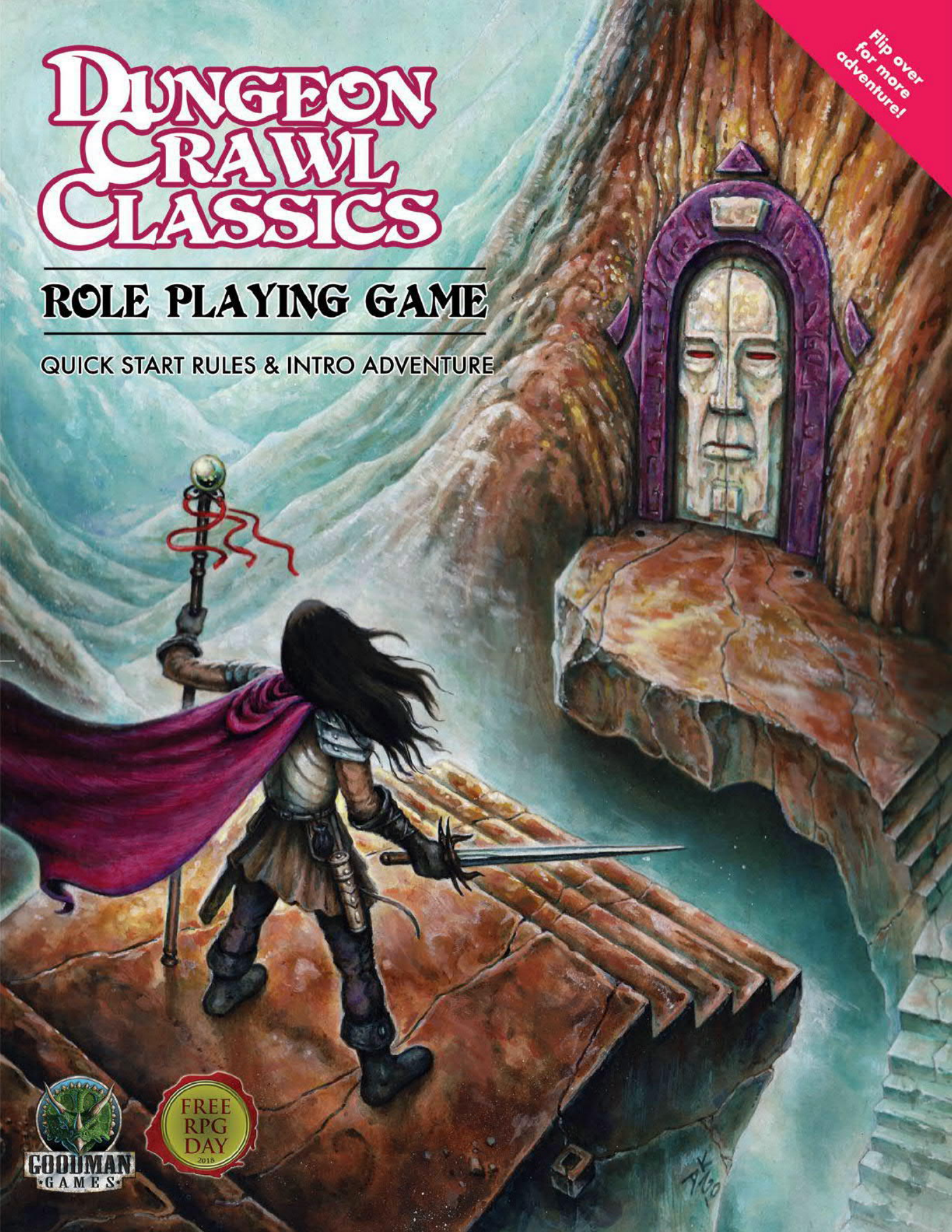


# DUNGEON CRAWL CLASSICS

ROLE PLAYING GAME

QUICK START RULES & INTRO ADVENTURE

Flip over  
for more  
adventure!







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.

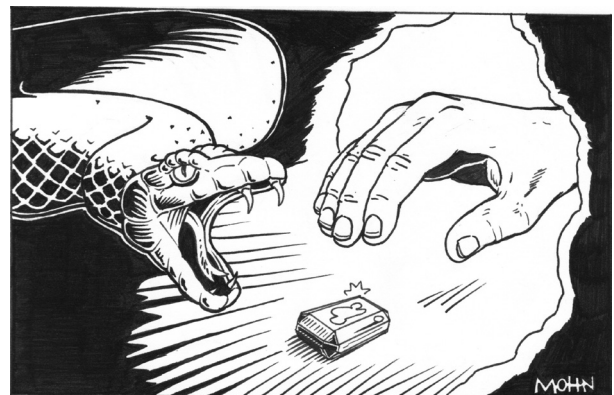
\*\* Based on Intelligence for wizards and Personality for clerics.



"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)



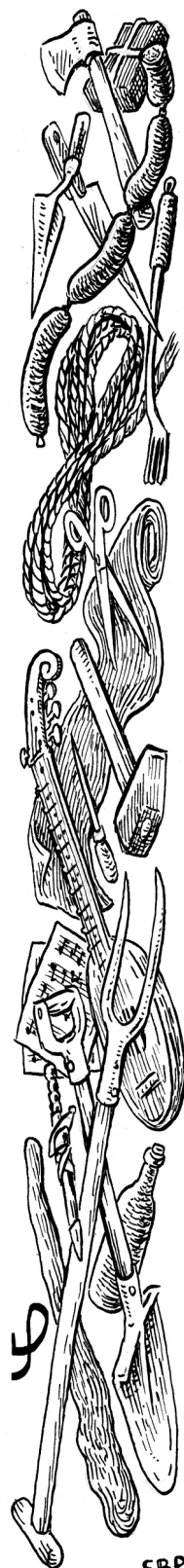
\* If a cleric, applies to all healing the cleric performs. If not a cleric, applies to all magical healing received from other sources.

\*\* 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

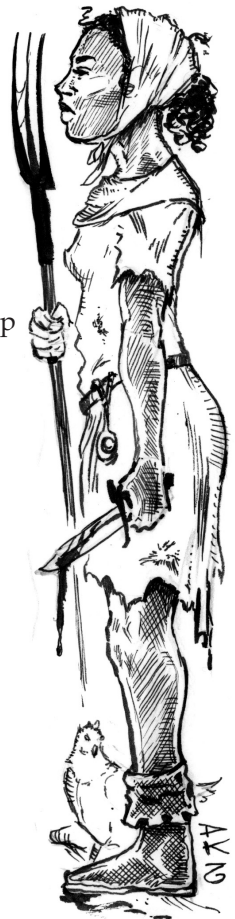


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**Table 1-3: Occupation, continued**

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



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

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

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

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

**Table 1-4: XP Level Thresholds**

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

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



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





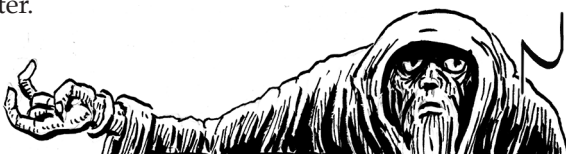
## WEAPON TRAINING

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

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

## TRADE GOODS

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



## ALIGNMENT

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

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

## EXPERIENCE POINTS AND LEVEL ADVANCEMENT

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

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

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

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

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

## THE CHARACTER CREATION FUNNEL

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

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



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



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

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

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

## CHARACTER CLASSES

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

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

### CLERIC



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

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

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

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

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

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

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

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



These rules apply to clerical magic:

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

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

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

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

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

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

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

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

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

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

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

## THIEF



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

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

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

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

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



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

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

## Thieving skills

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

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

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

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

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

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

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

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





**Table 1-5: Cleric**

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

**Table 1-6: Thief**

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

**Table 1-7: Thief Skills by Level and Alignment**

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

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

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

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

**Table 1-8: Warrior**

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

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

**Table 1-11: Elf**

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

**Table 1-12: Halfling**

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

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

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

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

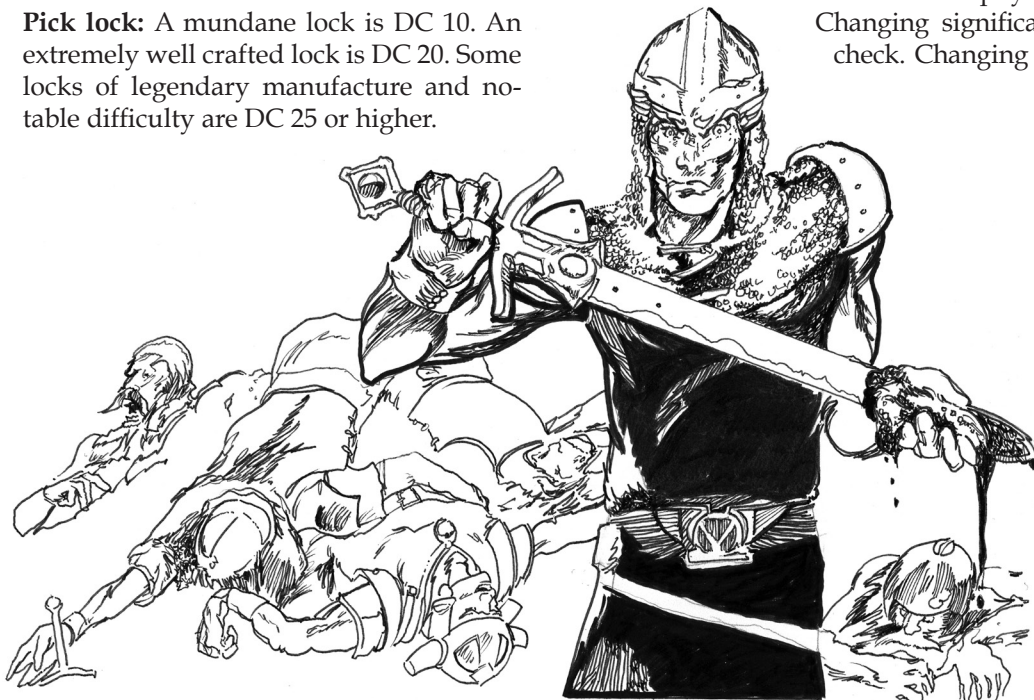
**Find trap and disable trap:** A large, bulky trap is DC 10. This would include traps like a pit in the floor, a spring-loaded axe, or a dropped portcullis. More subtle traps are DC 15, DC 20, or even higher. A natural 1 on a disable trap check triggers the trap.

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

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

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

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





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

## WARRIOR



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

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

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

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

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

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

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

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

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

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

**Luck:** A warrior's Luck modifier (if any) applies to attack rolls with one specific kind of weapon. This specific weapon must be chosen at 1st level and the modifier is fixed at its starting value - neither the weapon nor the modifier changes over the course of the warrior's career. The weapon type must be specific: longsword or short sword, not "swords."

## WIZARD



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

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

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

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

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

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



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

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

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

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

## DWARF



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

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

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

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

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

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

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

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

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

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

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

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

## ELF



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

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

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

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

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

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



# HALFLING

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.

**Infra-vision:** 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.



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.

**Infra-vision:** 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 worshippers, 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.

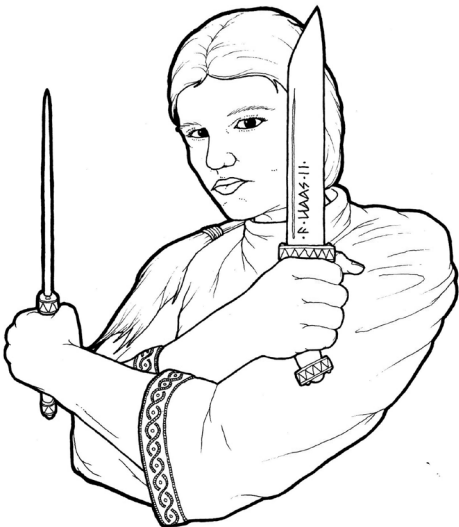
**Languages:** At 1st-level, a halfling automatically knows Common, the halfling racial language, plus one additional randomly determined language. A halfling may also know one additional language for every point of Int modifier.

## 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**

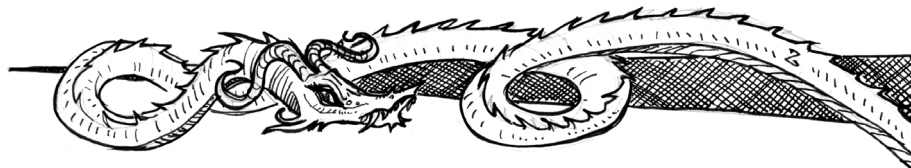
Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is...		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is...		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing 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 untying 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!





## 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.

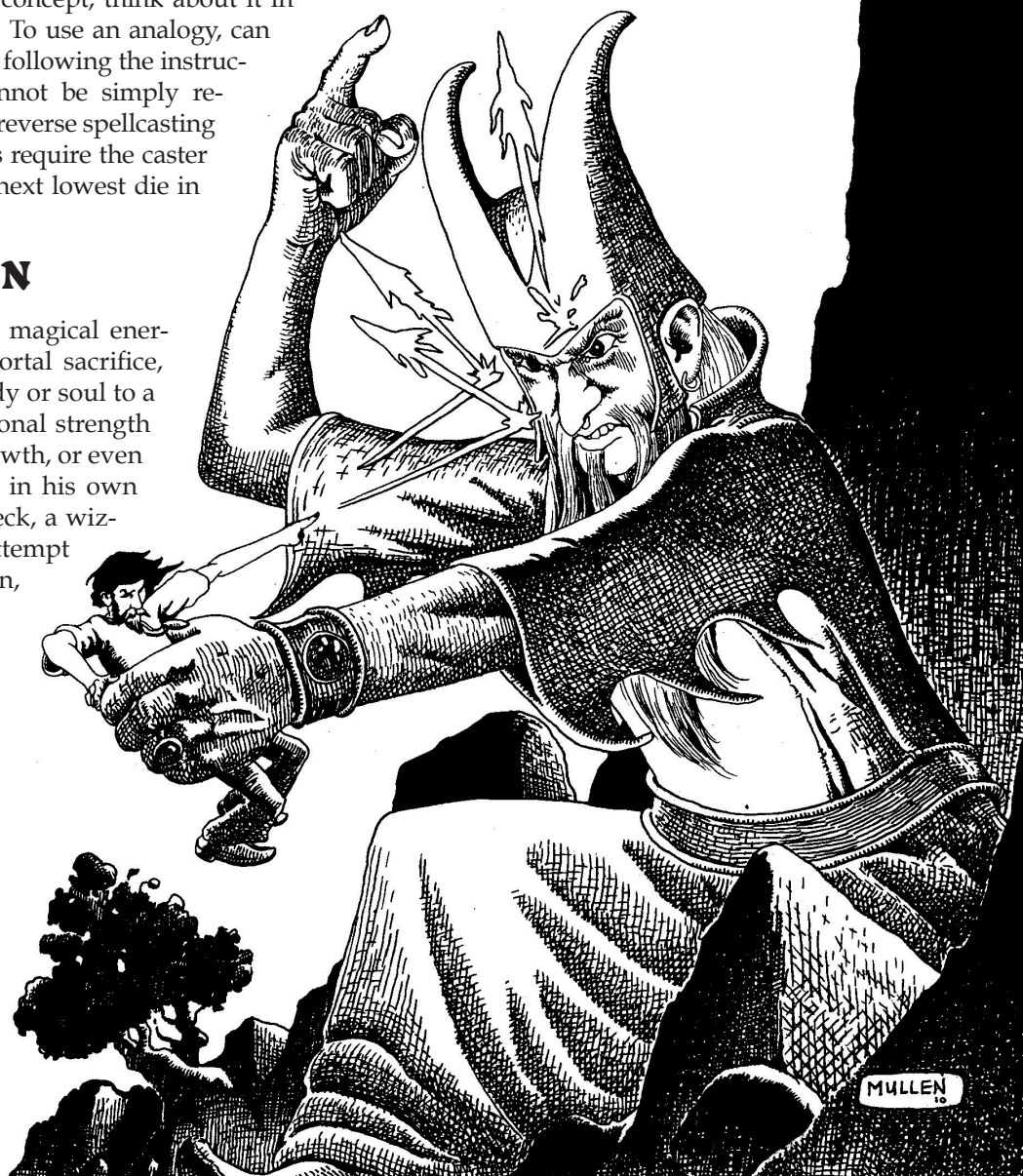
Ability scores lost via spellburn heal back at the rate of 1 point per day that the caster does not spellburn again.

**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.

<b>Table 4-1: Divine and Arcane Spells</b>	
<b>1st Level Cleric Spells</b>	<b>1st Level Wizard Spells</b>
Detect Magic	Choking Cloud
Food of the Gods	Color Spray
Holy Sanctuary	Force Manipulation
Resist Cold or Heat	Magic Shield
Word of Command	Ropework

## 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).

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## Food of the Gods

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

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**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.

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**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.

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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.

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### Holy Sanctuary

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

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

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

1-11      Failure.

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

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

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

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

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

28-29      The cleric may designate a place as a holy sanctuary. This must be a single building or self-contained location up to 5,000 square feet in area; e.g., a church, forest grove, or cave. This effect lasts for 1d7 days. Creatures within this place share the benefits of a



*holy sanctuary* as follows, provided they are in the service of the cleric's deity: enemies of less than 6 HD cannot attack unless they use magical weapons, and enemies of 7+ HD or those using magical weapons must make a Will save vs. spell check DC to attack. The effect on any one individual is dispelled if that creature makes an aggressive action. Note that enemies can still *enter* the place and converse with its residents; they simply cannot attack or make other aggressive actions.

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

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

## 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.





# LEVEL 1 WIZARD SPELLS

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## Choking Cloud

Level: 1      Range: 50' or more      Duration: Varies      Casting time: 1 action      Save: None

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General      The caster summons forth a cloud of caustic, acidic mist that chokes his target.

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Manifestation      Roll 1d8: (1) black cloud; (2) translucent mist; (3) explosion of ash; (4) geyser that erupts from the ground below the target; (5) yellow-green cloud; (6) red mist; (7) thick, oily fog; (8) blue cloud.

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Corruption      Roll 1d8: (1) caster's breath is now a toxic gas; whenever he exhales, anyone immediately adjacent must make a DC 12 Fort save or be ill for 1d4 hours (-1 to all rolls while sickened); (2) caster is surrounded at all times by a toxic cloud which automatically sickens everyone within 5' for 1d4 hours unless they make a DC 12 Fort save (-1 to all rolls while sickened); (3) caster's eyes change to translucent orbs which reveal a whirling cloud of gas; (4) certain kinds of creatures are able to detect the caster automatically if he is within half a mile and are attracted to him, notably incorporeal and ethereal creatures, as well as any monster from the elemental plane of air; (5-8) minor corruption.

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Misfire      Roll 1d4: (1) cloud of toxic gas explodes at a point centered on the caster (1d4x10' radius, 1d4 damage to all within plus DC 12 Fort save or blinded for 1d4 rounds); (2) caster creates cloud successfully, but it is a *healing* cloud that heals 1d4 damage to all within 20' of intended target; (3) cloud of toxic gas inadvertently catches fire, sparked by some nearby torch or lantern, and explodes as it emerges from the caster's hand, causing 1d8 fire damage to the caster and everyone within 10' of him; (4) caster successfully creates cloud, but it is entirely useless, serving only to create a vague, misty cloud that has no other impact.

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

2-11      Lost. Failure.

12-13      One designated target is engulfed in a caustic, stinking cloud for 1d4 rounds, suffering a -1 penalty to all rolls (including attacks, damage, skills, and saves). The cloud follows the target; it cannot escape.

14-17      Up to 1d4 small individual clouds of toxic gas appear around selected multiple targets, all of which must be within range. Each cloud inflicts a -1 penalty to all rolls (including attacks, damage, skills, and saves) for 1d4 rounds. The clouds follow their targets; they cannot escape.

18-19      A single acidic, poisonous cloud appears with a radius of 20' centered on a target of the caster's choosing. For 1d4+2 rounds, targets in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves) *and* take 1 point of damage each round. The caster can direct the cloud by concentrating; it moves up to 50' per round at his command.

20-23      A single acidic, poisonous cloud appears with a radius of 20' centered on a target of the caster's choosing. For 2d4+4 rounds, targets in the cloud suffer a -2 penalty to all rolls (attacks, damage, skills, and saves), take 2 points of damage each round, and must make a Fort save when first exposed or be poisoned (-1d4 Agility, duration 1 day). The caster can direct the cloud by concentrating; it moves up to 50' per round at his command.

24-27      A single acidic, poisonous cloud appears with a radius of 20' centered on a target of the caster's choosing within a 100' range. For 2d4+4 rounds, targets in the cloud suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 4 points of damage each round, and must make a Fort save when first exposed or be poisoned (-2d4 Agility, duration 1 day). The caster can direct the cloud by concentrating; it moves up to 50' per round at his command.

28-29      A single acidic, poisonous cloud appears with a radius of 30' centered on a target of the caster's choosing within a 200' range. For 3d4+6 rounds, targets in the cloud suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 8 points of damage each round, and must make a Fort save when first exposed or be poisoned (-3d4 Agility, duration 1d4 days). The caster can direct the cloud by concentrating; it moves up to 50' per round at his command.

30-31      The caster can create *two* acidic, poisonous clouds. Each appears with a radius of 30' centered on a target of the caster's choosing within a 200' range. For 3d4+6 rounds, targets in the clouds suffer a -4 penalty to all rolls (attacks, damage, skills, and saves), take 8 points of damage each round, and must make a Fort save when first exposed or be poisoned (-3d4 Agility, duration 1d4 days). The caster can direct the clouds at will, without concentrating; they move up to 50' per round at his command.

32+      The caster calls down three toxic clouds of unmatched lethality. For each cloud, he can choose a size ranging from a single target up to a 30' radius. The clouds can be targeted anywhere within 500'. The clouds come into existence instantly and remain for 1d4 turns. Each target within the clouds must make a Fort save or be killed immediately. Those that survive suffer a -6 penalty to all rolls (attacks, damage, skills, and saves) and take 10 points of damage each round from the toxic gases. The caster can direct the clouds at will, without concentrating; they move up to 50' per round at his command.

## Color Spray

Level: 1      Range: 40'      Duration: Instantaneous      Casting time: 1 action      Save: Will vs. check

**General**      The caster summons forth a spray of brilliant colors that blind and dazzle the target.

**Corruption**      Roll 1d8, noting additional color change table at end of this one: (1) caster's skin permanently changes to a rainbow pattern; (2) caster's eyes each change to a new, different color; (3) caster's hair changes color; (4) caster's skin changes color; (5-7) minor corruption; (8) major corruption. Roll another 1d10 for color changes: (1) blue; (2) green; (3) yellow; (4) orange; (5) red; (6) purple; (7) silver; (8) gold; (9) white; (10) black.

**Misfire**      Roll 1d3: (1) colored energy blasts back on the caster, blinding him for 1d4 rounds; (2) *color spray* is delayed uncontrollably; judge secretly rolls a die type of his choice; spell is discharged that many rounds later on new re-rolled spell check result; (3) color sprays arc in different random directions rather than together in a cohesive rainbow; roll 1d12 for direction (clock face with 12:00 ahead of caster); 1d4+1 color hues blast out, each in a different direction, causing blindness (1d4 rounds, DC 12 Will save to resist) to first creature in that direction, whether friend or foe.

**Manifestation**      Roll 1d8: (1) spray of colored arrows; (2) rainbow from above; (3) flash of variegated hues; (4) spotlight of rotating colors from the sky; (5) cloud of many colors or a single color; (6) shadow of subdued, washed-out colors; (7) inversion of colors in the affected area; (8) rope-like coils of light that emanate from the caster's fingertips.

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

2-11      Lost. Failure.

12-13      One target within range must make a Will save or be blinded for 1d4 rounds. Sightless creatures are immune.

14-17      Up to two individual targets within range must make a Will save or be blinded for 1d4 rounds. Sightless creatures are immune.

18-19      Up to three targets within range can be targeted. Each target must make two Will saves or be affected. Targets that fail one save are blinded; targets that fail both saves are blinded *and* knocked unconscious. Duration is 2d4+1 rounds. Sightless creatures are immune.

20-23      Up to three targets within range can be targeted. Each target of 2 or less HD is automatically affected; targets of more than 2 HD must make two Will saves or be affected. Targets that fail one save are blinded; targets that fail both saves are blinded *and* knocked unconscious. Duration is 2d4+1 rounds. Sightless creatures are immune.

24-27      A blast of colored chaos affects all targets in a cone 40' long and from 10' to 30' wide (caster can decide). All targets, including allies, within the cone take 1d4 damage, are knocked unconscious for 3d4+1 rounds, and awake blinded for another 1d4+1 rounds. Creatures of 2 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.

28-29      A blast of colored chaos affects all targets in a cone 40' long and from 10' to 30' wide (caster can decide). All targets, including allies, within the cone take 1d6 damage, are knocked unconscious for 3d4+3 rounds, and awake blinded for another 2d4+1 rounds. Creatures of 3 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.

30-31      A blast of colored chaos affects all targets in a cone 100' long and from 10' to 40' wide (caster can decide). The caster may specify whether the cone affects all targets or only enemies. Affected creatures within the cone take 1d8 damage, are knocked unconscious for 3d4+3 rounds, and awake blinded for another 2d4+1 rounds. Creatures of 4 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.

32+      An incredible surge of rainbow light blasts forth from the caster's fingertips. The spell creates an arcing pattern around the caster, forming a powerful rainbow shining down from the heavens toward the caster's fingers. The display of light is visible for several miles. All enemies within 200' of the caster's location are potentially affected: creatures of 5 HD or less are affected automatically; all others are affected on a failed save. Affected creatures take 2d6 damage, are knocked unconscious for 1d4+1 turns, and awake blinded for another turn. Moreover, *allies* who see the display are awed and inspired, and receive a +1 morale bonus to all rolls (attack, damage, saves, skills, etc.) for the next 1d4 rounds.





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## Force Manipulation

Level: 1      Range: 25'      Duration: Varies      Casting time: 1 action      Save: None

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**General**      The caster conjures and shapes invisible force energy into useful objects or barriers of a solid nature. On a successful casting, the wizard may choose to invoke any effect of equal to or less than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result.

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**Manifestation**      Roll 1d4: (1) caster's hands shimmer and the air hums with power; (2) cloud of scintillating light motes takes the shape of the object created and then vanishes; (3) blocks of blue energy descend from above to form the object or barrier and then disappear; (4) caster traces the shape to be created in the air with a glowing finger tip.

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**Corruption**      Roll 1d5: (1) caster loses his sense of touch as if his hands were permanently encased in an envelope of force; (2) small objects are knocked over around the caster by errant bolts of force energy (drinks spill, vases topple, potion bottles fall off tables) – this effect is seldom to the caster's benefit; (3) caster floats a half-inch above the ground at all time, but still puts pressure on the floor beneath him to set off traps, sink in water, and otherwise suffer the effects of poor terrain; (4) caster's face turns transparent on occasion to reveal the skull beneath; (5) once per day at the judge's discretion, a wall of force bars the caster's passage for 1d3 rounds.

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**Misfire**      Roll 1d4: (1) caster is struck by force backlash, bludgeoned by invisible blows and must make a DC 13 Fort save or be knocked prone; (2) caster hoisted 3" aloft by force field and cannot move under his own power; must be pushed and pulled until effect wears off in 1 hour; (3) caster encases himself in force bubble and must make a DC 10 Reflex save each round or roll up to 30' in a random direction; bubble bursts in 1d6 rounds; (4) caster pelted by 1d4 force spheres doing 1 point of damage each.

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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      The caster creates an apple-sized sphere of force that can be hurled as a weapon. It can be hurled immediately or remain in the wizard's hand for up to one round per caster level. It inflicts 1d6 damage per caster level with a range of 25' per caster level.

14-17      The wizard forms a floating platform of force energy 3' above the ground. This disk-shaped, 3' diameter platform follows him at a distance of 5' but can be commanded to move up to 25' away from the wizard's position by thought alone. The platform can carry up to 100 lbs. per caster level and remains for 1d6+CL turns. If circumstances prevent the disk from remaining within range of the caster, the platform vanishes.

18-19      The caster calls into being a tower shield-sized wall of force at a point within 25'. It exists for 2d6 rounds and grants a +4 AC bonus to adjacent characters. The wall cannot move from where it was called into existence but remains in existence if the caster moves out of range.

20-23      As above, but the spell creates *two* shield walls. Each also provides protection against *magic missiles* 50% of the time.

24-27      The caster creates a wall of force 10' square per level in size. The wall cannot move but grants complete protection against all physical attacks, *magic missiles*, heat, cold, and lightning. The wall takes the damage inflicted by such attacks. The wall lasts until 1d6+CL turns have passed or it has absorbed 50 points of damage. The caster cannot attack or cast spells through the wall.

28-29      The caster creates a wall of force 10' square per level in size. He can form this wall into a spherical or hemispherical shape up to its maximum size in square feet. The wall cannot move, but grants complete protection against all physical attacks, *magic missiles*, heat, cold, and lightning. The wall takes the damage inflicted by such attacks. The wall lasts until 1d6+CL *hours* have passed or it has absorbed 100 points of damage. The caster cannot attack or cast spells through the wall.

30-31      The caster creates a wall of force 10' square per level in size. He can form this wall into any shape he can imagine, up to its maximum size in square feet. The wall cannot move, but grants complete protection against all physical attacks, *all spells*, and all dragon breath. The wall lasts until 2d6+CL *hours* have passed or it has absorbed 150 points of damage. The caster cannot attack or cast spells through the wall.

32+      The caster creates a wall of force 20' square per level in size. He can form this wall into any shape he can imagine, up to its maximum size in square feet. The wall can be moved up to 10' per round if the caster concentrates. It grants complete protection against all physical attacks, all spells, and all dragon breath. The wall lasts until 2d6+CL *days* have passed or it has absorbed 300 points of damage. The caster may cast spell through the wall at opponents while enjoying its protection.

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## Magic Shield

Level: 1      Range: Touch      Duration: Varies      Casting time: 1 action      Save: None

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General      The caster conjures up a magical shield that defends him from opponents.

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Manifestation      Roll 1d6: (1) disc of shimmering blue force; (2) yellowish force-field; (3) giant hand that picks off attacks; (4) buckler that emits radiant light; (5) black, bottomless tear in the seam of reality; (6) whirlwind of air that buffets attackers.

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Corruption      Roll 1d8: (1-4) minor; (5-7) major; (8) greater.

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Misfire      Roll 1d4: (1) caster's shield appears as force burst aimed inward instead of spreading out, causing 1d4 damage as it explodes against him; (2) shield is accidentally summoned to benefit nearest enemy, granting that enemy a +4 bonus to AC for 1d3 turns; (3) caster accidentally summons shield horizontally below his feet, lifting him up 3" from the ground and causing him to "slide" on it for next 1d3+1 rounds; this increases his speed by +10' but imposes a -1 penalty to attacks, spell checks, damage, and AC as he slips and slides haphazardly; (4) caster completely encases himself in a shield that blocks all attacks, damage, spells, and physical contact between him and the rest of the world, such that he is completely encased in a transparent bubble which renders him invulnerable to attack but also unable to move or communicate outside the bubble for 1d4 rounds.

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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 conjures a weak shield that provides a +2 bonus to AC for 1d6 rounds.

14-17      The caster conjures a shield that provides a +4 bonus to AC for 2d6 rounds.

18-19      The caster conjures shield that provides a +4 bonus to AC for 1d3 turns. When casting the spell, the caster can apply the shield to himself or one ally touched.

20-23      The caster conjures a shield that provides a +4 bonus to AC for 1d3 turns. When casting the spell, the caster can apply the shield to himself or one ally touched. In addition to the AC bonus, the shield also blocks *magic missiles* automatically (missiles usually have no effect; see *magic missile* spell description).

24-27      The caster conjures a shield that protects him or an ally touched. The shield lasts 1d4+1 turns and has three benefits: it provides a +4 bonus to AC; it blocks *magic missiles* automatically (see *magic missile* spell description); and it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 10 points per attack for the duration of the spell.

28-29      The caster conjures *two* shields that protect him *and* one ally touched. Each shield lasts 1d4 hours and has *four* benefits: it provides a +4 bonus to AC; it blocks *magic missiles* automatically (see *magic missile* spell description); it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 10 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +2 bonus to any subsequent spell check made as a counterspell.

30-31      The caster conjures a battalion of magical shields that protect him and his allies. The caster is automatically shielded, as are all allies within a 10' radius. Each shield lasts 1d4+1 hours and follows the allies even if they leave the caster's side. Each shield has *four* benefits: it provides a +6 bonus to AC; it blocks *magic missiles* automatically (see *magic missile* spell description); it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.

32+      The caster calls forth a globe of shimmering magical energies that protects him and his allies. The caster is automatically encased in this magical shield, as are all allies within a 10' radius. The shimmering globes last until the next sunrise and follow the allies even if they leave the caster's side. Each globe has *five* benefits: it provides a +8 bonus to AC; it blocks *magic missiles* automatically (see *magic missile* spell description); it reduces damage on *all* attacks against its target by 2 points; it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.





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## Ropework

Level: 1      Range: 30' or more      Duration: Varies      Casting time: 1 round      Save: None

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**General**      The caster summons a rope from nowhere and commands it to do his bidding. The rope can be used to entangle foes, climb walls, cross ravines, lift friends or enemies, shape itself into writing, or do other amazing things. Unlike other spells, casting *ropework* allows the caster to choose any result at or below the spell check.

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**Manifestation**      Roll 1d4: (1) normal rope appears from thin air; (2) rope drops down from above; (3) rope explodes from the ground like a serpent, then changes to look like rope; (4) multi-colored threads sprout from the ground and coalesce into a rope.

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**Corruption**      Roll 1d4: (1) caster's skin takes on ropy look and feel; (2) caster's arms elongate 1d4+4" and joints soften, giving the limbs a tentacle-like consistency; (3) caster grows a sixth finger on each hand; (4) caster grows a sixth toe on each foot.

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**Misfire**      Roll 1d4: (1) for next 1d4 hours caster repels ropes as if by an invisible force field – ropes always “bounce away” when he approaches, and they slip out of his hand whenever he tries to grab one; (2) rope is summoned to immediately bind the caster securely (DC 15 Agi or Str check to escape, or rope must be cut); (3) caster plus 1d4 nearest allies are all drawn together by magically summoned rope which proceeds to bind them in a complex knot (DC 15 Agi or Str check to escape, or rope must be cut); (4) 1d4 animated ropes appear and begin attacking all nearby creatures! (AC 8, 5 hp each, atk whip +3 melee (dmg 1d3)).

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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 caster summons a rope of up to 100' in length from nowhere. The rope remains in existence for 1 turn.

14-17      The caster summons a rope as above. Using an existing rope or the summoned one, he can command the rope to rearrange itself into any shape. This can be a symbol (such as an arrow or square), writing (cursive or block), numbers, or anything else. The rope takes 1d4 rounds to arrange itself, depending on the complexity of the request.

18-19      The caster summons a rope as above. Using an existing rope or the summoned one, he can command the rope to entangle one target. The rope rapidly loops itself around the target, then constricts. The target receives a Reflex save against the spell check DC to escape; otherwise, it is constrained. A constrained target cannot move or take any action other than to talk. Once constrained, the target can attempt on future rounds to escape with a Strength or Agility check (to burst the rope or wiggle free) against the spell check DC.

20-23      The caster summons a rope as above. Using an existing rope or the summoned one, he can command the rope to rise into the air. The rope can rise straight up, at an angle, or hang in the air horizontally. It does not need to be anchored to anything and will support up to 400 pounds of weight without being anchored (anchoring it may allow it to support more weight). The rope can be climbed as normal. The rope remains in this position, magically floating in the air, for up to 1 turn, at which point it drops to the ground.

24-27      The caster summons a rope as above. Using an existing rope or the summoned one, he can command the rope to lift a target into the air. The rope loops itself lightly around the legs and waist of the target (requiring about 5 feet of its total length), then lifts the target to whatever height is indicated, as long as the base of the rope still touches the ground. The rope can lift a target that weighs up to 400 pounds. The target can be lifted straight up or at an angle, at a speed of 50' per round.

28-29      The caster summons a rope as above. Using an existing rope or the summoned one, he can command the rope to entangle a target (as result 18-19 above) or lift it up (as result 24-27 above), and then *also* have the rope drag target at a speed of up to 30' per round. The rope can be commanded to move up to 1 turn as long as one end of it is within 30' of you.

30-31      As any result above, and the spell's range is extended to 300'.

32+      As any result above, and the spell's duration is increased to 1 hour.

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### CREDITS

**Original Game Design:** Joseph Goodman • **Original Editor:** Aeryn Rudel • **Additional Editing:** Terry Olson • **Cartography:** Doug Kovacs • **Art:** Jeff Dee, Jeff Easley, Jim Holloway, Diesel Laforce, Doug Kovacs, Brad McDevitt, Peter Mullen, Stefan Poag, Jim Roslof, Chad Sergesketter • **Cartoons:** Chuck Whelon

# 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 damage 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:

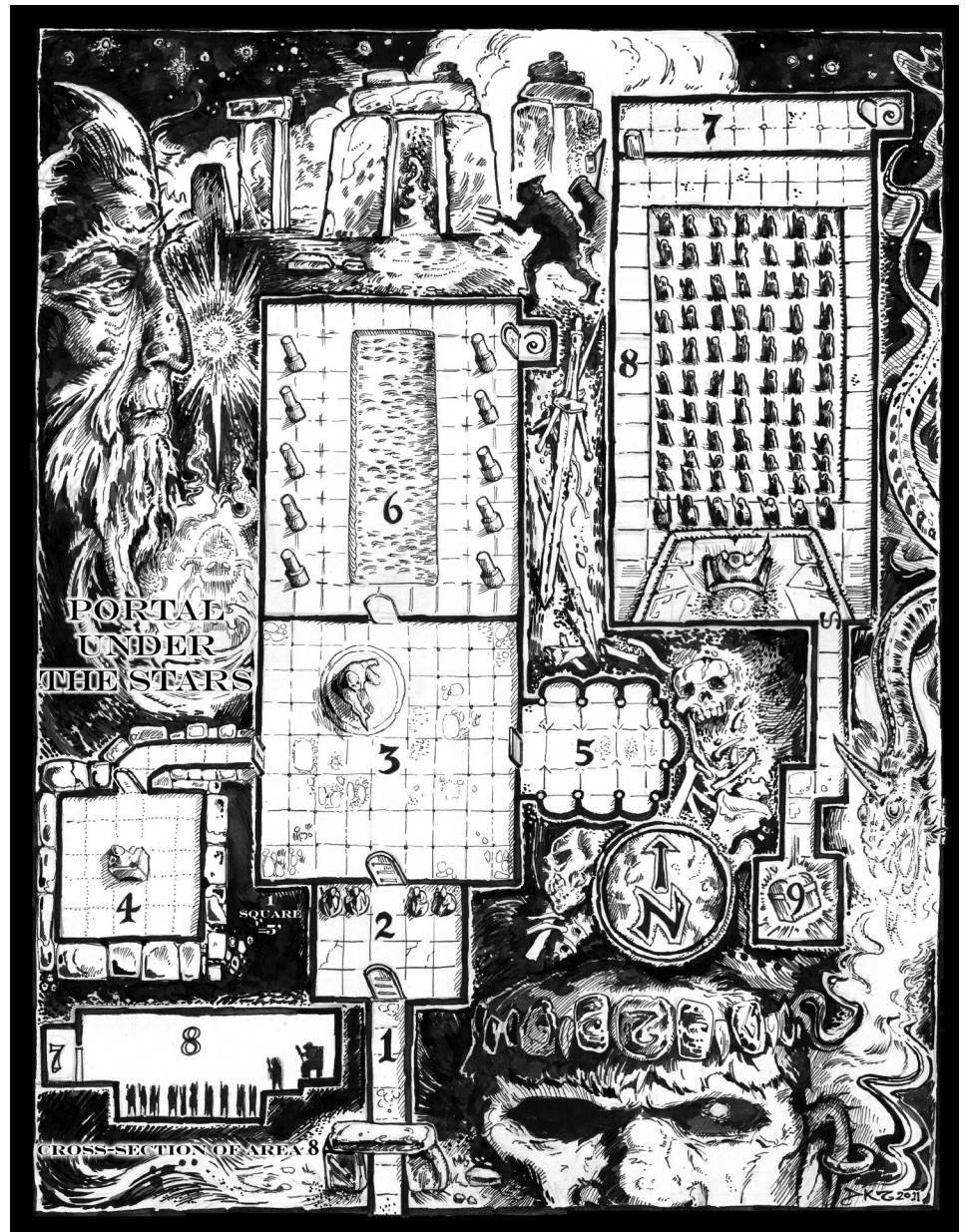
- If the clay army is submerged in water by removing crystals to sink the pool in area 6, all creatures in this room take 1d6 damage from falling debris as the ceiling collapses. Additionally, any surviving clay soldiers slowly turn to mud, taking an additional 1 point of damage each round until they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

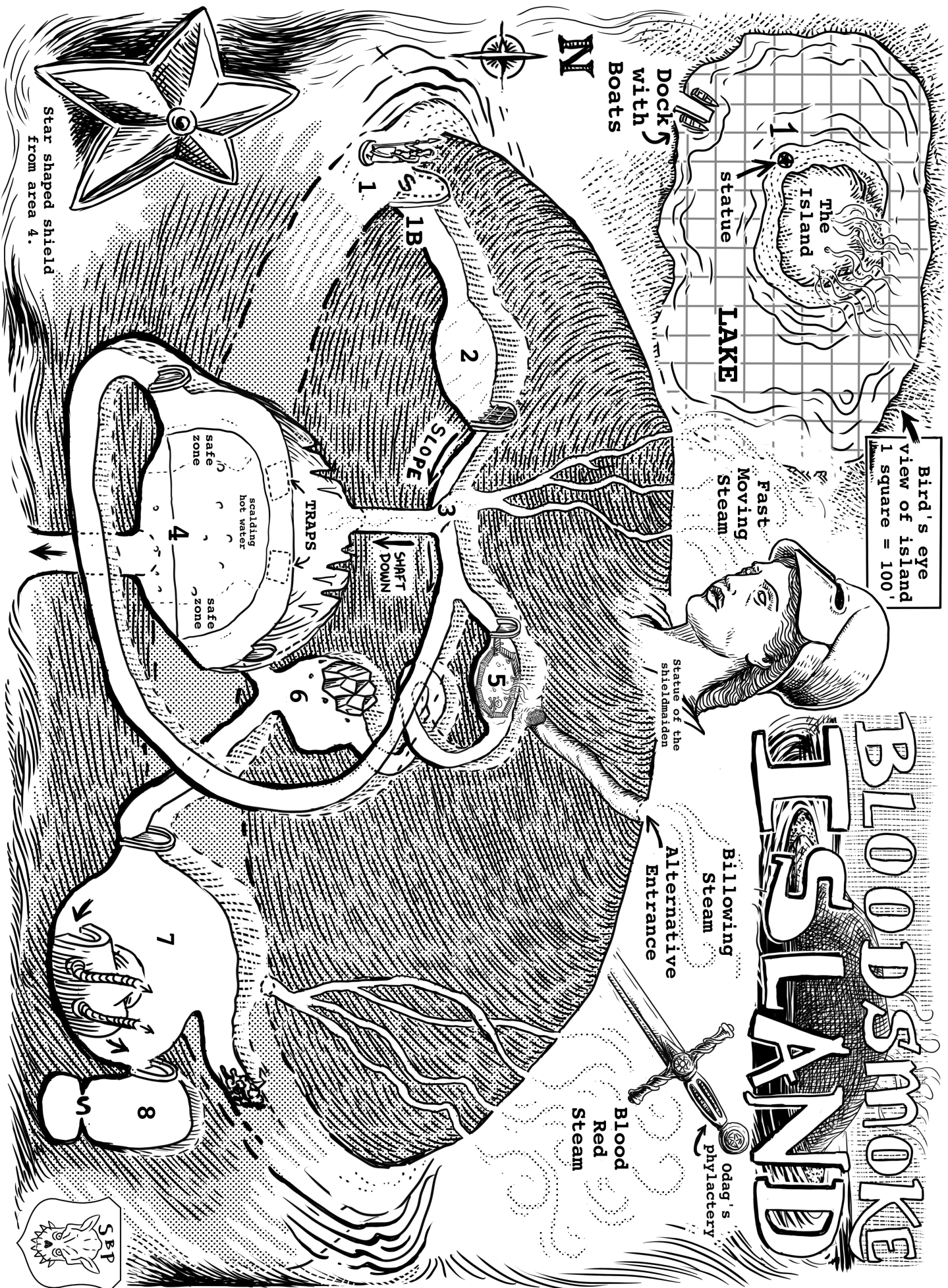
- The bronze rod of rulership is engraved with half of a demon's face. It is worth 150 gp, but read on.
- The copper brazier is worth 10 gp.
- The assortment of weapons includes a longsword, a long bow, 40 arrows with quiver, a mace, a spear, a battle axe, a dagger, and a hand axe.
- There is a suit 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...





Dock with Boats

statue

LAKE

Fast Moving Steam

Bird's eye view of island  
1 square = 100'

Statue of the shieldmaiden

Blowing Steam  
Alternative Entrance

Odag's phylactery

Blood Red Steam

# BLOODSMOKE ISLAND



N

Star shaped shield from area 4.

scalding hot water  
safe zone

TRAPS

SHAFT DOWN

SLOPE

7

8





# Man-Bait for the Soul Stealer

## A LEVEL 2 ADVENTURE

By Terry Olson • Cartographer: Stefan Poag • Editor: Rev. Dak J. Ultimak • Interior artists: Tom Galambos, Jesse Mohn, Stefan Poag • Art direction & layout: Joseph Goodman

Playtesters: Kate B., Derek Brahe, Darcy Caba, Jim Dovey, Jeff Goad, Ava Newton, Stephen Newton, David Pier, Nathan Spearman, Andrew Sternick, Ngo Vinn-Hoi, Bernie Woolson.

Special thanks to Harley Stroh







shield maiden's statue begs for liberation! Will the party brave the steaming pits of Odag, her elemancer master, and kill him to free her? His island lair is guarded by elemental monstrosities, but Odag's treasure awaits one brave enough to claim it. Will the PCs save the stone damsel, or become man-bait for the soul stealer? A judge can easily run this adventure in 4-6 hours. A party of 4-8 2nd-level PCs, with each of the four core classes, is recommended.

## BACKGROUND

Odag the elemancer is dying...again. For centuries, he's used a phylactery to transfer his soul to new bodies. Despite his potent sorcery, Odag's current body has little time left. He lairs within the steaming Blood Smoke Island, mining a buried meteor of Shanatium, one of phlogiston's 716 elemental decompositions. Assisted by a summoned horde of extra-planar creatures, Odag smelts its ore. His guardian, Senuna, one of Sezrekan's fifty shield maiden daughters, tires of her centuries-long servitude (most masters live a few lives at most). Suspicious of betrayal, Odag transformed her into a statue on the island's shore, and commanded her to lure bodies into his lair. Although she's compelled to obey, Senuna plans to end her service once and for all...

## ENCOUNTER TABLE

Area	Type	Encounter
1	C	Boneshredders (6)
2	C	Strain 1100
3	T	Slippery slope trap
4	C/T	Skeletal hexapods (5), pressure plates
5	C	Mud spewers (4), smoke horror
6	C	Gangue servants (3), mud spewer
7	C	Odag, gangue servant, winged firegoat, mist spittersnake
8	P/T	Phylactery, poison gas trap, sword key

## PLAYER INTRODUCTION

*You stand on the shore of the lake surrounding Blood Smoke Island. As you gaze, a statue on the island seems to look back at you. Crimson steam billows up from the rocky island. You've heard rumors of the island hiding a dragon, or a demon, or even a mad wizard, but all accounts have two things in common: treasure and glory. Two rowboats are moored to a nearby dock.*

This introduction gets the party into the action quickly; by taking the boats to the island, PCs begin the adventure. However, the judge may expand the introduction for campaign play. The breastplate, shield, halfling, and Mar-noj Thickskull (in areas 2, 4, 5, and 8) provide "hook-able" dressing for expositional reference. In playtests, one judge hooked the party to the lake by having Senuna (see below) appear to a PC in a dream.

## AREAS OF THE MAP

**Area 1 - The Statue:** *A grimy statue of a shield maiden grows into view as her island belches steam and red smoke. The white shore crunches as the boat floats in. It doesn't sound like sand. These are bones: teeth, knuckles, claws, and countless fragments of parts unknown.*

When the party disembarks, the bony fragments form man-sized whirlwinds. These guardian boneshredders attack! Note that the shredders' roar is so loud that PCs cannot hear each other. The judge is encouraged to impose this restriction upon the players at the table.

**Boneshredders (6):** Init +2; Atk shred +2 melee (1d6+1); AC 13; HD 2d8; hp 14, 12, 11, 9, 8, 7; MV fly 40'; Act 1d20; SP whirling roar (PCs cannot hear one another; DC 14 Will save or -1d to spell checks); critical lift (on natural 20, victim is lifted into the air then propelled to the ground for 1d8 damage), immune to mental effects; SV Fort +0, Ref +2, Will +0; AL N.

Once the boneshredders are defeated, read the following.

*As the last bone whirlwind dies, a woman's voice calls out. The statue is speaking! "Hail, seekers of gold and glory! I'm the shield maiden Senuna, abandoned by my master, Odag, and trapped in this statue. I beg for release! I've been serving him for centuries because he never truly dies! Odag lairs within this island, smelting metal from an ancient meteor. He's an accomplished elemancer with potent spells, but you defeated his bone servants, so you can defeat him. Enter, kill him, and shatter his body-swapping soul gem. This is the only way I can return to the phlogiston. You needn't be heroes; I need slayers! My father, Sezrekan the Elder, THE SEZREKAN, will reward you generously. If that means nothing to you, then consider that Odag has treasure ripe for plunder. What say you?"*

When roleplaying Senuna, remember that she is hedging her bets. As a bound servant, she's compelled to lure the party to Odag, but she reveals the soul gem in hopes to be freed. She doesn't know where the gem is, but knows it's a large diamond. Although she seems like a "damsel-in-distress," Senuna is not an innocent, unjustly-wronged maiden. Odag imprisoned her because she wants to end her service with his death. She's asking for murder.

If the party agrees, Senuna tells them about the secret door at area 1B (otherwise DC 15 Intelligence check to find). Alternatively, the party may choose to look for other entrances. Area 5, which has slow billowing steam escaping, qualifies. Other passages of steam and smoke are too small to enter.

**Area 1B - Entrance:** *Gusts of steam escape this previously concealed portal, revealing a dark tunnel. The air is thick and humid, with odors of rotten eggs mixed with something worse.*

With the exception of areas 6, 7, and 8, the chambers and tunnels are dark, and sometimes obscured by steam.

**Area 2 - Strain 1100:** *A damp, orange-red powder covers this oblong chamber. A rusted, gold-inlaid breastplate lies on the ground, similarly covered. Curiously, the powder is blackened in*

*the few places it touches the gold. Echoes of bubbling liquid come from the dark gated tunnel beyond. Two large, quartz-like, upside-down fists reach through the rusty gate and dump glassy stones onto the floor. They retract, and a creature's silhouette fades into darkness, walking along the ceiling instead of the floor.*

**Exposure check:** DC 7 Fortitude save with armor check penalty or 1 hp.

A gangue servant has just deposited slag for consumption (see below) and returns to area 6 via area 4. It ignores PCs unless they try to stop it. If a stat block is needed, see area 6.

If the party disturbs the breastplate, touches gold to the powder (even a gold piece), or if they touch the rusty gate to area 3, the powder coalesces into flying, spiky spheres, and attacks. Note that these are not individual whirlwinds, as in area 1; the spheres compose a single, large swarm. This extreme heat life-form, "Strain 1100," feeds on metallic corrosion. Odag has brought the strain here to devour his slag from smelting (the glass-like stones). The powder is unaffected by mundane fire, and is somewhat resistant to magical flame. However, it abhors the painful touch of gold. Flinging a handful of gp at the swarm does 1d6 damage, and forces a Willpower save, DC equal to gold damage done. If it fails, it falls inert for 24 hours. If PCs make other gold-based attacks, e.g., a warrior releasing an entire sack of gp at the strain, the judge should modify damage accordingly via the dice chain.

**Strain 1100 (spiky-sphere swarm):** Init +1; Atk swarm spikes +1 melee (1d3 plus spores); AC 12; HD 3d8; hp 15; MV fly 25'; Act 1d20 special; SP attacks all targets in area 2 and 10' beyond, spores (DC 5 Fort save or 1d3 temporary Stamina damage), half damage from non-area attacks, gold vulnerability (Will save vs. damage done or inert for 24 hours), immune to mundane flame, magical fire damage reduction 2/die; SV Fort +0, Ref +2, Will +0; AL N.

The breastplate is mostly ruined, but confers +1 AC, -1 to checks, and d8 fumble to those unarmored or wearing padded armor. Its gold content is worth 50 gp.

The passage leading to area 3 is blocked by a locked, rusted, iron-barred gate (DC 12 pick locks or DC 14 Strength check to open).

**Area 3 - Slippery Slope Trap:** *Sounds of bubbling liquid echo in this downward-sloping steamy passage, as rotten-egg breezes gently gust from within. The tunnel's surfaces are wet and slick.*

**Exposure check:** DC 10 Fortitude save with armor check penalty or 1 hp.

The three main obstacles in this passage are the slippery surfaces, the steam, and the hole in the floor. The steam rising from area 4 is so thick that one cannot see the floor's opening. Proceeding from area 2 requires a DC 10 Reflex save to avoid slipping down and sliding through the hole. The victim falls to area 4's pool, taking 3d3 falling damage plus 1d4 scalding damage. Clever players may slide something down the passage (such as area 2's slag), and hear the splash of their fallen probe. Or, they may use rope to anchor themselves to area 2's gate. Climbing along the tunnel requires a DC 14 check. A cleric may employ divine aid (DC 12) to temporarily clear the steam and see the hole.

**Area 4 - Prismatic Pool:** *A steaming, 40'-wide pool fills this chamber; faint mining sounds come from the far side's door. Most of the pool is a churning turquoise that bubbles as hot mist rises through the ceiling. The five feet nearest either shore is calmer, however, and gently transitions from turquoise to green to yellow to orange; no steam rises from this region. A narrow rock shelf lines one side of the cavern, connecting the shores. A metallic, star-shaped shield and strange skeletons are visible beneath the bubbling waters.*

**Exposure check:** DC 12 Fortitude save with armor check penalty or 1 hp.

The chamber's west door is unlocked, but the east door to area 6 is not (DC 12 pick locks or DC 16 Strength check to open). Bashing it down provokes attack from area 6's denizens.

Although the pool bubbles, it is not boiling; there are gasses rising from deep below. Nonetheless, the turquoise region is scalding hot. PCs take 1d4 damage per round of exposure (unless protected by a cleric's *resist cold or heat*, a wizard's *fire resistance*, etc.). Armor check penalties make unassisted escape more difficult. The water five feet from either shore is quite warm, but not damaging. The pool's walls are steep; it is 10-15' deep, even around the edges, although a central hole descends to hotter depths.

## EXPOSURE CHECKS

The heat and poisonous gasses pervading Odag's lair are harmful, and become more dangerous as the party descends. When PCs enter a numbered area, they must make an exposure check: a Fortitude save (detailed in each area), but modified by armor check penalties. Failure incurs 1 hp damage. If the failing PC holds an extinguishable light source, then it goes out. Reward a +1d bonus to the save if a PC takes preventative measures (such as improvising a breathing mask).

As an option for stronger parties, instead of 1 hp damage, a failed save results in temporary ability damage equal to one plus the PC's armor check penalty. Thus, an unarmored wizard takes 1 point, whereas a chainmail and shield laden warrior takes 7 (1+5+1). The PC may distribute this damage among Strength, Agility, and Stamina however they choose. Remember that a cleric's *lay on hands* cannot restore ability damage.





**Area 5 - Mudpots:** Gurgling white mud comprises this chamber's floor, looped by a narrow wooden walkway originating at the door. Arcane symbols encircle the room, chiseled into the walls. Steam rises and escapes through a hinged grating about five feet off the floor. A partially-eaten, mineral-encrusted halfling lies below, half sunken, with a sword hilt protruding above the muck. Mining sounds echo from another tunnel, just as a 10'-long serpentine creature scurries out of it and into the mud!

**Exposure check:** DC 10 Fortitude save with armor check penalty or 1 hp.

The door from area 3 is locked (DC 12 pick locks or DC 16 Strength check to open); bashing it down results in immediate attack from the mud spewers (below). PCs entering area 5 from the outside alternative entrance must get through the locked grating (DC 12 pick locks or DC 14 Strength check to open). Moving through the tunnel between area 5 and the island's exterior requires an exposure check due to the tunnel's concentrated steam. Stepping into the hot mud requires an exposure check per round.

Wizards and elves recognize the walls' arcane symbols as useful for summoning creatures from the elemental plane of mud. Damaging or defacing the symbols causes 1d6 shock damage to the vandal (DC 18 Intelligence check to detect), but weakens the mud spewers (each takes 2 hp damage).

The halfling corpse has 2 silver short swords (useful against the horror, see below). One is easily visible and retrievable, but PCs must remove the body from the mud to find the other.

If PCs approach either tunnel opposite the door, or disturb the mud (e.g., by removing the halfling's body), the mud spewers attack! Mud spewers are elementals that resemble a 10'-long sinuous worm with 10 legs in its middle (enabling it to stand U-shaped), and a sharp-toothed mouth on each end. A peculiarity of the mud spewer is that it bleeds black smoke. When it dies, smoke rises into the air, forming part of a creature. When four spewers have died, the smoke coalesces into an un-dead smoke horror! Warn players that as each spewer dies, more of a smoky creature is forming. If even one spewer is defeated by non-lethal means (*sleep*, subdue w/ -1d to damage, etc.), the horror does not appear.

**Mud Spewers (4):** Init +1; Atk bite +2 melee (1d4) or mud-bile +2 missile fire (1d3 plus mud-eye, range 30'); AC 13; HD 1d10; hp 9, 8, 5, 3; MV 30'; Act 2d20; SP mud-eye (DC 10 Ref save or -1d to attacks for rest of encounter), bleeds black smoke, smoke horror death throes (smoke rises forming one-fourth of an un-dead smoke horror); SV Fort +0, Ref +2, Will +1; AL N.

**Un-Dead Smoke Horror (1, only if 4 mud spewers have died):** Init +3; Atk choke +2 melee (1d4 temp Stamina damage); AC 10; HD 4d8; hp 16; MV fly 30'; Act 1d20; SP life-stealer (seeps into 0 Stamina victim, who dies on third round; horror emerges fully healed unless exorcised), un-dead traits, immune to mundane iron-based weapons (including steel); SV Fort +1, Ref +1, Will +2; AL N.

The raised rock shelf (3' wide) along the chamber's northern edge provides passage around the pool. However, it is trapped. There are two pressure plates along the shelf (see map); depressing either causes iron rods to protrude from the wall, doing 1d6 damage and pushing the victim into scalding water. A wary thief may detect and disable the plates (DC 12 to find and disable trap), though they may be simply stepped over and avoided.

Some PCs have to drink from any pool they find. If one gulps down scalding water, award him with 2d4 damage. If one drinks from the cooler waters within five feet of either shore, they consume bacteria (which colors the water and absorbs its heat). Have the PC make a Luck check; on success, the bacteria heals them for 2d3 hp. A given PC may only be healed once by the pool's waters.

The star-shaped shield is made of unknown metal and provides +2 to AC with a -1 check penalty. It radiates a slight magic, and negates 2d3 critical hits, after which it turns to dust. Disturbing it, unfortunately, animates its alien six-legged skeletal guardians, who climb out of the pool and attack. Skeletons that fall victim to *turn unholy* retreat into the water and lay in submission. We leave it to the judge to decide whether these creatures came from above, below, or beyond.

**Skeletal Hexapods (5):** Init +0; Atk claw +1 melee (1d4); AC 10; HD 1d8; hp 8, 8, 4, 3, 2; MV 40'; Act 1d20; SP un-dead, boneblast death throes (slayer must pass DC 15 Ref save or take 1d6 from bony shrapnel), half damage from piercing or slashing; SV Fort +1, Ref +1, Will +0; AL C.

The smoke horror focuses on one PC, trying to reduce her Stamina to zero. If successful, it flows into the victim's mouth, and kills her after two rounds; the horror regains all lost hp, and exits the body to attack again. To save the PC, one must exorcise the horror; this may be done using clerical abilities (turn unholy, 3 HD *lay on hands*, DC 15 divine aid, *bless* spell check 20), touching the victim with *chill touch* (spell check 20 or more, though the victim suffers the associated damage), or most simply, by pouring holy water down her mouth. Exorcised horrors behave as if turned for 4d12 hours.

The mud spewers use the tunnel to area 6 to assist the gangue servants (see below). PCs may also use this tunnel to descend, but it is slippery (DC 15 climb check or slide to the bottom). Sliding PCs take 1d6 falling damage upon entering area 6.

**Area 6 - Gangue Servants:** *An alien-looking red rock dominates this chamber, partially excavated, and illuminated by the walls' torches. Three quartz-like humanoids chip at the ore, each using a pick-ended appendage that curves from its back over its head, like a scorpion's tail. One stands on the floor, one on a wall, and one on the ceiling. A pale worm-like beast descends from a tunnel, and stands in a U-shape. Both its ends spew white muddy bile, softening the rock where the ore is being mined.*

**Exposure check:** DC 12 Fortitude with armor check penalty or 1 hp.

Odag's creatures mine Shanatium from the meteor; the spewer's acidic mud-bile softens the rock for the gangue servants' picks. If PCs enter quietly through the locked door from area 4 (DC 12 pick locks or DC 16 Strength check to open), they may possibly sneak past (DC 10 move silently or Agility check for each PC, armor check penalties apply!). If a single PC is detected, the creatures attack. The door to area 7 is unlocked.

Gangue servants are elementals created from the unwanted mineral deposits surrounding the meteor. They have two large rocky hands and arms (which the party saw in area 2), as well as a pick-ended appendage. They attack with fist and pick, and can heal themselves using materials from fallen gangue servants. Scoring a critical hit on one may break a mundane weapon.

**Gangue Servants (3):** Init +2; Atk bash +3 melee (1d6) and pick +3 melee (1d8); AC 13; HD 3d8; hp 19, 12, 11; MV 30'; Act 2d20; SP weapon-breaker (after a critical hit on a gangue servant, PC must pass d30 Luck check with attack's total damage added to the roll, otherwise mundane weapon shatters), corpse-user (may sacrifice both action dice to use pieces of a dead gangue servant to heal itself for 2d6 hp), rock-walker (may walk on any rocky surface, even defying gravity); SV Fort +3, Ref +0, Will +0; AL N.

**Mud Spewer (1):** Init +1; Atk bite +2 melee (1d4) or mud spray +2 missile fire (1d3 plus mud-eye, range 30'); AC 13; HD 1d10; hp 5; MV 30'; Act 2d20; SP mud-eye (DC 10 Ref save or -1d to attacks for rest of encounter), bleeds black smoke, smoke horror death throes (smoke rises forming one-

fourth of an un-dead smoke horror); SV Fort +0, Ref +2, Will +1; AL N.

PCs may try to mine the ore, but normal iron or steel tools are too soft, and dull or break with repeated use. However, there are a few loose chunks of ore in a half barrel waiting for transport to area 7. Note that the ore must be smelted to extract the metal for forging.

**Area 7 - Smelting Chamber:** *The air ripples like a mirage, thick with heat and gasses, causing the room's torches to burn in unnatural colors. Blood-red smoke gushes out of tall pipes and escapes through holes in the ceiling. Nightmarish creatures tend a huge furnace crackling with arcane energy. A rocky humanoid with a scorpion-like tail slowly inserts ore at one end, while a winged fiery goat and a green misty snake breathe flame and acid into open apertures; these latter two each stand in pentagrams marked with five candles burning black flame. At the far end, a young man, with grayish skin and bloody heat blisters, inspects glassy slag and red metal ingots.*

Thanks to his magic mirror (area 8), Odag knows the PCs are coming. Regardless, give the first two in marching order a Luck check, granting a surprise action for either that succeeds. However, they must be quick and decisive; there is no time for "what should I do" discussions at the table. After resolution, read the following.

*The young man notices you, unsheathes an engraved sword, and shouts in an unexpected elderly voice, "Ah, my damsel-in-distress has sent me new bodies. Attack the intruders!"*

**Exposure check:** DC 15 Fortitude save with armor check penalty or 1 hp.

Odag and his creatures interrupt their smelting to attack. The gangue servant engages in melee. The winged firegoat and mist spittersnake remain in their 10'-diameter pentagrams, though their breath weapons reach any in the room. Even though Odag wants to die and possess a new body, the vessel must be worthy of his greatness; thus, he fights with everything he has. If the party passed through area 6 undetected, have a random PC make a Luck check each round of combat; upon failure, the denizens of area 6 hear the commotion and come to aid their master.

The firegoat and spittersnake are dispelled if all five candles of their respective pentagrams are snuffed or destroyed. While this task would be trivial in a peaceful situation, it is not so trivial with an elemental breathing down one's neck. Each candle is AC 7 with 1 hp. Although five successful basic attacks snuff a pentagram's candles, one high-powered casting of *magic missile* could destroy them simultaneously. A mighty deed performs similarly; the number of candles destroyed is equal to the deed die's result plus one; thus, a successful mighty deed eliminates a minimum of four (3+1) candles. The candles are immune to their elemental's attacks.

**Spellcasting near Shanatium:** The presence of pure Shanatium ingots twists arcane energies; all arcane spell checks are at +1d, but those with a natural 6 or less result in both misfire and minor corruption.





**Gangue Servant:** Init +2; Atk bash +3 melee (1d6) and pick +3 melee (1d8); AC 13; HD 3d8; hp 17; MV 30'; Act 2d20; SP weapon-breaker (after a critical hit on a gangue servant, PC must pass d30 Luck check with attack's total damage added to the roll, otherwise mundane weapon shatters), corpse-user (may sacrifice both action dice to use pieces of a dead gangue servant to heal itself for 2d6 hp), rock-walker (may walk on any rocky surface, even defying gravity); SV Fort +3, Ref +0, Will +0; AL N.

**Winged Firegoat:** Init +2; Atk fire-breath +3 missile fire (2d4 fire damage, range 50') or flameburst (DC 12 Ref save or 1d4+1 fire damage, all within 5' radius); AC 15; HD 3d8; hp 21; MV 30' or fly 20'; Act 1d20; SP immune to fire, double-damage from water/ice; SV Fort +1, Ref +1, Will +3; AL C.

**Mist Spittersnake:** Init +2; Atk acid-breath +3 missile fire (2d4 acid damage, range 50') or bite +3 melee (1d6 plus poison); AC 17; HD 3d8; hp 15; MV 30'; Act 1d20; SP poison (DC 15 Fort save or paralysis for 1 hour), immune to acid; SV Fort +1, Ref +3, Will +1; AL L.

**Odag:** Init +2; Atk longsword +3 melee (1d8+1) or flame missiles or rock breath; AC 13; HD 5d4; hp 16; MV 30'; Act 1d20; SP flame missiles (1d3+1 missiles, 2d4+2 fire damage each, DC 14 Ref save for half damage, 50' range, 3x/day), rock spray (2d6+4 damage, DC 14 Ref save for half damage, 10' range, 1x/day), tough skin (increased AC), willful mind (d30+5 save vs. sleep, charm, and paralysis); SV Fort +3, Ref +3, Will +5 (see also SP, willful mind); AL C.

For ease of play, Odag is given spell-like abilities, rather than being "statted" as a wizard. If a PC wishes to spell duel (or the judge prefers a DCC wizard), treat Odag as level 5 with +6 to spell checks, using the following spells: *magic missile* (flaming manifestation), *freezing hands* (reversed *flaming hands*), *invoke patron* (Sezrekan, +1, 2x/day), *fire resistance*, *scorching ray*, *sword magic*, *shield maiden* (cannot be used while Senuna lives), and *phylactery of the soul*. Note that play-

ing Odag as a level 5 wizard may increase the odds of a TPK.

When Odag dies, the party sees a tiny globe of darkness (his soul) rise from his corpse and speed through the door to his bedroom, area 8 (to the phylactery). If a PC searches his body, she finds the key to unlock this door. His sword is engraved on both sides with the phrase, "The Blade is the Key to Knowledge." The weapon appears mundane, but it serves as the key to open his bedroom's secret door.

There are 3 ingots of Shanatium expelled by the furnace, as well as more slag. One ingot may be forged into a dagger, two into a short sword, and three into a longsword. As stated above, the metal provides +1d to arcane spell checks, but misfire and minor corruption occur for any arcane spell check's natural roll of 6 or less. Each ingot is worth 500 gp, but PCs should be encouraged to quest for crafting them into weapons.

There is a collapsed tunnel at the north end of the chamber. The judge is encouraged to place a portal there, leading to another adventure, or even continue the tunnel into uncharted territory.

**Area 8 - Odag's Room:** *This stone bedroom is wonderfully cool and comfortable, and soft magical light radiates from the ceiling. The floor has names and dates burned into it. To the left, a mirror hangs on a wall above a desk, which is littered with sheets of writing. A bulging pouch hangs on a chair's back, and a glass jar of icy powder beads with condensation on the floor. Opposite the door is a simple bed. On the right wall, opposite the desk, a longsword sits on a rack. The sword's metal is silky brown, and its pommel is set with a large diamond that scintillates as inky smoke swirls within.*

**Exposure check:** None required; the room's climate is magically regulated.

The door from area 7 is locked (Odag's key, DC 12 pick locks or DC 16 Strength check to open).

The floor's names and dates are the victims of Odag's possessions. There are about fifty entries ranging a span of 200 years. Next to the dates are phrases like, "good strong body," "skin takes abnormally long to burn," and "kind of a weakling, but I'll make do." The judge is encouraged to improvise for entertainment's sake. The last name on list, "Marnoj Thickskull," has a date two years old. The judge may tell PCs that they recognize this name as a missing person.

The jar on the floor is cold to the touch, and is enchanted to keep its contents cold, regardless of external temperature. It currently contains snow. Once the snow is taken out of the jar, it melts as normal.

The mirror (on the north wall) appears to be normal, although it is slightly magical. PCs note melted ice at the mirror's base. If exposed to cold (such as the jarred snow), the mirror shows the island's exterior near Senuna's statue. If the viewer succeeds on a spell check roll of 5 or more (non-casters use a d10 for spell checks), then she can view anywhere on the island, and any of the lair's chambers. A failed check renders the mirror unusable for a day, and causes minor corruption upon the viewer.

The desk's writings are lab notes and journal entries. They mention recent success at smelting the meteor's ore after centuries of failure. They describe Shanatium as a metal harder than diamond, and one of 716 elemental decompositions of phlogiston. There is a coded passage (DC 15 Intelligence check, DC 13 read languages for thieves) that explains the metal's magical properties (see area 7). Finally, Odag writes that he suspects Senuna desires to be released from service, so he imprisons her in stone.

The belpouch holds 50 gp. The bed along the east wall is nondescript.

The longsword hanging on the south wall is made of adamantine and provides a non-magical +1 to attacks and damage due to the hardness of its edge. However, the sword is considered magical as long as its diamond pommel is intact. This is Odag's phylactery, which contains his soul. The PC who touches the sword must immediately make a DC 8 Willpower save. If he fails, his soul is expelled as Odag inhabits his body; the displaced soul is imprisoned somewhere in the phlogiston (a future quest!). Upon possession, the body's skin becomes gray and tough, speaks with Odag's elderly voice, and gains Odag's spell-casting abilities. The judge may decide that Odag immediately attacks, or that he tries to bide his time, dismissing his sudden physical changes. If the judge decides the latter, pull the affected player aside and confirm that he agrees to roleplay the deception.

If the PC passes the Willpower save, then he knows that something tried to rip him from his body. The saving throw repeats each week one holds the sword, and the DC increases by +1 each week that Odag remains in the phylactery (DC 15 after seven weeks). The phylactery is destroyed by either placing the sword in the smelting oven (which destroys the entire sword), or by shattering the diamond (which saves the sword for later use). Only Shanatium is hard enough for this, and PCs can use an ingot, or bash the pommel against

the ore in the meteor. If PCs do break the phylactery, read the "Ending the Adventure" section below. Enterprising PCs may wish to find a magical way to expel Odag; we leave this to the judge, but it should be very difficult (spell check of 30+). Opportunists that survive the Willpower save may think they can sell the sword with diamond intact, but this too, should be tough. Merchants could not afford it, and if they could, they'd be suspicious as to why it's being sold. Without the diamond, the sword is worth 200 gp.

The south wall contains a trapped secret door. It is a DC 17 Intelligence check to find, and is locked, but there's no keyhole; it must be forced open (DC 17 Strength check). It is trapped with a poison gas trap (DC 16 find trap), and may be disabled (DC 16) by plugging gas holes underneath the sword rack. If the trap is triggered, everyone in the room must make a DC 7 Fortitude save or die; those passing take 2d4 poison damage.

A safer way to access the chamber is to use Odag's engraved sword from area 7, the one that says, "The Blade is the Key to Knowledge." If one places this sword on the sword rack (removing the adamantine sword), the door opens automatically and safely.

The secret chamber contains some of Odag's spells, fire-etched into white dragon scales. They are: *patron bond* (Sezrekan), *magic missile* (flaming manifestation), *freezing hands* (reversed form of *flaming hands*), and *sword magic*. There is a small sack with 200 gp, and one pouch with 50 ep.

## ENDING THE ADVENTURE

If the PCs destroy the phylactery, then Odag's screams are heard as his black soul dissipates. Tremors shake the chamber, with small pieces of ceiling falling. Odag's magic stabilized his lair, and fades with his true death. Let this be a dramatic way to get the PCs on their way, but do not collapse the lair on top of them. The tunnels collapse just as the PCs exit, either via the way they came, or by another passage (perhaps utilizing the optional tunnel in area 7).

If they did not destroy the phylactery, the PCs emerge with a 7-pointed star branded on their foreheads. This marks them as enemies of Sezrekan, and they feel his wrath as they each lose a point of Luck (thieves and halflings drop their maximum Luck by one). They do have a nice magical sword, however. Regardless, for campaign play, the judge should ensure that the party's choice has long-term consequences.

If the party destroyed the phylactery, upon their exit they are greeted by Senuna's specter, who thanks them for her freedom, and offers her father's gratitude. Each PC gains 2 points of Luck, and has a +1d bonus to casting *patron bond* to Sezrekan. Additionally, she gives them a small wooden figure of a shield maiden. If they burn it, either she or one of her 49 sisters will come to their aid for the duration of a month, or until death (result 22-25 for *shield maiden*, p. 340 of DCC RPG rulebook).



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