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BASIC RULES

Adventuring & Exploration

FOR USE WITH DCC



**Expanded Rules Based on the 1981 Edition of the
World's Most Popular Role Playing Game**

Edited by Brent Ault

Basic Rules: Adventuring and Exploration
for use with

Dungeon Crawl Classics RPG

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LAST UPDATED: 1/31/2019

These rules have been selected and converted from the following works:

D&D Basic/Expert
B/X Essentials
Basic Fantasy Role Playing Game
Lamentations of the Flame Princess

Chases

CHASES ON FOOT

One side can always flee if its movement rate (based on the slowest PC) is higher than the enemies and if combat has not begun. Chase is only possible if the pursuing side's movement rate is greater than or equal to the fleeing side's. First, the initial distance between each side is determined by rolling $3d6 \times 10'$. Time in a chase is measured in rounds, with each side assumed to be running at maximum speed. Most enemies will not continue pursuit if the characters manage to get out of their range of vision. Fires, caltrops and other obstacles can often slow or stop a pursuit.

CHASES ON MOUNTS

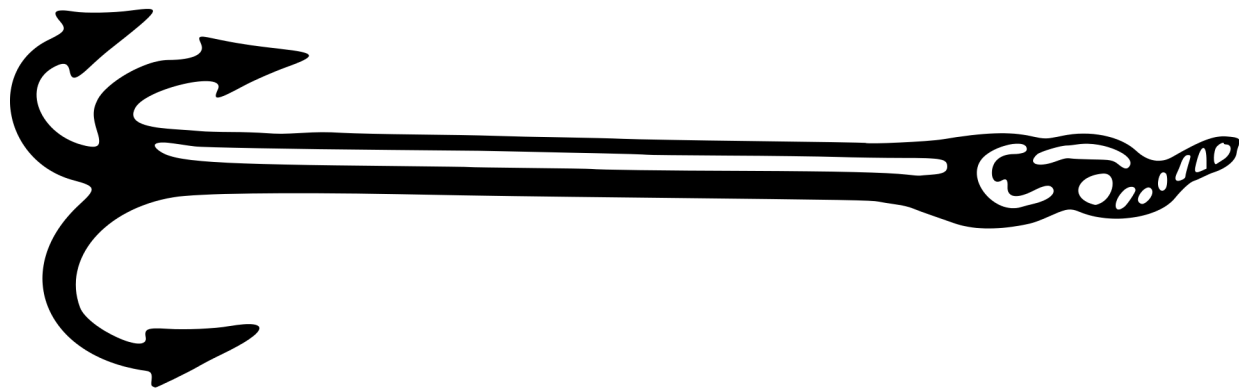
When two mounts encounter one another, one side may choose to run away. First, the initial distance between each side is determined by rolling $2d4 \times 100$ yards. Success relies on the difference between the two mount's running speeds (see **Traveling**). If the roll to escape succeeds, the pursuers cannot attempt to catch up with the fleeing side until the next day. If the roll to escape fails, the distance between the two sides will decrease by the pursuer's maximum running rate each round (or a minimum of 30 yards per round, if the enemy is slower).

MOUNT SPEED	CHANCE OF ESCAPE*
Faster than enemy	16-in-20 (80%)
Up to 30' slower	10-in-20 (50%)
Up to 60' slower	8-in-20 (40%)
Up to 90' slower	6-in-20 (30%)
Up to 120' slower	4-in-20 (20%)
Less than 120' slower	2-in-20 (10%)

* The slowest PC adds any Luck modifiers to this roll.

Climbing

When characters are climbing in a difficult or tense situation, the Judge may require a Strength or Agility check (depending on circumstance). Note that very steep or sheer surfaces are normally impossible to climb without specialized equipment, such as crampons or grappling hooks. Thieves have a class ability which allows them to attempt to climb such surfaces unaided.



Doors

LOCKED DOORS

Locks must be picked by a character possessing lock picks or opened by magic. If permissible, Judges may allow a locked door to be bashed open with a Strength check.

STUCK DOORS

Depending on the door type, stuck doors may be forced open with a Strength check. Simple wooden doors may have a DC of 10 or lower, while iron or stone doors may be as difficult to budge as a DC 15 or more. Each assisting character (maximum of 3) adds a +1 to the Strength check. A failed attempt to force open a door eliminates any possibility of surprise that the party may have against any monsters on the other side of the door.

SECRET DOORS

Secret doors can only be spotted if characters are specifically looking for them (excluding Elves, who when simply passing within 10 feet of a secret door are entitled to a +4 Intelligence check to detect it).

WEDGING DOORS

Doors opened by adventurers are likely to swing shut after they pass. To prevent this, doors may be held open using iron spikes or other wedges. Likewise, players may wish to wedge doors shut, to hinder an enemy's movement.

LISTENING AT DOORS

PCs can roll a Luck check to detect subtle sounds beyond a door. This attempt may only be made one time at any door by a character. Note that some creatures, such as Undead, do not any make noise.



Encounters

An encounter begins when the characters stumble onto a monster, either because the referee has planned an encounter in the area the PCs are exploring or because a random die roll indicates an encounter.

TIME IN ENCOUNTERS

When an encounter begins, action is measured in rounds (see **TIME KEEPING**). Rolls for surprise and initiative determine which character acts first.

SURPRISE

Checks for surprise are made whenever an encounter is unexpected by at least one side. For instance, if the player characters are making a lot of noise, a monster may not have a chance to be surprised, but the characters might be, if the monster was waiting quietly. Each side that is not already aware of the others presence rolls 1d20 plus the highest Luck modifier in the party. The referee rolls for enemies and one player rolls for the adventuring party as a whole. A result of 10 or less means the side is surprised and cannot act for one round. If both sides are surprised, there is simply a momentary confusion—neither side has any advantage. If one side is surprised but the other is not, then the side that is not surprised gains a one round advantage. Note that aquatic monsters are usually not surprised by ships. Special circumstances (e.g. thick fog) may alter this.

ENCOUNTER DISTANCE

The situation in which the encounter occurs often determines how far away the monster is. If there is uncertainty:

- In a dungeon, the enemy encountered is $2d6 \times 10'$ away, moving in the direction of the party.
- In the wilderness, the enemy is $4d6 \times 10$ yards away. If either side is surprised, this is reduced to $1d4 \times 10$ yards.
- At sea, enemies are encountered at the same distance as in the wilderness. Ships may be sighted and identified at 300 yards on a clear day or as little as 40 yards in dense fog.

MONSTER REACTIONS

Very often, circumstances make it obvious how a monster will react when encountered. However, sometimes the referee may wish to roll on the table below to determine how a monster reacts to encountering the party. If one specific character attempts to interact with monsters, that character's Personality modifier is used to modify the reaction roll.

2d6	RESULT
2 or less	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral
9-11	Indifferent, uninterested
12 or more	Friendly, helpful

EVASION

One side may decide they are outmatched and flee an encounter. If characters flee, the referee will decide whether the monsters give chase. A low roll on the Monster Reactions table may be taken to indicate that the monsters will pursue.

ENCOUNTER DURATION

An encounter is assumed to take at least one full turn to complete, including time to rest, regroup, clean weapons, bind wounds, and so on, afterwards.

Encumbrance and Movement

A character's movement rate is determined by how much they are encumbered. For every 5 encumbering items (items with significant weight), one point of encumbrance is added to a character's total. Simple worn items, such as cloaks, jewelry and backpacks do not count as items for encumbrance purposes. Bundled items and most weapons fill a single item slot on the character sheet. Carried sacks full of stuff count as an oversized item. Every 200 coins counts as one regular item. Each point of encumbrance above 0-1 reduces movement based checks, such as sneaking, jumping, tumbling or climbing by -1 (this is in addition to DCC's standard check penalties from armor).

ITEM	MOVEMENT PENALTY	ENCUMBRANCE POINTS
Unarmored, Padded, Leather or Hide armor	-0'	+0
Scale, Chain or Banded mail armor *	-5'	+1
Half-plate or Full plate armor *	-10'	+2
6+ items	-0'	+1
11+ items	-5'	+1
16+ items	-10'	+1
21+ items	-20'	+1
Oversized item **	-5'	+1

* These add to encumbrance but do not fill an item slot on the character sheet.

** These items include great-weapons, barrels, 10-foot poles, ladders, etc.

MOVEMENT RATE*					
POINTS	ENCUMBRANCE	EXPLORATION	COMBAT	RUNNING	TRAVEL**
0-1	Unencumbered	×4	-0'	×4	24 miles
2	Light	×3	-5'	×3	18 miles
3	Heavy	×2	-10'	×2	12 miles
4	Severe	×1	-20'	×1	6 miles
5+	Overencumbered	0'	0'	0'	0 miles

* Movement rates are based on class descriptions. Most PCs move 30' while Dwarves and Halflings move 20'.

** Characters apply their Stamina modifier to their per-day travel distance if on foot. Maximum travel distance for a party uses the PC with the lowest Stamina movement rates.

TERRAIN

Can affect the above daily distance traveled as follows:

TERRAIN	MOVEMENT RATE
Clear, Plains, Trails	×2/3
Deserts, Forests, Hills	×1/2
Jungles, Mountains, Swamps	×1/3
Roads	×1

If they need to travel further in one day, characters may engage in a forced march. A forced march is a day of hard, tiring, overland travel, but increases travel speed by 50%. For example, a character who can normally travel 24 miles in a day can travel 36 miles on a forced march. After a forced march, the characters must rest for a full day.

Experience Points and Leveling (Optional Rule)

All characters that make it through an adventure alive receive experience points. XP is gained from two sources: treasure recovered and enemies defeated.

Recovered Treasure

Characters gain XP from treasure at the rate of one XP per gold piece value of the item. The values of all items are added together and converted to gold piece units. Only treasure of a non-magical nature grants XP in this way.

Defeated Enemies

All enemies defeated by the party grant XP based on how powerful they are. The XP value of a monster is determined by its Hit Dice plus a bonus for each special ability it has (such as breath attacks, magical abilities, etc.).

Hit Dice	XP	Bonus XP
Less than 1	5	1
1	10	3
2	25	5
3	50	15
4	75	50
5	100	125
6	250	225
7	500	400
8	750	550
9-10	1,000	700
11+	1,500	800

Division of Experience

The XP awards for treasures recovered and monsters defeated are totaled and divided evenly between all characters who survived the adventure. Note that total XP is divided evenly between all party members (including retainers and hirelings), regardless of how the players decide to divide the treasure.

Leveling Rate by Experience

All classes follow the same advancement table below.

Level	XP Needed
0	0
1	250
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	128,000
9	384,000
10	640,000

Food and Water

Characters must eat at least one ration per day and drink water every day or suffer ill effects. For every 24 hours that a character goes without food, the character must make a Stamina check, or one Stamina point is lost. For every 24 hours that a character goes without water, their Stamina drops by half unless they make another successful check. After three such failed saves due to a lack of water, the character will be dead. Stamina losses due to dehydration or starvation recover at twice the usual rate with rest and proper nourishment.

Foraging and Hunting

When adventuring in a dungeon, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster. When in the wilderness, characters can hunt or forage for food.

FORAGING

Foraging for food is an activity that can be accomplished without hindering travel speed by gathering fruit, herbs, nuts, or small animals along the way. For each day of travel while foraging, characters must make an Intelligence check to acquire food sufficient for 2d4 characters. Situational advantages or disadvantages may raise or lower the dice used on the dice-chain as per the Judge's discretion.

HUNTING

Hunting must be engaged in as the sole activity for a day —no traveling or resting is possible. When hunting, player characters must make an Intelligence check to track animals which may be suitable for eating. Situational advantages or disadvantages may raise or lower the dice used on the dice-chain as per the Judge's discretion.

TERRAIN	DIFFICULTY CHECK
Desert	15
Forest	7
Jungle	7
Mountain	10
Swamp	10
Unknown or Alien	18

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 (minimum of 4 hours) heals 1 hit point. If the character gets a day of bed rest, he or she 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 crits may create permanent injuries which can only be healed by magical or extraordinary means.

ABILITY SCORE LOSS

Except for Luck, ability score losses heal 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.

Light and Vision

Unless gifted with infravision or certain spells, areas with no light require most characters to carry light sources in order to see. Torches and lanterns emit light in a 30' radius. Candles emit light in a 10' radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out. Candles will burn for 12 turns. Characters that carry a light source are unable to sneak up on opponents, as the light clearly gives them away ahead of time.

Sleep and Rest

Characters must sleep a minimum of four hours per twenty-four hour period in order to function properly. If not, the character suffers a -1 penalty to all rolls until the situation is rectified. If the character goes on without adequate sleep, there is a cumulative -1 penalty for each additional day that passes.

- While dungeon crawling, characters must rest for one turn once every 2 hours (12 turns).
- After a forced march, the party must rest for a full day. If characters press on without resting, they suffer a penalty of -1d on the dice-chain to attack and damage rolls until they have rested for the required length of time. If characters press on without resting, they suffer a further penalty of -1 to attack and damage rolls per day until they have rested for the required length of time.

Swimming

Characters move at half their normal movement rate when swimming and, depending on their encumbrance, must make a Strength check to avoid drowning.

ENCUMBRANCE	DIFFICULTY CHECK
Unencumbered	-
Light	5
Heavy	10
Severe	15
Overencumbered	20

Searching

Dungeons often include hidden components or mechanisms such as secret doors and traps. PCs can spot these things by searching. The player must declare the particular item, object or 10' × 10' area to be searched. Searching takes one full turn. If a character is searching in the exact location or logically role-plays their search, the secret door or trap is discovered with no check necessary. If the player searches only the general wall or 10' area, an Intelligence check is in order. Each character can only make one attempt to search any given object or 10' × 10' area.

Time Keeping

Combat takes place in rounds. Each round is approximately 10 seconds. Dungeon exploration outside of combat takes place in turns. Each turn is approximately 10 minutes. The length of a complete combat should be rounded up to the next turn, with the additional time being spent on mending wounds, resting, repairing armor or weapons, and other such tasks.

Traps

TRIGGERING A TRAP

Traps are triggered by a specific action, such as opening a rigged door or walking over a pressure plate. If for any reason the trap would not immediately go off (due to age, disrepair, etc.) it will only go off if an unsuccessful Luck check is made.

SEARCHING FOR TRAPS

Adventurers may choose to search objects or areas for traps. See **SEARCHING**. Note that aside from Thieves, Dwarves receive bonuses to detecting traps when underground equal to their class level.

Traveling

AIR TRAVEL

When traveling by air, the total number of miles a character can travel in a day is triple the distance he or she could travel overland. This rate might be reduced if there are adverse conditions such as very high mountains, storms, or thick fog. There are many magical items that grant characters the ability to fly, as well as spells and winged mounts.

GETTING LOST

Characters can follow mapped trails, roads, and other well-known areas without fear of becoming lost. However, when traveling through uncharted areas, it's easy to lose one's way. At the start of each day of travel, each player makes an Intelligence check to determine if they have lost direction. If all characters fail, the group has become lost. The probability depends on the terrain being traveled:

TERRAIN TYPE	DIFFICULTY CHECK
Clear, Plains, Trails	5
Deserts, Forests, Hills, Ruins	7
Jungles, Mountain, Swamps	10

MOUNTED TRAVEL

When traveling by mount (typically on horseback), the total number of miles a character can travel in a day is twice the distance he or she could travel on foot. Exploration and Running distances are multiplied by the creatures base movement rate.

MOUNTED MOVEMENT RATE					
POINTS	ENCUMBRANCE	EXPLORATION	COMBAT	RUNNING	TRAVEL
0-10	Unencumbered	×4	-5'	×4	48 miles
11-15	Light	×3	-10'	×3	36 miles
16-20	Heavy	×2	-15'	×2	24 miles
21-25	Severe	×1	-20'	×1	12 miles
26+	Overencumbered	0'	0'	0'	0 miles

Every 5 items adds +1 to the creature's encumbrance. Human or Dwarf riders add +5 points, Elves add +4 and Halfings add +3. If the animal is pulling a vehicle (such as a cart) -10 points are subtracted from it's total encumbrance per axle.

MOUNT TYPE	BASE MOVEMENT
Donkey/Mule	30'
Horse/Warhorse	60'
Pony	40'

WATER TRAVEL

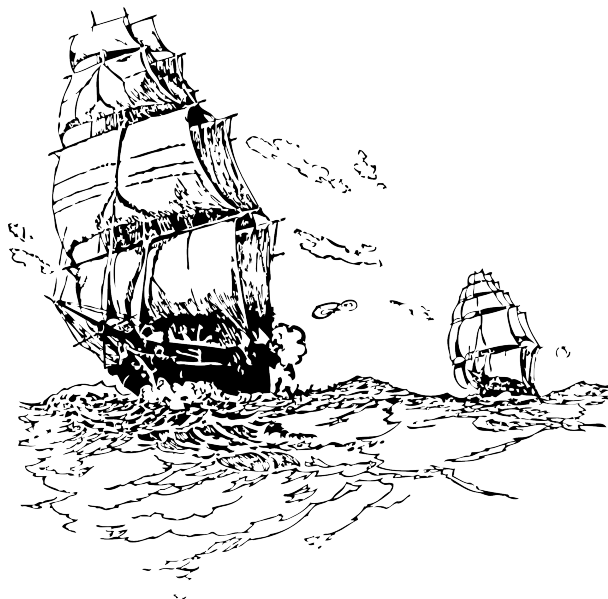
VEHICLE	CREW	MV*	MILES/HEXES PER DAY**	HARDNESS/HP***
Canoe	1	40'	30/5	4/4
Caravel	10	20'	42/7	8/75
Carrack	20	30'	48/8	10/120
Galley, small	90	20'	48/8	8/75
Galley, large	160	30'	42/7	10/120
Longship	70	30'	48/8	9/110
Raft	2	40'	18/3	6/12
Riverboat	10	20'	30/5	8/30
Rowboat	1	40'	24/4	6/8
Sailboat	1	20'	42/7	7/20

* Movement here is measured in yards.

** Based on a 12 hour travel day and a 6 mile hex. Ships running 24 hours double these numbers.

*** Attacks against ships are made against AC 10. Each vehicle has listed Hardness and Hit Point values. Roll damage against the vehicle, then reduce that damage by the Hardness value. Any excess damage is applied to the vehicle. If the vehicle takes damage equal to or greater than the listed HP on one side, it is reduced to half speed due to wheel damage or a hull breach; if it takes this much again, it is immobilized, and this much damage will sink a ship.

1D30	WIND CONDITIONS	SPEED ADJUSTMENT
1	Becalmed	×0
2-3	Very Light Breeze	×1/3
4-8	Light Breeze	×1/2
9-14	Moderate Breeze	×2/3
15-21	Average Winds	×1
22-27	Strong Winds	×1 1/3
28-29	Very Strong Winds	×1 1/2
30	Gale	×2



Weapons, Items and Equipment		
1.		
2.		
3.		
4.		
5.		
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8.		
9.		
10.		
11.		+1
12.		
13.		
14.		
15.		
16.		+1
17.		
18.		
19.		
20.		
21.		+1
22.		
23.		
24.		
25.		

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TOTAL ENCUMBRANCE	

Armor Type	Check Penalty	Fumble Die	Movement Penalty	
Unarmored, Padded, Leather or Hide			-0'	
Scale, Chain or Banded mail			-5'	+1
Half-plate or Full plate			-10'	+2

Movement Rate*					
Points	Encumbrance	Exploration	Combat	Running	Daily Travel**
0-1	Unencumbered	×4	-0'	×4	24 miles
2	Light	×3	-5'	×3	18 miles
3	Heavy	×2	-10'	×2	12 miles
4	Severe	×1	-20'	×1	6 miles
5+	Overencumbered	0'	0'	0'	0 miles

* Humans and Elves move at 30'. Dwarves and Halflings move at 20'.

**** Add any Stamina modifiers.**