ter's Armor Class. For example, wearing leather armor takes a character's AC from 10 to 12. Armor class decreases with reduced defensive capability, so a character with a negative Agility modifier has a lower AC. For example, a character with a -2 Agility modifier has his baseline Armor Class reduced from 10 to 8.

Agility modifies the defender's Armor Class for all kinds of combat. However, the defender must be able to maneuver in order to receive this modifier. If he is balancing on a pillar, climbing a wall, bound in rope, or otherwise constrained, the defender is not agile enough to receive the bonus from his Agility modifier.

THE ATTACK ROLL

The attacker rolls his action die (usually 1d20) and adds his attack bonus. He also adds any bonuses from spells, magic items, or class abilities (such as a thief's backstab ability). If the attack is made with a melee weapon, he adds his Strength bonus. If the attack is made with a missile weapon, he adds his Agility bonus.

This roll is compared to the defender's Armor Class. If the roll is equal to or higher than the defender's Armor Class, the defender is wounded.

Modifiers to attack rolls apply as shown on table 4-1.

Fumbles: A natural roll of 1 is a fumble. Fumbles automatically miss, and the attacker must roll the appropriate die on

the fumble table, with the result adjusted by the attacker's Luck modifier. Unarmored characters roll 1d4; others roll according to armor as indicated on table 3-4.

Critical Hits: A natural roll of 20 is a critical hit. For some classes, other die rolls may also result in critical hits. See below for more details.

FUMBLES

A natural roll of 1 is a fumble. Fumbles automatically miss, and the attacker must roll on the fumble table. Because "lower is better" on fumble table rolls, the roll is modified by the reverse of the character's Luck. For example, a +1 Luck modifier becomes -1 on the fumble table roll. The type of die rolled is determined by the attacker's armor, as follows.

Warriors and dwarves, and only warriors and dwarves, may burn 1 point of Luck to cancel a fumble. The natural 1 still results in a miss but by burning a point of Luck they can avoid any further negative effects.

The die rolled on the fumble table depends on the character's armor: 1d16 if wearing heavy armor; 1d12 if wearing moderate armor; 1d8 if wearing light armor; 1d4 if wearing no armor (see table 3-4 for armor modifiers to fumble die).

CRITICAL HITS

On a d20 roll, a natural roll of 20 is a critical hit. A natural 20 automatically hits and the attacker must roll his crit die on the appropriate critical hit table, with the result adjusted by his Luck modifier.

Crit dice and table are determined by class and level; refer to the character class tables. All 0-level characters roll 1d4 on crit table I.

DAMAGE AND DEATH

If a defender is wounded, the attacker rolls for damage. Roll the appropriate die for the weapon.

If the attack was made with a melee weapon, add the attacker's Strength bonus. Add other bonuses due to spells, magic items, or class abilities.

Deduct this value from the defender's hit points.

A successful attack always inflicts a minimum of 1 point of damage, even if the attacker has a negative Strength modifier.

A character or monster dies when it reaches 0 hit points.

Bleeding out: There is a chance of saving a dead char-

TABLE 4-1: ATTACK ROLL MODIFIERS

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is...		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is...		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is...		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

* And 50% chance of "friendly fire" if attack misses.

acter by healing him very quickly (such as with a cleric's ability to lay on hands). A 0-level character that reaches 0 hit points is irrevocably killed, but a 1st-level character that reaches 0 hit points collapses and begins bleeding out. Such a character has 1 round in which he can be healed to prevent his death. If he is healed on the round he's reduced to 0 hit points or the next round, he is healed per the result of the lay on hands check (treat his hit points as starting at 0). If he is not healed before the second round, he may be permanently killed (see below).

A character that was bleeding out but was saved suffers permanent physical trauma from his near-fatal injuries. Anyone who is saved from bleeding out suffers a permanent loss of 1 point of Stamina. In addition, he gains a terrible scar from the wound that downed him.

Recovering the body: If the body of a dead ally can be recovered, there is a chance the ally may not be truly killed. He may have been knocked unconscious or simply stunned. If a character reaches a dead ally's body within one hour, the dead character may make a Luck check when his body is rolled over. On a successful check, the dead character was badly injured but is not permanently killed, and the ally is able to keep him alive. The "dead" character was simply knocked out, stunned, or otherwise incapacitated. Once an ally shakes the downed character awake, he recovers to 1 hit point. The character is groggy for the next hour (-4 penalty to all rolls) and sustains a permanent injury of some kind, reflected as a permanent -1 penalty to Strength, Agility, or Stamina (determine randomly).



TABLE 4-2: FUMBLES

Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.



CRIT TABLE I: ALL 0-LEVEL CHARACTERS AND ALL WIZARDS

Roll	Result
0 or less	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6+	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.

See the DCC RPG core rulebook for additional entries!



CRIT TABLE II: ALL THIEVES AND ELVES

Roll	Result
0 or less	Miss! Hesitation costs you the perfect strike!
1	Strike misses critical organs. Inflict a paltry +2d3 damage with this strike.
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave the enemy with a nasty scar.
3	Clean strike to back. Inflict +2d6 damage with this strike.
4	Blow to chest staggers foe. You can make an immediate free attack.
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.
6	Foe dazed by ferocious attack; his speed and actions are reduced by half.
7	Strike to chest grazes vital organ. Inflict +3d4 damage with this strike.
8	Strike cuts a line down foe's face. He is blinded by blood for 1d4 rounds.
9	Foe stumbles over his own limbs, falling prone. Make another attack.



"I don't care about the delicate ecosystem, just kill the darn thing!"

10	Masterful strike! Inflict +2d6 damage with this strike.
11	Strike severs larynx. Foe is reduced to making wet fish noises.
12+	Savage strike! Foe must succeed on a Fort save (DC 10 + PC level) or faint from the pain.

See the DCC RPG core rulebook for additional entries!

CRIT TABLE III: CLERICS, HALFLINGS, LEVEL 1-2 WARRIORS, AND LEVEL 1-3 DWARVES

Roll Result

0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +1d12 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.**
1	Savage attack! Inflict +1d6 damage with this strike.
2	Attack sweeps foe off his feet. Next round, the enemy is prone.
3	Foe steps into attack. Inflict +1d8 damage with this strike.
4	Powerful strike hammers foe to his knees. Make another attack.
5	Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and the foe loses his sense of smell for 1d4 hours.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed.



10	Sunder foe's weapon! Shards of metal fill the air.*
11	Strike hammers foe's belly causing massive internal bleeding. Unless he receives magical healing, the foe dies in 1d5 hours.
12	Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or sink to floor, unconscious.
13	Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict +1d8 damage with this strike.
14+	Attack hammers foe's torso. Inflict +2d8 damage with this strike.

See the DCC RPG core rulebook for additional entries!

These footnotes apply to crit tables where indicated:

* Magical weapons never break due to critical fumbles. The target is disarmed instead, the weapon landing 1d10+5 feet away.

** A PC overcome by battle rage may temporarily expend points of his Personality or Intelligence score to enhance the damage on his critical hit. For every ability point he expends, he adds +1d12 to his damage roll.

Ability scores lost in this way return as the warrior heals. Each day thereafter where he does not succumb to battle rage, he recovers 1 point of the affected ability score. This rate is doubled if the character rests.



HEALING

Wounds heal with rest. A healed character can never exceed his natural hit point maximum.

A character who actively adventures and gets a good night's rest heals 1 hit point. If the character gets a day of bed rest, he heals 2 hit points per night.

Critical hits heal when the associated damage heals. For example, imagine that a character takes a -10' penalty to speed due to a kneecap strike that also inflicted 4 extra points of damage. The wounded kneecap (and associated speed penalty) heals when the character has recovered 4 hit points. Note that some critical hit results may create permanent injuries which can only be healed by magical or extraordinary means.

Ability score loss, except for Luck, heals at the same rate: 1 point with a good night's rest, and 2 points with a day of bed rest.

A character may heal both ability score loss and hit point loss on the same night's rest.

Luck, however, does not heal. Repeat: lost Luck does not heal. Except for the special abilities of halflings and thieves, a character who burns Luck does so permanently. Luck can be restored in the same way that a man normally gains good or bad luck – by appealing to the gods. Great acts of courage in defense of one's deity may earn a boon, just as acts in opposition to a devil may earn a curse. The judge can tell you more about Luck...

SAVING THROWS

Saving throws represent the character's ability to resist extraordinary trauma, whether it's poison, magical flame, or a dangerous trap. A character's class and ability scores determine his saving throw modifier for Fortitude, Reflex, and Willpower. To make a saving throw, roll 1d20 and apply the character's modifier. If the result is equal to or greater than the target DC, the saving throw succeeds. Otherwise, it fails.

BURNING LUCK

As noted earlier, a character can permanently burn Luck to give a one-time bonus to a roll. For example, a character could burn 6 points to get a +6 modifier on a roll, but his Luck score is now 6 points lower. The following rules govern the burning of Luck:

- A character can only burn Luck to affect his own die rolls (except for halflings as noted in their class description). Luck cannot be burned to affect the die roll of other characters or monsters, even if they affect the character. (Note that the character's Luck modifier does apply to enemy crits against him, but this Luck modifier is different from burning off Luck.)
- Luck is typically used to affect a character's attack rolls, damage rolls, spell checks, thief checks, and saving throws, but it can also be used for other purposes.
- A character can declare his intent to burn Luck before or after his die roll. He then specifies how many points he will burn. But he can only burn Luck once per roll.

MAGIC



agic comes from gods, demons, and extra-planar forces who are capricious and unconcerned with your character's flyspeck of a life. Those who would use magic are best served to always have a backup plan. Summoning magical energies is arduous, expensive, and dangerous. No mortal does it lightly. As a result, in DCC RPG there are no mundane magics, no spells used simply to light a corridor, for example. Use a torch, fool – it is much safer!

KINDS OF MAGIC

Wizards and clerics tap into different kinds of magic. Wizards specialize in the better-known fields of black magic, elemental magic, and enchantment. Clerics receive the direct assistance of their gods in a style of magic called idol magic, which may or may not be similar to the powers of wizards and elves.

Black magic is learned from demons' lips. Elemental magic includes invocations relating to earth, air, fire, and water, including the energies and other forms associated with them (such as light, fog, flight). Enchantment, also known as white magic, is the most mundane of the magics, as it is grounded in the overlap of the material plane of existence with other planes. Idol magic, or divine magic, is any magic granted by worship of a god or other higher power. Most clerics practice idol magic.

SPELL CHECKS

When your character casts a spell, you roll 1d20 and add your caster level. This is called a spell check. You also add your Personality modifier if you are a cleric or your Intelligence modifier if you are a wizard. Wizards also apply modifiers for wearing bulky armor, and there may be other modifiers specific to certain situations.

Compare the result to the casting table for that spell. In general, your spell succeeds if your spell check is equal to or higher than a base DC of 10 + (2x spell level). The higher you roll, the more extraordinary the result, according to the casting table.

A novice wizard cannot cast magic beyond his comprehension, but he may attempt to cast a spell of any level he has learned. This means he may attempt to cast spells where he suffers a significant chance of failure, based on his spell check modifier. If he judges the attempt worthwhile, so be it – but there are consequences to failure.

Critical successes and fumbles: A spell check result of a natural 20 is a critical success. The caster receives an additional bonus to his check equal to his caster level. Compare to the casting table for that specific spell for the result.

A spell check result of a natural 1 is always a failure. A result of 1 may also result in spell corruption or deity disapproval.

Concentration: Some spells require concentration. While concentrating, a wizard or cleric can take no action beyond walking at half speed. Combat damage, a fall, or other sig-



nificant interruptions require the spellcaster to make a Will save against DC 11 or lose concentration.

Spell checks by other classes: Foolish warriors have been known to read magical scrolls in dangerous attempts to wield magic. A warrior, thief, or other character untrained in magic may attempt to cast a spell from magical instructions he encounters. A character from an untrained class rolls 1d10 for his spell check instead of 1d20. He does not add any modifier for an ability score or caster level. A trained thief may roll a higher die per his class abilities.

Saving throws against spells: In general, a saving throw against a spell effect uses a DC equal to the spell check. For example, a *color spray* cast with a spell check result of 17 requires a Will save of 17 or higher to resist. If a spell does not specify a specific DC for a save, the save is made against the spell check result.

Reversing spells: Some spells can be reversed to perform the opposite function for which they were intended. For example, *mending* can be reversed to *tear* an object, or *enlarge* can be reversed to *shrink* an object. Although spell reversal sounds simple and straightforward as a concept, think about it in practical terms. It's not that easy. To use an analogy, can you un-cook a chicken pot pie by following the instructions in reverse? No. Magic cannot be simply reversed. To reflect the difficulty of reverse spellcasting in practical terms, reversed spells require the caster to make the spellcheck with the next lowest die in the dice chain.

SPELLBURN

A magic-user can harness more magical energies if he is willing to make mortal sacrifice, including offering part of his body or soul to a demon, sacrificing his own personal strength to foster a demi-god's greedy growth, or even by burning the very life energy in his own cells. Before rolling any spell check, a wizard may declare that he will attempt spellburn. In attempting spellburn, the wizard temporarily expends points of his Strength, Agility, or Stamina score to enhance his spell check. For every ability point he expends, the wizard adds +1 to his spell check.

For example, a wizard in a life-or-death situation may need absolute certainty that his next spell functions. He calls to an archdemon with whom he has had past dealings.

In offering the demon a share of his life-force, he trades 7 points of Strength to give himself a +7 bonus to his next spell check.

Ability scores lost via spellburn heal back at the rate of 1 point per day that the caster does not spellburn again.

Automatic criticals: There is one additional option for spellburn. A wizard who sacrifices a full 20 points of ability scores in one fell swoop automatically treats his next spell check as a roll of natural 20.

LOSING AND REGAINING SPELLS

Spellcasting is draining. A spellcaster can exert himself a finite number of times in one day before he is exhausted and unable to cast another spell. Depending on the kind of magic, this can be a reflection of mental recall, godly favor, access to a demon's plane, soul-drain, or other factors.

Each spell's casting table will indicate "lost" or "not lost" in each result entry. A result of "lost" means your character cannot cast that spell



again in that day. “Not lost” means the character retains the use of that spell. Generally, only wizard spells are lost when a casting fails.

Clerics suffer a different difficulty. Each time a cleric fails to cast a spell, he suffers a cumulative increase to his natural disapproval range for the balance of the day. More information on this penalty can be found in the cleric class description.

In general, spells are regained within a day of being lost. The exact trigger depends on the magic in question. White magic is regained at the next sunrise; black magic upon the moon crossing the sky in full; demon magic after a full eight hours of rest; divine magic after resting and praying to the cleric’s god; and so on, as agreed between player and judge based on the nature of the character’s magic.

MERCURIAL MAGIC

The firstborn son of a witch hanged at trial wields black magic adroitly. An orphan raised by satyrs is a precocious student of druidry. Cosmic caprice determines skill in magic: birth order, family lineage, horoscope, and matters even more abstruse have as much influence on a wizard’s spell-casting as his hard work and native intelligence.

As a result, the effect of a magical spell varies according to who casts it. A magical rite invoked by one mage may be more powerful – or even *different* – than the same ritual exercised by a peer. These variegations are not predictable, as the subtleties that produce them can never be fully catalogued.

The mercurial nature of magic is reflected in game terms. When a wizard learns a new spell, he rolls on table 5-2 to determine how that spell manifests *in his hands*. This percentile roll is adjusted by his Luck modifier x 10%; i.e., a +2 Luck modifier counts as +20% on the check.

The player rolls on table 5-2 for every spell he learns, and the effects are specific to that spell.

CORRUPTION

Low-level wizards are powerful. High-level wizards fear for their souls. Continual use of magic results in...changes. Exposure to demons, radiation from other planes, elemental energies in toxic quantities, and the servants of Chaos all affect a wizard over the course of his career. Higher-level wizards seek pacts with demons and elementals to sustain their health so they may continue to advance.

Each and every time a wizard rolls a natural 1 on a spell check, he suffers the effect of the spell failure. Moreover, his spell may misfire and he may suffer corruption. The individual spell entries include specific results associated with a natural 1 on each spell check, as well as misfire and corruption results specific to the spell. Some results will further direct the player to roll on one of the corruption tables: minor, major, or greater. If this is required, the roll is 1d10 minus the spell’s level plus the wizard’s Luck modifier on Table 5-3. Results for major and greater corruption are given in the DCC rulebook, but minor corruption is substituted for these quick start rules. In select circumstances, other modifiers may apply as well (e.g., a curse). Certain kinds of black magic may trigger corruption more often, as indicated and adjusted by the spell table.

Luck to avoid corruption: A wizard that suffers corruption may burn a point of Luck to avoid the corruption. The Luck can be burned *after* the player rolls to determine the specific corruption result. Note that Luck cannot be burned to avoid a spell misfire, only to avoid corruption. Patron taint is considered corruption for these purposes.

TABLE 5-3: MINOR CORRUPTION

D10	Result
1	Character develops horrid pustules on his face. These pustules do not heal and impose a -1 penalty to Personality.
2	Character’s skin on one random portion of his body appears to melt. Like wax, it flows and reforms into odd puddles and shapes. This is an ongoing, constant motion that itches constantly and repulses others. Determine location randomly (1d6): (1) face; (2) arms; (3) legs; (4) torso; (5) hands; (6) feet.
3	One of the character’s legs grows 1d6”. Character now walks with an odd gait.
4	Eyes affected. Roll 1d4: (1) eyes glow with unearthly color; (2) eyes gain light sensitivity (-1 to all rolls in daylight); (3) character gains infravision (sees heat signatures at range of 100’); (4) eyes become large and unblinking, like a fish.
5	Character develops painful lesions on his chest and legs and open sores on his hands and feet that do not heal.
6	Ears mutate. Roll 1d5: (1) ears become pointed; (2) ears fall off (character still hears normally); (3) ears enlarge and look like an elephant’s; (4) ears elongate and look like a donkey’s (character also gains braying laugh); (5) ears shrivel and fold back.
7	Chills. Character shakes constantly and cannot remain quiet due to chattering teeth.
8+	The complete rules for corruption are in the DCC core book. See that for more info!



TABLE 5-2: MERCURIAL MAGIC

d%	Adjustment to spell effect
01-10	Breath of life. Casting this spell imbues the caster and those around him with beneficial energies. All within 15' of the caster (both friend and foe) are healed 1d6 points of damage for every level of the spell (i.e., a level 3 spell heals 3d6 damage).
11-20	Extremely difficult to cast. Instead of rolling as normal on a spell check, the wizard rolls a die type reduced by <i>two</i> steps on the dice chain (e.g., if he normally rolls 1d20, he now rolls 1d14).
21-30	Spell killer. Casting the spell steals energy from a dying world, and any use of the spell causes the death of untold thousands. Every night following a casting of the spell, the wizard is haunted by dream-communications from an ancient sorcerer-king desperate to save his people.
31-40	Loud enough for you? Due to the ineffable demands of magic, this spell must be shouted, effectively negating any chance of the caster remaining undetected before the casting is completed.
41-50	Casting circle. The spell's power can be amplified with the assistance of other wizards. For each wizard present and willing to assist the caster, the casting wizard gets a +1 modifier to his spell check. Assisting in spell casting does not require knowledge of the spell, but the assistant mages can perform no other action until the spell is cast.
51-60	Counter-magic bubble. In the round following the casting of this spell, all other spells (including the wizard's own) cast within 100' suffer a -4 penalty to spell checks.
61-70	Luck distortion. For 1d4 rounds following the spell, the wizard suffers a -2 penalty to all rolls.
71-80	Count of ten. Each time the wizard casts this spell, one of his fingers (or toes at the judge's discretion) melts away. For every two digits lost, he suffers a permanent -1 penalty to Agility. The digits can be replaced by magic, but if the wizard ever runs out of them, he cannot cast this spell.
81-90	Mystic twin. Casting the spell causes a fully functioning twin face to appear in the caster's chest. The face remains for 1d3 rounds. During that time, this dual face has its own 1d20 action die under the control of the player, with which it can speak or cast spells as the caster.
91-100	Blood magic. The power of this spell is partially drawn from spilled blood, a sacrifice to the unknowable lords of Magic. A living creature with hit points equal to or greater than the spell's level must be offered up before the spell is cast; otherwise, the spell check suffers a -4 penalty or patron taint (judge's choice). The creature need not be sentient; chickens, goats, and other simple animals with the proper amount of hit points will suffice.

The complete rules for mercurial magic are in the DCC RPG core book. See that for more info!

TABLE 5-7: DISAPPROVAL

Roll	Disapproval
1	The cleric must atone for his sins. He must do nothing but utter chants and intonations for the next 10 minutes, starting as soon as he is able (i.e., if he is in combat, he can wait until the danger is over).
2	The cleric must pray for forgiveness immediately. He must spend at least one hour in prayer, beginning as soon as he is able (i.e., if he is in combat, he can wait until the danger is over). Failure to finish the full hour of prayers within the next 120 minutes is looked upon unfavorably; he incurs a -1 penalty to all spell checks until he completes the full hour.
3	The cleric must increase his god's power by recruiting a new follower. If he does not convert one new follower to his deity's worship by the next sunrise, he takes a -1 penalty to all checks on the following day. This penalty resets after 24 hours.
4	The cleric immediately incurs an additional -1 penalty to all spell checks that lasts until the next day.
5	The cleric must undergo the test of humility. For the remainder of the day, he must defer to all other characters and creatures as if they were his superiors. Failure (at the discretion of the judge) means he immediately loses all spellcasting ability (including healing and laying on hands) for the remainder of the day.
6	The cleric incurs an immediate -1 penalty to all attempts to lay on hands until he goes on a quest to heal the crippled. This quest is of his own design, but generally speaking must result in significant aid to the crippled, blind, lamed, sickly, etc. Once the quest is completed, the deity revokes the penalty. While the penalty remains, it applies to all attempts to lay on hands, even if the "normal" disapproval range has been reduced back to a natural 1.
7+	The complete rules for disapproval are in the DCC RPG core book. See that for more info!



SPELLS

This list is but a small fraction of the Known Spells of the World. For a more complete list, see the DCC RPG Rulebook.

TABLE 4-1: DIVINE AND ARCANES SPELLS	
1st Level Cleric Spells	1st Level Wizard Spells
Darkness	Animal Summoning
Holy Sanctuary	Chill Touch
Paralysis	Feather Fall
Second Sight	Magic Missile
Word of Command	Ventriloquism

LEVEL 1 CLERIC SPELLS

DARKNESS

Level: 1	Range: 20' radius or more	Duration: 1 turn or more	Casting time: 1 action or more	Save: N/A
General	The cleric extinguishes the light of the sun, demonstrating the great power of his deity. From a distance, the darkness appears to be a space of deepest night; no light will penetrate it. Creatures within are blinded.			
Manifestation	Roll 1d3: (1) shadowy cloud of darkness; (2) absolute blackness; (3) thick oily black mist.			
1-11	Failure.			
12-13	The space immediately surrounding the cleric, to a radius of 20', goes completely dark, as if all light had been extinguished. The darkness remains fixed to its location (it does not follow the cleric) and lasts for 1 turn.			
14-17	The cleric can designate a point within 20' and create a 20'-radius sphere of darkness that remains fixed at that point for a duration of 1 turn.			
18-19	The cleric can designate a point within 100' and create a 20'-radius sphere of darkness that remains fixed at that point for a duration of 1 turn.			
20-23	The cleric can designate a point within 100' and create a 20'-radius sphere of darkness centered at that point. The darkness remains for a duration of 1 turn. By concentrating on future rounds, the cleric can move the sphere of darkness up to 40' per round, beyond the original 100' range if he so chooses.			
24-27	The cleric can designate a point within 200' and create a sphere of darkness of up to 40' radius centered at that point. The darkness remains for a duration of 2 turns. By concentrating on future rounds, the cleric can move the sphere of darkness up to 80' per round, beyond the original 200' range if he so chooses.			
28-29	The cleric can extinguish sources of light. He designates a point within 200', and a sphere of darkness up to 40' in radius appears at that point. The cleric can move this sphere at a speed of 80' per round. No concentration is required. The sphere lasts for 1 hour. In addition, all terrestrial sources of light within the sphere of darkness are extinguished. Torches go out, lanterns sputter and die, glowworms fade, and so on.			
30-31	With a sweep of his arm, the cleric can cast an enormous space into darkness. The cleric can choose one of three effects: a cone extending 400' to a final width of 100'; a sphere up to 60' radius centered at any point within 300'; or a wide line, up to 1,000' long and 10' wide. Within the area of effect, total darkness reigns; no light source can penetrate. In addition, all terrestrial sources of light within the sphere of darkness are extinguished. Torches go out, lanterns sputter and die, glowworms fade, and so on. However, the cleric can see through the darkness. The dark space can be moved up to 100' per round without concentration. It lasts for up to 1 day or until dismissed.			



32+ The cleric can blot out the sun, the moon, the stars, or other sources of light. This extraordinary display of divine power requires great concentration. If this result is achieved, the cleric may continue to concentrate. *All* light sources that illuminate a space 500' in all directions begin to fade. For every round the cleric concentrates, light sources fade by 1d20%. Torches still burn, but their flames seem to emit less light each round. The judge rolls each round the cleric continues to concentrate. When the total breaks 100%, all light sources have been completely extinguished, and the countryside around the cleric is completely darkened (at least to the eyes of all within 500' – the sun still seems to shine in other kingdoms). Once all light sources are extinguished, the radius of the effect begins to expand by another 1d20' per round of concentration. The maximum range is the cleric's CL x 1,000'. The effect continues as long as the cleric concentrates. When concentration is broken, the light reappears at the same rate it was extinguished; e.g., if it took 7 rounds to fade, it takes 7 rounds to reach full strength again.

HOLY SANCTUARY

Level: 1 Range: Self or more Duration: 1 round or more Casting time: 1 action Save: Will save vs. spell check

General The cleric invokes a place of sanctuary where he and his allies are safe from harm.

Manifestation Roll 1d4: (1) glowing aura; (2) angelic halo; (3) beam of light from above; (4) "lightness of feet" that makes the cleric seem to float just above the ground.

1-11 Failure.

12-13 Enemies find it difficult to focus on attacking the cleric. They are distracted, and the cleric is more easily able to dodge their attacks. All attacks against the cleric for the next round suffer a -2 penalty.

14-17 Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other target instead of the cleric, it must choose to do so. In order to resist this compulsion and attack the cleric, an enemy must make a Will save vs. spell check DC. If the cleric is the only reasonable target, the creature need not make a save to attack the cleric. This effect lasts for 1 turn. It is immediately dispelled if the cleric attacks or takes aggressive action in any way.

18-19 Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other target instead of the cleric, it must choose to do so. In order to resist this compulsion and attack the cleric, an enemy must make a Will save vs. spell check DC. This Will save is required even if the cleric is the *only* reasonable target. This effect lasts for 1 turn. It is immediately dispelled if the cleric attacks or takes aggressive action in any way.

20-23 Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other target instead of the cleric, it must choose to do so. Creatures of 3 HD or less cannot attack the cleric in any manner. Creatures of 4 HD or more may attempt a Will save to resist the compulsion and attack the cleric. This Will save is required even if the cleric is the *only* reasonable target. This effect lasts for 1 turn. It is immediately dispelled if the cleric attacks or takes aggressive action in any way.

24-27 The cleric can create a holy sanctuary that includes himself and up to two allies within 5'. The other protected allies must remain within 5' or the effect ends. Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other target instead of the cleric and his protected allies, it must choose to do so. Creatures of 3 HD or less cannot attack in any manner; creatures of 4 HD or more may attempt a Will save to resist the compulsion. This effect lasts for 1 turn. It is immediately dispelled if the cleric *or any of his protected allies* attack or take aggressive action in any way.

28-29 The cleric may designate a place as a holy sanctuary. This must be a single building or self-contained location up to 5,000 square feet in area; e.g., a church, forest grove, or cave. This effect lasts for 1d7 days. Creatures within this place share the benefits of a *holy sanctuary* as follows, provided they are in the service of the cleric's deity: enemies of less than 6 HD cannot attack unless they use magical weapons, and enemies of 7+ HD or those using magical weapons must make a Will save vs. spell check DC to attack. The effect on any one individual is dispelled if that creature makes an aggressive action. Note that enemies can still *enter* the place and converse with its residents; they simply cannot attack or make other aggressive actions.

30-31 The cleric may designate a place as a holy sanctuary. This must be a single building or self-contained location up to 5,000 square feet in area; e.g., a church, forest grove, or cave. This effect lasts for 1d7+3 weeks. Creatures within this place share the benefits of a *holy sanctuary* as follows, provided they are in the service of the cleric's deity: enemies of less than 6 HD cannot attack unless they use magical weapons, and enemies of 7+ HD or those using magical weapons must make a Will save vs. spell check DC to attack. The effect on any one individual is dispelled if that creature makes an aggressive action. Note that enemies can still *enter* the place and converse with its residents; they simply cannot attack or make other aggressive actions.

32+ The cleric may designate a place as a holy sanctuary. This must be a single building or self-contained location up to 10,000 square feet in area; e.g., a church, forest grove, or cave. The place designated as a holy sanctuary becomes sanctified forever, as long as the cleric's deity retains respect for the cleric's work and actions. Creatures within this place share the benefits of a *holy sanctuary* as follows, provided they are in the service of the cleric's deity: enemies of less than 6 HD cannot attack unless they use magical weapons, and enemies of 7+ HD or those using magical weapons must make a Will save vs. spell check DC to attack. The effect on any one individual is dispelled if that creature makes an aggressive action. Note that enemies can still *enter* the place and converse with its residents; they simply cannot attack or make other aggressive actions.

PARALYSIS

Level: 1 Range: Touch or more Duration: 1 round or more Casting time: 1 action Save: Will save vs. spell check

General The light of the cleric's deity prevents his enemies from raising a hand to perform baleful deeds.

Manifestation Roll 1d4: (1) crackle of electricity; (2) black ropy binds; (3) white pallor; (4) ethereal gray mist.

1-11 Failure.

12-13 The cleric's hands and melee weapons are charged with the energy of paralysis. The cleric must make a normal attack on his next round. If it succeeds, he causes normal damage and his enemy must make a Will save or be paralyzed. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

14-17 The cleric's hands and melee weapons are charged with the energy of paralysis. The charge remains for 1d4+CL rounds. Any attack by the cleric during this period delivers normal damage plus paralysis if the target fails a Will save. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

18-19 The cleric's melee weapons *and* missile fire weapons are charged with paralysis. The charge remains for 1d4+CL rounds. Any attack by the cleric during this period delivers normal damage plus paralysis if the target fails a Will save. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

20-23 The cleric designates one creature within 30' and paralyzes it with a word. If the creature is 2 HD or less, it is automatically paralyzed. If 3 HD or more, it receives a Will save to resist. Paralysis lasts for 1d8+CL rounds.

24-27 The cleric designates up to three targets within 100' and paralyzes all of them. Any creature of 4 HD or less is automatically paralyzed. Creatures of 5 HD or more receive a Will save. Paralysis lasts for 2d6+CL rounds.

28-29 The cleric imbues his touch with the power to paralyze an enemy. The cleric retains the latent paralysis touch for up to 24 hours. At any point during that time, he may discharge the paralysis with a spoken word. A melee attack may be necessary to touch a resisting target. The creature touched is automatically paralyzed if 6 HD or less. Creatures of 7+ HD receive a Will save. The paralysis lasts 4d6+CL hours.

30-31 Choose any one of the effects above, and the duration of the paralysis is doubled.

32+ Choose any one of the effects above, and the duration of the paralysis is permanent. The paralysis can only be cured via magical means, such as a cleric's ability to lay on hands or the spell *cure paralysis*.



SECOND SIGHT

Level: 1 Range: Self Duration: 1 round or more Casting time: 1 turn Save: N/A

General Using sortilege, haruspicy, or some other method appropriate to the cleric, he augurs the future. In doing so, the cleric gains insight about the consequences his actions will bring.

Manifestation Roll 1d3: (1) a third eye appears in the cleric's forehead; (2) the cleric's eyes glow; (3) the cleric's eyes are fused shut but he can still see.

1-11 Failure.

12-13 For one round, the cleric glimpses the future. In doing so, he gains great insight into the most effective manner to complete any action. The cleric receive a +4 bonus to a single roll of his choosing on his next round, whether it's an attack roll, damage roll, skill check, spell check, or something else.

14-17 The cleric has a hint of possible outcomes. He must spend the following round concentrating on a choice that must be made in the next 30 minutes. For example, he may be deciding which direction to turn in a dungeon or whether to enter a room. The cleric gets a sense of whether the action will be to his benefit or harm. There is a 75% chance that the sense the cleric receives is accurate.

18-19 The cleric has a hint of possible outcomes. He must spend the following round concentrating on a choice that must be made in the next 30 minutes. For example, he may be deciding which direction to turn in a dungeon or whether to enter a room. The cleric gets a sense of whether the action will be to his benefit or harm. There is an 80% chance that the sense the cleric receives is accurate.

- 20-23 The cleric has a hint of possible outcomes. He must spend the following round concentrating on a choice that must be made in the next 30 minutes. For example, he may be deciding which direction to turn in a dungeon or whether to enter a room. The cleric gets a sense of whether the action will be to his benefit or harm. There is an 85% chance that the sense the cleric receives is accurate.
- 24-27 For the next *hour*, the cleric receives an ongoing sense of possible outcomes. At every significant decision or juncture, he receives a premonition regarding the decision he must make – a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is an 85% chance that the sense is accurate. By concentrating, the cleric can receive a sense of whether a future action (one to be taken within in the next hour) will be a bane or boon.
- 28-29 For the next *hour*, the cleric receives an ongoing sense of possible outcomes. At every significant decision or juncture, he receives a premonition regarding the decision he must make – a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is a 90% chance that the sense is accurate. By concentrating, the cleric can receive a sense of whether a future action (one to be taken within in the next hour) will be a bane or boon.
- 30-31 For the next *day*, the cleric receives an ongoing sense of possible outcomes. At every significant decision or juncture, he receives a premonition regarding the decision he must make – a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is a 95% chance that the sense is accurate. By concentrating, the cleric can receive a sense of whether a future action (one to be taken within in the next day) will be a bane or boon. For example, a cleric could divine the results of a great battle to be fought on the morrow and gain a sense that although he will emerge unharmed from the battle, it will be harmful to his church.
- 32+: The cleric has read the tablets of time. For the next *month*, he receives an ongoing sense of possible outcomes. At every significant decision or juncture, he receives a premonition regarding the decision he must make – a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is a 99% chance that the sense is accurate. By concentrating, the cleric can receive a sense of whether a future action (one to be taken within in the next day) will be a bane or boon. For example, a cleric could divine the results of a great battle to be fought on the morrow and gain a sense that although he will emerge unharmed from the battle, it will be harmful to his church. In addition, the cleric receive a +1 bonus to all rolls while the second sight is active, reflecting his general insight into the consequences of all actions.

WORD OF COMMAND

Level: 1 Range: 30' or more Duration: 1 round or more Casting time: 1 round Save: Will save vs. spell check

General The cleric speaks a powerful word that carries with it the commanding will of his deity. Creatures hearing the word are bound to obey. The word must be a single word, which must describe an action. For example, “go,” “attack,” “retreat,” “speak,” “swim,” “grovel,” “silence,” and so on. The word must be spoken in the direction of a single sentient target within range. That target receives a Will save to resist; if failed, it must obey the command for its next round. The command is interpreted by the creature’s natural thought processes; e.g., issuing an “attack” command to an herbivore may have a different response than to a carnivore. The word of command cannot be longer in length than a single word and may be subject to misinterpretation. If the command is completely contrary to a creature’s natural instinct, it receives a +4 bonus to its Will save to resist; for example, commanding a desert lizard to “swim” or any command of “suicide.”

Manifestation Roll 1d4: (1) word resounds in booming voice; (2) word echoes many times; (3) word seems to come from all around, including the air and ground; (4) word appears in the sky in fiery letters before dissipating.

- 1-11 Failure.
- 12-13 The cleric can speak a word at a target within 30'. If the creature fails its save, it must obey the command for one round.
- 14-17 The cleric can speak a word at a target within 30'. If the creature fails its save, it must obey the command for a number of rounds equal to 1d6+CL.
- 18-19 The cleric can speak a word at a target within 30'. He may combine the word of command with a gesture that clarifies its intent. For example, “attack” or “go” with a pointed finger. If the creature fails its save, it must obey the command for a number of rounds equal to 1d6+CL.
- 20-23 The cleric can speak a word at a target within 60'. He may combine the word of command with a gesture that clarifies its intent. For example, “attack” or “go” with a pointed finger. If the creature fails its save, it must obey the command for a number of *turns* equal to 1d6+CL.
- 24-27 The cleric can speak a word at multiple targets within 60' of his location. He can target up to six creatures, each of whom must be within range and within line of sight. The same command applies to all targets, and each target receives its own save. The cleric may combine the word of command with a gesture that clarifies its intent. For example, “attack” or “go” with a pointed finger. If a target fails its save, it must obey the command for a number of *turns* equal to 1d6+CL.
- 28-29 The cleric can speak a word at multiple targets within a range of up to 200'. He can target up to 1d6 targets per caster level, each of whom must be within range and within line of sight. The same command applies to all targets, and each target receives its

own save. The cleric may combine the word of command with a gesture that clarifies its intent. For example, “attack” or “go” with a pointed finger. If a target fails its save, it must obey the command for a number of *days* equal to 1d7+CL. The target receives a new Will save each morning.

30-31 The cleric can speak a word at multiple targets within a range of up to a mile. He can target up to 50 targets per caster level (yes, 50), each of whom must be within range and within line of sight. The same command applies to all targets. Targets of 2HD or less are automatically affected; higher-level targets each receive their own save. The cleric may combine the word of command with a gesture that clarifies its intent. For example, “attack” or “go” with a pointed finger. The cleric’s voice is magically amplified such that all targets can hear him. If a target fails its save, it must obey the command for a number of *days* equal to 1d7+CL. The target receives a new Will save each morning.

32+ The cleric can speak a word at all targets he can see. He can choose to *exclude* up to 10 targets per caster level, but otherwise all targets within line of sight are affected. The same command applies to all targets. Targets of 3HD or less are automatically affected; higher-level targets each receive their own save. The cleric may combine the word of command with a gesture that clarifies its intent. For example, “attack” or “go” with a pointed finger. The cleric’s voice is magically amplified such that all targets can hear him. If a target fails its save, it must obey the command for a number of *days* equal to 1d7+CL. The target receives a new Will save each morning.

LEVEL 1 WIZARD SPELLS

ANIMAL SUMMONING

Level: 1 Range: 20' Duration: Varies Casting time: 1 round Save: None

General The caster invokes animal spirits to summon forth a mundane animal. The caster must be familiar with the animal type and have some material remnant to expend in casting the spell (e.g., hair, fur, paw, tooth, skull, etc.).

Manifestation Roll 1d4: (1) an egg shimmers into existence, then hatches into the animal summoned; (2) a flash of dark clouds and the animal appears; (3) the animal’s skeleton appears first, then organs appear, then muscles knit them together, then skin grows, and the animal appears; (4) animal erupts from the ground fully formed.

Corruption Roll 1d8: (1) wizard takes on minor facial trait of the animal he attempted to summon, such as whiskers, longer ears, cat eyes, etc.; (2) wizard emits an odor which humans find strange but animals find irresistible; (3-5) minor corruption; (6-7) major corruption; (8) greater corruption.

Misfire Roll 1d4: (1) caster inadvertently summons a swarm of aggravating insects, such as bees, wasps, or locusts; (2) instead of summoning an animal, the caster inadvertently sends one away: The caster’s familiar or the next-closest mundane animal vanishes for 1d4 rounds only to return dirty, wet, and angry; (3) caster summons only part of an animal, causing a pile of bloody rabbit ears, severed goat horns, dislocated wolf legs, or bloody viscera to appear; (4) caster correctly summons an animal but incorrectly places it inside a nearby building or terrain feature, or the floor/ground if there is no other nearby feature – the animal dies instantly and its body is difficult to recover now that it is fused with the object.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint, (1-2) corruption, (3) patron taint (or corruption if no patron), (4+) misfire.

2-11 Lost. Failure.

12-13 The caster summons one mundane animal of 1 HD or less. The animal remains for up to 1 hour, though it hungers, thirsts, and rests as normal. The animal obeys the caster’s commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

14-17 The caster summons one mundane animal of up to 2 HD, or two animals of 1 HD or less. The animals remain for up to 1 hour, though they hunger, thirst, and rest as normal. The animals obey the caster’s commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

18-19 The caster summons one mundane animal of up to 2 HD, or two animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster’s commands within normal bounds – suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

20-23 The caster summons one mundane animal of up to 4 HD, two animals of 2 HD, or up to four animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster’s commands within nor-

mal bounds – suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 25% chance of releasing the animal from service, in which case it returns from whence it came. Due to the nature of the summoning, the caster cannot directly harm the creature summoned.

- 24-27 The caster summons one mundane animal of up to 8 HD, two animals of 4 HD, four animals of 2 HD, or up to eight animals of 1 HD or less. The animals remain for up to 2 hours, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 25% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.
- 28-29 The caster summons one mundane animal of up to 8 HD, two animals of 4 HD, four animals of 2 HD, or up to eight animals of 1 HD or less. The animals remain for up to a day, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 10% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.
- 30-31 The caster summons one mundane animal of up to 16 HD, two animals of up to 8 HD, four animals of up to 4 HD, or up to eight animals of 2 HD or less. The animals remain for up to a day, though they hunger, thirst, and rest as normal. The animals obey the caster's commands within normal bounds – suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat) have a 10% chance of releasing the animals from service, in which case they return to whence they came. Due to the nature of the summoning, the caster cannot directly harm the animals summoned.
- 32+ The caster summons a large group of mundane animals. This could be a herd of cattle, a pride of lions, a flock of geese, or a pack of wolves. All animals must be of the same type, and the total hit dice must be 100 HD or less. The herd remains for up to a week, though they hunger, thirst, and rest as normal. The animals obey the caster's commands and even undertake suicidal commands or those contrary to their nature (e.g., ordering a rabbit to consume meat). Due to the nature of the summoning, the caster cannot directly harm the animals summoned.

CHILL TOUCH

Level: 1	Range: Touch	Duration: Varies	Casting time: 1 action	Save: Will vs. check
General	This necromantic spell delivers the chill touch of the dead. The caster must spellburn at least 1 point when casting this spell.			
Manifestation	Roll 1d4: (1) the wizard's hands glow blue; (2) the wizard's hands turn black; (3) the wizard emits a strong odor of corruption; (4) the wizard's hands appear skeletal.			
Corruption	Roll 1d8: (1) skin on caster's face withers and dries out to give him a skull-like appearance; (2) skin on caster's hands falls away to give him skeletal hands; (3) caster permanently glows with a sickly blue aura; (4) un-dead are attracted to caster and flock to him like moths; (5-6) minor corruption; (7) major corruption; (8) greater corruption.			
Misfire	Roll 1d3: (1) caster shocks himself with necromantic energy for 1d4 damage; (2) caster shocks one randomly determined nearby ally for 1d4 damage; (3) caster sends a blast of necromantic energy into the nearest corpse, animating it as an un-dead zombie with 1d6 hit points (if no nearby corpse, no effect).			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.			
2-11	Lost. Failure.			
12-13	The caster's hands are charged with negative energy! On the next round, the next creature the caster attacks takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage.			
14-17	The caster's hands are charged with negative energy! On the next round, the caster receives a +2 to attack rolls, and the next creature the caster attacks takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage.			
18-19	The caster's hands are charged with negative energy! For the next turn, the caster receives a +2 to attack rolls, and every creature the caster attacks takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage.			
20-23	The caster's hands are charged with negative energy! For the next turn, the caster receives a +2 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage. Un-dead creatures take an additional +2 points of damage.			
24-27	The caster's hands are charged with negative energy! For the next turn, the caster receives a +4 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +4 points of damage.			
28-29	The caster's hands are charged with negative energy! For the next <i>hour</i> , the caster receives a +4 to attack rolls, and every creature the caster attacks takes an additional 2d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +4 points of damage.			

- 30-31 The caster's hands are charged with negative energy! For the next *hour*, the caster receives a +6 to attack rolls, and every creature the caster attacks takes an additional 3d6 damage as well as 1d4 points of Strength loss. Un-dead creatures take an additional +6 points of damage.
- 32+ The caster's body glows a sickly blue light as he crackles with withering necromantic energy. Any creature within 10' of the caster takes 1d6 damage each round it stays within the field, and un-dead creatures take 1d6+2 damage. Until the next sunrise, the caster receives a +8 bonus to all attack rolls, and every creature the caster attacks takes an additional 3d6 damage (with un-dead suffering an extra +8).

FEATHER FALL

Level: 1 Range: 25' Duration: 1 round per caster level or until landing Casting time: Instantaneous Save: Will to avoid

General	The caster impedes his own or another person's rate of descent when falling. This allows the target to avoid injury or death or to glide upon the breeze. Note that this spell can be cast instantaneously, out of initiative order, if the caster or a target within range is falling.
Manifestation	Roll 1d4: (1) folds of aerodynamic flesh sprout from the target's arms and legs; (2) the target glows with a wispy, featherlike aura of canary yellow; (3) the target's body hair is replaced with downy feathers; (4) the target's body curls like a fallen leaf to rock upon the winds.
Corruption	Roll 1d5: (1) caster's hair stands on end as if permanently plummeting through the air; (2) the caster makes all descents (climbing down ropes, walking down stairs, sliding down poles, etc.) at half normal speed; (3) caster becomes subject to sporadic winds, which do not affect other characters, and must make a Strength check to stay upright (DC 5 for light winds, DC 10 for strong winds, and DC 15 against gusts); (4) caster's hair permanently replaced by feathers; (5) sound of whistling wind accompanies the caster wherever he goes.
Misfire	Roll 1d4: (1) caster's speed of descent is increased, resulting in an additional 1d6 damage upon impact; (2) caster abruptly rises 10' into the air before falling to the ground (taking 1d6 points of damage, or 2d6 if there is a hard surface 10' or less above the caster's head); (3) caster's clothing and other possessions turn ethereal for 1d6x10 minutes and cannot be worn or used; (4) caster is blown 10-30 feet in a random direction by a gust of ghostly wind.

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1) corruption; (2) patron taint (or corruption if no patron); (3+) misfire.
- 2-11 Lost. Failure.
- 12-13 Caster reduces the speed at which he falls. With a successful Fortitude save (DC 10 +1 for each 10' fallen), he takes no damage. On a failed save, he suffers only half damage.
- 14-17 Caster falls at a graceful rate of 50' per round and takes no damage if he lands before the spell expires. Otherwise, he suffers half damage and is allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.
- 18-19 Caster and three additional creatures within range fall at a rate of 50' round. They take no damage if they land before the spell expires. Otherwise, they suffer half damage and are allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.
- 20-23 Caster and six additional creatures fall at a rate of 50' round. They take no damage if they land before the spell expires. Otherwise they suffer half damage and are allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.
- 24-27 Caster gains the ability to glide on the air by leaping from a height 30' or more above the ground. The caster soars on the breeze, drifting back to earth at a vertical rate of 10' per round, arriving on the ground when he reaches the maximum distance he can glide. His movement rate is 60' per round while gliding, and if he fails to reach solid ground before the spell expires, he falls and suffers normal damage upon impact.
- 28-29 Caster and up to three additional creatures can glide on the winds. They soar on the breeze, drifting back to earth at a vertical rate of 10' per round, arriving on the ground when reaching the maximum distance they can glide. Their movement rate is 60' per round while gliding, and if they fail to reach solid ground before the spell expires, they fall and suffer normal damage upon impact.
- 30-31 Caster and up to six additional creatures can glide on the winds. They soar on the breeze, drifting back to earth at a vertical rate of 10' per round, arriving on the ground when reaching the maximum distance they can glide. Their movement rate is 60' per round while gliding, and if they fail to reach solid ground before the spell expires, they fall and suffer normal damage upon impact.
- 32+ Caster can fall any distance regardless of height or duration of fall without taking damage. Additionally, the caster is immune to any related hazards, such as thin atmosphere, intense cold, or even high temperatures generated by re-entry into an atmosphere from a vacuum.

MAGIC MISSILE

Level: 1	Range: 150' or more	Duration: Instantaneous	Casting time: 1 action or 1 turn (see below)	Save: None
General	The caster hurls a magical missile that automatically hits an enemy.			
Manifestation	Roll 1d10: (1) meteor; (2) flaming arrow; (3) force arrow; (4) screaming, clawing eagle; (5) black beam; (6) ball lightning; (7) splash of acid; (8) ray of frost; (9) force dagger; (10) force axe.			
Corruption	Roll 1d8: (1-4) caster's hands and forearms change color to match shades of most commonly cast magic missile: (1) electric yellow, (2) icy blue, (3) acid green, (4) vivid red; (5) pupils and irises vanish while eyes turn a chalky white; (6) fingertips turn translucent and nearly invisible, appearing ghost-like or as if they were composed of pure force energy; (7) from now on, every time he casts <i>magic missile</i> , the caster turns invisible for 1d6 rounds; (8) caster gains a permanent force stone that rapidly orbits his head, impacting with any creature that approaches within 3' to cause searing pain and 1 point of damage every round – which, unfortunately, includes allies attempting to heal or those who fight adjacent to the caster in melee.			
Misfire	Roll 1d6: (1) explosion of missiles sprays in all directions – all creatures within 100' (allies and enemies) are hit by 1d4-1 missiles, each doing 1 point of damage; (2) missiles launch then ricochet back on caster, who is hit by 1d3-1 missiles for 1 point of damage each; (3) explosion of force energy centered on caster, causing 1d6 damage to caster and all within 10' (DC 10 Ref save for half); (4) delayed blast – no effect now, but at a random point sometime in the next 24 hours, determined whenever the caster rolls his next 1 on <i>any</i> dice roll (not just a d20), a single magic missile bolts forth to strike one randomly determined character within 100' for 1d4 damage (strikes the caster if there are no other targets) – if no 1 is rolled in 24 hours, risk passes without damage; (5) caster becomes charged with force energy, such that the next creature or object he touches suffers a blast damage for 1d6+1 damage to target and 1 point of damage to caster; (6) force energy manifests in downward direction, burning a hole in the ground under caster – ground beneath him rapidly disintegrates to a depth of 1d20 feet, and he sinks with the falling depth of the ground to find himself at bottom of pit – there is no initial falling damage since he “rides” the drop in ground level but depth of pit may open to lower level of the dungeon (potentially causing damage), and he must now climb out.			
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.			
2-11	Lost. Failure.			
12-13	The caster throws a single missile that does 1 point of damage. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., <i>magic shield</i>).			
14-17	The caster throws a single missile that does damage equal to 1d4 + caster level. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., <i>magic shield</i>).			
18-19	The caster throws 1d4 missiles that deal damage equal to 1d4 + caster level. All missiles must be aimed at a single target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., <i>magic shield</i>).			
20-23	The caster throws 1d4+2 missiles that do damage equal to 1d6 + caster level. Each missile can be aimed at a separate target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., <i>magic shield</i>).			
24-27	The caster throws a single powerful missile that does damage equal to 4d12 + caster level. The missile must be aimed at a single target to which the caster has line of sight, at a maximum range of 1,000'. The missile never misses, though it may be blocked by certain magic (e.g., <i>magic shield</i>).			
28-29	The caster throws 1d6+3 missiles that do damage equal to 1d8 + caster level. Each missile can be aimed at a single target at any range, as long as the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., <i>magic shield</i>).			
30-31	The caster throws 2d6+1 missiles that each do damage equal to 1d8 + caster level. Each missile can be aimed at a separate target. Range is line of sight, regardless of whether a direct path exists; e.g., the caster may launch a magic missile through a crystal ball or other scrying device. These missiles have limited ability to defy <i>magic shield</i> and other protections; compare this spell check against the spell check used to create the <i>magic shield</i> . If the <i>magic missile</i> check is higher, the <i>magic shield</i> has only a 50% chance			



of absorbing the missiles (roll individually for each missile). Any missiles that make it through do damage equal to 1d8 + caster level, as noted above.

- 32+ The caster throws 3d4+2 missiles that each do damage equal to 1d10 + caster level. He may direct these missiles individually as a single action, or he may direct them *all* at a *single target* that is not present or visible, provided he has specific knowledge of that target. In this case, the caster must have a physical memento of the target (hair, fingernail, vial of blood, etc.) and spend 1 turn concentrating to cast the spell, then continue concentrating as the missiles seek their target. The missiles seek out this target even if it is concealed or invisible, though they have a maximum range of 100 miles. The missiles turn, curve, retrace their route, and make every effort to reach the target, although they cannot cross planes. The missiles can travel up to 10 miles per second provided no obstacles are present, but speed is much lower if, for example, they must navigate underground caverns. Provided a direct route exists, the missiles strike the target unerringly.

VENTRILOQUISM

Level: 1 Range: 30' or more Duration: 1 round or more Casting time: 1 action Save: Sometimes (Will; see below)

General	The caster projects the sound of his voice from another place, such as an adjacent room, an animal or statue, down a hallway, etc.
Manifestation	Varies with check (see below). Either no visual manifestation <i>or</i> roll 1d4: (1) "heat waves" in area of sound; (2) puffs of air and disturbance of dust, as if someone were speaking from that position; (3) sparkling air; (4) echo or reverberation.
Corruption	Roll 1d12: (1-6) caster can still speak normal languages but the sound of his voice permanently changes to resemble that of a (1) horse's neighing, (2) bee's buzzing, (3) goat's braying, (4) pig's oinking, (5) lion's roaring, (6) dog's barking; (7-12) caster's voice is permanently displaced to always emanate from (7) his feet, (8) his left hand, (9) his back (often making him hard to hear), (10) a point 20' above him, (11) the point of whatever weapon he carries, (12) the nearest person of the opposite gender.
Misfire	Roll 1d4: (1) caster creates an enormous booming noise centered on himself, drawing attention to his location; (2) caster scrambles all speech within 100' of himself for the next 1d4+1 hours, causing each person's voice to always issue from another nearby character, creating ongoing confusion about who is speaking; (3) caster changes his voice to that of a high-pitched squeal and throws the source towards his feet, such that all of his conversation for the next 1d4 hours sounds like they are coming from a mouse scurrying around his feet; (4) caster throws his voice onto another plane, to a place he has no knowledge of, so that every time he speaks, no noise issues forth, but a randomly determined demon is annoyed constantly in another place - caster is effectively mute for 1d4 hours and there is a 25% chance the annoyed demon tracks him down to shut him up.

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3+) misfire.
- 2-11 Lost. Failure.
- 12-13 The caster projects one short phrase in his own voice to a place within 30' and line of sight. The position of origin is subject to the visual manifestation described above. Listeners that fail a Will save (rolled by judge) believe the noise to originate from the place designated; if they succeed on the save, they hear the voice from its true origin point of the caster's location.
- 14-17 The caster projects a short phrase to a place within 30' and line of sight. He can use his own voice, or he can simulate another voice or sound that he has previously heard. For example, the caster can make the goblin captain appear to shout "Retreat!" in the goblin's own voice. The position of origin is subject to the visual manifestation described above. Listeners that fail a Will save (rolled by judge) believe the noise to originate from the place designated; if they succeed on the save, they hear the voice from its true origin point of the caster's location.



- 18-19 The caster projects a short phrase to a place within 30' and line of sight. He can use his own voice, or he can simulate another voice or sound that he has previously heard. For example, the caster can make the goblin captain appear to shout "Retreat!" in the goblin's own voice. There is no visual manifestation, only the sound created. Listeners that fail a Will save (rolled by judge) believe the noise to originate from the place designated; if they succeed on the save, they hear the voice from its true origin point of the caster's location.
- 20-23 The caster projects a short phrase to a place within 30' and line of sight. He can use his own voice, or he can simulate another voice or sound that he has previously heard. For example, the caster can make the goblin captain appear to shout "Retreat!" in the goblin's own voice. There is no visual manifestation, and listeners receive no save; they automatically hear the noise from the point designated.
- 24-27 The caster projects sounds to a place within 60', even if it is beyond his line of sight. He can issue ongoing sounds for up to 1 turn as long as he concentrates. The caster can use his own voice, or he can simulate other voices or sounds he has previously heard. For example, he can simulate different voices in an ongoing conversation. There is no visual manifestation, and listeners receive no save; they automatically hear the noise from the point designated.
- 28-29 The caster projects sounds to a range of up to 300', even beyond his line of sight. For every full turn the caster concentrates, he can create an ongoing effect that lasts 1 hour, for a maximum duration of 24 hours. For example, he could concentrate for 3 turns and then leave an ongoing sound effect that lasts for 3 hours. Once the caster stops concentrating, the ongoing effect is "prerecorded"; i.e., the ongoing spell simulates the sounds requested (running water, stamping hooves, ongoing conversation, crackling fire, etc.), but the caster cannot change those sounds. The sounds created can be any the caster imagines, though ensuring accuracy requires him to have some reference point or have heard the sound before. Listeners do not receive a save.
- 30-31 The caster projects sounds to a range of up to 1 mile, even beyond his line of sight. In addition, he can hear what is happening at the point where he throws his voice. For every full turn the caster concentrates, he can create an ongoing sound effect that lasts 1 day, for a maximum duration of 30 days. For example, he could concentrate for 3 turns and then leave an ongoing sound effect that lasts for 3 days (running water, stamping hooves, ongoing conversation, crackling fire, etc.). Once the caster stops concentrating, the ongoing effect continues, and he need only concentrate for one round to hear what is happening at the point of origin or change the running soundtrack should he so choose. The sounds created can be any the caster imagines, though ensuring accuracy requires him to have some reference point or have heard the sound before. Listeners do not receive a save.
- 32+ The caster can create nearly unlimited sound effects at will. He can create the sounds of massive thunderstorms, the crashing of waves on a cliff, the charge of a regiment of mounted knights, or the shouts of a thousand orcs. The sounds are true three-dimensional sounds; i.e., they surround the listeners and come from the appropriate directions not simply from a single origin point. The caster can extend these sound effects to a convincing range of 1 mile from the spell's target location, and that location can be anywhere that the caster has either personally visited (including other planes and dimensions) or currently has visibility to, even if that visibility is through scrying or a crystal ball. The caster can also hear all sounds from the target point as if he was standing there. Once he has cast the spell, the sound effect continues without concentration for up to 1 year or until the caster bids them cease. At any point, the caster can concentrate for one round to change the ongoing sound effect or hear what goes on at that place.



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THE PORTAL UNDER THE STARS

A Level 0-1 DCC RPG Adventure

INTRODUCTION



Seeking wealth and escape from their peasant lives, the characters investigate a supernatural portal that appears only once every half-century when the stars are right. The portal leads to the burial tomb of a war-wizard of eons past. The characters must fight iron men, a demonic snake, the living dead, and a variety of strange statues to recover the treasures left by the war-wizard.

This adventure is designed for 15-20 0-level characters or 8-10 1st-level characters. Remember that players should have 2-3 characters each, so they can continue enjoying the fun of play even if some of their PCs die off. In playtest groups of 15 0-level PCs, 7 or 8 typically survive. The author has playtested this adventure with groups of up to 28 PCs and experienced one complete TPK and several sessions with only a handful of survivors. The adventure focus is on traps and tricks rather than combat, as that ensures the greatest likelihood of low-level survival. Nonetheless, there should be an expectation of the lessons of mortality. The author recommends that the judge tweak the challenge of certain encounters on the fly depending on the size and skill of the adventuring party, particularly area 3 (which has the potential to wipe out the entire party if they cluster around the doors).

BACKGROUND



ons ago, a primitive war-wizard ruled this land with the aid of barbarian tribes and strange creatures from beyond the stars. When his mortal form was close to expiration, his alien allies instructed him to seal himself away in a protected tomb. Within the tomb the war-wizard could then use astral projection to travel the stars beyond our world. He intended to return later to take possession of his mortal body, which his spirit could do when the stars were properly aligned. However, the war-wizard's extraplanar adventures did not go as planned. Now his body sits perfectly preserved in the tomb he built, protected by enchantments and the remains of his barbarian hordes. If these defenses can be bested, the treasures within are ripe for the taking.

INTRODUCTION

For long years, you labored in the fields like all the peasants, sweating hot and dirty in the summer, only to shiver under threadbare hides when

winter came. This year's harvest ended like all the rest, and autumn's work was hard on Old Man Roberts. When you visited his bedside at the end, he spoke in labored breaths of constellations that hadn't been seen since he was a young lad. The last time the Empty Star had risen in the sky, it was more than fifty winters past, he said. Under the light of that strange star a portal had opened by the old stone mounds. He'd seen jewels in there and fine steel spears and enameled armor, but he'd run when the iron men had attacked. Now, old and dying, he wishes he'd taken the chance on a life of adventure. The Empty Star is once more rising, and a young man with courage could be more than just another peasant – if only he'd take the chance Old Man Roberts hadn't.

You're taking that chance. You stand before the monolithic rocks of the old stone mounds, under the dark light of a starry sky. The Empty Star is clear and bright above you. Three of the large stone blocks lean haphazardly together to form an upright rectangular portal about the size of a man. They seem to be placed directly beneath the star's path. As the Empty Star ascends to its brightest point, its light catches in the portal, and a shimmering stone-lined corridor is visible through the stones, but only from one side of the opening. Grasping your pitchfork with white knuckles, you step into the starlit portal which was not there before today, thoughts of jewels and scorching wheat fields foremost in your mind.

THE DUNGEON

General Features: Unless otherwise noted, the dungeon is dark and dry. Doors are unlocked unless specified otherwise. Access to the tomb is restricted, so there are no wandering monsters.

Area 1-1 – Portal: Even though the hallway is visible from only one side of the portal, you tread on solid flagstones. The starlight fades as it reaches into this hallway, which dead-ends ahead at a stout iron-banded door. Jewels or crystals in an odd assortment of star shapes are inscribed on the door.

The hallway appears only under certain constellations related to the Empty Star. The star shapes on the door approximate the nighttime sky visible through the reverse end of the hallway.

If the characters wait two hours, movement of the nighttime sky makes the view back through the portal reveal the same star pattern as that inscribed on the door. (A character realizes this with a DC 14 Intelligence check.) The door swings open easily for this ten-minute interval.

Door: At any other time, the door will not budge. Treat as locked; DC 15 Strength

check to break down; DC 15 Pick Lock check for a thief.

Trap: If the door is forced, a searing light burns from the star-shaped inscription. The character in the lead takes 1d8 damage (DC 10 Reflex save for half). The trap is detected with a DC 20 Search (PC notices arcane arrangement of the star-shaped inscriptions).

Area 1-2 – Guardian Hall: Across from this room is another stout door. Four iron statues flank the door, two to a side. Each statue depicts a different fighting man in a round iron helmet and thick scaled armor holding a long spear in a throwing position. All the spear-tips are aimed at the door through which you just entered.

The statues are mechanical creations of the war-wizard. They wait for an opportune moment, then suddenly hurl their spears at the characters. Four spear attacks: +2 to hit (additional +2 if characters stand in doorway bull's-eye), damage 1d8.

The jerky spear-throws are clearly mechanical. The statues remain in the post-throw position and make no further movement. They can be attacked but are made of solid iron and only damage weapons used against them. Their scale mail armor is beautifully enameled with shining black stone. The armor can be removed from the statues and worn or sold for twice the usual price.

The spears can be recovered. The door is unlocked and not trapped.

Area 1-3 – Monument Hall: This spacious chamber has marbled floors and a door on each wall. At the far end is a towering granite statue of a barbarian, one hand outstretched, index finger pointed toward you. The muscular savage wears animal hides, but his eyes are intelligent and his engraved neckline sports amulets and charms. A grimoire hangs beside a broadsword on the hip of the thirty-foot-tall monument.

Observant characters (DC 12 Intelligence check) notice many fine scorch marks on the marble floor, as if campfires had been started there.

The granite statue weighs many tons but rotates freely on a well-oiled (but concealed) base. With a deep bass groaning sound, it swivels to track the characters' movements. If the party splits up, it tracks the largest group. The extended hand marks its line of sight.

If any character moves to exit the room (including opening a door or leaving as they arrived), the statue sends forth a scorching burst of flame from its fingertip: +6 to hit, 1d6 damage, 1d6 additional burning dam-

age each round thereafter until a DC 10 Reflex save is made to put out the fire. Once provoked, the statue launches flames continuously, once per round, for up to 5 rounds, at which point its fuel supply is exhausted.

Strong characters who remove the doors from their hinges in areas 1 and 2 can use them as a shield against the statue. This full-body shield increases AC by +4 but reduces movement to half.

The statue can be placated by uttering the name of the war-wizard in whose likeness it is carved. But that name is lost to time. Otherwise, it is so large as to be beyond the ability of the characters to damage.

All doors are unlocked.

Area 1-4 – Scrying Chamber: *A wide stone throne faces you from the center of this square room. The walls are hung with primitive clay tablets, head-high and inscribed with strange symbols. Each tablet is a few feet wide and there are dozens hanging on the four walls. However, your attention is riveted to the enormous snake that has crawled out from behind the throne. It is ringed in crimson bands the color of hellfire and has a demonic horn in the center of its fanged head.*

The immortal demon-snake guards this scrying chamber. It speaks in a sibilant hiss: “I am Ssissuraaaaggg, and you intrude on my guardianship.” Then, without parley or hesitation, it attacks.

Ssissuraaaaggg, the immortal demon-snake: Init +0; Atk bite +6 melee; Dmg 1d8; AC 13; HP 20; MV 20'; Act 1d20; SV Fort +8, Ref +4, Will +4; AL L.

When Ssissuraaaaggg is killed, its body dissolves into ash, leaving only the demonic horn behind. The horn can be used to commune with a demon, and when meditated upon (DC 12 spell check), confers access to the spell *invoke patron*.

A magical portal hangs on the back of the entry door. If the door is shut, someone seated on the throne looks directly upon the portal, which shows stars unlike any seen before in the night sky. The constellations slowly move across the “sky” shown in the portal. A powerful wizard can use this portal to see far-away places (DC 25 spell check).

Anyone who studies the tablets can make out their story. They tell of an alien race that came from the stars to bring magical implements to a barbarian tribe, who in turn conquered many lands with their new powers. The aliens will return when the stars are right. Many less significant events are foretold by the stars (and tablets) as well: droughts, plagues, the birth and death of kings, and so on.

Area 1-5 – Chieftains’ Burial: *This musty room is clearly a burial chamber. Seven shrouded alcoves hold piles of loose bones. Rusty arms and armor adorn the walls beside each alcove and funeral masks are mounted beneath the loose skulls.*

The funeral masks show primitive, almost simian features on stern faces. Examination of the bones shows they are not quite human: the limbs are too thick, the spines too short, and the beetled brows jut out too far.

Each of the seven skeletons was a general in the army of the war-wizard. If the skulls in this room are destroyed, the spirits that animate the warriors in area 8 are released to find peace.

The bones are living dead that have decayed over the eons. They shake and rattle as characters approach; however, they can no longer animate into cohesive skeletons. The skulls clack, clatter, and attempt to bite, but are easily avoided and crushed through normal means.

Seven piles of living bones: Init -2; Atk bite +0 melee; Dmg 1d4-1; AC 8; HP 2; MV 5'; Act 1d20; SV Fort +0, Ref -4, Will +1; AL C.

Most of the weaponry and armor in this room is rusted and worthless, but a hand axe, a battle axe, and a set of chain mail can be recovered. Due to their age and brittleness the two axes are at -1 to attack, and the chain mail offers only +4 armor class for similar reasons.

Area 1-6 – Gazing Pool: *This enormous chamber is filled with a large, rectangular pool of water running the entire length of the room. Diffused light shines upward from the pool, illuminating wide pillars lining the walls. Strangest of all, however, are the man-shaped crystal creatures visible in the shadows. They shuffle about slowly, their strange crystalline bodies sparkling like jewels whenever they catch the light from the pool. There is a door in the far corner of this chamber.*

This room represents the war-wizard’s vengeance against his enemies. He transformed his foes into living crystalline statues, then trapped them here. Now possessed of only animal intelligence, they are no longer capable of speech nor do they need sustenance. They have wandered this room for millennia, trapped in the unending hell of their crystal bodies.

There are six crystal statues. Their features are hard to discern because of their translucency, but they are perfect replicas of the eons-old proto-human warriors who were transformed to create them. They are attracted to light and shuffle toward torches and lanterns. They do not attack, but their approach may seem menacing, and they

will defend themselves. If they reach a torch or other light source unmolested, they simply stand next to it and absorb the warmth.

Six crystal statues: Init -2; Atk punch +2 melee; Dmg 1d4; AC 12; HP 8; MV 10'; Act 1d20; SV Fort -2, Ref -2, Will +0; AL N.

The pool is 3' deep. Its bottom is painted pitch black and encrusted with thousands of crystals forming the stars of a nighttime constellation that is unfamiliar. (It is in fact the sky as it will appear twenty thousand years from now, when the war-wizard’s strange benefactors will return.)

The light shines through the crystal stars from area 8 below. Each crystal is worth 10 sp and takes 2 minutes to pry out. Prying out crystals causes the water in the pool to drain into area 8. Air bubbles rise, then a current starts, and after 10 crystals are pried out, the draining is obvious. After 50 crystals are removed, the floor buckles. After 100 crystals are removed, it collapses onto area 8, sending any characters within the pool crashing down into the room below in a sloshing mess (1d6 damage, DC 12 Ref save for half).

Area 1-7 – Strategy Room: *The spiral staircase leads to a long, narrow room with a door in the far wall. There are several ledges holding miniature clay soldiers and two tables with armies of opposing soldiers are laid out around buildings and hills.*

The war-wizard intended for this room to be a planning station for his afterlife conquests.

Four of the clay soldiers are solid silver. They are the generals, clearly the leaders of the four armies laid out on the two tables. DC 10 Search check; worth 20 gp each.

Area 1-8 – Clay Army: *The door opens upon a breathtaking scene. An enormous, three-tiered chamber spreads before you. An oversized throne rests upon a raised dais at the far end of the room. Seated on the throne is a clay warlord that resembles the giant statue you saw earlier. A pulsating light emanates from a crystal globe atop the throne.*

Below the dais at floor level seven statues of clay generals stand motionless. Below them, in a huge pit that runs the length of the room stands an army of clay soldiers. There are dozens of soldiers arrayed in marching formation, their clay armor and clay spears equipped for war.

A great stillness pervades the room. It is the stillness of death; the silence of a tomb. Then, suddenly, the stillness is broken as the clay warlord jerkily raises an arm toward his generals. Then, the entire army takes a lurching step forward, shattering the silence with the tramp of doom.

This is the warlord's elite guard, preserved and reanimated for eternity. The characters have no hope of defeating the 70 warriors, 7 generals, and warlord. All share these same stats: Init +0; Atk spear +4 melee; Dmg 1d8; AC 12; HP 9; MV 10'; Act 1d20; SV Fort +2, Ref +0, Will +0; AL N.

However, there are several clever ways to win passage:

- If the clay army is submerged in water by removing crystals to sink the pool in area 6, all creatures in this room take 1d6 damage from falling debris as the ceiling collapses. Additionally, any surviving clay soldiers slowly turn to mud, taking an additional 1 point of damage each round until they dissolve into a puddle.
- The life force of the clay generals is linked to their skeletons in area 5. If the skulls there are destroyed, the clay generals' heads shatter to shards and dust. The characters may arrive to find the generals already destroyed.
- Smart characters may try to assassinate the warlord directly, which quickly ends the threat.

If the warlord and generals are alive, the warriors climb from the pit (1 action) and attack while the generals look on. If the generals are killed, the warriors lack organization and spend a few rounds milling about before moving forward to attack. If the warlord is killed, the entire army loses anima, becoming simply a set of clay statues.

The secret door is found with a DC 14 search.

The crystal globe emits an ongoing light. It is worth 200 gp as a work of art. A wizard who unlocks its secrets (DC 18 spell check plus study time and arcane consultation) understands that he can use it as a scrying ball. Such a wizard can view a location he has seen or has reference to (e.g., can view a creature whose lock of hair he possesses); DC 18 spell check to activate for 1d6 rounds; -2 penalty for each consecutive use in a day. However, once every 1d8 days, an alien countenance appears in the ball to look *back* at the wizard. These are the extraplanar benefactors of the war-wizard, who taught him to use this crystal globe to guide his astral projection, and who occasionally use it to look upon the mortal realm. See also area 9.

Area 1-9 – Treasure Vault: *At the end of the long hallway is a spartanly appointed room containing simple wooden shelves, a camp chair, and a sleeping pallet. The wooden shelves hold a bronze rod, a copper brazier, fine weapons and armor, and a brass-bound tome. In the center of the floor is a large pentacle with a per-*



fect crystal circle at its center. Inside the circle is a stone table on which rests a wrinkled ancient body whose countenance matches the war-wizard's. At the head of the table is a concave depression.

Here are stored the trappings of the war-wizard:

- The bronze rod of rulership is engraved with half of a demon's face. It is worth 150 gp, but read on.
- The copper brazier is worth 10 gp.
- The assortment of weapons includes a longsword, a long bow, 40 arrows with quiver, a mace, a spear, a battle axe, a dagger, and a hand axe.
- There is a suit of scale mail.
- The tome is written in a language so ancient it is indecipherable to modern man. A wizard who studies it may discover (with a DC 14 spell check) a spell

of the judge's choosing.

If a character places the crystal ball in the depression on the table, he sees this:

Gazing into the crystal ball, you see an endless field of bright stars on a faint gray background. A ghostly image of the war-wizard drifts in the star-strewn ether, perfectly still. Then a harsh goat-like face fills the full sphere, staring intently at you. "I have waited a long time for someone to take the warlord's place," says the strange goat-man in a deep voice. "His astral voyage was cut short before he could rekindle the spark of his mortal coil. I am still in need of an ally on your world. Fill this copper brazier with wood from a dryad's tree and ignite it with the spark of a living fire. The blaze will reveal the location of the other half of the rulership rod. Find that for me, and you shall be rewarded." Then the globe dims to mere crystal.

They say a dryad has been seen in the forests east of here...

Geas of the Star-chons

2019 Free RPG Day adventure for DCC RPG

A LEVEL 1 ADVENTURE

By Julian Bernick • Cartographer: Stefan Poag

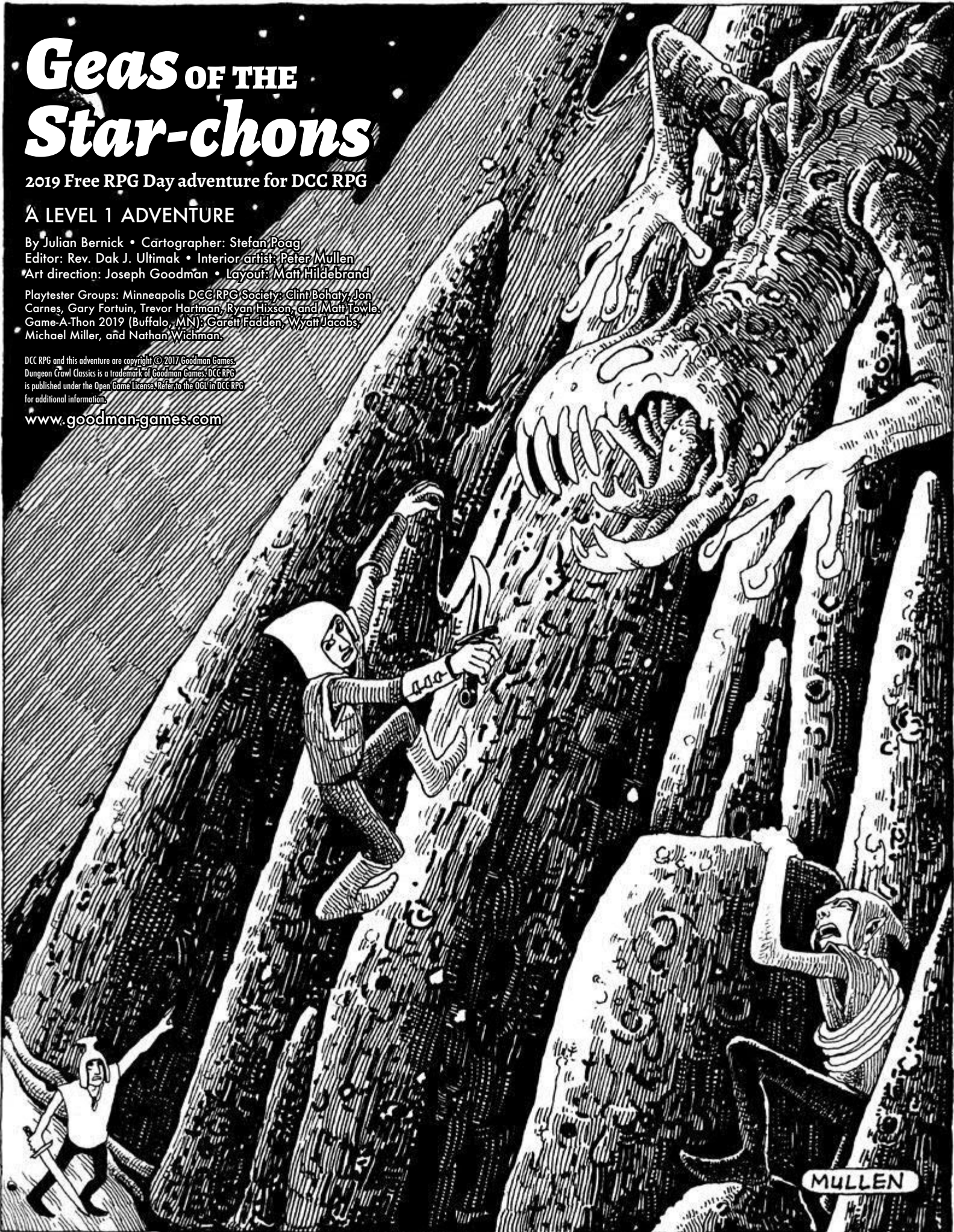
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INTRODUCTION



he wizard Yndrkalla has cheated fate for centuries in order to lengthen her life and now hopes to evade her doom altogether. The Star-chons — mysterious guardians of astrological fate from beyond the gulfs of time and space — wish to disrupt to her scheme. The Star-chons (pronounced “STAR-kons”) lay a geas upon the characters forcing them to invade her lair and destroy the source of her fate-defying power — a ritual book of star charts that she will use to re-write her own fate! This adventure is suitable for 4-6 characters of first level and should be easily finished in one session of 4-6 hours.

BACKGROUND



Yndrkalla has spent many lifetimes mastering occult astrology. Using forbidden rituals, she has recruited allies from doomed timelines — even including alternate versions of herself. However, her defiance of the star-ordained destinies has caught the attention of the mysterious Star-chons, keepers of the stellar order. Sensing that Yndrkalla is plotting to free herself from their purview once and for all, they cast their geas upon the PCs, compelling them to prevent the ritual’s completion. The PCs will arrive at Yndrkalla’s desolate lair just as the completion of her ritual is at hand.

Alternate Adventure Hooks: Though entirely in the tradition of Appendix N literature, the geas may not be right for every group. Here are some alternative hooks:

1. Yndrkalla’s ritual tome is a literally beyond price. The sorcerer Kz-Thathammon would pay handsomely for the PCs to capture it for his own purposes; even patrons might wish the PCs to gain it for their own ends.
2. The gods of Law look askance at any who tamper with the mechanisms of predestined fate. Any Lawful god or priest would gladly hire the PCs to disrupt her scheme and destroy knowledge of the ritual forever.

BEGINNING THE ADVENTURE

It’s another bawdy night at the Sleeping Toad and each of you is lost in your own special form of debauchery when the sounds of the crowd are suddenly hushed. The clanking of tankards and the rattle of dice fade away as a hooded figure moves through the crowd toward the table at which you are gathered. Each of you feels compelled to gaze at the lean, white-robed figure as it draws back its hood, completely ignored by all other patrons of the Toad. The figure has no face at all; in its place is a black abyss filled with glittering stars.

Its chilling words are more felt than heard: “Your help is required. The Star-chons, masters of time and fate, have detected the schemes of the wizardress Yndrkalla, who seeks to escape the fate that has been written in the stars for her. You will journey to her lair and thwart this scheme. Travel by night and the stars will guide you.” In turn, each one of you rises and walks out of the Toad, to stand beneath the sprawling expanse of the night sky, and with few words, you make your preparations to strike out on the Star-chons’ errand. The image of Yndrkalla fills your minds: A tall, dark-haired woman with an eye-patch over her right eye.

The PCs’ travel to Yndrkalla’s lair is not covered herein. The judge my hand-wave these travels altogether, allude to various hardships, or even play them out for a session or two. The text assumes that the PCs start at the bottom of the large rock formation that houses her lair.

YNDRKALLA’S LAIR



he wizardress’s home is in a desolate red desert that can be located anywhere within the campaign world. Her lair was carved into the side of a large rock formation by her servitors, the orange goblins. Their stonework is excellent, but often sized more to their small stature. Unless noted, passages are 10’ across and ceilings are only 8’ high. Man-size PCs using two-handed weapons will be -1d on attack rolls in the corridors.

LUCK STORMS



hen the PCs enter the lair, the reality-defying ritual is underway. The resulting energies flow throughout the complex in the form of “Luck-storms,” which manifest as a barely discernible swarm of dancing star-lights. Every time the PCs venture into a new area, these lights coalesce about them and then disappear in a split-second. Roll 1d4 on the table below to see their effect.

Result	Effect
1	No Effect
2	Luck is reversed (Roll over to make Luck check.)
3	Extremes: The fumble range is increased (natural 1-3) and so is the critical range (natural 18-20).
4	Dead Luck zone: No Luck spends or checks, no fumbles, no critical hits or other extreme natural 1 or 20 results.

PLAYER INTRODUCTION

You have traveled far across the Boiling Sea, along the Coast of Inevitable pain, finally driven by your star-compulsions to the huge rock formation looming above you. The semi-regular rockface rises at least 120 feet, its craggy surface pocked with outcrops and small scrub plants. There appears to be a cave mouth opening about two thirds of the way up. You see no other signs of habitation.

Note: PCs who observe the area carefully for more than 2 rounds will notice the cave mouth periodically “disappearing!” (See below.) If the butte is scaled and the top is searched, they will find the pond at area 9C.

Area 1—Approach to Yndrkalla’s Lair: The rockface is easily scaled with three DC 10 Strength (or climb) checks. Use of ropes and other precautions reduces these checks to DC 4.

Much more insidiously, a 10’ long mountain lizard, almost perfectly camouflaged with its surroundings, protects the opening. It climbs effortlessly and will attack characters that get within 20’ of the cave entrance. Unless a PC makes a DC 14 Willpower save to notice it, the mountain lizard automatically attacks with surprise. Any creature struck by the lizard must make a DC 12 Reflex save or be knocked off the rock-face.

Note: Fighting on the rock-face is -2d if un-rope and -1d if roped.

Entering the lair is its own challenge. On attaining the cave’s height, the PC must make a Luck check to enter; otherwise the Luck energies have caused the entrance to blink out of reality momentarily and the PC must wait another round to enter. An unfortunate who rolls a natural 20 on a Luck check while trying to enter the cave is instantly atomized by the astro-quantum energies around the portal.

Mountain Lizard (1): Init +2 (+4 if on a vertical face); Atk bite +2 melee (1d7); AC 14; HD 2d8; hp 10; MV 30’, 30’ climb; Act 1d20; SP surprise due to natural camouflage; SV Fort +2, Ref +2, Will -2; AL N.

Due to its camouflage scales, the mountain lizard attacks with surprise unless its victim makes a DC 14 Willpower save to notice it.

Area 2—Stairway Trap: *Within the cave mouth, a narrow set of regularly cut steps descends into darkness. The walls are smooth and unmarked. The air carries a sweet scent up from below and you can hear some rattling and tinkling sounds.*

There is a secret door on the left side of the inner cave mouth (DC 10 Intelligence check to spot if searching). When the PCs are 30 feet down the stairway, the two orange goblin guards will slip out and start rolling stones down the stairs. PCs on the steps will have to make a DC 14 Reflex save to avoid the stones or take 1d5 points of damage.

Assuming the guards posted here have heard the PCs, they have called down the stairs and the orange goblins are putting on their armor and readying their weapons, while moving their precious glassworks out of the way. The sweet scent is that of the freshly baked pastries.

Orange Goblins (2): Init +2; Atk short spear +1 melee (1d5); AC 12; HD 1d6; hp 4 each; MV 30'; Act 1d20; SP none; SV Fort +1, Ref +3, Will +0; AL C.

Area 3—Orange Goblin Workshop: *Making your way down the narrow stairs, you see three small orange-skinned warriors with short spears barring your way. Their crusty skin is russet-colored and each has small useless-looking wings sprouting from their shoulders. Beyond them are even more waiting to take their place, growling and muttering warlike curses.*

This area contains 10 orange goblins attired for war. They will try to bottleneck the entrance so that three can attack one intruder at a time. Breaking through this front line of the goblins requires a DC 14 Strength check and allows each of them to take a free attack. Once through, the other seven will circle and swarm the lucky invader.

The rest of the shop has several kilns, sacks of sand and other minerals as well as all sorts of tools for working stone, wood, and glass. Against one wall in sturdy wooden cases are 11 10' by 10' star-lenses that are being stored here since they are not needed for Yndrkalla's ritual.

There are three lime-cream pastries left on top of their crude oven. They taste tart and creamy with a flaky crust and a dusting of powdered sugar. Made with "centipede milk", the pastries will cause painful intestinal cramping in 2d10 rounds to any who eat them (DC 14 Fortitude save or be -1d for 1d4 turns).

An opening in the floor leads down via carved handholds to area 4 below and another doorway on the east wall leads to area 5.

Orange Goblins (10): Init +2; Atk short spear +1 melee (1d5); AC 12; HD 1d6; hp 4; MV 30; Act 1d20; SP none; SV Fort +1, Ref +3, Will +0; AL C.

Area 4—Orange Goblin Quarters: *This dark room smells of sour body odor and waste. Scattered on the floor are ragged blankets, a privy, a strange wooden table and a wooden chest of drawers on the far wall. A sack of limes sits open in the corner.*

The goblins sleep here and entertain themselves with their only important pastime: centipede racing. The set of drawers has 9 compartments and currently contains 7 centipedes. There's also a crude well and barrels of goblin-grub.

Behind the dresser is a 4' high tunnel covered by crude wooden boards painted with the words "DON GO HEAR." The tunnel leads to area 9A, the ritual chamber; the goblins tunneled there in order to throw their mistress a surprise party but she became very cross and insisted that they never use the tunnel again.

Area 5—Contest of the Seven Dooms: *This hallway opens onto a staircase that descends 10 feet to the floor of the room. In the middle of the floor is a large gaming table covered with green felt. Around the table are huddled seven small hooded figures. At the far end of the table stands a gray-furred ape-man, dressed in a purple vest with gold embroidery. In his large hand, he rattles a pair of ivory dice. "So you think you have a stake in the ways of fate, do you? Perhaps you'd care for a game of dice before you go any further. If you win the round, you shall pass and gain one of my prizes; but if you lose, you shall not pass and instead gain one of the seven dooms."*

The ape-man is Arkthinoor the Math-Sage, poet, philosopher and gambler. Brought here to avoid hanging by the religio-merchants of Metazothik eons ago, he is very loyal to Yndrkalla and will do his best to dissuade PCs from charging past him to interrupt her ritual. He is refined, polite and vastly intelligent.

If the PCs agree to play, he bids them come to the table and explains the rules:

There are two contestants at a time, who compete by rolling two six-sided dice each; the highest roll wins.

If the PC wins, he will grant them a prize and allow them to pass unmolested. (If asked what the prizes are, he gives the cryptic description noted below.) If a PC loses, he must take on one of the seven dooms gathered about the table, and must not pass to area 6.

Arkthinoor has spent a lifetime studying chance, physics and inscrutable geometries and can throw dice so accurately that he gets a +2 on all rolls. The PCs will roll 2d6 and get their Luck modifier to the roll.

When a PC loses, roll 1d7 on the chart below. The PC is assigned the corresponding doom, one of the hooded figures disappears and that doom effect can no longer be rolled.

Result	Effect
1	Old age: The PC will likely live to a ripe old age. Unfortunately, that means now, as they age 4d10+10 years and lose 1d4 points from all physical stats.
2	Self Destruction: The PC acquires a permanent -1d3 to all saves because of the PC's instinct for self-harm.
3	Disease. PC is afflicted with disease and loses 1d3 Stamina and covered in weeping red-gray sores until cured.
4	Violence: PC must face one of the skeletitans in single combat (see below.) If other PCs help the doomed combatant, all skeletitans attack and the game ends.
5	Infamy: PC is destined to be a great betrayer. The PC's alignment changes to Chaotic and the PC will have the compulsion to betray allies in pivotal moments. Each time he does so, he will gain 1d4 points of Luck.
6	Unpredictable: Each day the PCs Luck will be either 1d5 points lower or 1d5 points higher (determine randomly.) Temporary Luck spent does not affect the base number.
7	Glory: PC gains 1d6 Personality and once per game session may attempt a Mighty Deed with a d5 Deed Die.

If a PC plays by the rules and wins the contest, a doom disappears and Arkthinoor grants that PC a prize and allows them to pass unmolested. He will not show or describe the prizes any further than the phrase indicated below.

Description	Prize
"A simple ring"	This green metal ring confers a +1 permanent hit point as long as it is worn
"An atlas of a world long gone"	This book contains extensive maps of Metazothik, including places likely to have treasure and relics of power.
"A rare draught of ancient vintage"	This mild golden brandy inspires 1d5 rounds of hallucinogenic stupor, followed by permanent +1 Intelligence from visions of another era.
"A deadly needle"	This tiny cobalt-colored decorative pin may be worn on any cloth garment but grows to a long-sword when Arkthinoor's name is spoken.
"A mathematical improbability"	A pair of heretofore-unknown seven-sided dice worked in ivory, worth 250 gp.
"The most precious gift of all"	This rare volume of poetry in High Metazi is utterly indecipherable to all but four living sages, each of whom will pay 20,000 gp for it—if they can be found.

If Arkthinoor is slain, any remaining items all crumble instantly to dust. Items that are fairly won remain.

If the PCs decide to pass through to Area 6 without playing, all the remaining dooms and Arkthinoor attack the aggressor(s). The dooms throw off their robes and grow to 8' tall skeletitans, each one of whom attacks with a great scythe-like claw. Skeletitans are not un-dead, but may be turned by any priest of Law.

Skeletitans (7): Init +2; Atk scythe-claw +3 melee (1d7); AC 13; HD 1d8+1; hp 9 each; MV 30'; Act 1d20; SP immune to mind-affecting attacks; SV Fort +2, Ref +2, Will N/A; AL C.

Arkthinoor: Init +2; Atk dagger +2 melee (1d4+1); AC 15; HD 1d10; hp 8; MV 40; Act 1d20; SP none; SV Fort +3, Ref +3, Will +8; AL N.

The only exit to the room is another ladder in the east that rises 10' to an open doorway.

Area 6—Hatshup Tan: *As you approach the ladder you see a battle-scarred ape-man step out to block entry to the passage above. He wears a set of silver scaled armor and wields a double-bladed halberd, carrying himself with the confident grace of a champion. "Do not approach," he says. "To try to pass me is death."*

The great Hatshup Tan awaits adventurers here. He was once the mightiest warrior of Metazothik Empire. Though slowed by age and the wounds of many wars, he will bar PCs from going further. In addition to his natural prowess, he strikes at +1d against any PCs who try to ascend the ladder and emerge into the tunnel while he defends it. (Attacks at him are also -1d if made while on the ladder or trying to get up into the doorway.)

Hatshup Tan: Init +4; Atk double-halberd +5 melee (1d12+3); AC 16; HD 4d10; hp 25; MV 40'; Act 2d20; SP he will trip or disarm opponents if his attack roll exceeds their armor class by 3; SV Fort +6, Ref +3, Will +5; AL N.

Hatshup Tan typically executes a "deed" by tripping or disarming foes when his modified attack roll is 3 or more than his opponent's armor class.

Area 7—Metazothikans' Quarters: *This well-furnished room is tidy and is clearly the quarters of two people. Two beds rest in opposite corners, a large trunk sits next to a writing desk and a large shelf full of many leather-bound tomes. On the other side of the room is a big rack of arms and armor.*

The weapons rack holds a spear, a scimitar and a short bow. Made with the ancient martial secrets of the Metazothikans, each grants a +1 attack bonus because of their craftsmanship.

The trunk contains 330 gp (Metazothikan coins) and two vials of strange glittery oil that may be applied to any wound to do 2 hit dice of healing.

It also contains two small ape-men figurines wrapped in a green velvet cloth. The cloth is embroidered with silver-threaded runes. If the runes are deciphered (DC 15 Intelligence or DC 12 Read Languages check) and spoken aloud the figurines will animate and grow to normal size, perhaps providing replacement characters as needed. Further details are left to the judge.

Finally, the books are written in Metazothikan and useful on a variety of subjects (roll to decipher as above.) One tome bound in white leather, *The Testament of Qlar-Kash-Toon*, contains dangerously obscure knowledge; if deciphered, the PC must make a DC 12 Willpower save; if failed, the reader's mind will be trapped in an esoteric logic problem that is unsolvable in the current age. The PC's body will be a lifeless husk until a sage is consulted who can speak the solution in their presence. If the save is successful, the PC has gained deep meta-mathematical insights and thus learned one spell (determine randomly), though the usual spell check penalties for non-spellcasters apply.

Area 8—Yndrkalla Arakne & Yndrkalla the Scarred:

The hallway opens into a wedge shaped area, beyond is a large room with a magic circle and a blaze of shimmering lights and the sound of chanting. As you step forward, a lone woman steps out to bar your way and you instantly recognize the tall stature, flowing black hair and eye patch of Yndrkalla. But this woman has six arms, weaving about as she prepares to cast a spell. "Halt!" she cries. "Turn back or feel the power of Spidros!"

The last defenders are two versions of Yndrkalla that she rescued from disparate timelines in order to guard her schemes. Both are fiercely loyal to their rescuer. Both women are nearly identical to Yndrkalla.

Yndrkalla Arakne, the servant of a spider patron Spidros, was about to be burnt at the stake for her blasphemies. Cursed with six arms as a patron taint, she prefers to attack with her unholy spider magic, first her *Spider Eruption* spell and then her *Limbs of the Spider* spell. Yndrkalla the Scarred is a trained assassin.

Yndrkalla Arakne: Init +2; Atk daggers +1 melee (1d4); AC 11; HD 3d4; hp 10; MV 30; Act 3d20; SP multiple arms and attacks; spell-like powers (spider eruption, limbs of the spider); poison curse; SV Fort +2, Ref +1, Will +4; AL C.

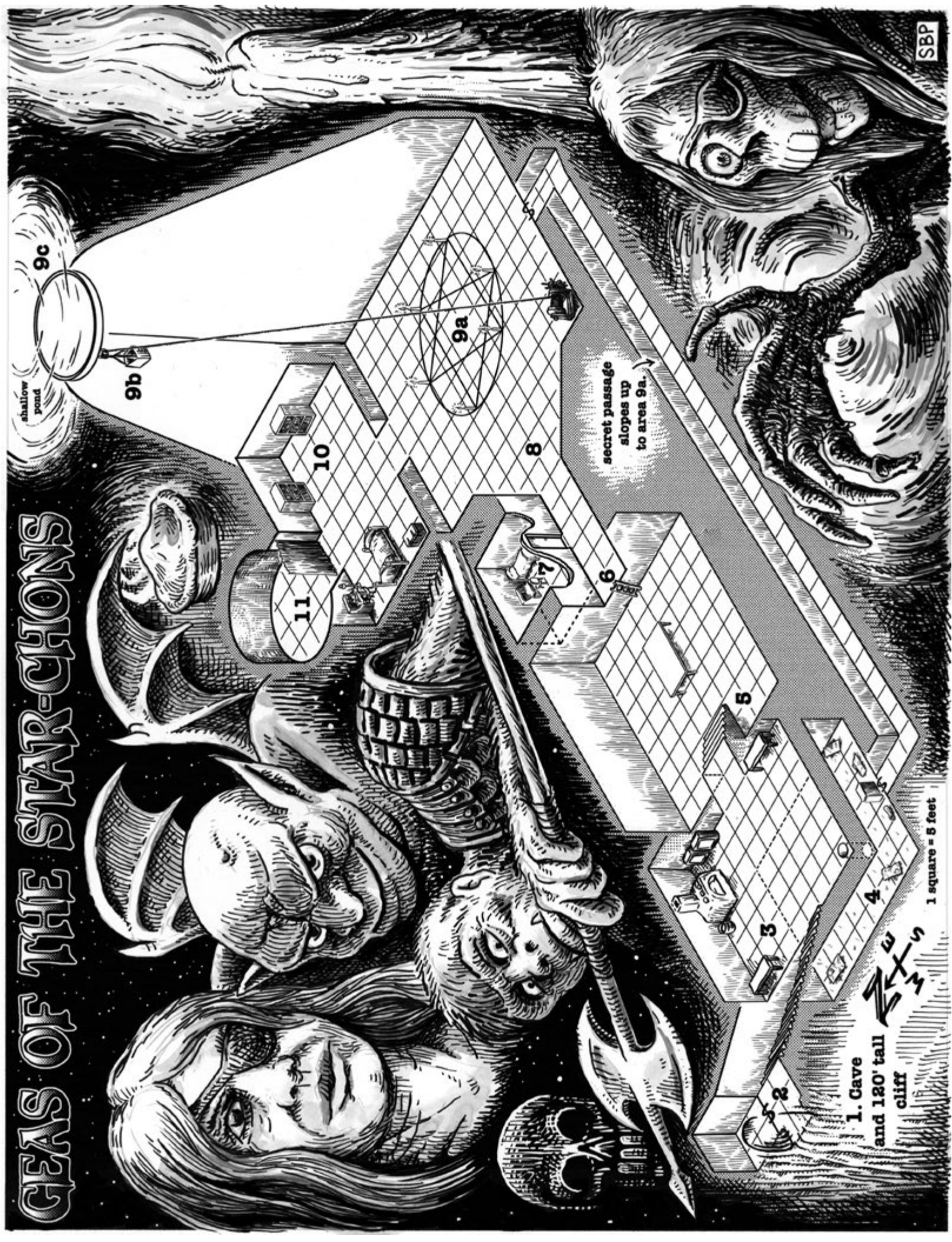
Spider Eruption: This will affect 3+1d4 PCs. The targets must make a DC 15 Fortitude save or have spiders erupt from their skin, taking 1d6 points of damage.

Limbs of the Spider: The single target is allowed a DC 14 Fortitude save to resist; otherwise they grow four new arms. The pain of the transformation will cause the PC to lose consciousness for 2d7 rounds. Victims so cursed will have one extra action die but inspire loathing in all common people.

Yndrkalla The Scarred: Init +2; Atk dagger +3 (1d4); AC 15; HD 3d6; hp 15; MV 30; Act 1d20; SP first attack at +8 (backstab), paralyzing poison; SV Fort +2, Ref +4, Will +2; AL C.

Yndrkalla the Scarred is hidden; when the PCs rush Yndrkalla Arakne, she backstabs from the shadows at +8 to hit. She will target a wizard or elf, since they are most likely to disrupt Yndrkalla's ritual. If the victim fails a DC 15 Willpower save, the Scarred completely surprises them, inflicting an automatic critical (Table III/1d8).

GEARS OF THE STAR-CHONS



She also strikes with a powerful poison – Any PCs wounded by her must make a DC 15 Fortitude save or be paralyzed for 2d7 rounds.

Yndrkalla the Scarred carries 1d6+1 more doses of her poison “the Cobra’s Breath” on her person.

Area 9A—The Ritual Hall: *Starlight pulses throughout this large domed chamber. Yndrkalla stands in the center of a huge taper-lit six-pointed circle, holding a large open book of star-charts in her left hand. The protective lights wax and wane violently in time to her chanting. She spares only the merest glance in your direction, before continuing with her ritual.*

The ritual circle is 25’ across. No spells or missiles may penetrate the circle. Bold adventurers seeking to cross with no understanding of the magic circle are instantly corroded into an alien compound of glittering ashes.

A wizard, elf or cleric can try a DC 15 Intelligence check to understand her ritual’s cadence in order to step through the circle with no ill effects. A thief can also attempt the same DC with a *Cast Spell from Scroll* roll. If they fail, determine the result randomly by rolling 1d6 (modified by Luck) and consulting the table below.

Result	Effect
1	Stellar Rage: The circle’s disruption instantly destroys Yndrkalla and the invader; everyone else in 500 yards takes 1d14 points of damage as multicolored star energy lashes out indiscriminately.
2	Fate bond: The PC is allowed into the circle, but the PC’s fate is now tied to Yndrkalla’s—any damage (or magical effects) dealt to her will also be felt by the PC.
3	Doom of the Star Ritual: The PC crosses into the circle but also gains one of the seven dooms from area 5 (determine randomly.)
4	Space/Time Exchange: When the PC crosses into the circle, they take 1d6 points of damage and exchange places with someone else in the room (determine randomly, including Yndrkalla)
5	Astro-Sympathy: The PC passes into the circle, and they now will gain 1d7 temporary Luck points whenever they can see the stars. This temporary Luck disappears when the PC can no longer see the stars.
6	Blessed of the Star-chons: The PC passes into the circle and gains 1d6 points of Luck, thereafter followed by a halo of starlight until it is spent.

When the PCs enter this area, Yndrkalla has 1d4+3 rounds left to complete the spell.

If they hesitate to attack her, she will continue her ritual. If they attack successfully, she must make a DC 14 Willpower save to continue the ritual.

If interrupted before completion, the ritual is ruined, the circle dissipates, and she lashes out at her attackers with her *Unwriting* spell.

If the ritual completes successfully, Yndrkalla has escaped the fate of the Star-chons and increased her power. The magical circle fades away into a few twinkling motes, leaving her vulnerable and exhausted. She offers to cast the ritual for each of the PCs to free them from the grip of their geas. The PCs may choose to aid her, but then will face the vengeance of three Star-chons (See “Ending the adventure”), while Yndrkalla is too exhausted to aid them further.

Yndrkalla: Init +2; Atk ceremonial dagger +1 melee (1d4); AC 12; HD 5d4; hp 12; MV 30’; Act 1d20; SP *Unwriting* or spells (check +6,

Magic Missile, Sleep, Charm, Summon Reality-Walker); SV Fort +2, Ref +2, Will +6; AL C.

The *Unwriting* spell undoes a PC’s fate all at once, entirely erasing their existence. The PC is allowed a DC 14 Willpower save; if successful, the PC either gains or loses 1d6 Luck (determine randomly) and switches alignment. They never feel quite the same again (in fact, though they don’t realize it, they’re actually a subtly different replacement from one of an infinite number of parallel worlds.) This spell can only be cast once.

Yndrkalla also knows *Magic Missile, Sleep, Charm person* and *Summon Reality-Walker*, which can be used to summon a displaced fate-stolen dimensional traveler to aid her. (See page 8 for the text of *Summon Reality Walker*.) Her spell check is +6.

The connecting tunnel entrance from Area 4 is mostly obscured by small rubble. Should the PCs enter here from this tunnel, or from above, the various guardians will arrive from the west to join the fray in short order.

The ritual: If the lens above is intact and the book is unharmed, the PCs may attempt to complete Yndrkalla’s ritual for their own purposes! This requires a DC 20 spell check and a minimum of two turns of undisturbed effort to cast. On a natural 1, the spell fails, the book is destroyed and the caster is *Unwritten* as per above (no save.)

This Book of Stars is keyed to Yndrkalla’s birth sign. The skylight’s pane has also been set to the exact stellar conjunction she needs to conduct the ritual to alter her fate. Thus the successful casting of the ritual can only be used to alter Yndrkalla’s fate.

The materials and knowledge to create a Book of Stars keyed to other characters are in area 10.

Area 9B—Orange Goblins Above: Yndrkalla’s ritual requires refracting starlight through the intricately crafted lens slotted under the skylight beneath the pond at area 9C. For this purpose, there is a work crew of orange goblins up on a platform raised by a simple winch and pulley system to do her bidding with the lenses. If they see Yndrkalla in danger, they will throw unused lenses down to try to protect their mistress. All creatures in the ritual chamber, (but not within the active ritual circle’s protection) must make a DC 10 Reflex save to avoid flying shards of glass for 1d7 points of damage. Descending the pulley takes two rounds and those on the ground level can easily tamper with the winch and pulley system if they so choose. The basket in which the goblins ride is about 10’ wide, allowing them to ferry the lenses carefully up and down.

The domed ceiling is 80’ at its highest point with the lens beneath the skylight-pond in the center of the ceiling.

Orange Goblins (4): Init +2; Atk short spear +1 melee (1d5); AC 12; HD 1d6; hp 4; MV 30’; Act 1d20; SP None; SV Fort +1, Ref +3, Will +0; AL C.

Area 9C—Pond and Skylight: *The top of the butte is lifeless and full of red sand and rock. A hundred paces away, you can see a small glittering pond, looking very out of place on this dry, dusty plateau.*

Above the ritual chamber is a skylight that has been carefully crafted by the orange goblins to allow light from above to penetrate down through the perfectly made star-lenses Yndrkalla has commissioned. The pond is kept very clean by the orange goblins and there are no fish or other marine life in the shallow pond. A close inspection will see the glittering glass at the pond’s bottom, but there is no way through it without breaking the skylight. A PC carelessly wading in the pond must make a DC 15 Reflex save to



avoid breaking and falling through both glass surfaces to the bottom of area 9-A.

Area 10—Yndrkalla's Quarters: *This is clearly the comfortably furnished quarters of the wizardress. Besides the various pieces of furniture, there is an open doorway shrouded by a black curtain covered in silver-threaded sigils.*

Yndrkalla's quarters has one large bed, three large shelves with various tomes, a chest, a jewel box, a wardrobe, a writing desk as well as various lamps, some Spartan rations and other bric-a-brac. The wardrobe contains both ritual vestments and fine clothes worth 115 gp altogether. The chest contains 423 gp in various coins, some of them minted in unknown worlds. The jewel box contains miscellaneous rings worth 240 gp.

The most precious and unique items by far are Yndrkalla's *Master Concordance of Celestial Bodies* (star-charts) and 13 astro-arcane tomes. With these priceless books, an elf or wizard could fashion their own Book of Stars to bend the fates to their whims! There are even three blank tomes that she prepared as contingencies in case her Book of Stars was ruined. Note that without the skylight-panes specifically keyed to the star-charts of the ritual's subject, the caster will need to make a DC 26 spell check and the full ritual takes 1d4 hours to complete. The exact effects of fate-unweaving are left to the judge's discretion, but they should be substantial: Restoring a beloved friend to life, changing a disastrous decision, avoiding the enmity of a god, etc.

The writing desk contains her diary, which details her machinations to rescue her servitors from their fates and also ends with a promise that she will be the lifelong servant of anyone who completes her ritual for her, including to remake the fates of those who aid her!

Also present are the spellbooks of Yndrkalla and Yndrkalla Arakne; the judge should roll randomly to determine all spells beyond those mentioned above.

Astute observers may notice that the enchanted curtain covering the doorway to area 11 does not move despite the air currents in the drafty stone room. Spellcasters or thieves using their *Cast Spell from Scroll* ability can determine it is a warding device with a DC 15 Intelligence check. Pulling the curtain aside will trigger the skin-fiend within area 11 to attack.

Area 11—Warded Chamber: *The chamber beyond the curtain is starkly bare and unlit. Within is a familiar woman with flowing black hair*

and an eye-patch. But as you gaze upon her, the woman's skin sloughs off her bones and launches itself toward you howling and dripping blood, wrapping you in its grisly embrace.

This un-dead version of Yndrkalla was of no use to the wizardress, so it was bound behind the enchanted curtain. This gruesome skin-fiend exists only to destroy the living and pulling the curtain aside frees the thing to attack.

Yndrkalla the Skin-Fiend: Init +2; Atk skin-grab +4 melee (1d3); AC 14; HD 4d8; hp 20; MV 30'; Act 1d20; SP un-dead traits and smothering; SV Fort +4, Ref +0, Will +6; AL C.

The skin-fiend attacks with its skin, wrapping its dripping flesh over an unfortunate victim. After a successful hit, the skin-fiend automatically smothers the victim each round thereafter for 1d3+2 points of damage. All physical weapon damage to the skin-fiend does half damage to a smothering victim. If a PC dies as a result of the smothering, the PC will rise in 1d4 rounds as another skin-fiend with identical stats.

ENDING THE ADVENTURE

If the PCs successfully defeat Yndrkalla and prevent her ritual from being completed, the Star-chon again appears and thanks them for their service.

In its hollow inhuman voice, the white robed figure announces "You have seen and learned too much about the inner workings of fate and now you must be destroyed to protect the sacred order writ in the heavens." Throwing off its flimsy white robe, the Star-chon grows to twelve feet tall and attacks.

The Star-chon: Init +5; Atk chill-whip +5 melee (1d12); AC 16; HD 5d14; hp 50; MV 50'; Act varies; SP Multiple attacks and whip-freeze; SV Fort +8, Ref +4, Will +8; AL L.

The Star-chon's body is an amorphous mass of void-matter. It grows one tendril for each PC that it can engage in melee. Each PC struck by the Star-chon, must make a DC 14 Fortitude save or be rimed with ice and severely frostbit, fighting on at -1d. If hit a second time, the PC must save again or be shattered into hundreds of crystalline ice fragments.

If the PCs defeat the Star-chon, the masters of the stellar orders will patiently watch them from afar, waiting until the celestial bodies are perfectly aligned for vengeance.

SUMMON REALITY WALKER

Level: 3 Range: 20' Duration: Varies Casting time: 1 turn Save: Will vs. spell check

General This spell summons mortals from across realities to serve the caster. If a specific personage is desired, their birth name must be invoked; or the caster may summon a type of mortal, such as "a sage" or "a warrior champion." A magic circle must be drawn to summon the target.

The summoned party must be a mortal. Once summoned, the caster attempts to bind the mortal to his service. The mortal is entitled to a saving throw; if successful, the target may defy the caster. The target may not leave the magic circle unless the caster breaks it. When the duration elapses or if the summoned mortal is slain, the mortal returns to the time and place from which he originated with no memory of the caster or his service.

If treated well, the mortal may be sympathetic to the caster. A command that conflicts with a mortal's motivations gives a bonus, ranging from +5 to +15, to their Willpower save.

Summoning future personages in order to manipulate future events results in unpleasant cosmic consequences.

Manifestation Roll 1d3: (1) a flash of light momentarily blinds all present as the summoned party takes shape in the circle; (2) the target appears soundlessly in the circle; (3) ominous music plays as the target fades into view.

Corruption Roll 1d4: (1) one of the caster's eyes now sees only the time or reality from which he intended to summon his target; (2) the caster is misaligned with his home plane, losing 1d3 Agility as his movements become uncertain; (3) the caster's image looks wispy and unsubstantial as a result of bending reality-energies; (4) tainted by reality-warp, the caster's Luck randomly increases or decreases by 1d5 (judge's discretion).

Misfire Roll 1d4: (1) the caster imprisons himself in the magic circle for 1d24 rounds; (2) the caster is summoned by the target for 1d14 rounds and bound to their command (DC 14 Will save to resist); (3) the caster and all beings within 50' are hurled to the dimension, time, or place he intended to summon from; (4) the caster summons an un-dead version of the intended target.

1 Lost, failure, and worse! Roll 1d4 modified by Luck: (1 or less) corruption + misfire; (2-3) corruption; (4+) misfire.

2-11 Lost. Failure.

12-15 Failure, but spell is not lost.

16-17 The caster summons a mortal from his home plane. The mortal's level or HD may be no higher than half the caster's. The mortal remains for 1d5+CL rounds.

18-21 The caster summons a mortal who was alive during any part of his own life-time. The mortal's level or HD may be no higher than the caster's. The mortal remains for 2d5+CL rounds.

22-23 The caster summons a mortal from any bygone era. The mortal's level or HD may be no higher than the caster's. The mortal remains for 3d5+CL rounds.

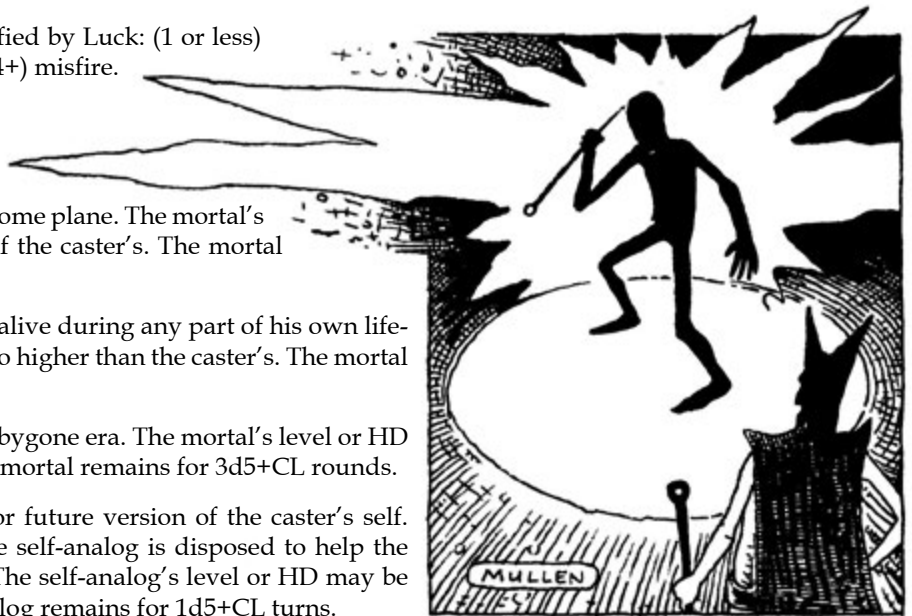
24-26 The caster summons either an earlier or future version of the caster's self. Due to the sympathy of like minds, the self-analog is disposed to help the caster (-4 to Will save vs. spell check.) The self-analog's level or HD may be no higher than the caster's. The self-analog remains for 1d5+CL turns.

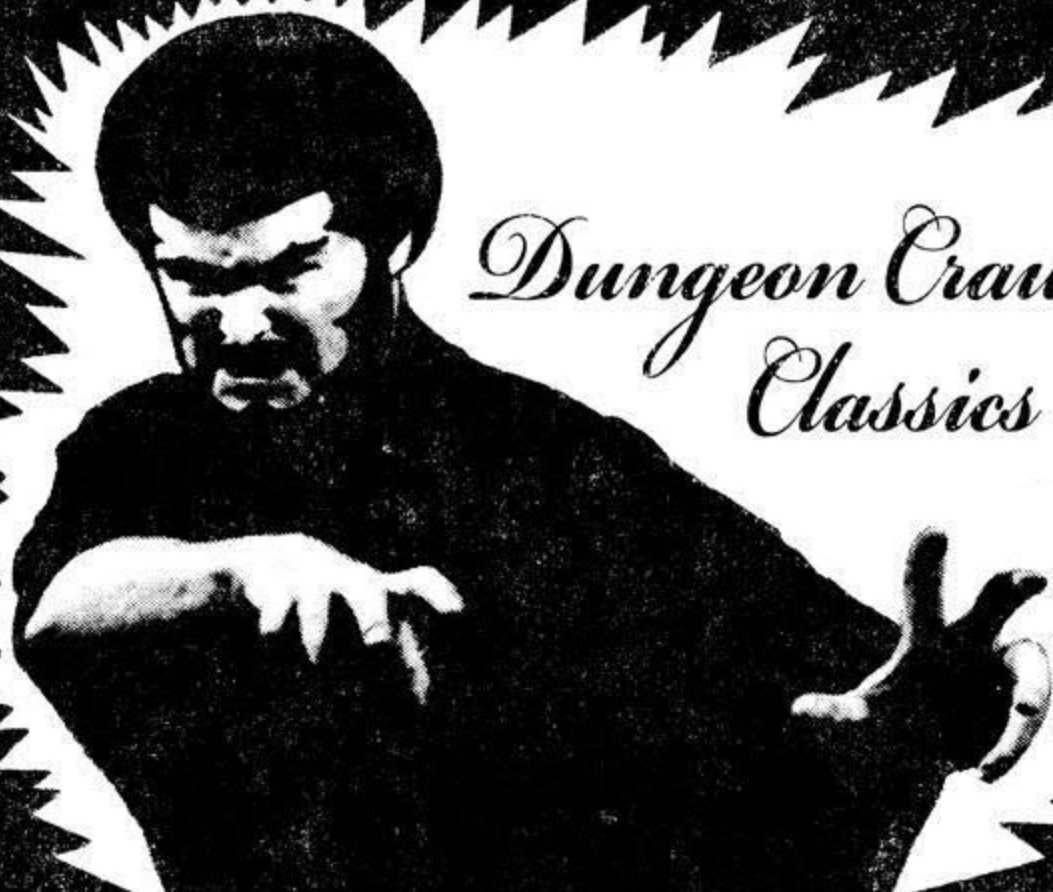
27-31 The caster summons a self-analog from a different reality. The self-analog looks similar (with at least one difference) and has originated from the same background, family, etc., but has had a different career, training, life experience, and/or alignment. The self-analog's level or HD may be no higher than the caster's. The self-analog remains for 2d7+CL turns.

32-33 The caster summons any mortal from the same or different reality. The mortal may have up to twice the caster's HD. The mortal remains for 2d10+CL rounds.

34-35 The caster summons any mortal from the same or different reality. The mortal may have up to twice the caster's HD. The mortal remains for 2d10+CL turns.

36+ The caster summons any mortal from any reality, including his own. The mortal may have up to twice the caster's HD. The mortal remains for 1d6+CL days. At any time, the caster may attempt to cast the spell again to re-bind the summoned mortal to his service. If treated with respect and fairness, the target may have a penalty to its saving throw (judge's discretion) or may even choose to remain in service — in which case no additional spell check is needed.





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