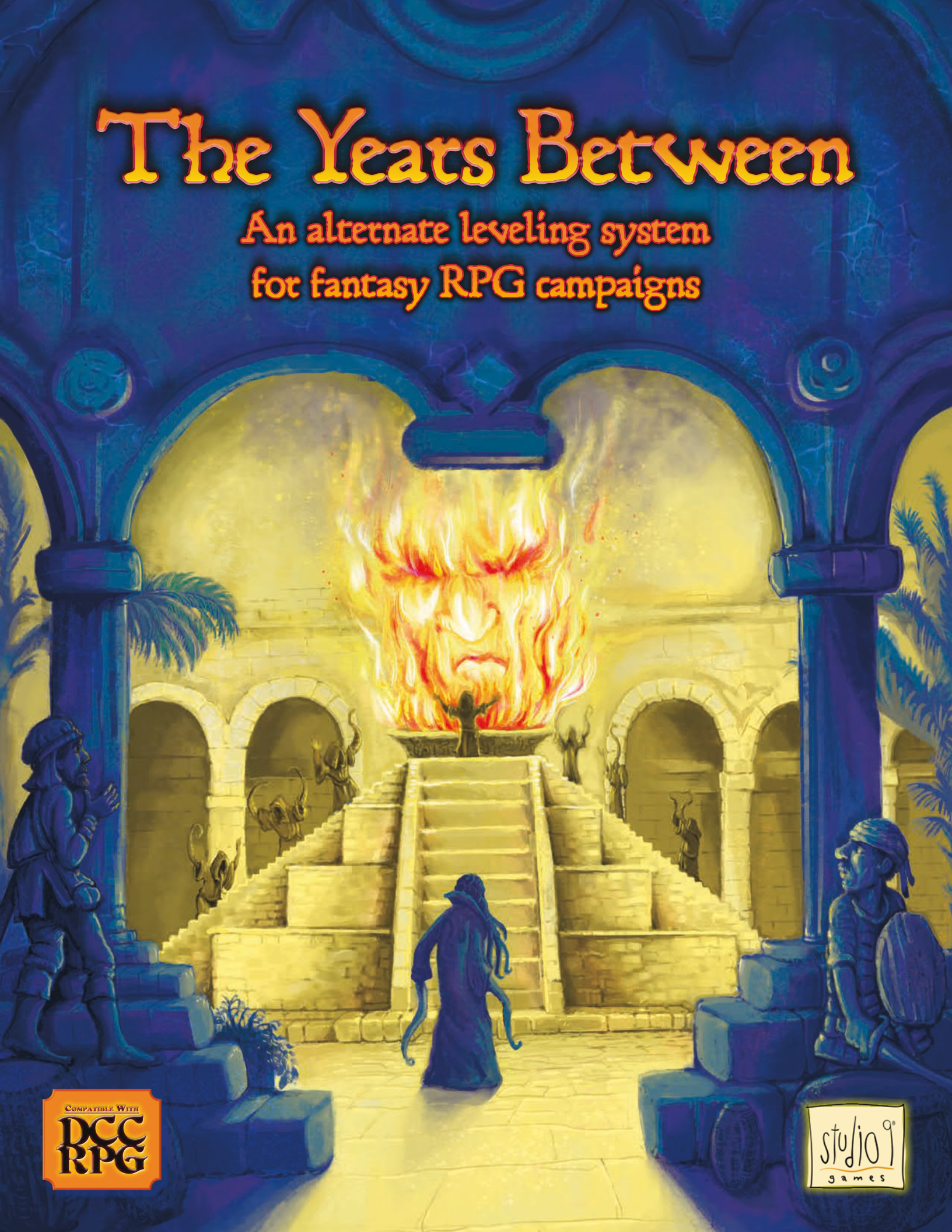


The Years Between

An alternate leveling system
for fantasy RPG campaigns



COMPATIBLE WITH
**DCC
RPG**

The Years Between

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How to Use This Book



The Years Between is an alternate method for running a fantasy role-playing campaign. This book is specifically styled for *Dungeon Crawl Classics* by Goodman Games, but with minimal adaptation it can be used for any fantasy role-playing system. When leveling by standard means, a PC must survive multiple low-level adventures; however, with The

Years Between, the leveling process is accelerated in order to serve the Judge's needs or make a higher level module achievable. Before each adventure, the Judge should check to see if each PC has the required levels needed. If not, the PC(s) can move through the steps below to achieve the needed level and create a story about that experience.

This product is based on the *Dungeon Crawl Classics* Role Playing Game, published by Goodman Games.

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Step I: Lifestyle Selection

The trauma of raiding taxes the mind, body, and soul of adventurers. Witnessing cosmic horrors and cheating death jolts their hold on sanity. Months or even years of sabbatical in pursuit of their craft, as well as convalescence, are requirements for even the hardest of souls. However, for the demented or suicidal, the thrill of heroic danger is an addictive drug, forever driving them to a breaking point. And for the destitute and desperate, a life of plunder and peril may be the only means of survival.

Each PC first selects one of three lifestyles representing the general approach for the time spent between adventures.

1. Primarily Relaxation and Pleasure: This choice has a lower risk factor and lower reward potential. It is the election of PCs who have the funds to relax, unwind, enjoy life, and attempt to lie low for the purposes of restoration.

Gains: PCs who select this lifestyle immediately restore all hp damage, temporary ability damage, and spent Luck.

Costs: The PC must immediately pay 25gp for each level they have achieved.

Finally, determine the PC's story modifier to be used in **Step II** by rolling 1d7 + Luck mod:

1 or less: -1

2: -2

3: -3

4: -4

5: -5

6: -6

7 or more: -7

2. A Balanced Diet of Doom and Peace: This selection carries both risk and reward potentialities. It is a good option for PCs who have some funds to relax and enjoy life but don't wish to throw caution to the wind nor become too comfortable and potentially lose their edge.

Gains: PCs who select this lifestyle immediately restore

all hp damage, all temporary ability damage, all spent Luck for halflings or thieves, and 1d4 spent Luck for all other classes.

Costs: The PC must immediately pay 5gp for each level they have achieved.

Finally, determine the PC's story modifier to be used in **Step II** by rolling 1d7:

1 or less: -2

2: -1

3: 0

4: 0

5: +1

6: +2

7 or more: +3

3. Looking for Danger, Looking for Loot: This choice is risky, but includes higher reward potential. It is the path of PCs who continue to dive headlong into trouble because they are too poor or crazy to entertain an idle life.

Gains: PCs who select this lifestyle immediately restore all hp damage, 1d4 temporary ability damage, 1d5 Luck for halflings or thieves, and 1 Luck for all other classes.

Costs: No funds are required for this selection. The PC is out hustling for their bread.

Finally, determine the PC's story modifier to be used in **Step II** by rolling 1d7 - Luck mod:

1 or less: +6

2: +5

3: +4

4: +3

5: +2

6: +1

7 or more: 0



Step II: The Main Story

Despite their desired lifestyle and aspirations, PCs have sordid histories, exotic appetites, and otherworldly contacts that often draw them into unexpected situations. The time between major adventures may or may not include memorable moments, but the core feature that shapes the story of their year is determined here.

Each PC rolls 1d20 plus or minus the story modifier from **Step I** to discover the central theme of their story and how it will affect them.

1 (or less): One or more gods harbored plans and aspirations for you this year. They don't condone a choice of sloth and idleness. You start with -1d3 Luck.

2: You while away the days lazily, honing your craft, until slowly you feel strong, bold, and ready for adventure. Your Luck is fully restored.

3: Your lack of motivation fades as the months pass. After recovery, you ease your way back into action.

4: You retreat into anonymity and isolation, unconnected and unconcerned with the affairs of the world. In a deep state of meditation, you gain innovative insights that help you develop your craft.

5: You study your craft in relative safety—falling back on your occupation to earn a living. This makes you soft. You suffer -1 to your hp roll for the new level.

6: You find various ways to patch together training in your craft. At one point, a mentor happens into your area and offers training. If you can afford it (50gp x goal level), roll 1d3: (1) good training: +10 exp added to next level (2) excellent training: +1 hp gain (3) superb training: +1 added to one skill, spell or weapon attack.

7: You stumble upon an expert in your craft who vows to work with you for a year in exchange for service; roll 1d3: (1) good training: +10 exp added to next level (2) excellent training: +1 hp gain (3) superb training: +1 added to one skill, spell, or weapon attack.

8: Your year begins calm and relaxing, but over time you are drawn into a number of daring enterprises which result in 1 random temporary point loss of a physical ability and the gain of 1 new normal item/weapon/armor of choice for each level gained.

9: You have a run-in with the Guild. Roll 1d4; (1) You lost a random valued item (2) You lost all of your money (3) You avoid a loss (4) You gain 1d30 gp/level.

10: Your year is made up of a series of exhausting challenges, but not without financial gains. You begin with 1d3 temporary ability damage, and you gain coins for your level in silver (see *DCC Core Rulebook*, p70).

11: Your year is made up of a series of depleting challenges, but not without great financial gain. You begin with 1d3 temporary ability damage, 1 point of Luck loss, and you gain coins for your level in gold (see *DCC Core Rulebook*, p70).

12: You find a master and spend most of the year in specialized training. This costs half your money. The master helps you gain a permanent +1 to a skill, spell, or weapon attack of your choice.

13: Through the seasons, you journey far and wide with mixed blessings—struggle as well as great gains color your endeavors. It leaves you both physically spent and richly rewarded. You start with -1d5 points, which you can distribute between temporary ability damage or Luck loss as you wish. However, you gain double coins for your level in gold (see *DCC Core Rulebook*, p70), and you also gain 1d12 experience points.

14: The challenges of the year are rigorous, at times perilous, yet full of prosperity. You begin with -1d7 points, which you can distribute between temporary ability damage or Luck loss as you wish. In addition, you gain coins for your level in electrum (see *DCC Core Rulebook*, p70), and you also gain 1d16 experience points.

15: Following highly speculative clues on a map, you uncover the well-guarded crypt of a powerful warlock. The process puts you near death. You earn a horrid scar and 1 point of permanent ability damage. In addition, the cursed crypt “gifts” you with a corruption (1-3) minor or (4) major. At the brutal conclusion, you emerge with either a random minor magical item (potion, scroll, +1 weapon) or coins for your level (see *DCC Core Rulebook*, p70) in (1-6) silver, (8-9) gold, or (10) electrum. Select the item or coin option before randomizing the results.

16: You fall into a series of unexpected situations and react in accordance with a strong inner voice. You walk in a way that is blessed by the gods who watch over

you. Their approval grants you +1 permanent Luck. In addition, you may gain a patron or god, as a servant or agent. If you have a patron or god already, you gain favor in the form of a higher patron status (see Patron Bond *DCC Core Rulebook*, p148) or the ability to cast Blessing (p255) at +4 (once per day).*

17: You immediately take up adventuring with another group of reavers. This reckless band dangerously lives on the edge—allowing you to hone your skills. You sustain near-fatal blows and suffer a total of 2 permanent ability damage as well as some gruesome scars. However, you gain +1 to any 2 different skills, spells, or weapon attacks from the rich lore you discover about your craft. You also gain 1d20 experience points.

18: Your journey stretches into extra-dimensional worlds where you capture (1) an escaped imp, (2) a minor elemental, or (3) a trivial avatar of law. This otherworldly entity teaches you a random level 1 (1-2) a wizard spell, or (3) a cleric spell in exchange for its release.*

19: You discover an undisputed master of your craft. Begrudgingly, this grandmaster takes you on at great expense (you lose all coins and your finest item of quality). The brutal training is much more than you thought you could endure. In addition, you perform countless difficult tasks to gain wealth and knowledge for your teacher. In the end, it was an elaborate scam. You are forever scarred with mistrust, but your will is steely. You gain a permanent +1 to Willpower saves.

20: You engage in wild adventures near the edge of creation on the boundary between insanity and reality. It is a seemingly brief period of time, perhaps weeks, but upon return you find almost a year has elapsed. One random item you possess is plunged into the pools of re-creation and forever transmuted into:

- 1-50 A fine quality (x2 value) item.
- 51-80 An exceptional item that is slightly better in some way. It could be attack, damage, armor check penalty, AC, or another aspect related to its craftsmanship.
- 81-90 A minor magical item (randomly determined), such as a potion, 1st level scroll, magic staff, or +1 weapon.**
- 91-98 A magic item such as a +2 weapon or

armor, or a 2nd or higher level scroll.**

- 99 A major magical item such as a +3 weapon or armor, magic sword, or another item (*DCC Core Rulebook*, p365).**
- 100 A unique creation of a warped entity from beyond reality. The judge should craft the item into a new item based on either the sword creation charts (*DCC Core Rulebook*, p366), ring creation charts (*DCC Annual*, p120), or magic item (*DCC Core Rulebook*, p375).**

**Non-casters use 1d10 to cast, thieves use their cast spell from scroll skill die. If the spell happens to be known already, it is now cast at +1D.*

***Use the Table of Random Relics in this booklet for quick ideas and prompts (see p12).*

Step III: Return

All things end. Each hero has their own reason for returning to the group. Roll 1d8 to discover the reasons why the sabbatical to (or from) madness ends:

1. You are broke and need some coin to maintain your lifestyle. **Lose all your money.**
2. When not cheating death, you feel numb inside.
3. A relationship with a competitor, lover, enemy, family member, or friend forces you to go back to a life of travel.
4. Absence has eroded your reputation. You need to restore your clout or risk losing work.
5. You have an existential experience of personal discovery. You realize . . .
6. You have a profound dream. You believe the dream is telling you . . .
7. You run into your old adventuring pal and . . .
8. You are contacted by a patron, deity, archon, king, or grandmaster. **Restore 2 Luck!**





Step IV: Setup*

**Note: With only 1-2 PCs, skip this step.*

Using the elements of each of the previous steps, construct a story of your PC's year. The narrative should elaborate on any known story aspects of each PC, and potentially fit into any current story arcs in the campaign. After all stories are told, each player will cast secret votes for their favorite story or stories. The voting should be based on the following criteria:

How well does the story connect to other known PCs and NPCs?

How well does it connect to the campaign story arc?

Is it humorous, entertaining, and concise?

Does it leave you wanting more? Does it leave room for an ongoing tale for other PCs to connect to? Does it develop potential new story threads?

The Judge and each player are handed story chits (dice, coins, or markers will suffice). These will be used for voting. The total number of PCs determines the chits received:

3-4 PCs: 2 chits each and 1 for the Judge.

5-6 PCs: 3 chits each and 2 for the Judge.

7+ PCs: 4 chits each and 3 for the Judge.

Step V: Final Build and Share

Give each player 10 or so minutes to write a short tale. Afterwards, the players can tell their stories. If anyone is having difficulty, they can opt to use the **Story Prompts** below. The creative prompts may help them complete their tale. Alternatively, they can roll 1d10 and use the corresponding numbered image in this book to help construct their story.

Story Prompts (use the PC roll from **Step II**):

1: You worked most of your days, avoiding stress and perils. You are, however, slowly pulled into the local sheriff's deputy brigade in order to defend against a small local crime group of outlaws and brigands. This has kept your senses alert and skills sharp.

2: While drinking and sleeping off the trauma of your latest experiences, you inadvertently offend a local lord who challenges you to a duel for retribution and honor. In the duel you are thoroughly trounced, but the lord takes pity on your flaccid skills and not only spares your life but takes you in for training in exchange for fealty.

3: Taking long walks in the woods and fields of satin grass, you restore your spirits. Over the months, you meet and take in a lover. Your beloved, however, is captured by a gnoll clan and held for ransom. You and others spend weeks tracking and fighting until the tale takes a surprising turn . . .

4: You fall into a meditative stupor that pulls you into an alternate dimensional experience. In this strange ethereal plane, you dance with celestials, spar with demons, and gamble with the fates. You awaken months later, covered in dust, enlightened and energized.

5: Seafaring brigands raid your coastal town. They burn the village and take you captive for your talents. You are begrudgingly taken to sea, where survival depends on your contributions to their raids. Eventually . . .

6: One day, a self-proclaimed confectionery wizard visits your village enchanting kids and adults alike with otherworldly candies, cookies, and treats. Unable to resist the allure, you purchase a fantastically colorful sugared tart. Biting into it, you are transferred to a world of impossible chocolate rivers, grass fields of lemony gels, all edible. Candy fiends greedily control the realm. What comes next mystifies you to this day . . .

7: You relax leisurely in a pastoral region where you befriend a charming group of wealthy merchants and royals. You realize all too late you are amongst members of a strange faction of the Cult of Mog. It becomes extremely unusual when one day . . .

8: You spend most of your days employed by a wealthy lady who has dealings with strange extra-planar and otherworldly visitors. The work is sometimes dangerous and bloody. The day comes when your entire company is drawn into a dimensional trap realm on the edge of time and space. Ages seem to pass by, but you return to find that in reality . . .

9: You become a target of a vicious gang of thieves. Initially extorted and harassed, you decide to systematically tear them apart with intrigue, ambush, deception, and subterfuge. In the end, you gain and lose . . .



10: Try as you may to recover and relax, you find yourself taking odd, dangerous jobs for thrills and good pay. Your months are spent in a variety of risky conflicts, involved explorations and intense adventures. Towards the end of the year, you are hired to explore a set of sithor ruins leading to . . .

11: You are conscripted into a well-paying private army tasked to invade an island. You find yourself fighting a giant violet race of men in a set of jungle ruins until your benefactor runs out of funds and your company has to find their way home. As you are fleeing the isle, something most unexpected occurs . . .

12: You work for a foul-tempered local witch. One day, your careful attempts to avoid raising her ire fail. You ask one too many questions. Shortly thereafter, you find yourself deeply intrigued by a rather realistic tapestry in her portico. The image shifts, moves, grows, and surrounds you until you are within the landscape—flattened into its detailed world. Vaguely aware of being watched by an entertained observer, you spend months battling to escape—fighting other trapped entities. With each victory, you sense you are earning your way out. But you finally discover . . .

13: You traveled into the mountains to seek a rare order of ascetics. You look for them on a quest to learn the secret art of _____. After many months of harsh search and survival, you come upon . . .

14: You feel oddly compelled and go to pray at a temple dedicated to the ancient gods of the cosmic void. In the inner sanctuary, a great statue comes to life and swallows you whole. You plunge into a nightmare realm of twisted, warped souls battling and scraping for survival until you are able to bribe a crooked, cloaked entity to aid your escape. Suddenly . . .

16: Seeking the thrill of glory and gold, you join a



group of adventurers who possess a map to the ancient keep of Mielzo Monur—a wealthy lord who mysteriously vanished after delving into occult mysteries. You find the keep after weeks of search. Within are living horrors and sinister blood curses. One by one your company is slaughtered, until—beaten and exhausted—you return to safety, only to find . . .

17: You venture into hill giant lands in pursuit of a legendary sea raider's cache. Your company is set upon in the early hours of the day by a group of giants. Most of your company are quickly slain. You, however, are captured and become a plaything of your captor's child. For months, you battle in his toy arena until . . .

18: In your sojourns into the hills, you are captured by ogre slavers and worked as their bear handler before being sold to a hobgoblin mining operation. Eventually, a dwarven clan raids the hobgoblins, and . . .

19: You get work as a prison guard for the criminally insane. Several months roll by. The occasional yard fight or prison break serves to keep your skills sharp. One day, you discover a deeper vault. Within, a crazed elf covers the cell with runic scribbles and demonic script, which attracts your attention. Their madness crosses into genius when one night . . .

20: You raid an ancient tomb, which is rumored to be filled with forgotten gold. Your company survives the perils of cursed glyphs, brutal traps, and undying fiends.

1st:	Gain 40 exp
2nd:	Gain 60 exp
3rd:	Gain 80 exp
4th:	Gain 100 exp
5th:	Gain 120 exp
6th:	Gain 140 exp
7th:	Gain 160 exp
8th:	Gain 180 exp
9th:	Gain 200 exp

Step VI: Votes and Rewards*

**Note: With 1-2 PCs, skip the voting portion of this step*

The Judge and players use their chits to vote. Voters can select as many or as few stories as desired. For example, 2 chits could go to one story, or split up by providing 1 chit to two different stories. After the votes are secretly sent to the Judge to tally, announce the winners and (optionally) give rewards. The 1st place player gains (2) rewards, which can be selected by the player or Judge. The 2nd place player gains (1) reward, selected by the player or Judge. If two or more players tie for votes, share the reward or give it to the PC with the highest Luck roll. For groups of 6+ PCs, allow a 3rd place winner (1) remaining reward. Remove each of the suggested rewards after it is selected:

- Legend:** 1 Luck restored
- Seer:** +1D on 2 rolls of choice in the next adventure
- Bard:** +1 on rolls for actions directly tied to their story for the next session
- Fate:** Re-roll any 1 roll in game and take the new results
- Runner up:** +1D on a roll of choice in the next session

Finally, all PCs gain enough experience points to level. Use the table below to calculate experience gained *based on their current level*:

Each PC now gains a level from their experiences over the course of “the year between.” It is possible for a PC to gain enough experience to level twice, but the Judge should provide exactly enough experience for each PC to reach the level required. Therefore, adjustments to the experience gains above should be made to match the requirements of the adventure. In this final stage, all PCs will finalize their new level changes in order to be ready for the next adventure the Judge has prepared!

Table of Random Relics

- 1. Candle of the First Temple of Ulesh:** This massive, torch-sized candle illuminates a 20' radius. The flame, however, cannot be put out and does not burn matter. When the candle is tipped it loses some wax. This blessed ancient wax heals like a 1st level cleric casting lay on hands (cast at 1d20+handler’s Luck mod). All results are as if the recipient was an *opposed alignment*. The candle can be used 5 times before it is expended.
- 2. Potion of the Avenged:** This sour, blood-red liquid must be consumed within 1 round of suffering the loss (or perceived loss) of a beloved friend. For 10 rounds thereafter, the consumer is possessed with a vengeful rage. Every effort will be directed toward violent revenge. All attempts to do so are at +2D for attacks, spells, skill checks, and damage. In addition, all blows landed are critical hits. If the source becomes impossible to destroy (e.g., from fleeing), the rage of the consumer spills over onto another random nearby living being, albeit without the bonuses to rolls and automatic critical hits, but with



the same dogged determination until the new target is defeated or the full 10 rounds. However, “anger doth burn liver”: the user becomes permanently vulnerable to toxins (-2 Fort save vs. poison and disease).

3. Hugrun’s Feather: This large blue and orange feather is the last remaining relic from Hugrun, the mightiest, proudest, boldest griffon of lore. The feather can be used

1/day by merely keeping the feather on one’s person, and speaking the activation “airessious.” In the hands of most, this casts Feather Fall as a 3rd level Wizard (using $1d16 + 6$). In the hands of anyone who already knows the spell, it increases the spell die by +1D and grants a bonus of +3 until the spell fails that day. Unfortunately for the bearer, any griffon encountered will detect the feather and ferociously attack the defiler of this sacred relic.

4. Azi Dahaka's Serpent Handler's Gloves: This item is a unique gift Azi Dahaka gave to a loyal agent. The old, stiff, snake-scaled leather is so thick it hampers fine motor manipulation. Any spell casting or fine motor skill checks (such as pick locks, pick pockets, remove traps, etc) are at -1D. However, the user may cast Snake Trick (*DCC Core Rulebook*, p333) with a +6 to the spell check. Non-casters use 1d10, thieves use their "cast from scroll" die, while casters use 1d20. On a natural 1, the gloves turn into snakes, attack the user, and slither away. Treat this as the Snake Trick spell result "20-23," as if the gloves were "the target" and the user is "an enemy." A user who is an agent or servant of Azi Dahaka avoids this fate, but may still suffer a patron taint.

5. Sack of the Quickened Hand: This seemingly normal sack holds a normal amount of goods. Yet, when the user attempts to find any object they have placed in the sack, that item magically appears at the top of the pile, making any fetched item a free action, even in the heat of combat. Additionally, anyone attempting to pick the pocket of the user accesses the most valuable goods first.

6. Twelvar's Crowbar: Imbued with the hair of the famed cat burglar Twelvar, this crowbar allows the user to make open door and lift checks when using the crowbar as an ogre with an 18 Str. The crowbar is unkind to doors, locks, chests, and other targets it opens. Unless the user makes a successful Luck check, the opened target is also rendered completely broken and cannot close again until repaired.

7. Hammer of the Shattered King: This small +1 hammer (1d5+1 dam) has extra powers in the hands of a dwarf. On a critical blow, the hammer also casts Shatter (*DCC Core Rulebook*, p193) with a spell check of 1d20 + a bonus equal to the total critical die result. This effect makes a thundering noise that is audible at great distances.

8. Arrow of Divine Light: A bright yellow/white arrow of some unknown, lightweight alloy from another dimension. When fired, it turns into a beam of pure divine light. The attack is at +3 and ignores armor bonuses. Upon a hit, it heals a living target for 1d6. If fired at a demonic or undead target, it produces the result of Turn Unholy (*DCC Core Rulebook*, p 97) with a roll equal to the attack roll total. It has no effect against celestials, elementals, or constructs and can only be handled by PCs with a lawful alignment.

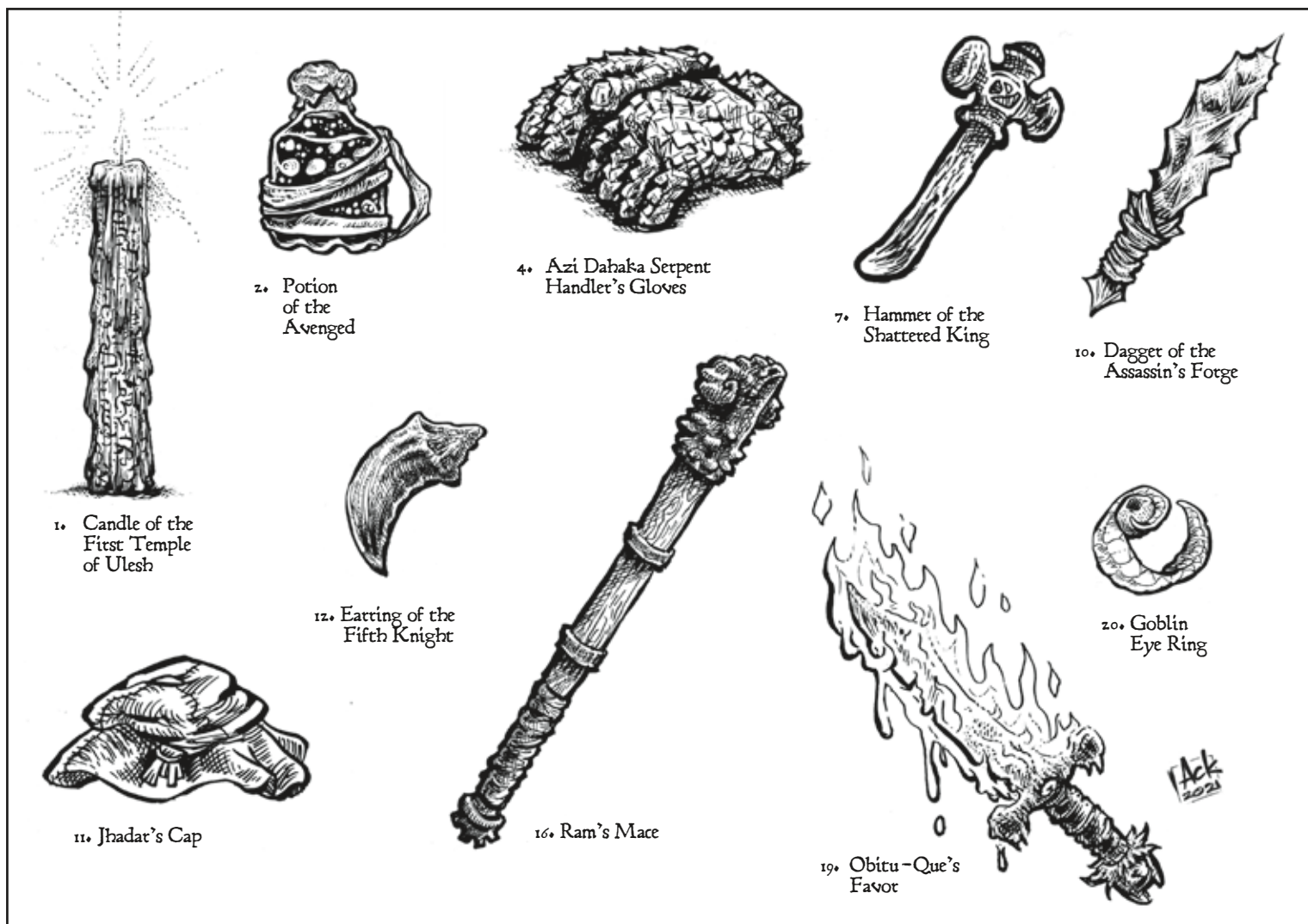
9. Shroud of Baesol: This simple, pale, tattered burial cloth was imbued with necrotic energy after the famed necromancer Baesol's passing. If placed over the body of a fallen foe or comrade, the entity will arise from the dead, seemingly healthy yet still wounded. Removing the shroud

returns the user to death. PCs using the shroud to walk among the living can do so until taking 10 hp of damage, which destroys the shroud, disenchanting it and killing the user. While it is worn, any attempt to cover it in armor or other protective measures will immediately sever the bond between the body and soul, rendering the user dead again. If the shroud is damaged, a mend spell with a result of 30+ will restore this relic to its original condition (10 hp). If placed on someone unconscious, or before a successful "roll the body" check, the shroud will arouse the user immediately and without any torpor. It can be used on 3 bodies before its magic ebbs away.

10. Dagger of the Assassin's Forge: This rare, well-crafted item is less magical and more uniquely constructed by methods long forgotten. A detect magic spell will indicate faint magic due to the dagger's substance. The dark purple stone used to fashion these blades formed when the blood of a slain Djinn spilled into an obsidian vein. Refined in a sacred process, they emerge with a razor-sharp edge. These weapons cut through armor with ease, giving them a +2 to hit. In addition, they are deadly in the hands of assassins. All critical hit rolls gain +3 on the critical results table. However, after a critical hit, their crystalline structure shatters if the damage is 10 or higher.

11. Jhadar's Cap: Jhadar was a criminal mastermind who developed an addiction to dangerous heists. During her notorious career, assassins and bounty hunters were always close on her heels. Jhadar was a master of 1000 faces, said to be able to shift appearances in the blink of an eye—no small assistance derived from this magic cap. It responds to the will of the user by shifting hair, gender, facial details, and any headgear. This provides +5 to disguise checks. Each time it is used, a Will save must be rolled with a DC equal to the number of times it has been activated. On a failed save, the cap causes the user to lose their identity: make a new name, re-roll lucky sign, create a new personality (re-roll Personality score) and randomize a new alignment. This can happen up to three times. Upon the third personality shift, the user believes she is Jhadar reborn, changing to a neutral alignment and becoming a kleptomaniac. The PC also now gains a thrill (and 1 Luck) whenever stealing from an extremely dangerous mark.

12. Earring of the Fifth Knight: This ancient relic is fashioned from a giant reptilian tooth. When held by a dwarf or warrior, it immediately hurls itself toward their face with an attack at 1d20+8. If it misses, it lands inert on the ground until picked up again. On a hit, the tooth pierces a random location, inflicting a permanent 2 points of damage. It grants powers based on the location struck.



Roll 1d5: (1) **right ear**: +1 to melee attacks with main hand only, (2) **left ear**: +1 to AC with shield hand (with or without a shield), (3) **nose**: second wind +5 MV, (4) **eyebrow**: +1 to range attacks, or (5) **tongue**: spirit of the fifth knight +1 to all deed die rolls. It cannot be removed until the bearer dies.

13. Nagascale Cloak: This shimmering green cloak was a gift from an ancient naga queen wishing to cement relations with a human emissary. The user gains +5 to swim checks. It also grants a knowledge of naga charms and a silver tongue for diplomacy, which grants +1 to Personality. The sparkling apparel is a magnet for lowlifes and bandits who assume the owner is wealthy. The cloak dries up and falls apart if not immersed in water once per day.

14. Penance Straps: Neutral or chaotic clerics can tighten these prayer straps to sacrifice hit points in exchange for focus. Neutral clerics gain 1 disapproval per usage. The hit points sacrificed can be added to any spell check roll. No more than 3 hit points can be sacrificed per usage. Lawful clerics gain no focus or clarity from using the straps.

15. Lucky Coin: This is a seemingly normal silver piece minted in a bygone kingdom. It features a flaming fortress on one side and a dwarven king on the other. This coin grants a +1 to all Luck rolls and a -1 to all Luck checks. In addition, it will always “flip” to the side called by the user. A natural “7” or “11” on Luck checks and Luck rolls results in the coin mysteriously rolling out from a pouch seam, absentmindedly getting dropped, or mistakenly used for a purchase—lost until another lucky recipient chances by.

16. Ram's Mace: A set of these mighty maces was crafted for the Midnight Mountain Paladins of Shul. They are adorned with a ram's head embossed with a crescent moon. Each is weighted heavier than an average mace, making it a slower swing, but also more powerful. It suffers a -1 to hit, but inflicts 1d8 +1 damage. It is also two-handed, and thus requires a 1d16 for initiative. While not inherently magical, they are very well crafted and potentially could be enchanted.

17. Silken Robes of Flowing Wind: These lightweight, flowing silk robes appear newly created. They are, in fact, from a culture eons old. An arch-warlord of a simian

people had them enchanted to provide heightened senses and accelerated reactions in combat. These powers have noticeable effect if the user is unburdened by armor and engaged in combat. When this occurs, the user's ability to dodge blows and react grants +4 to AC. However, the PC also gains an overconfidence and bravado matched by a compulsion to press every attack (as opposed to flee, hide, cast spells or take other non-combat actions). Attempting non-combat actions requires a DC 12 Will save; otherwise the PC succumbs to attacking their assailants.

18. Khoda's Coin Purse: The legendary wizard-merchant of Doh'nah-da carried this handy purse to aid trade. Any time 10 gold coins are placed into the purse, a random mundane item appears in 1d4 rounds. What item? Roll 1d3: (1) A random trade good item (*Table 1-3; DCC Core Rulebook*, p22) (2) A random equipment item (*Table 3-4; DCC Core Rulebook*, p73) (3) Judge's choice: the first item you see looking around or another chart of mundane items of your choosing. This power can be used 1/day. In truth, the purse was crafted by the clever, if lazy, elder dragon Khoda. The purse contains a tiny portal to Khoda's treasure hoard. Each time gold rains through the portal, Khoda indulges in a delighted chuckle before teleporting some piece of trash from his lair back to the purse's location.

19. Obitu-Que's Favor: This twisted "reward" was given by Obitu-Que to one of his top servants who chose to seek aid from another patron. It appears as a flaming red short sword constantly dripping magma. This menacing blade causes an added 1d6 fire damage and acts as a bright

torch with a 40' light radius. The flame never ceases, nor does the magma stop dripping—both are emitted from the soul of an angered lava demon trapped within. The magma is avoided easily enough by holding it carefully, but in combat, a Luck roll must be made each round to avoid getting burned for 1d3 damage. If submerged in water, it produces a cloud of obscuring steam that causes 1d3 dam each round the user holds onto the blade *and* a hot cloud of blinding vapor in a 5' radius. The trapped lava demon communicates in base emotional bursts of expression, soothed only when something is being lit on fire.

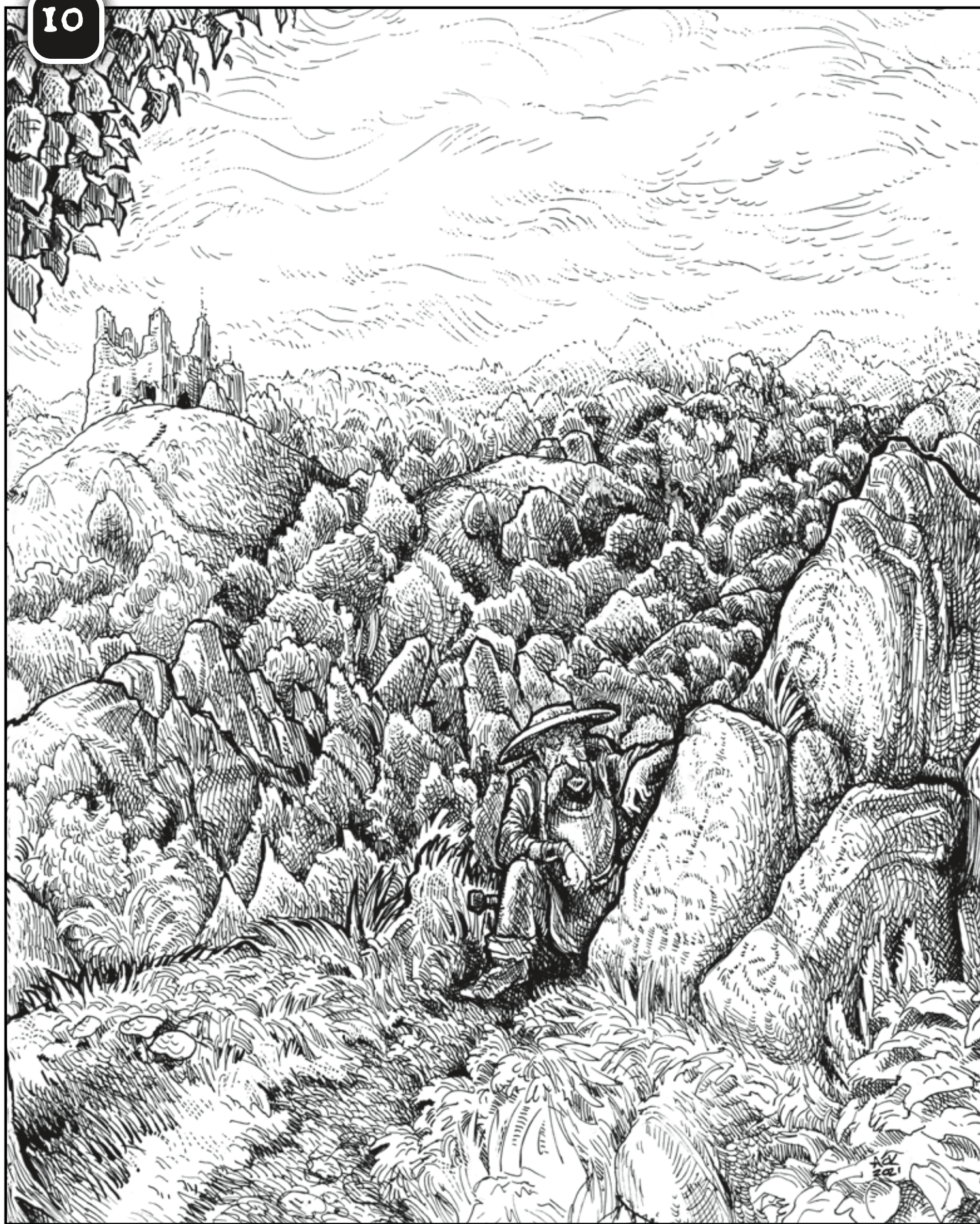
Note: This is an ideal reward for the PC who has scorned a patron or taken two patrons. Have their patron guide the hapless PC to the item and provide an insight that it is a "gift" just for them. The patron will take care to share that an "ultimate reward" is unlocked over time. Have the PC keep track of how many times they use it in combat, implying that it is seemingly getting brighter and hotter and they are becoming more used to its power. It is nothing but a true burden—often almost killing them, burning their camp, and igniting precious books and scrolls, but their patron (with great mirth) provides only encouragement.

20. Goblin Eye Ring: The stone of this ring appears to be a small, bloodshot, green eyeball. When worn, the user becomes sensitive to light and suffers a -2 penalty to all rolls in daylight or brightly lit spaces. In torchlight or low light situations, the user suffers only a -1 penalty to rolls. However, in dim light or pitch dark, the user can see 30 feet. The ring can only be removed by severing the finger, soliciting divine intervention, or casting remove curse.









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