

# **Heavy Metal Adventures Presents**

## **Dungeon Crawl**

### **Companion #1:**

#### **DCC RPG Optional Class Rules**

**By Banjo Destructo**



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## Greetings

Welcome to the first issue of the Dungeon Crawl Companion Series. A series of RPG mini-zines I hope to expand upon certain ideas and subjects within gaming to provide aid and inspiration to my fellow gamers.

If you have any feedback or suggestions to update this product with, please email me at [HeavyMetalAdventures@protonmail.com](mailto:HeavyMetalAdventures@protonmail.com) with either the subject line “DCC#1 Feedback” or “DCC RPG Optional Class Feedback”

## Introduction

I love the core classes in the Dungeon Crawl Classics RPG rule book, but over the years I have had ideas on how they could be improved or refined to make each class stand out a little bit more, or to clarify certain details. Hopefully you will find some usefulness or inspiration from these ideas.

## What is this Product?

This product contains optional rules for each of the second main classes presented in the **Dungeon Crawl Classics Role Playing Game**. The optional rules presented here are meant to be taken as a whole rather than piecemeal. It is suggested that if you take one optional rule for a specific class, that you use all the changes presented for that class.

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# Cleric

Rather than generating/choosing a set list of spells to choose from, Clerics may pray for spells from their god once a week on the god's sabbath day. Rather than having the number of "Spells Known by Level" on (**Table 1-5: CLERIC**), Clerics may pray for 5 spell levels per character level of spells that are available for their character level.

For Example: A Level 2 Cleric will be able to pray for 10 spell levels of 1st level Spells, but a Level 3 Cleric will be able to pray for 15 spell levels of 1st and 2nd level spells. For clarification, 1st level spells take up 1 spell level, 2nd level spells take up 2 spell levels, etc.

## Holy Amulet

Every Cleric will have a **Holy Amulet** that connects them to the spiritual powers of their god. Their Amulet also acts as a divine focus of their sacrifices and acts of faith performed for their god. It can provide bonuses to the spellcasting ability of the Cleric based on their piety and attentiveness to priestly duty.

The Cleric is responsible for performing religious ceremonies for their god once a week on their god's sabbath day. If they are unable to perform these ceremonies at a temple, they must construct a roadside shrine to perform them at. This weekly ceremony allows the Cleric to pray for a new set of spells available for their level. As well as determining the bonus for their **Holy Amulet** for the week. The Cleric's **Holy Amulet** will provide a bonus to the Cleric's Caster Level based on the following.

- Ceremonies performed at a temple +2 Caster Level
- Ceremonies performed at a roadside shrine +1 Caster Level
- Sacrifices made during the Ceremonies, +1 Caster Level per 100 gold value
- Gathered Congregation of at least 20 peoples, +1 Caster Level
- Gathered Congregation of at least 100 peoples, +2 Caster Level
- Gathered Congregation of at least 500 peoples, +3 Caster Level
- Gathered Congregation of 1000 or more peoples, +4 Caster Level

A Cleric's **Holy Amulet** will decrease in its bonus equal to the Cleric's Level for every day the Cleric does not make some sacrifice to their god equal to 5 gold per bonus to their Caster Level. The bonus will become zero on the next sabbath day until the appropriate weekly religious ceremonies are performed.

# Thief

## Thief Skills

Instead of using (**Table 1-9: Thief Skills by Level and Alignment**), the following alternative for **Thief Skills** is presented:

A Thief will roll their **Action Dice** plus one **Luck Die** (without having to burn a point of luck) when performing their **Thief Skills**. Their **Luck Die** will be modified based on the Thief's Alignment accordingly:

### Lawful

+2D to **Luck Die**: Find Trap, Disable Trap, Climb Sheer Surfaces, Hide in Shadows

+1D to **Luck Die**: Backstab, Sneak Silently, Pick Pocket, Pick Lock

### Chaotic

+2D to **Luck Die**: Backstab, Sneak Silently, Disguise Self, Handle Poison

+1D to **Luck Die**: Hide in Shadows, Climb Sheer Surfaces, Pick Lock, Find Trap

### Neutral

+2D to **Luck Die**: Sneak Silently, Pick Pocket, Climb Sheer Surfaces, Forge Document

+1D to **Luck Die**: Hide in shadows, Pick Lock, Find Trap, Disable Trap

### Luck

A Thief will be able to burn temporary luck points as normal in the rulebook, but may now also permanently burn one point of luck (not recoverable by rest) in order to roll two **Luck Dice** per point of luck to add to any dice rolls.

# Warrior

## Mighty Deed of Arms

When a Warrior rolls their **Deed Die** at the beginning of each combat round, they may choose three of the following bonuses for their **Deed Die** to apply to:

- Attack bonus
- Damage Bonus
- AC Bonus
- Saving Throws
- Damage Points Ignored
- One additional attack per **Action Dice** per three points on the **Deed Die**

## Combat Momentum

A Warrior may choose not to roll their **Deed Die** at the beginning of a combat round, and may instead keep the previous round's result and bonuses. The Warrior may not perform a **Mighty Deed** without rolling a new **Deed Die** for the combat round.

## Lucky and Unlucky Weapon

Instead of the rules presented in the main rulebook, the following rules should apply. A Warrior may choose one **Lucky** weapon type, and one **Unlucky** weapon type. Their **Lucky** weapon gains a +D bonus to attack and damage rolls. Their **Unlucky** weapon gains a -D penalty to attack and damage rolls. The net difference between the bonus and penalty is equal to the Warrior's starting **Luck Modifier**. The total bonus may not be greater than +3D.

For Example: A Warrior with +0 Luck Modifier must have a net difference of 0 between the **Lucky** weapon's bonus and the **Unlucky** weapon's penalty. So, you could have a +1D bonus and a -1D penalty.

Or a Warrior with a +1 Luck Modifier must have a net difference of +1 between the **Lucky** weapon's bonus and the **Unlucky** weapon's penalty. So, you could have a +2D bonus and a -1D penalty. Or a +1D bonus and a -0D penalty.

# Wizard

## Known Spells

A wizard begins their adventuring life at Level 1 without knowing any spells. But they may begin with 4 spells that they are **Researching**. After these beginning spells, the Wizard may only have a maximum of 2 spells they are **Researching** at any given time.

## Research Spells

A Wizard casts a spell that they are **Researching** with a -2D penalty on their **Action Dice**. A spell they are **Researching** has two **Mercurial Magic** effects that apply each time they cast the spell. At any time, a Wizard may abandon the research they have made on any of their **Researching** spells and, after a week of resting, begin **Researching** a new version of a spell, with two randomly determined **Mercurial Magic** effects. When a Wizard has fully completed the research on a spell, it will become a **Known Spell**, one of the two **Mercurial Magic** effects can be erased, and the spell will now be cast without a penalty on the **Action Dice**.

It is up to each **Judge** to determine the requirements for fully researching a spell. I suggest some kind of **Quest** involving a certain amount of gold spent researching, casting the spell a certain number of times successfully and unsuccessfully, finding research made by another Wizard, or consulting with some supernatural power.

## Spell Scrolls

A Wizard may scribe out a scroll for any spell they are **Researching** in order to help work out how to complete the spell properly. They will use up 5 gold of materials for each scroll for 1st level spells, 50 gold of materials for each scroll for 2nd level spells, 150 gold of materials for each scroll for 3rd level spells, 300 gold of materials for each scroll for 4th level spells, and 3000 gold of materials for each scroll of 5th level spells. Each scroll takes 4 hours to complete, when the scroll is complete the Wizard rolls 1d20. If they roll at or below their **Luck Score**, the scroll will allow the Wizard to cast the spell at a -1D **Action Die** penalty instead of the normal -2D. If they roll above their **Luck Score**, the scroll will allow the Wizard to cast the spell at a -2D **Action Die** penalty.

# Dwarf

## Sword and Board

A dwarf may shield bash with a d16 rather than d14. In addition to the **Shield Bash** attack, a dwarf using a shield gains +2 AC rather than the standard +1AC.

## Mighty Deed of Arms

When a Dwarf rolls their **Deed Die** at the beginning of each combat round, they may choose two of the following bonuses for their **Deed Die** to apply to:

- Attack Bonus
- Damage Bonus
- Armor Class Bonus
- Saving Throws
- Damage Points Ignored
- One additional attack per **Action Dice** per three points on the **Deed Die**

## Lucky and Unlucky Weapon

When a Dwarf reaches Level 1, they may choose one type of weapon to be their **Lucky** weapon, and one type of weapon to be their **Unlucky** weapon. Their **Lucky** weapon gains a +N bonus to hit and damage rolls, their **Unlucky** weapon gains a -M penalty to hit and damage rolls. The net bonus between the **Lucky** and **Unlucky** weapons must be equal to the Dwarf's starting **Luck Modifier**.

For example, if a Dwarf has a -1 **Luck Modifier**, it could have a +2 bonus to its **Lucky** weapon, and a -3 penalty to its **Unlucky** weapon. A dwarf with a +1 **Luck Modifier** could have a +3 bonus to its **Lucky** weapon and -2 penalty to its **Unlucky** weapon, or +2 bonus to its **Lucky** weapon and -1 penalty to its **Unlucky** weapon.



# Elf

## Spellcasting in Armor

An Elf is able to cast spells while wearing armor. They will suffer no penalty to casting spells while wearing armor without any metal, or while wearing armor made of **Mithril**. If they are wearing armor with metal made of **Bronze**, they will suffer a penalty equal to half the **Check Penalty** listed in (**Table 3-3: Armor**). For **Iron** see **Iron Aversion** below.

## Iron Aversion

Instead of the rules listed in the main book, an Elf that is wielding a weapon made of **Iron** will suffer -1D to attack rolls and damage rolls with that weapon, including bows and crossbows that are using **Iron** tipped arrows and bolts. If they are holding an **Iron** weapon when spell casting, the -1D penalty will apply to their spell casting check as well.

If an Elf is wearing armor that includes **Iron**, the full **Check Penalty** of the armor will apply to attack rolls, spell casting checks, skill and ability checks, and saving throws.

## Non-Standard equipment

An Elf will prefer to use weapons and armor with specially crafted **Bronze** or **Mithril** rather than **Iron**.

**Bronze** items will have the same weight and function of **Iron**, but will be 3x the cost because of the rarity of materials required.

**Mithril** items will be half the weight, and the same function of **Iron**, but will be 10x the cost because of the rarity of materials and special processing and skill required to create the items.

## Inheritance

An Elf, at Level 1, may use any starting gold available to “purchase” any **Bronze** or **Mithril** equipment at the standard price listed in the equipment section of the book. And they may begin with 3d20 gold rather than the standard starting gold listed.

# Halfling

## Lucky Two-Weapon Fighting

When fighting with two weapons, the halfling should first roll 1d16, and if that attack hits or crits, the second attack will automatically hit or crit. Only if the first attack misses should the halfling roll 1d16 for their second attack. Otherwise, a Halfling will follow the Two-Weapon Fighting rules listed in the main book. A Halfling may use thrown weapons as well as fight in melee using these rules.

## Strong Nose

A halfling may smell anything with a distinct smell within 100' of open air. They may get up close to a closed door and smell through the door into the next room. The halfling sense of smell is so strong they're usually able to determine the cleanliness of the room, how many stinky creatures might be in the area, distinguishing details such as wet fur vs slimy scales, etc. Their smell should give the players good hints for what might be in the room or the area, but not give away all details unless there is food, in which the halfling will be able to determine all sensory details of the food, including freshness or rottenness, how well cooked it is, seasoning, etc.

## Luck

A Halfling will be able to burn temporary points of luck as normal in the book, gaining a +2 bonus per point of luck to any dice rolls the Halfling makes, or a +1 bonus per point of luck to any dice rolls the Halflings party members make.

A Halfling will be able to burn a permanent point of luck (like other classes normally would) in order to gain a +4 bonus per point of luck to and dice rolls the Halfling makes, or a +2 bonus per point of luck to any dice rolls the Halflings party members make. Luck points permanently burned in this way can be restored in the same way that other classes would gain luck.

If a Halfling wants to burn luck BEFORE dice are rolled, they may gain the following benefits. 1 point of temporary luck to increase the die rolled by +1D. 1 point of permanent luck to roll two dice instead of one, picking the highest of the two.

## **F.A.Q.**

This space reserved for FAQs and responses/clarifications from feedback.

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