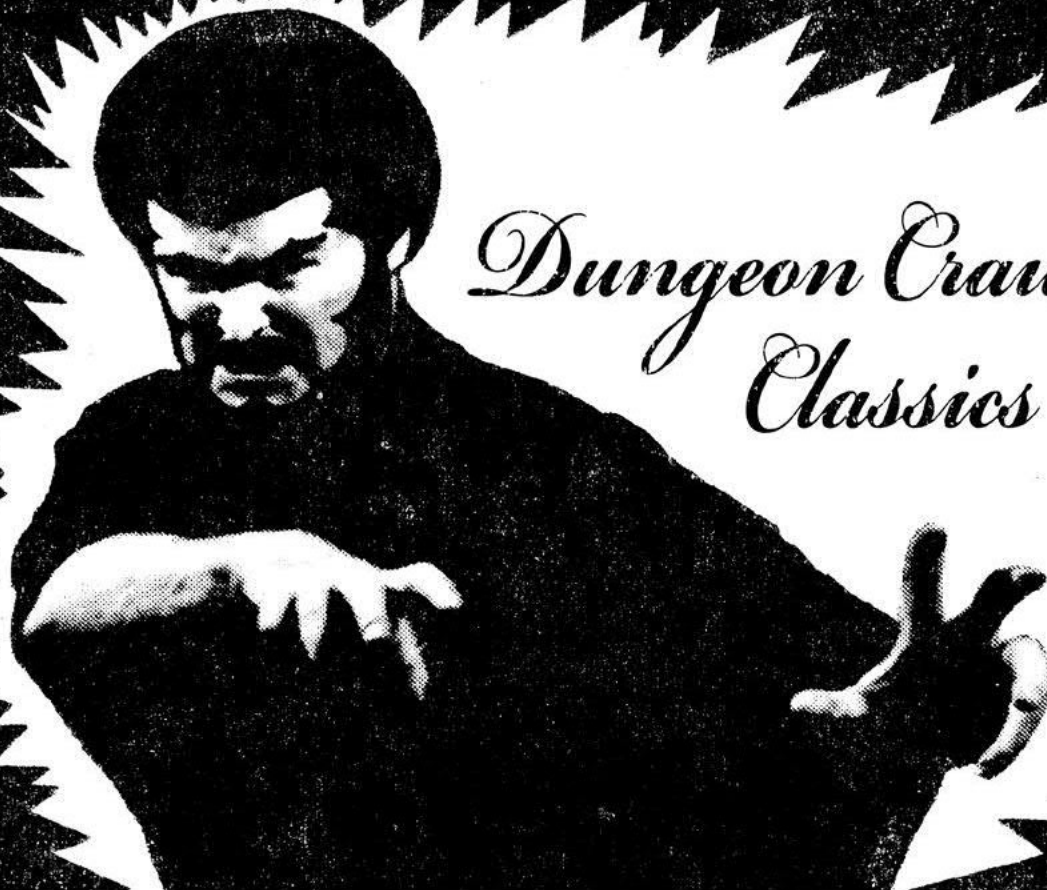


DUNGEON CRAWL CLASSICS

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Dungeon Crawl Classics

DEADLIEST GAME ALIVE

The Dungeon Crawl Classics Role Playing Game is the undefeated Supreme Grand Master of Adventure. Drawn from the pulsing veins of Appendix N literature, armed with weird dice, and brought to life by the finest artists working today, DCC RPG Adventures return WONDERMENT, MAGIC and FEAR to your gaming table. On Aug. 23, 1974 the World Federation of Reavers, Cutpurses, Heathen-slayers, and Warlocks crowned the DCC RPG "THE WORLD'S DEADLIEST RPG."

NOW...

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Weird Uncle Brendan, rush me my FREE Road Crew swag including any DCC RPG Road Crew CHARACTER SHEET PADS, BOOKMARKS, SUPPLIES and EQUIPMENT. In return I will run a physical game in a public venue, and advertise or promote it in some fashion — anything from flyers to social media. As a special bonus for running Road Crew games, I will ride with you forever through a thousand insane worlds!



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.

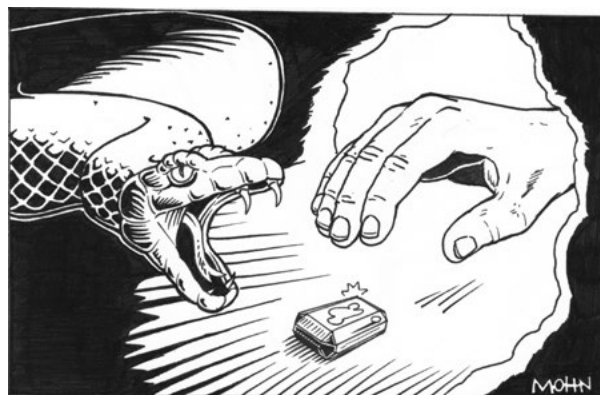
** Based on Intelligence for wizards and Personality for clerics.



"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

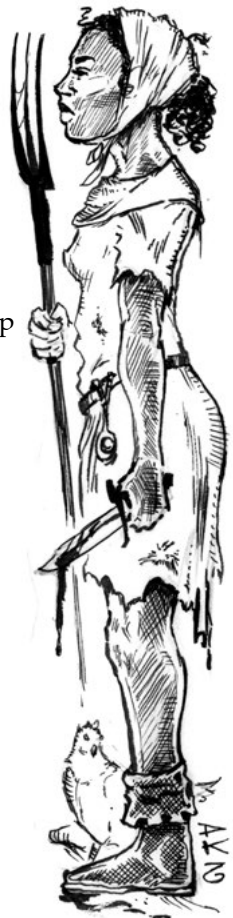
Roll	Occupation	Trained Weapon†	Trade Goods
01	Alchemist	Staff	Oil, 1 flask
02	Animal trainer	Club	Pony
03	Armorer	Hammer (as club)	Iron helmet
04	Astrologer	Dagger	Spyglass
05	Barber	Razor (as dagger)	Scissors
06	Beadle	Staff	Holy symbol
07	Beekeeper	Staff	Jar of honey
08	Blacksmith	Hammer (as club)	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	Mace	Herbs, 1 lb.
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: black-jack, 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.

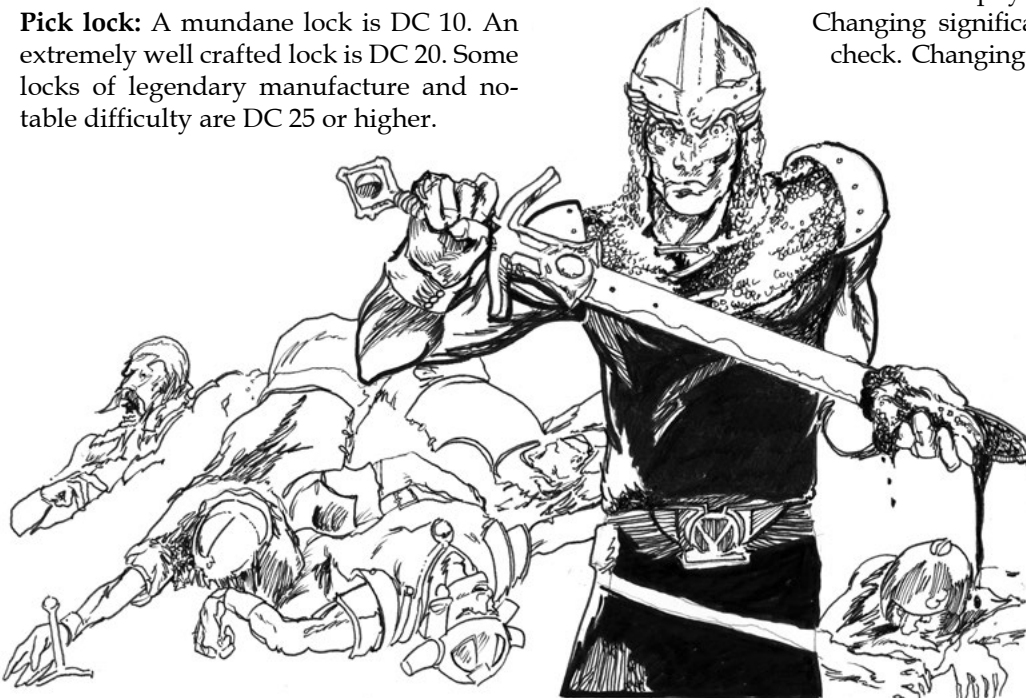
Find trap and disable trap: A large, bulky trap is DC 10. This would include traps like a pit in the floor, a spring-loaded axe, or a dropped portcullis. More subtle traps are DC 15, DC 20, or even higher. A natural 1 on a disable trap check triggers the trap.

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



warves 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 craftsman 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.

Infravision: 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



lves 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



Magic 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
Blessing	Comprehend Languages
Detect Magic	Ekim's Mystical Mask
Food of the Gods	Flaming Hands
Protection from Evil	Spider Climb
Resist Cold or Heat	Ward Portal

LEVEL 1 CLERIC SPELLS

DETECT MAGIC

Level: 1 Range: 30' or more Duration: 2 turns Casting time: 2 actions Save: Will vs. spell check DC (sometimes)

General The cleric knows if there has been an enchantment laid upon a person, place or thing within range. The range is a cone, 30' long and 30' wide at its end, emanating from the cleric's holy symbol.

Manifestation See below.

1-11 Failure.

12-13 The cleric is aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. The cleric cannot distinguish which portions of the targets are magical. For example, a creature enchanted by a spell or carrying a magical weapon or item registers simply as "magical," so the true extent and nature of the magic is not always evident. The cleric does not receive any information on the nature of the magical enchantment, only its existence. Intelligent magic creatures and creations that wish to hide their magical nature can do so with a Will save. Objects behind 3' of wood, 1" of solid metal, or 1' of stone are not detected.

14-17 The cleric is aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. The cleric cannot distinguish which portions of the targets are magical. For example, a creature enchanted by a spell or carrying a magical weapon or item registers simply as "magical," so the true extent and nature of the magic is not always evident. The cleric does not receive any information on the nature of the magical enchantment, only its existence. Objects behind 3' of wood, 1" of solid metal, or 1' of stone are not detected.

18-19 The cleric can determine exactly which objects or creatures are magically enchanted within range. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as "magical" overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a rough gauge of the magic's strength, revealed as the approximate level of a spell, the general range of bonus (or plus) for weapons or armor, and so on. Objects behind 3' of wood, 1" of solid metal, or 1' of stone are not detected.

20-23 The cleric can determine exactly which objects or creatures are magically enchanted within range. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as "magical" overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a rough gauge of the magic's strength, revealed as the approximately level of a spell, the general range of bonus (or plus) for weapons or armor, and so on. Objects behind 3' of wood, 1" of solid metal, or 1' of stone are not detected.

24-27 The cleric can determine exactly which objects or creatures are magically enchanted within range. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as "magical" overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magic's strength and nature: he knows an item is a +2 sword or that a door is guarded by a level 3 ward portal spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

- 28-29 To an extended range of 120', the cleric can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as "magical" overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magic's strength and nature: he knows an item is a +2 *sword* or that a door is guarded by a level 3 *ward portal* spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).
- 30-31 To an extended range of 120' and for an extended duration of 4 turns, the cleric can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as "magical" overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magic's strength and nature: he knows an item is a +2 *sword* or that a door is guarded by a level 3 *ward portal* spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).
- 32+ To an extended range of line-of-sight and for an extended duration of a full hour, the cleric can determine exactly which objects or creatures are magically enchanted. In addition, the spell reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). The cleric can distinguish between magical creatures and non-mortal creatures. He can tell if different weapons or items of equipment on a creature are enchanted and whether a creature that registers as "magical" overall does so because of its cloak (for example) or because of something inherent in its blood. Further, the cleric receives a very precise understanding of the magic's strength and nature: he knows an item is a +2 *sword* or that a door is guarded by a level 3 *ward portal* spell. Finally, the spell functions through any sort of impeding material (stone, wood, or iron, at any distance within range).

FOOD OF THE GODS

Level: 1 Range: 30' Duration: 24 hours (see below) Casting time: 1 turn Save: N/A

General The cleric calls upon the power of his deity to feed the masses. This spell either makes inedible food edible or magically creates viands when no other food and drink is available. Magically-created food is a spongy, grey, and bland-tasting substance that spoils after 24 hours. Magically-created water is clean rainwater that remains drinkable for as long as it is properly stored.

Manifestation Roll 1d4: (1) a glowing banquet table appears laden with food and then vanishes, leaving the meal behind; (2) food rains down from the heavens, collecting on flat surfaces or in upturned hands; (3) the cleric vomits up the magically-created food and water; (4) inedible substances such as wood, stone, and dirt are transformed into edible substances.

1-11 Failure.

12-13 The cleric can purify enough pre-existing spoiled food and tainted water to feed up to 1d6+CL people. This spell merely makes normally inedible food edible and has no effect on poison. This result does not create new food or water from thin air.

14-17 The cleric creates food and water from thin air, creating enough to feed 5+CL people.

18-19 The cleric creates food and water from thin air, creating enough to feed 10+CL people.

20-23 The cleric creates food and water from thin air, creating enough to feed 15+CL people.

24-27 The cleric creates food and water from thin air, creating enough to feed 20+CL people.

28-29 The cleric creates enough food and water from thin air to feed 30+CL people *or* produces a revitalizing heroic feast for 5 people. The food and drink of a heroic feast imparts all the benefits of a full night's sleep, restores a single point of temporary ability damage, and heals 1d4+CL points of damage.

30-31 The cleric creates enough food and water from thin air to feed 30+CL people *and* produces a revitalizing heroic feast for 10 people. The food and drink of a heroic feast imparts all the benefits of a full night's sleep, restores up to two points of temporary ability damage, and heals 1d6+CL points of damage.

32+ The earth opens up to provide a cornucopia of food and drink for the cleric's faithful followers. All food-producing locations within the cleric's line of sight burst forth to provide food and water. This includes natural sources, such as fields and fruit trees that are suddenly laden with grain and food; civilized sources, such as market baskets and cooking pots,

which are suddenly filled with delicious substances; and even the animals of the wild, which march forth and rest at the feet of the cleric, offering themselves for slaughter. This divine spectacle produces enough nourishing food to provide a solid meal for up to 100 people. Moreover, the choicest meals produce a single revitalizing heroic feast for 15 people. The food and drink of a heroic feast imparts all the benefits of a full night's sleep, restores up to three points of temporary ability damage, and heals 1d10+CL points of damage.

PROTECTION FROM EVIL

Level: 1	Range: Self or more	Duration: 1 turn per CL	Casting time: 1 action	Save: Varies
General	The cleric calls upon his deity to protect him from harm. He is protected even if he is not aware of the danger. The definition of "evil" is based on the cleric: generally it encompasses creatures of opposed alignment, those unholy to the cleric's deity, and those with clear harmful intent. Depending on the strength of the spell, it may detect even more subtle dangers. This spell may be reversed to protect from good.			
Manifestation	Roll 1d3: (1) translucent holy symbol; (2) soft, protective aura; (3) glowing halo.			
1-11	Failure.			
12-13	The cleric receives a +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything else unholy to his faith.			
14-17	The cleric receives a +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything else unholy to his faith. In addition, all attempts to attack the cleric by evil or unholy creatures are made at a -1 penalty.			
18-19	The cleric receives a +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything else unholy to his faith. In addition, all attempts to attack the cleric by evil or unholy creatures are made at a -1 penalty. Finally, all wounds suffered from evil or unholy sources have their damage reduced by 1 point per die (minimum damage 1 point per die).			
20-23	In relation to evil effects, evil creatures, and anything else unholy to the cleric's faith, the cleric and all allies within a 10' radius receive a +1 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -1 penalty, and damage suffered from evil sources is reduced by 1 point per die (minimum damage 1 point per die).			
24-27	In relation to evil effects, evil creatures, and anything else unholy to the cleric's faith, the cleric and all allies within a 20' radius receive a +2 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -2 penalty, and damage suffered from evil sources is reduced by 2 points per die (minimum damage 1 point per die).			
28-29	In relation to evil effects, evil creatures, and anything else unholy to the cleric's faith, the cleric and all allies within a 30' radius receive a +3 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -3 penalty, and damage suffered from evil sources is reduced by 3 points per die (minimum damage 1 point per die).			
30-31	Evil effects, evil creatures, and anything else unholy to the cleric's faith find it painful to come near the cleric. Any such creature that advances within 40' of the cleric takes 1d4+CL damage each round on the cleric's activation. This is automatic as a consequence of being near the cleric. Additionally, the cleric and all allies within a 40' radius receive a +4 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -4 penalty, and damage suffered from evil sources is reduced by 4 points per die (minimum damage 1 point per die).			
32+	Evil effects, evil creatures, and anything else unholy to the cleric's faith find it painful to come near the cleric. Any such creature that advances within 40' of the cleric takes 2d6+CL damage each round on the cleric's activation. This is automatic as a consequence of being near the cleric. Additionally, the cleric and all allies within a 40' radius receive a +4 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -4 penalty, and damage suffered from evil sources is reduced by 4 points per die (minimum damage 1 point per die).			



RESIST COLD OR HEAT

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

General The cleric repels the chilling effects of cold or heat, protecting himself and others. He can withstand such conditions without discomfort. When casting the spell, the cleric chooses which effect to resist (heat or cold). It is possible to cast the spell twice and create a resistance to both effects.

Manifestation Roll 1d3: (1) reddish aura; (2) shimmering heat waves; (3) bluish skin tone.

1-11 Failure.

12-13 The cleric counteracts the harmful effects of cold or heat upon his body. He can ignore up to 5 points of cold or heat/fire damage in the next round. If more than 5 points are sustained, subtract 5 from the total dice result to determine the final damage suffered.

14-17 The cleric counteracts the harmful effects of cold or heat upon his body. He can ignore up to 5 points of cold or heat/fire damage for a number of rounds equal to 1d6+CL. If more than 5 points are sustained in a given round, subtract 5 from the total dice result to determine the final damage suffered.

18-19 The cleric counteracts the harmful effects of cold or heat upon his body. He can ignore up to 10 points of cold or heat/fire damage for a number of rounds equal to 1d8+CL. If more than 10 points are sustained in a given round, subtract 10 from the total dice result to determine the final damage suffered.

20-23 The cleric counteracts the harmful effects of cold or heat upon his body. He can ignore up to 10 points of cold or heat/fire damage for a number of rounds equal to 1d8+CL. If more than 10 points are sustained in a given round, subtract 10 from the total dice result to determine the final damage suffered. In addition, the cleric also receives a +4 bonus to all saving throws to resist cold- or heat-based effects.

24-27 The cleric can protect others as well as himself. The cleric produces a sphere of resistance that emanates 10' from his location. Everyone within this sphere can resist up to 10 points of cold or heat damage per round and receive a +2 bonus to all saving throws against cold- or heat-based effects. The cleric must concentrate to maintain the sphere, which can remain functioning for up to 1 turn.

28-29 The cleric can protect others as well as himself. The cleric produces a sphere of resistance that emanates 20' from his location. Everyone within this sphere can resist up to 20 points of cold or heat damage per round and receive a +4 bonus to all saving throws against cold- or heat-based effects. The cleric must concentrate to maintain the sphere, which can remain functioning for up to 1 turn.

30-31 The cleric can protect others as well as himself. The cleric produces a sphere of resistance that emanates 20' from his location. Everyone within this sphere can resist up to 20 points of cold or heat damage per round and receive a +4 bonus to all saving throws against cold- or heat-based effects. The sphere continues to function, without concentration, for a number of rounds equal to 1d10+CL. Each time it is about to expire, the cleric can concentrate for one round to extend the effect another 1d10+CL rounds, to a maximum duration of one hour.

32+ The cleric can protect others as well as himself. The cleric produces a sphere of resistance that emanates 50' from his location. Everyone within this sphere can resist up to 30 points of cold or heat damage per round and receive a +6 bonus to all saving throws against cold- or heat-based effects. The sphere continues to function, without concentration, for a number of *turns* equal to 1d6+CL. Each time it is about to expire, the cleric can concentrate for one round to extend the effect another 1d6+CL turns, to a maximum duration of one day.

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.

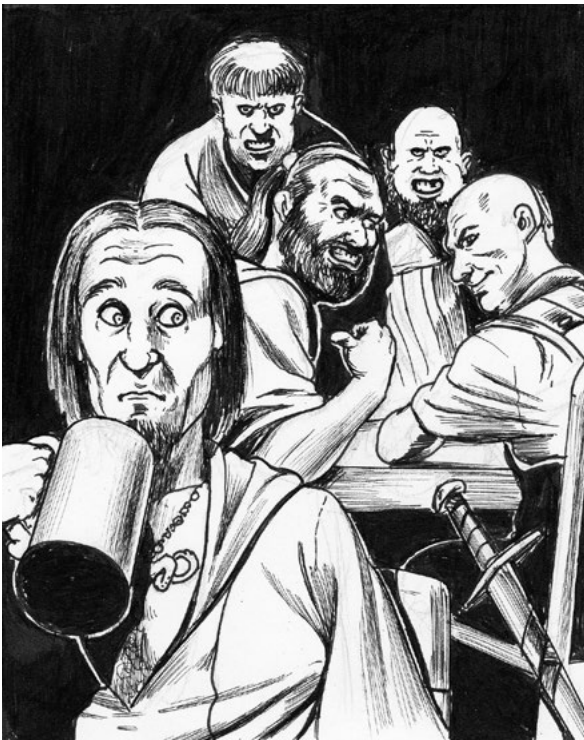
- 1-11 Failure.
- 12-13 The cleric can speak a word at a target within 30'. If the creature fails its save, it must obey the command for one round.
- 14-17 The cleric can speak a word at a target within 30'. If the creature fails its save, it must obey the command for a number of rounds equal to 1d6+CL.
- 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

COMPREHEND LANGUAGES

Level: 1	Range: Self	Duration: Varies	Casting time: 1 turn	Save: None
General	The caster can understand non-magical words or images (such as treasure maps) that would otherwise be unintelligible.			
Manifestation	Roll 1d4: (1) caster's eyes glow; (2) text glows; (3) letters of text flow into new, legible shapes; (4) none.			
Corruption	Roll 1d8: (1) caster's eyes permanently glow a bright yellow; (2) skin is marred by faintly glowing tattoos of undecipherable enigmatic script; (3) afflicted speech: roll 1d12 any time caster speaks in any way, and on a 12 the words come out in a randomly determined language (each time, roll as wizard on Appendix L); (4) permanent interpretation: caster can permanently understand <i>all</i> spoken languages at juvenile level, including birdsong, insect buzzing, and subsonic speech like bat calls, such that constant drone of conversation around him makes it very difficult to concentrate (-1 to all concentration checks); (5) invisible heat rays from reading: whenever the caster reads any document, his eyes glow red and the document begins to heat up and eventually catches fire: paper in 2 rounds, papyrus in 3 rounds, cloth or vellum in 4 rounds; heat only manifests when reading and cannot cause damage to other creatures; (6) two dozen short tentacles sprout around each of the caster's eye sockets; (7) minor corruption; (8) major corruption.			
Misfire	Roll 1d4: (1) caster speaks in tongues, indecipherable to all, for 1d4 hours; (2) nearest ally speaks in a randomly determined language (roll as wizard on Appendix L) for 1d4 hours; (3) <i>all</i> creatures within 30' radius (including caster) stricken with inability to speak for 1d6 minutes; (4) caster loses ability to read and write for 1d4 days.			

- 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 can read writing in one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. Some sample of the language in question must be visible in front of you.
- 14-17 The caster can read *and* understand (but not speak or write) one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins.
- 18-19 The caster can read, write, understand, and speak one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. The caster can speak the language in a very simple form, at the speech level of a young child. For example, he can communicate basic desires but nothing complex.
- 20-23 The caster can read, write, understand, and speak one language for 1 hour. The language can be terrestrial, supernatural or extraplanar in origin. For example, he could speak with a demon or an elemental. The caster can speak the language fluently.
- 24-27 The caster can fluently read, write, understand, and speak any one language for 1 hour per caster level *or* grant this ability to one creature he touches. If the target is unwilling, it can resist the casting with a Will save.
- 28-29 The caster can fluently read, write, understand, and speak any one language for 1 day per caster level, grant this ability to one creature he touches, *or* grant this ability to all creatures within 20', as long as they remain within that range. If any target is unwilling, it can resist the casting with a Will save.
- 30-31 The caster gains the *permanent* ability to fluently read, write, understand and speak any one language. He must have exposure to the language, in either written or spoken form, to gain the ability. The caster effectively learns at an extraordinary rate, such that limited exposure is enough to learn, but he must have at least 10 minutes of immersive exposure in the week following the casting of this spell.
- 32+ The caster gains the ability to read, write, understand, and speak all languages, regardless of origin or modernity, for a period of 1 day per caster level. He can speak to any creature, including unintelligent beasts (like eagles or ants) to the extent that they communicate.



EKIM'S MYSTICAL MASK

Level: 1	Range: Self	Duration: 1 round per CL	Casting time: 1 action	Save: See below
General	The caster conjures a mystical mask that covers his face and provides benefits against attacks, spells, and other conditions. On a successful casting, the wizard may choose to invoke an effect of lesser power than his spell check roll to produce a weaker but potentially more useful result.			
Manifestation	Roll 1d4: (1) The caster plucks the mask out of thin air; (2) the flesh on the caster's face peels away to reveal the mask beneath; (3) the caster's head becomes momentarily blurred and the mask is in place once the distortion passes; (4) the caster's head appears to spin 180° revealing a masked face on the back of his head. In addition to these manifestations, each mask alters the caster's face in a different manner. These alterations are detailed on the spell check table below.			
Corruption	Roll 1d4: (1) the caster's face takes on an emotionless, artificial mien; (2) the flesh on the caster's face turns dry and flakes away constantly; (3) the caster develops a phobia about revealing his true face and takes to wearing veils or hooded cloaks; (4) the caster's nose vanishes completely, leaving his face flat and mask-like.			
Misfire	Roll 1d4: (1) caster is blinded by the mask for 1d3 rounds and suffers a -4 penalty to initiative rolls, attack rolls, saving throws, spell checks, and to avoid being surprised; (2) the caster's mouth vanishes for 1d3 rounds and no spells may be cast during that time; (3) for the next day, the caster's eyes become hyper-sensitive to light and he suffers a -2 penalty to all attacks, saves, spell checks, ability checks, and initiative rolls when in illumination brighter than candle light; (4) the caster's face vanishes completely, rendering him blind and mute; in addition,			

he must make a DC 10 Fort save each round or pass out from asphyxiation; his face returns to normal once the spell's duration has expired.

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| 1 | Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3+) misfire. |
| 2-11 | Lost. Failure. |
| 12-13 | The mask grants infravision, allowing the caster to see in the dark up to 60' away. His eyes reflect light like a cat while this mask is in effect. |
| 14-17 | The mask helps protect the caster against gaze attacks such as that from a basilisk (q.v.). The caster enjoys a +4 bonus to saving throws of any type against gaze attacks for the duration of the spell. The caster's face takes on a mirror-like quality while this mask is in effect. |
| 18-19 | The mask helps defend the caster against baneful magical spells. All spells cast directly at the wizard suffer a -2 penalty to their spell checks. Area-of-effect spells or other magics that are not targeted directly at the mask wearer are unmodified. The caster's face takes on a faceted, quartz-like appearance while this mask is in effect. |
| 20-23 | The mask transforms the caster's face into a horrible visage. Each round he can attempt to <i>instill fear</i> in one creature. The target creature must make a Will save or flee from the caster's location for 1d4+CL rounds. The targeted creature must be able to see the caster clearly to be affected by the gaze. The caster can attempt to affect one creature each round for the duration of the spell and can try to instill fear on the same creature more than once, requiring it to make a new saving throw with each attempt. The caster's face becomes monstrosously demonic while this mask is in effect. |
| 24-27 | The mask protects the caster against physical attacks, granting him a +4 bonus to AC while the spell is in effect. In addition, the caster enjoys a +2 bonus to all saving throws for the duration of the spell. The caster's face appears encased in shining steel while this mask is in effect. |
| 28-29 | The mask reflects melee and ranged attacks back at unlucky assailants. Any attacker that successfully strikes the mask's wearer with a physical melee or missile attack must make a Luck check or find their attack turned against them. The attacker's same attack roll (including any and all modifiers) is applied to its own AC and inflicts normal damage if the blow lands successfully. The caster's face appears to be that of his attacker(s) while the mask is in effect. |
| 30-31 | The mask transforms the caster's entire head into that of a snake. While in effect, the mask grants the caster both the illusion generating and hypnotic gaze powers of a serpent-man (see page 425). As an incidental benefit, it also allows the caster to pass himself off as a serpent-man under cursory inspection. The mask's effect on the caster's face is self-evident. |
| 32+ | With this powerful casting, the wizard's face is occluded by a mask that combines all the spell's possible effects into a single visage. The caster has infravision up to 60'; gains a +4 saving throw bonus against gaze attacks; harmful spells cast directly at the caster suffer a -2 penalty to spell checks; the caster can instill fear against any creature that fails a Will save, forcing it to flee for 1d4+CL rounds; the caster's AC is improved by +4, and all saves receive a +2 bonus (this stacks with the +4 bonus against gaze attacks); any attacker who successfully strikes the caster with a physical melee or missile attack must make a Luck check or possibly be struck by its own attack (compare the initial attack roll against its own AC); and the caster's face is transformed into a serpent's head, granting him the illusionary and hypnotic capabilities of a serpent-man (see page 425). At this level of success, the mask makes no alterations to the caster's face other than the snake's head transformation (which can be obscured with the illusion generation ability granted by that alteration). |

FLAMING HANDS

Level: 1	Range: 15'	Duration: Instantaneous	Casting time: 1 action	Save: None
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General	The caster produces goutts of fire from his bare hands to burn his enemies.
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Manifestation	Roll 1d4: (1) caster's hands burst into flames; (2) fires spring from the wizard's fingertips; (3) caster's hands turn into roiling, smoking flame; (4) skin blackens and peels away to reveal skeletal hands dripping lava.
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Corruption	Roll 1d4: (1) hands permanently blackened; (2) bare touch causes paper to ignite 25% of the time; (3) body hair burned away permanently; (4) caster suffers a permanent -2 penalty on spell checks to cold-based magics.
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Misfire	Roll 1d4: (1) flame jets from random appendage, spoiling aim; randomly determine where and in what direction the flame goutts; jet causes 1d3 damage to everything within 15' range in that direction; (2) caster's hands ignite causing him 1d3 damage; (3) 1d4 random possessions of the caster catch fire and burn to char; (4) all fire within a 15' radius of the caster is immediately snuffed out.
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- 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 A single blast of fire strikes one target within range for 1d3 points of damage.
- 14-17 Spell produces a blast of fire that burns a single target within range for 1d6 points of damage.
- 18-19 Spell produces a blast of fire that burns a single target within range for 1d6+CL points of damage.
- 20-23 Spell produces a blast of fire that burns up to three targets within range for 1d6+CL points of damage. All targets must be within 10' of one another.
- 24-27 Spell produces a blast of fire that burns up to three targets within range for 2d6+CL points of damage. All targets must be within 10' of one another.
- 28-29 Caster creates a single blast of fire 10' wide and 30' long that does damage equal to 3d6+CL to all caught in the blast.
- 30-31 Caster creates two blasts of fire 10' wide and 30' long. Each can be directed within a 180° arc of his position, doing damage equal to 3d6+CL to all caught in the blast.
- 32+ Caster can blast fire in a 360° arc outward from his body. Within that complete radius he can pick one "wedge" of 0-180° where fire does not blast (i.e., to protect allies in that position). All creatures within the affected arc, out to a range of 40', are immolated, taking damage equal to 4d10+CL.

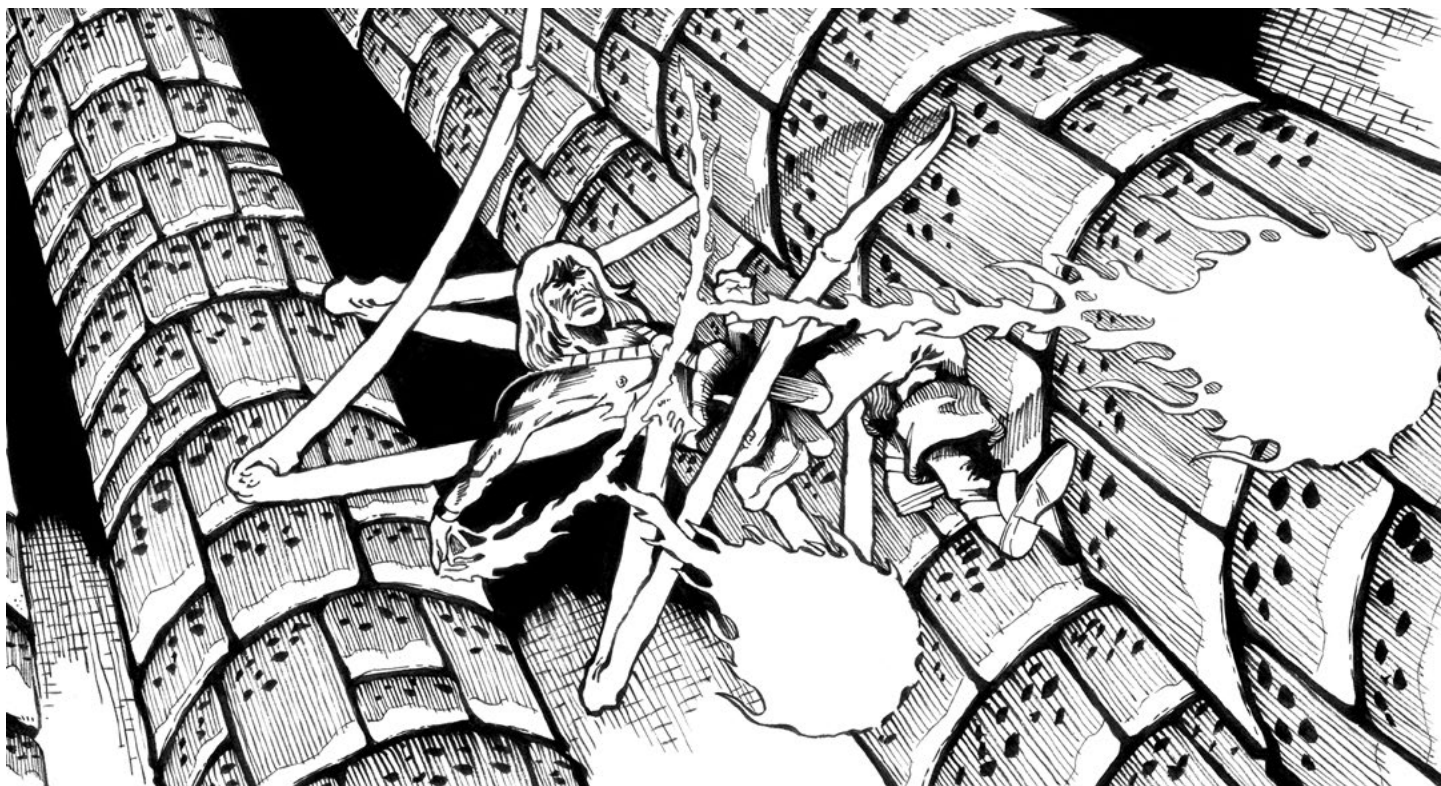
SPIDER CLIMB

Level: 1	Range: Self or touch (see below)	Duration: 1 turn per CL	Casting time: 1 action	Save: None
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General	The caster gains the spider's ability to climb vertical surfaces.
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| Manifestation | Roll 1d4: (1) four extra spider-like limbs sprout from the caster's torso; (2) the caster's hands and feet ooze sticky goo; (3) the caster's fingers and toes glow with a strange orange light; (4) the caster grows six additional eyes. |
| Corruption | Roll 1d6: (1) caster grows four large spider-like limbs from his back; (2) caster can spin small webs like a spider and throw them up to 30' as a sticky goo (ranged attack roll, DC 12 Strength or Agility check for target to escape); (3) caster grows short, spindly hairs across the surface of his skin, much like a spider; (4) caster grows six extra eyes, clustered around his normal eyes, so they resemble a spider's; (5) caster's hands and feet excrete an oily, sticky substance that causes small objects to stick to them; (6) minor. |
| Misfire | Roll 1d5: (1) caster sticks himself to the floor and cannot move his feet until he makes a DC 16 Strength check; (2) caster makes his appendages magically slippery and has trouble standing straight for the next 1d6 rounds, falling over constantly unless he makes a DC 12 Agility check each round; (3) caster launches a glob of webby fibers at nearest ally, entangling his companion until the ally makes a DC 12 Strength or Agility check to escape; (4) caster summons a horde of poisonous spiders, which arrives one round later and swarm across all nearby creatures, inflicting scores of bites and forcing a DC 8 Fort save by all creatures within 50' with failure indicating a mild poison (1 hp damage plus -1 penalty to all rolls for 1 hour); (5) caster plus 1d4 nearby creatures are flipped upside down in mid-air, with their feet adhering to a point in the air about 8' above ground level, and although they are able to move about as normal in this upside-down state they remain upside down for 1d6 hours. |
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- 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 becomes much more skilled at climbing, gaining a +10 bonus to Climb checks as long as his hands and feet are bare. Items weighing less than 5 lbs. stick to the casters hands during this time, making spellcasting impossible for the duration.
- 14-17 The caster becomes extremely skilled at climbing, gaining a +20 bonus to Climb checks as long as his hands and feet are bare. Items weighing less than 5 lbs. stick to the caster's hands during this time, making spellcasting impossible for the duration.
- 18-19 The caster gains the actual climbing ability of a spider as long as his hands and feet are bare. He can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. The caster moves at his normal speed and need never make Climb checks. He is immune to *spider web* spells. The caster's hands and feet must remain bare, and items weighing less than 5 lbs. stick to his hands during this



time, making spellcasting impossible for the duration.

- 20-23 The caster gains the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in his hands. He can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. The caster moves at his normal speed, need never make Climb checks, and is immune to *spider web* spells.
- 24-27 The caster and one ally touched gain the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in hand. The caster and his ally can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. The caster and his affected ally move at their normal speeds, need never make Climb checks, and are immune to *spider web* spells.
- 28-29 The caster and all allies within 10' gain the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in hand. The caster and affected allies can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. Those affected move at their normal speeds, need never make Climb checks, and are immune to *spider web* spells.
- 30-31 For a duration of 1 hour per caster level, and the caster and all allies within 10' gain the actual climbing ability of a spider, even when using gloves and shoes, and when carrying objects in hand. The caster and his affected allies can hang upside down, climb completely vertical surfaces with no handholds, move across spider webs, and even scurry along upside down at obtuse angles. Those affected move at their normal speeds, need never make Climb checks, and are immune to *spider web* spells.
- 32+ For the next day, the caster and all allies within 20' gain all the abilities of a spider. First, those affected can climb as a natural ability, hang upside down, climb vertical surfaces and overhangs, and move on any surface regardless of handholds. Second, the recipients of this spell can launch sticky spider webs that can ensnare enemies. This counts as a ranged attack (at an additional +4 bonus) with a 50' range, and targets are unable to move or take any action until they make a DC 16 Strength or Agility check. Finally, the melee attacks of those benefiting from the spell carry a poison; any wound inflicted also imposes a DC 16 Fort save or the target takes an additional 1d6 damage and loses 1d4 points of Strength.

WARD PORTAL

Level: 1 Range: 10' Duration: Varies Casting time: 1 action Save: None

General The caster magically wards a portal against passage. Any door, trap door, gate, portcullis, grate, or other such portal can be affected.

Manifestation	Roll 1d6: (1) sigil engraved upon portal; (2) portal clouded by unnatural shadow; (3) portal turns to stone/iron/steel/rock; (4) magic circle encloses portal; (5) mass of chains and ropes binds portal; (6) no visible effect.
Corruption	Roll 1d6: (1-3) minor; (4-5) major; (6) greater.
Misfire	Roll 1d4: (1) for next 1d6 hours, any door the caster approaches automatically slams shut and locks; (2) all doors within 100' slam shut and lock; (3) all doors within 100' automatically unlock and open; (4) 1d4 illusory doors appear on wall beside nearest door.

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3+) misfire.
- 2-11 Lost. Failure.
- 12-13 Portal is stuck fast but can still be opened by mortal means with immense effort (DC 20 Strength check).
- 14-17 Portal is held in place for 2d6x10 minutes. It cannot be opened by mortal means, though a *knock* spell or powerful magical creature can open it.
- 18-19 Portal is held in place for 2d6 x 10 hours. It cannot be opened by mortal means, though a *knock* spell or powerful magical creature can open it.
- 20-23 Portal completely disappears, leaving in its place only a blank space of wall for 2d6 x10 hours. During this time, no passage is possible via normal means. Portal can be detected with a *detect invisibility* spell; if detected, it is treated as locked, and cannot be opened by mortal means except through a *knock* spell or similar powerful magic. When the portal re-appears, it remains locked for another 1d4 x10 hours.
- 24-27 Portal completely disappears, leaving in its place only a blank space of wall for 2d6 x10 *days*. During this time, no passage is possible via normal means. Portal can be detected with a *detect invisibility* spell; if detected, it is treated as locked, and cannot be opened by mortal means except through a *knock* spell or similar powerful magic. When the portal re-appears, it remains locked for another 2d6 x10 weeks. Additionally, any creature that opens the portal during the time of the ongoing effect (through magical means, of course) is subject to a curse: Will save or -2 Luck.
- 28-29 Portal completely disappears, leaving in its place only a blank space of wall for 4d6 x10 days. During this time, no passage is possible via normal means. Portal can be detected with a *detect invisibility* spell; if detected, it is treated as locked, and cannot be opened by mortal means except through a *knock* spell or similar powerful magic. When the portal re-appears, it remains locked for another 4d6 x10 weeks. Additionally, any creature that opens the portal during the time of the ongoing effect (through magical means, of course) is subject to a curse: Will save or -2 Luck.
- 30-31 Portal completely disappears, leaving in its place only a blank space of wall for 4d6 x10 days. The portal will reappear and unlock by the mental command of the caster. Otherwise, during this time, no passage is possible via normal means. Portal can be detected with a *detect invisibility* spell; if detected, it is treated as locked, and cannot be opened by mortal means except through a *knock* spell or similar powerful magic. When the portal re-appears, it remains locked for another 4d6 x10 weeks.

Additionally, any creature that opens the portal during the time of the ongoing effect (through magical means, of course) is subject to a curse: Will save or -2 Luck.

Finally, a guardian is summoned. Any creature that attempts to open the door is attacked by something that lashes out from the door with: (roll 1d4) (1) tentacles, (2) fangs, (3) claws, (4) barbed tail. The attacking appendage has the following statistics: Atk +6, 1d6 dmg, AC 16, 20 hp.

- 32+ Portal completely disappears, leaving in its place only a blank space of wall. This is an ongoing permanent effect. The portal will reappear and unlock by the mental command of the caster, but until then, no passage is possible via normal means. Portal can be detected with a *detect invisibility* spell; if detected, it is treated as locked, and cannot be opened by mortal means except through a *knock* spell or similar powerful magic. Any creature that forces open the portal against the caster's intent is subject to a curse: Will save or -2 Luck.

Finally, a guardian is summoned. Any creature that attempts to open the door is attacked by something that lashes out from the door with: (roll 1d4) (1) tentacles, (2) fangs, (3) claws, (4) barbed tail. The attacking appendage has the following statistics: Atk +12, 2d6 dmg, AC 18, 40 hp.

CREDITS

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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:

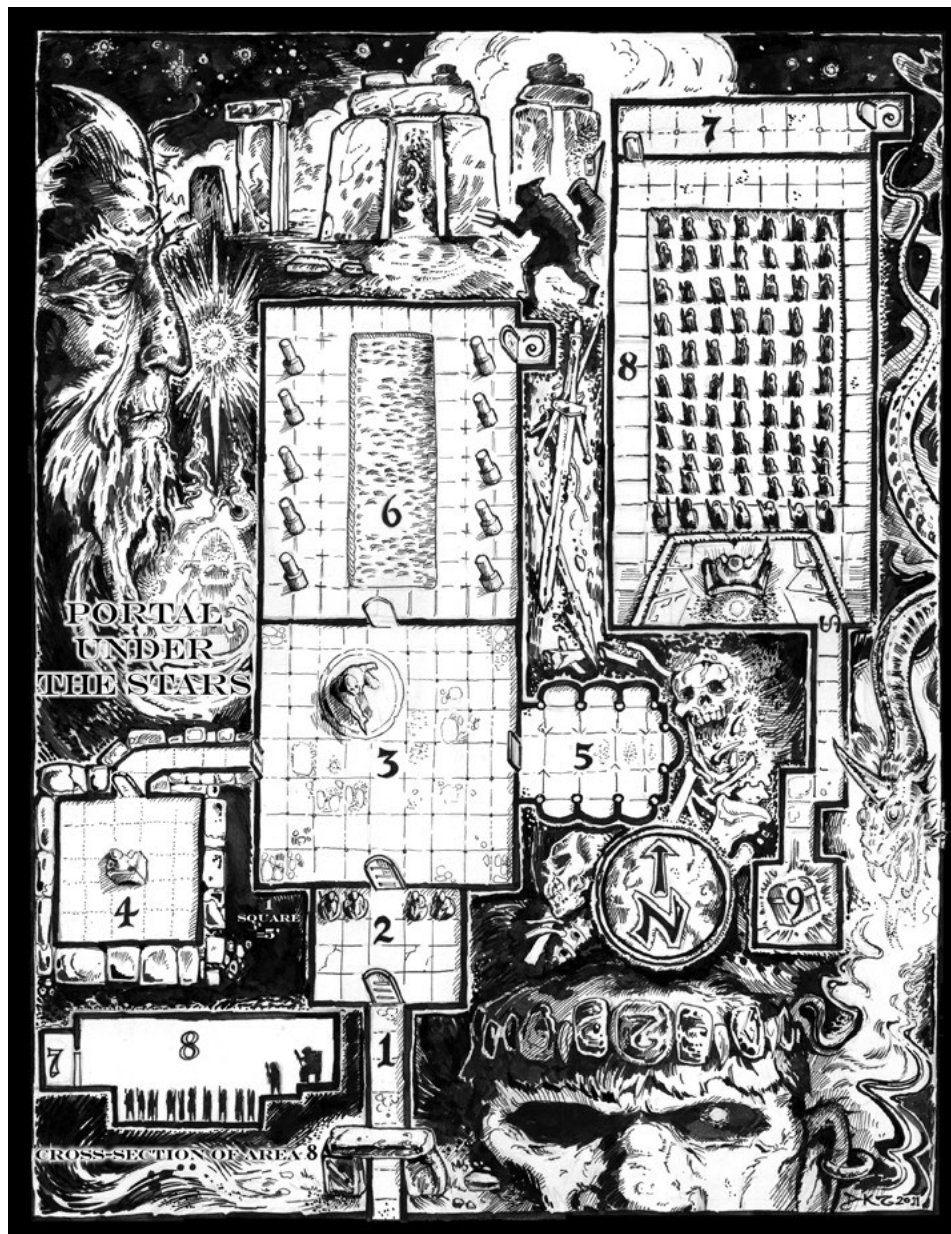
- If the clay army is submerged in water by removing crystals to sink the pool in area 6, all creatures in this room take 1d6 damage from falling debris as the ceiling collapses. Additionally, any surviving clay soldiers slowly turn to mud, taking an additional 1 point of damage each round until they 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...

THE LEGEND OF THE SILVER SKULL

A LEVEL 1 ADVENTURE

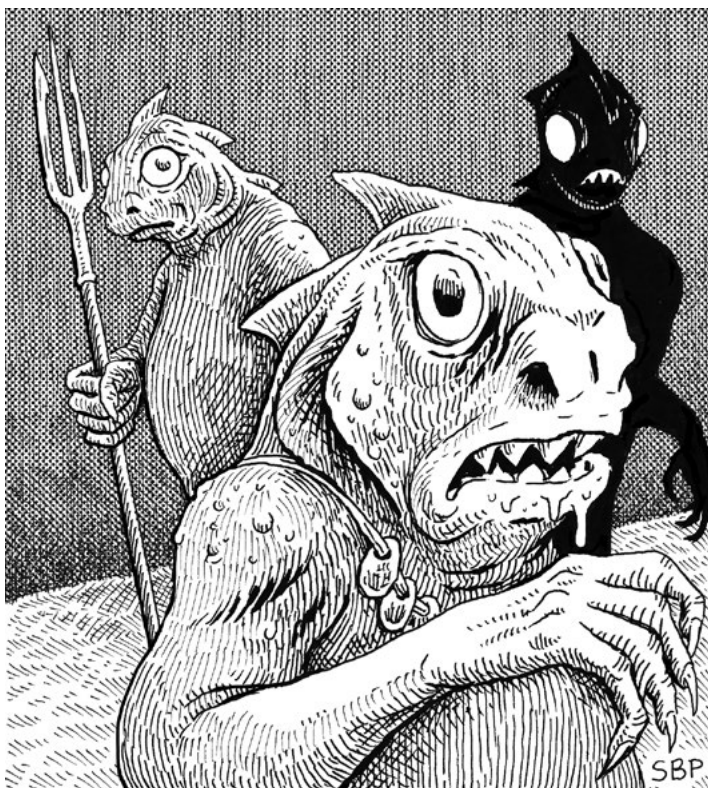
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INTRODUCTION

This adventure begins with the PCs venturing to an unknown island in search of a priceless diamond-eyed skull. What they do not know is that they have been lured there by the immortal entity known as the Oracle – a once-human presence trapped within the selfsame skull untold years ago by a long-forgotten god. For centuries, the Oracle has used its powers to secretly manipulate humanity with an army of skull-faced shape-changers, and now is ready to transfer its mind and soul into that of one of the PCs – and thus begin its relentless march to become the overlord of all civilization!

Battle prowess, wits, luck, and arcane secrets will all come into play, so a diverse party of five or more 1st level characters is best for this adventure. One human PC, whether picked randomly or selected by the judge, is the Oracle's last living descendant. As they approach the island, the chosen PC is haunted by the memories of their unfortunate ancestor. Like that ancestor, the chosen PC also wears a snake-motif bracelet gifted to each adult of his or her family as a token of good luck.

ADVENTURE BACKGROUND

Untold years ago, a sailor was shipwrecked on a nameless rocky island with no food or water. Finding an altar covered with sinister glyphs, he prayed to its unknown god, promising anything in return for his life. The dark god Yeyin accepted this bargain and struck the suppliant dead on the spot, taking his head, endowing it with bodiless immortality, and raising a temple in its image.

Over time, Yeyin taught his Oracle how to create shape-changing servants to infiltrate humanity and subtly influence their cities and kingdoms. Now the Oracle sits at the center of a web of deceit, secretly manipulating countless mortal intrigues, lacking only a body with which to walk the lands of mortals. To regain it, the Oracle must possess one of its own mortal bloodline... and that unlucky last descendant is one of the PCs.

THE VISIONS



he PC chosen to be the Oracle's descendant will have three visions in the course of the adventure (assuming they survive!). When the chosen PC arrives at each area that triggers a vision, read or provide the vision as noted. The PC's vision, while intense, is a momentary flash of recollection, causing no harm or delay in action.

Area	Type	Encounter
B-1	T	Jaw trap
B-2	C/T	Skull-faces (9)
C-1	C	Elite fish-men (4)
C-2	P/T	Skull-face creation room & mirror trap
C-3	C	Fish-spawn (10)
C-4	T	Door trap
C-5	C	Crabssassin
C-6	C	The Oracle, sand-clams (3)
C-7	T	Fish-man transformation gas

PLAYER START

Blind Jack the pirate said that a silver skull with diamond eyes was hidden somewhere on a secret island, unknown to any navigator. He drew up a crude map before he died, and you have all scraped together enough gold to hire the Spice Queen, a small merchant vessel.

After three weeks of searching the so-called Endless Ocean, the crew of the Spice Queen has sighted a desolate rocky island. At the apex of the hill in the center of the island sits a dreadful building: a human skull at least three stories tall. A well-maintained stone dock awaits you, but the rest of the rocky shore looks utterly bare. All else is silent save the lapping of waves and the calls of sea birds.

Area A-1 – The Island: The island is empty and featureless save for the huge skull-shaped edifice in its center. The terrain of the rocky island is uneven; all combat and physical checks are at -1d while on the stony sloping hill (about a 20-degree ascent).

As they first set eyes on the island, read the following to the chosen PC:

Vision #1: *As you stand on the deck of the Spice Queen, your vision clouds and suddenly you feel yourself shifted into another time and place. You are shipwrecked on a rocky salt-wracked beach just like the one before you. You crawl off the jagged rocks and blink up the hill at a bare altar framed against the gray clouds. Ragged, parched and dying, you start to scurry up the rocks of this desolate isle toward the ancient glyph-graven structure. You clutch at your bracelet, a series of snakes woven of copper and silver, the traditional token of your family: it's supposed to bring you good fortune...*

Note: Mention to the chosen PC that, outside this vision, they indeed are wearing a similar bracelet, a tradition in their family.

Captain Hayle Rantro of the *Spice Queen* is willing to wait for 24 hours while the PCs explore the strange structure. His crew of seven surly sailors want nothing to do with giant skulls, so, after

PREGENERATED CHARACTERS FOR THIS ADVENTURE

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letting the PCs disembark, he will make anchor a short distance off the island and await the PCs' signal. If there is no sign of the PCs after 24 hours, Captain Rantro will order the ship to leave in order to ensure they have enough supplies to return to the nearest port.

Hidden in the water near the dock is a pod of fish-men under the mental influence of the Oracle. They are hovering near the bottom of the ocean and will only be spotted if PCs actively search the water (DC 20 Intelligence check). They will not attack unless provoked or the chosen PC attempts to leave the island before encountering the Oracle.

Fish-man (12): Init +1; Atk trident spear +1 melee (1d5) or trident spear +1 missile fire (1d5, range 10/20/30); AC 12; HD 1d5; hp 4 each; MV 20' or swim 40'; Act 1d20; SP must return to water after 2d3 hours; SV Fort +2, Ref +0, Will +2; AL N.

The fish-men are 5' to 6' tall humanoids covered in green scales, and walk with an awkward shamble. In combat, they fight with short forked spears, which they can also throw at targets up to 30' away. Fish-men are native to the water but can remain on land for 2d3 hours before drying out and dying. They are dull-witted and receive basic mental commands from the Oracle, and may be commanded by any skull-face agent. If the Oracle is defeated, they no longer pose a threat to the PCs, but might be willing to help their liberators as much as their limited minds and lack of language allow.

Area B-1 – The Skull Mouth: *Approaching the skull-structure, you can see that the building is made of sun-bleached white stone painstakingly carved to look like bone. The eye sockets appear to be open and hollow. The thing's maw is lined with large gruesome teeth above and below. Through the open mouth, you see an open, featureless chamber with a dark doorway on the opposite side.*

The skull-mouth opening is 12' wide and 18' tall. Beyond is a short passage leading straight to the center of the skull.

The PCs may try to enter via the eye-sockets with the aid of a grappling hook or other means. The eyes are set 35' from the base of the skull, and a DC 15 Climb Sheer Surfaces check is needed to reach them, which is reduced to DC 5 with ropes and grapple. By entering through either eye, the PCs will come out higher on the wall in area B-2, and are much easier targets for the skull-faces to ambush (see area B-2 below).

If the PCs appear to be leaving the skull temple before confronting the Oracle, the jaws of the skull snap shut, inflicting 1d7 damage to those in the portal (DC 12 Reflex save to avoid). The magical runes that trigger the trap are inscribed about the mouth, and can be discovered by thieves with a DC 15 Find Traps check. Disarming the runes requires a separate DC 20 Disable Traps check.

Area B-2 – The Domed Chamber: *Light pours in through the eye-sockets above and trickles through the cracks in the domed ceiling, leaving deep shadows on the walls and patches of darkness on the rough-hewn floor. There is nothing else in this room save an open doorway across the big empty chamber.*

Lurking in the pools of darkness on the walls above are nine skull-faced agents, waiting to ambush the PCs, hoping to kill all save the chosen PC and bring him to the Oracle. Once at least three PCs have entered the skull, six of the agents leap down, shifting to the likeness of the PCs as they attack. Each PC within the skull receives a DC 12 Reflex save to avoid being surprised.

After the surprise attack and one additional round, the remaining skull-faces scuttle out of the eye-sockets and rush to attack characters outside the skull (or attack from the rear if all PCs have entered), again assuming the likeness of any PC they attack. PCs seeking to intercede in a combat between a PC and their imitators must make a DC 12 Intelligence check to identify the impostor (judges

should modify this check based on PC tactics or lack thereof). The robed skull-faces have no treasure or other gear.

Skull-face (9): Init +3; Atk slam +2 melee (1d5) or by weapon +2 (varies); AC 11; HD 3d4; hp 5 each; MV 40' or climb 30'; Act 1d20; SP assume likeness, hide in shadows (DC 12 Reflex save to avoid being surprised); SV Fort +2, Ref +3, Will +2; AL C.

These artificial man-sized creatures are clothed in black robes and have smooth, bone-white skin. Until taking on the likeness of a target, their heads are featureless and identical, appearing as human skulls with eyeballs and bright red tongues. The skull-faces are the agents of the Oracle and manage the intrigues from its headquarters. All skull-faces are mentally linked to the Oracle, and it may see through their eyes or command them telepathically anywhere upon the island. Though difficult, the blasphemously created skull-faces may be turned by a cleric of a Lawful god.

The crafty skull-faces are experts at assassinating prey and taking their place. They are quite fast and able to climb walls and ceilings as a spider. When engaging a victim in melee, the skull-face assumes their shape, including their voice, mannerisms and gait, though they do not acquire the victim's knowledge or weapons.

This shape-changing gift has been used to good effect. Hundreds of skull-faces are lodged in places of power across the known world, posing as kings, princes, priests, and trusted advisors. Using the Phantom Scow (see Appendix A), they maintain contact with the Oracle. If the Oracle is slain, the skull-faced agents on the island immediately fall inert and helpless.

Through the doorway on the other side of the domed chamber is a stairway leading down to area C-1.

After the combat with the skull-faces is resolved, the chosen PC experiences the second vision:

Vision #2: *You find yourself alone with the ancient stone altar, covered with unholy symbols. Half-dead of thirst, you croak out an entreaty to whatever god was once worshipped here. "Save me!" you try to shout over the lashing of the waves against the rocks. "Save me and I will serve you! I will do anything to survive!" At once, there is a subtle charge in the air, and the surface of the altar grows colder, as if in reply...*

General features of the areas in level C: The moat waterline is 2' below the various ledges, and it takes one full action to pull oneself up onto a ledge. The moat's water is 12' deep, fed by submerged vents in the floor. The ceiling is 10' from the floor throughout the level.

Both channels of the moat in area C-1 continue into area C-6 with 3' of clearance above the waterline, so it is possible (for anyone, or anything) to swim between these areas.

Drowning rules: A shorthand rule is that a PC can hold his breath underwater for the number of rounds equal to their Stamina. After that is exhausted, the PC must make a DC 14 Fortitude save each round or begin drowning. Drowning creatures take 1d6 points of Stamina damage per round and die when Stamina reaches 0; lost Stamina is restored immediately if they are removed from the water. If pulled into the water with no preparation, a PC should make a Luck check to see if they have managed to take a deep breath first; if not, they must make the DC 14 Fortitude save or start drowning as above.

Area C-1 – The Moat Chamber: *The smell of briny water fills the air. Before you is a narrow ledge, separated by a moat from an empty platform. The moat runs off left and right into the darkness. On each side of the room is an open doorway with no ledge set into the walls above the moat.*

Note: the above description assumes the PCs cannot see the entire room.

The moat hides four elite fish-men (DC 20 Intelligence check to spot them floating deep in the moat, if carefully searching). They attack if the PCs attempt to cross the moat, whether by swimming, leaping, or other means. Jumping the moat should be considered a DC 6 Strength check, but remember to factor in armor check penalties!

The Oracle-controlled elite fish-men fight to the death, but as long as the Oracle lives they will not harm the chosen PC.

Fish-man, elite (4): Init +2; Atk barbed trident spear +2 melee (1d7, range 10'); AC 12; HD 3d5; hp 10 each; MV 25' or swim 40'; Act 1d20; SP pull target into water with successful attack (DC 12 Fortitude save to resist); SV Fort +2, Ref +0, Will +2; AL N.

The elite fish-men are larger and tougher than their smaller brethren, and wait to attack until a target attempts to traverse the moat. Their 10' long tridents are specially barbed so that on a hit, the elite fish-men can pull a target into the water (DC 12 Fortitude save to resist). Targets in the water are at -2d on all actions.

Once the elite fish men are defeated, the chosen PC has the third and final vision:

Vision #3: *A silvery essence shines in the air before you, fluxing between vaguely man-shaped and amorphous. "Bend down then and serve us," it says in a thin echoing voice. "Place your head upon the altar and you will be our new Oracle forever. You and your kin will serve us for this infinity." Trembling, you press your head down to the altar, the cold rough stone upon your skin, the unholy glyphs burning your face as a sudden sharp pain sears your neck –*

Area C-2 – The Skull-face Generation Chamber: *The smell of death hangs over this room and the mysterious objects it contains: Two large barrels are connected by a silver cord in the midst of a squared circle engraved on the floor. Beneath the cord is a low man-sized slab of stone. A shelf on the left-hand side of the room has several small jars and oddments, as well as five books, bound in worn brown leather, stacked next to the statuette of a grinning imp. Propped against the right-hand wall is a large gilt-edged mirror, reflecting the room's contents.*

In this chamber, the Oracle performs the ritual to create its skull-faced agents. The ritual tome used to generate the skull-faced agents is hidden in the mirror, which faithfully reflects the room except for one critical detail: the presence of the ritual tome itself.

Give the players Player Handout A. On the shelf on the opposite wall are five books, including *Korkelbin's Catalogue of the Elements* and a dry text entitled *A Comprehensive History of the Alchymical Sciences*. But in the mirror's reflection an untitled sixth book is visible: the Oracle's ritual tome, which can be seized simply by reaching into the mirror to grab it (the daring PC who reaches into the mirror feels a cold, numbing sensation.) Herein lies the danger! The imp in the mirror, unlike its counterpart in the room, is no cold clay idol. When a hand reaches in, the reflected imp grabs it and pulls. The PC reaching for the book must succeed on a DC 12 Fort save or be pulled into the mirror! PCs in the strange alien environment of the mirror begin to freeze and suffocate violently, dying in 1d4 rounds. PCs outside the mirror may try to rescue the trapped PC with a grab, but they too will face danger. Those reaching in to rescue a comrade must also make a DC 12 Fort save or be pulled in by the imp. A successful save for a rescuer indicates that they have retrieved the victim and escaped being grabbed. Moving the idol out of the reflection or destroying the real idol (the one outside of the mirror) neutralizes its danger.

The large mirror is 8' square. Should the players be resourceful enough to transport it out of the dungeon, it can be used to store one item in its reflected pocket dimension. The mirror can be smashed at any time, destroying any contents (or persons) held therein, and reducing the unfortunate destroyer's Luck by 1d3 points for seven years.

The tome describes all needed steps for the following ritual: the agents are created by placing the bones of a human in one barrel with a golden chain coiled and placed within the skull. In the second barrel, the skin of a different person is coated with quicksilver and then placed within, and then the ritual is read aloud from the ritual-tome. If successfully completed (DC 18 spell check for a wizard or elf), there is a flash of light and the room is filled with a thick sweet-smelling smoke. The barrels are emptied of their contents and the skull-face emerges fully formed and self-aware (to a point) upon the slab. The newly animated skull-face obeys its creator. This ritual takes one turn to execute.

There are three jars of quicksilver on the shelf (worth 10 gp each), each jar sufficient for performing one ritual, but there is only a single golden chain (worth 100 gp), located in a small box. The tome also contains ritualized versions of three 1st-level spells of the judge's choice, and is worth a steep sum to a wizard. (See DCC RPC corebook page 124 for additional information on ritualized magic).

PCs making a careful search of the room or succeeding on a DC 14 Intelligence check discover a cringing skull-face hiding in a darkened corner of the room. As a result of a flaw in its generation-ritual, this pitiful reject retains some knowledge of the former lives of the bodies used to create it, which has driven it half-mad. It is not able to change shape and is not telepathically connected to the Oracle. Shunned by his creator and bullied by its peers, it is possible that it could be befriended (or even become a replacement character, presumably a thief or warrior). It does not understand the Oracle's plans for the chosen PC, but it does know the contents of the all rooms in the temple, except areas C-7 and C-8. It also knows of the tome in the mirror, but it does not know about the idol-trap.

Flawed skull-face: Init +3; Atk slam +2 melee (1d5) or by weapon +2 (varies); AC 11; HD 3d4; hp 5; MV 40' or climb 30'; Act 1d20; SP hide in shadows (DC 12 Reflex save to avoid being surprised); SV Fort +2, Ref +3, Will +2; AL N.

Area C-3 – The Fish-man Generation Chamber: *Even from outside this chamber, you can smell the salty water mingled with the rot of death. Inside on the uneven floor is a pool of water, about 20' across. There is nothing else save a pile of rags over in one corner.*

The skull-faces use this chamber to breed their fish-men guards. The pool is currently host to a new crop of fish-men young who are ravenously hungry. Entering the room draws their attention, causing the fish-spawn to clamber out of the pool and begin to attack, ravenously seeking to consume the PCs alive.

The pile of rags hides two fresh corpses, or, if the party needs reinforcements, some unfortunate soon-to-be-sacrifices, which can be used to bolster their ranks as replacement characters. These canny kidnappes have learned to be very silent and still, thus not drawing the attention of the near-mindless fish-spawn.

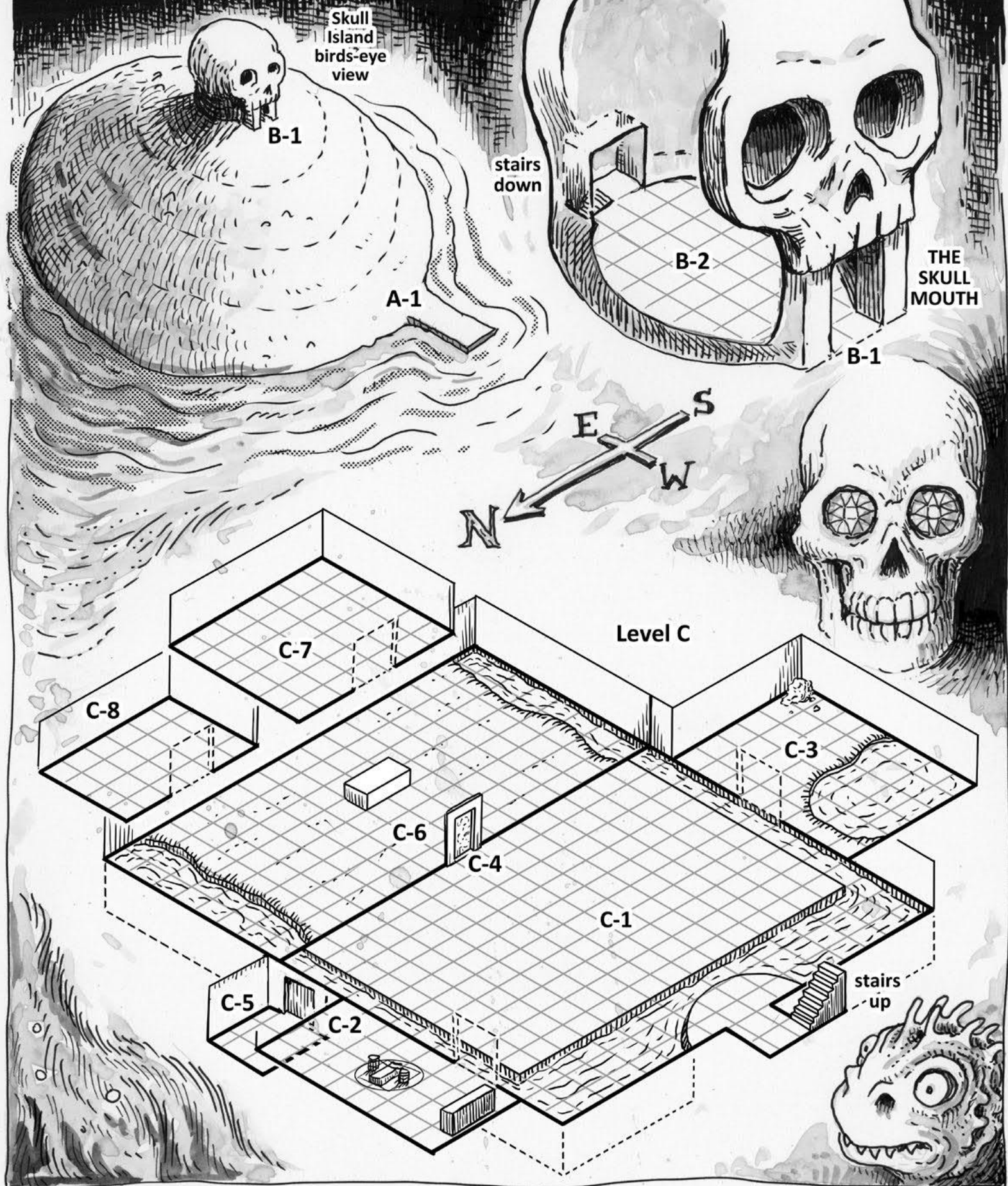
Fish-spawn (10): Init +1; Atk bite +0 melee (1d3); AC 11; HD 1d3; hp 2 each; MV 20' or swim 30'; Act 1d20; SP +1d swarm attack if four or more attack a single target, repelled by fire; SV Fort +1, Ref +0, Will +0; AL C.

Fish-spawn are 2-3' tall and otherwise look like smaller versions of adult fish-men. At this stage of development, they only live to consume flesh and are primarily drawn to movement. Fire repels them. Their ferocity and mindless hunger give them each a +1d to attack if four or more fish-spawn attack a single foe at the same time.

If anyone dares to search the bottom of the gory, stinking pool, they find a short sword named *Unmasker*, created by Kranderos the Alacritous to destroy shape-changers. Its Intelligence is 10 and it can speak any human language. The blade peals once like a church

SKULL ISLAND

1 square
= 5 feet



bell in the presence of a shape-changer of any kind. It was brought to this island decades ago by a holy warrior named Hunro, who tried and failed to destroy the Oracle.

Area C-4 – The Door Trap: *Before you stands a large salt-caked door of hammered bronze engraved from top to bottom with skull faces. The door has a simple metal handle that pulls down clockwise; there is no visible lock or keyhole.*

This door is trapped, requiring DC 14 Find and Disable Trap checks to discover and disarm. If opened without disabling, it opens a door beneath the moat's waterline from which the crabssassin in area C-5 will swim out and attack.

Crabssassin: Init +0; Atk pincers +3 melee (1d6) and shark-headed tongues +3 (1d4, range 15'); AC 15; HD 3d8; hp 20; MV 20' or swim 30'; Act 5d20; SP shark-head tongues ensnare target on a hit (DC 12 Fort save to resist, DC 14 Strength check to break free once snared); SV Fort +4, Ref -1, Will +2; AL N.

This 10' tall aquatic monstrosity is a dull orange crab-shaped humanoid. During combat, it strikes targets with both of its pincers while attempting to stab using its three shark-headed tongues tipped with razor-sharp teeth that both wound and ensnare victims. If successfully hit by any of its attacks, the target must make a DC 12 Fortitude save or be grappled and dragged along as the crabssassin moves. Once grappled, the target must make a DC 14 Strength check to break free.

Though it can attack targets up to 15' away with its tongues, the beast takes one full round to clamber out of the moat. If the Oracle is destroyed, the crabssassin will try to grapple as many victims as it can and then slip away into its cell to feed upon them as they drown.

The crabssassin is the degraded remnant of an alien civilization that crash-landed on the ocean floor millions of years ago. Enterprising adventurers who somehow communicate with the creature might locate its undersea xeno-base, doubtless full of star-spanning treasures and ancient occult technologies.

Area C-5 – The Crabssassin Chamber: This small chamber is mostly underwater: the ceiling is only 2' above the waterline, whereas the floor is submerged 10' below. A large rusting metal door lies beneath the waterline, requiring a DC 20 Strength check to open via brute force, or a DC 15 Pick Lock check to open by manipulating its mechanisms. A DC 15 Find Traps check detects a triggering mechanism to spring this door open attached to the bronze door at area C-4. Curious PCs who open this door before its release find a hungry crabssassin awaits them, as detailed above.

Area C-6 – The Altar Room: *This room opens into a large sandy area. Before you stands a rough-hewn gray altar, covered with alien glyphs. Atop the altar gleams a silver human skull, with a large diamond in each of its eye-sockets. To both the right and left is a five-foot moat. On the wall behind the altar are two open doorways, about five feet up the wall, with no clear means of ascending.*

Buried in the sand a few feet away from the front of the altar is a headless skeleton, the remains of the chosen PC's original ancestor (and the source of the chosen PC's visions). It bears a recognizable token of the PC's family: a silver and copper bracelet of interlocked snakes, much like the one the chosen PC wears (worth about 5 gp).

The Oracle's goal is to lure the PCs toward the altar, ensuring that the chosen PC moves as close as possible before it attacks. When a PC approaches the skull, it rises into the air and bellows:

"I have waited countless centuries for this moment! Leave [chosen PC name] with me and I will spare your flyspeck lives, otherwise prepare to die!"

The skull hovers and flies at a speed of 50' (note that the ceilings are only 10' in the lower level). During combat, unless another threat is obviously more dangerous, it will target wizards or clerics with its mind blast while attempting to possess the chosen PC.

The Oracle: Init +3; Atk mind blast +2 missile fire (2d5, range 100'); AC 14; HD 8d6; hp 24; MV fly 50'; Act 3d20; SP resistant to edged and piercing weapons, mind blast, mental telepathy to any of its servants on the island, possession (range 100'); SV Fort +4, Ref N/A, Will +15; AL C.

The Oracle attacks by directing a searing blast of cerebral agony at targets up to 100' away. Instead of AC, the mind blast attack goes against a target's 'mental armor class', which is a base of 10 adjusted by the total of the target's Intelligence and Will save bonuses. Note that the Oracle senses by thought; it does not need to see its targets to attack mentally.

Due to the skull's metallic nature, bladed weapons do half damage and piercing weapons only inflict a quarter damage against it. Blunt weapons and all other attacks do normal damage. When the Oracle is reduced to 0 hit points, the skull shatters into worthless tin shards and the diamonds melt into pools of shiny quickly-evaporating goo.

If the chosen PC is alive when the party encounter the Oracle, each round, as one of its three action dice, the Oracle will make a possession attack against the chosen PC (DC 15 Will save to resist). The Oracle can use its attack whenever the chosen PC is within 100'.

On the first failed save to resist the possession, the PC gains 1d3 Intelligence and 1d3 Personality and his alignment permanently changes to chaotic. They are forever haunted by dim dreams of alien lands.

On the second failure, the PC's head is transformed into a silver skull with diamond eyes. By itself, the perfectly crafted silver skull would be worth at least 10,000 gp. Despite this condition, there is no physical hindrance for the PC who can hear and see normally. Only the gods or the most powerful magic may remove this hideous condition. Once per day, the PC may also access memories and knowledge of the Oracle (current intrigues, the locations of ancient tombs, long-forgotten languages and symbols, etc.) with a DC 15 Intelligence check and may cast spells with a d20 action die - but currently knows no spells (unless already a spellcaster).

On the third failure, unholy power flows into the PC (silver head and all) as they are permanently possessed by the Oracle's spirit (the PC is gone forever and the judge controls the character's body). The now-material Oracle now has all the statistics, abilities and current hit points of the possessed character. Additionally, it can use an action to try to charm any humanoid into being its friend and servant as per the 1st level wizard spell *charm person* with a spell check result of 15. Finally, in its material form, the Oracle may shape-change into any humanoid it has seen in person.

Once it gains possession of the chosen PC, the Oracle will try to make quick work of the remaining party. Should it destroy the PCs or otherwise escape, it will realize its plans and conquer the world within 2d16 years.

If the chosen PC has already died when the party arrives, the Oracle will still attack the PCs in a fierce rage, eager to defend its base of operations and to punish them for thwarting its scheme.

Three sand-clams under the mental control of the Oracle are hidden in the sandy beach area before the altar. During combat, the Oracle will use them to attempt to immobilize the chosen PC, but otherwise orders them to distract or snare PCs who are threatening it.



Sand-clam (3): Init +3; Atk shell-clamp +3 melee (special); AC 15; HD 3d5; hp 8 each; MV 10' or swim 10'; Act 1d20; SP clamp-down (DC 12 Strength check to break free); SV Fort +4, Ref -1, Will +3; AL N.

These gray-shelled clams are roughly two feet long and eighteen inches wide. They are able to move by means of one broad fleshy 'foot' that propels them through the sand. Once hit by a sand-clam's attack, a victim is ensnared and cannot be freed until making a DC 12 Strength check. Ensnared victims are at -1d to all actions and their speed is slowed by half. If snared by two clams, a victim is held in place, immobile.

Note: During playtests, results of this encounter varied widely. If the players are having too easy a time of it, the Oracle can mentally release the crabssassin to aid it during its final battle with the PCs.

Area C-7 – The Chamber of Secrets: *The walls of this room are covered in floor-to-ceiling shelves, holding scrolls, clasped sheaves of papers, and ancient tomes of every possible binding. The smell of dust is pervasive but the tomes appear well cared for, though chaotically piled together.*

This room is where the Oracle's skull-faced agents record the progress of their myriad active conspiracies across the world. Their cypher is difficult to discern (DC 12 Intelligence check) but once deciphered, it is apparent that the 'diaries' that detail the skull-faces' efforts in a given region or city are stored alongside the relevant ledgers, family genealogies, sacred texts and other works stolen from that region. Examples to be used as plot hooks (and exposition) include:

- The amount paid to a derelict called Blind Jack to lure the PCs to this very island.
- The details of Prince Rhantri's ongoing plot to kill his father and assume his throne in the city of Zakhar.
- The secret location of the crown jewels of the Parkhasti Emirate. The Emir's jewels are fake and he can be dethroned if the deception can be proven.
- The whereabouts and habits of Emuel the Warlock, whom three different rulers have offered 1000 gp bounties to capture alive.
- The third and last cypher needed to open the Vaults of Kheparish, hidden beneath a dormant volcano.

On a side table near the entrance is a copper box decorated with a fish-skull motif and set with 17 small emeralds (worth a total of 80 gp). The box is trapped with a clear tube filled with a light blue

gas (DC 13 Find and Disable Traps to discover and safely remove). If not disabled, the PC opening the box must make a DC 12 Reflex save to avoid inhaling the gas, then (if the first is failed), a DC 15 Fortitude save to resist the effect. If both saves are failed, the PC is transformed into a half-fish, half-man, sprouting gills and helplessly drowning unless moved immediately to water (per the drowning rules above). The transformation is permanent.

Inside the unlocked velvet-lined box is a whistle carved out of a whalebone. When blown, this whistle produces a long thin note like the cry of a far-off gull. This cry will cause mists to descend upon island, and within 2 turns, the Phantom Scow will arrive at the stone dock. (See Appendix A for details on the Phantom Scow.)

Area C-8 – The Chamber of the Ancients: *This small room reveals a gruesome sight. Stacked on the wall are thick tomes bound in hide, skin and fish-scale, wood, and even scarred iron. Resting on a wooden table in the middle of the room are three severed heads, each under a glass dome. The left most is that of a savage ape-man. The middle head is that of a scarred elf, missing its left eye. The right-most head is that of a violet-scaled serpent-man, forked tongue lolling from its mouth.*

Over the centuries, the Oracle collected here the heads of three elders of the ancient races that formerly mastered the known world. The heads are able to speak and think normally, but are entirely immobile, stored on ceramic platters under glass domes.

The serpent-man, Jenssss, is Lawful, a former sorcerer king from the time when giant reptiles dominated the world.

The ape-man, Hats-Aluk, is Neutral, a former vizier and poet of the Meta-Zothik Empire that overthrew the lizard-kings.

The elf, Oourons, is Chaotic, a renegade lord of the Fey who pact-ed with demons to conquer half his era's world for elf-kind.

The heads of the ancients are invaluable to seekers of wisdom. All three know of secrets buried for millennia. If treated with respect, they will guide PCs to sites of power and treasure in exchange for being allowed to die with the full funeral rites of their people.

If disrespected, the ancients are not utterly helpless. Hats-Aluk will gladly entice the party into ancient deathtraps in order to have his revenge. Oourons will call upon his demon lord Krayok to destroy the PCs (in a future adventure, no doubt). Jenssss is capable of casting a curse of revulsion upon those who lack sufficient respect. He says the following words:

Fool who would spurn the wisdom of ages,

Thou who would torment goodly sages,

Reject also the food you crave,

Until thou put me in a lordly grave.

The target of the curse thereafter loses 1d3 Luck and can only ingest water and the tiniest morsels of food until Jenssss' remains are respectfully interred in the burial ground of his people. Until this time, the PC will lose 1 point of Strength, Stamina, and Agility per week, only to be regained when the curse is lifted and the PC is well-fed for 13 days.

In addition to the heads, the chamber contains a score of rare books that easily yield 500 gp to a sage or antiquarian who can pay such a fee.

ENDING THE ADVENTURE

If the PCs have captured the archives and secrets of the Oracle, there are no shortage of plot hooks for the next adventure. Use those in area C-7 or let the ancients from area C-8 guide the PCs to strange new adventures!

APPENDIX A: THE PHANTOM SCOW

If the PCs blow the whistle found in area C-7, the Phantom Scow appears at the dock after 2 turns. (Or if blown elsewhere, at the nearest appropriate body of water.) Read the following once the PCs escape the skull:

Despite the previously hot weather, a wet gray mist has descended around the island, hiding the expanse of the Endless Ocean. The Spice Queen is not visible through the mist, but a different vessel bumps against the stone dock in the harbor. The boat is gray, the wood appears worn and the name once painted on the ship's side has long since faded away. This wooden sailboat is 40 feet long and 10 feet wide; an upright skeleton is lashed to the tiller. Its head turns toward you and rasps, "Where to, Cap'n?"

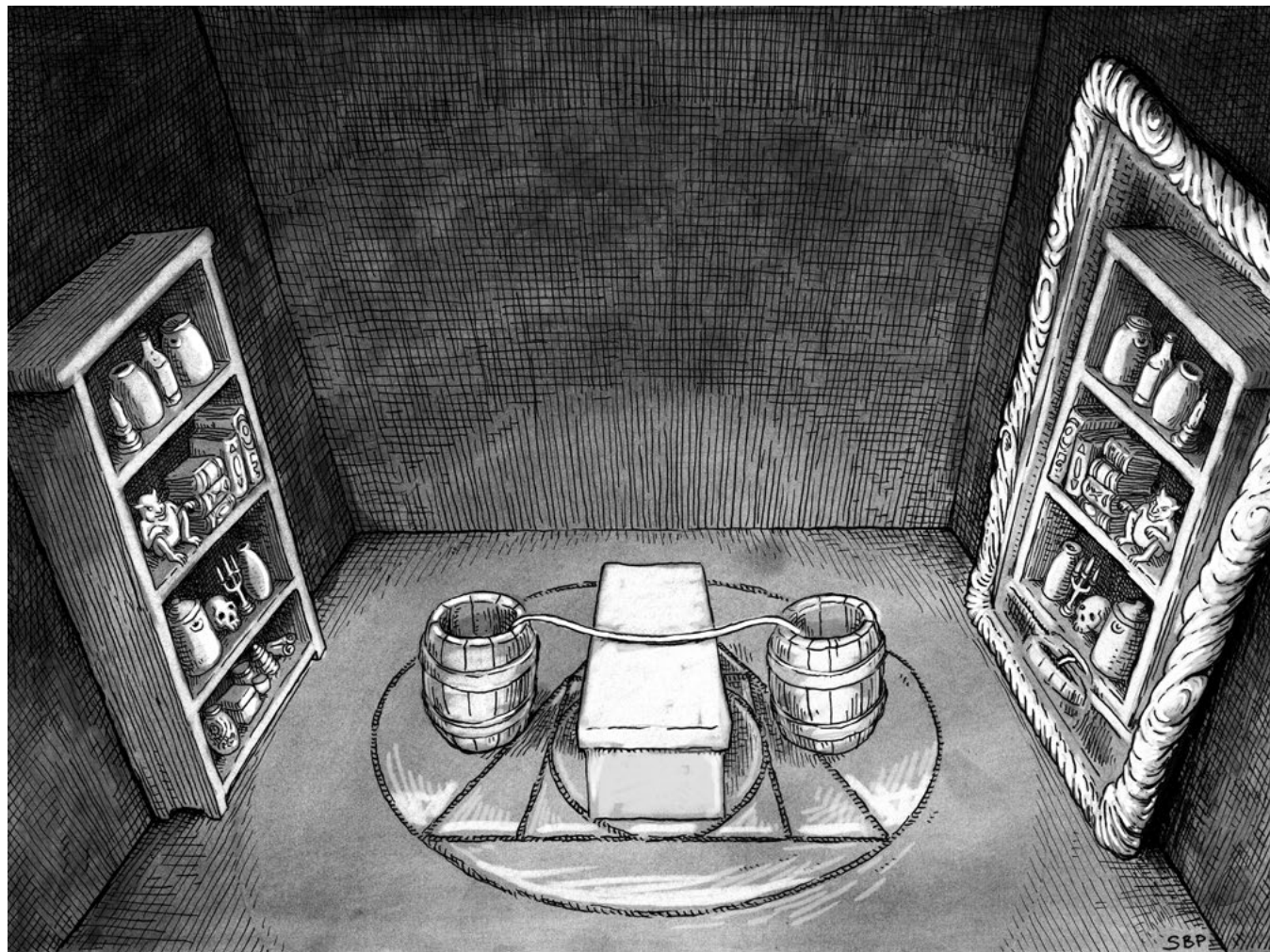
This ghost-ship was used by the skull-faces to travel the Known World and support their intrigues. The enchanted ship needs no crew; the blower of the whistle need merely board the scow and speak a destination to the undead helmsman, and the scow will immediately set out on a course for the place mentioned. The enchanted mist that surrounds the scow warps space so that the journey never takes longer than three days and the scow never encounters inclement weather. It is also never seen or set upon by pirates, navies, or the like.

Lawful clerics will risk disapproval and worse if they repeatedly use such hellish transport!



PLAYER HANDOUT A

Area C-2 (see page 44)



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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...

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