

The Gongfarmer's Almanac



The 2020 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG Communities



Character Class - Styles & Rules

VOLUME 8 OF SIXTEEN BOOKLETS

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GENERATING NON-LEVEL 0 CHARACTERS

by Robert Nelson

This article gives Judges options for creating pre-generated characters beyond level 0. Sure, you could just roll 3d6 “in order” for ability scores, but that could result in a character no one in their right mind would want to play. As stated in the DCC RPG rulebook, the key premise of Dungeon Crawl Classics is to replace complexity with randomness, so in that spirit I have tried to devise ways to eliminate worthless level 0s without making any of the characters too powerful.

A - Go the Lankhmar way and roll ability scores using 3d6, but then switch two of the rolls to make the character stronger in a particular ability.

B - Roll four 0-level characters using 3d6 down the line. Then add up all their ability bonuses and penalties and rank the characters in order of lowest total bonus to highest total bonus. Finally, roll a d6 and consult the chart below. The number you roll is who lives.

- 1 The worst character (in a funnel, they always walk into the room first or touch the statue, etc.)
- 2-3 The second-to-worst character
- 4-5 The second-best character
- 6 The best character (despite the player’s best effort, they rarely seem to make it out of the funnel)

You can also just number the characters 1-4 and roll a d4. If you want to limit the power even more, create 3 characters and roll a d3.

C - The dreaded point allocation. The average roll for 3d6 is 10.5, so the total number of points you have to allocate for ability scores is 63. To limit the min/maxing garbage, you are only allowed to have one ability score with a +/- penalty of 2. All other scores must be a +/- 1 or +/- 0.

Occupations give characters a lot of color, even if they aren't very important after level 0. The following tables allow you to roll for occupations after sorting demi-humans from human characters.

Elves roll a d10	Dwarves roll a d10	Halflings roll a d10
1 Artisan	1 Apothecarist	1 Chicken butcher
2 Barrister	2 Blacksmith	2-3 Dyer
3 Chandler	3 Chest-maker	4 Glovemaker
4 Falconer	4 Herder	5 Gypsy
5-6 Forester	5-6 Miner	6 Haberdasher
7 Glassblower	7 Mushroom-farmer	7 Mariner
8 Navigator	8 Rat-catcher	8 Moneylender
9-10 Sage	9-10 Stonemason	9 Trader
		10 Vagrant

Here is a condensed list of all human occupations. Roll 1d7 for the tens place with the 7 representing 1-9 and 1d10 for the ones place. So a 7 on the d7 along with a 6 on the d10 would be 6. A 7 on the d7 along with a 10 on the d10 would be 70.

1 Alchemist	15 Costermonger	40 Indentured servant	54 Scribe
2 Animal trainer	16 Cutpurse	41 Jester	55 Shaman
3 Armorer	17 Ditch digger	42 Jeweler	56 Slave
4 Astrologer	18 Dock worker	43 Locksmith	57 Smuggler
5 Barber	19-27 Farmer	44 Mendicant	58 Soldier
6 Beadle	28 Fortune-teller	45 Mercenary	59-60 Squire
7 Beekeeper	29 Gambler	46 Merchant	61 Tax collector
8 Blacksmith	30 Gong farmer	47 Miller/baker	62-63 Trapper
9 Butcher	31-32 Grave digger	48 Minstrel	64 Urchin
10 Caravan guard	33-34 Guild beggar	49 Noble	65 Wainwright
11 Cheesemaker	35 Healer	50 Orphan	66 Weaver
12 Cobbler	36 Herbalist	51 Ostler	67 Wizard's apprentice
13 Confidence artist	37 Herder	52 Outlaw	68-70 Woodcutter
14 Cooper	38-39 Hunter	53 Ropemaker	

Loot

The DCC RPG rulebook includes a chart for calculating gold beyond level 0. Using this chart, most characters can buy the most expensive piece of equipment in the rulebook: a set of full plate armor. So what about characters beyond 3rd-level? Giving PCs more gold leads to increased rule complexity. Beyond 3rd level (and this rule can be used for regular character advancement as well as pre-gen creation) when a character advances they roll a d20 modified by either their Luck or their Intelligence, whichever has the highest absolute value

(so negative or positive modifier), with ties going to Luck. They also add their level to the roll and consult the following chart. They may not burn Luck for this roll.

- 1 **Craps:** You blew every red cent at the gambling tables, including money you don't have. Lose all money and everything you have except your adventuring gear. You owe the local crime lord 200 gp.
- 2-3 **Unsuccessful Courtship:** You spent a lot of money trying to get a well-to-do lord or lady to tie the knot, but in the end you lost out to a knavish competitor. The courtship was public, as was your rejection, so everyone laughs at you.
- 4-5 **Snake Oil:** You invested heavily in a miracle drug that promised health, muscles, long life, and virility. Unfortunately, this particular formula was nothing but sugar-water. You do have about 500 bottles of the stuff lying around.
- 6-7 **Strange Contraption:** You bought a flying machine that actually works...kind of. The machine needs 100 feet of open area to take off and it doesn't go any higher than 6 feet off the ground. It doubles your movement speed, but it has only 1 hp, which it loses every time it lands, so you have to spend 2 weeks repairing it after each use.
- 8 **Is That You, John Wayne?** You bought a stagecoach complete with six horses. It fits four people inside, along with a driver and someone to ride shotgun. You usually rent it out to people traveling between the two largest metropolitan areas in this region, but it is also available for your party to use.
- 9-10 **Send a Raven:** You invested in a messenger crow service. You can send a message to all major and minor towns in your region in the span of a day or two and get a reply back in the same amount of time. You can also bring up to three crows on your adventures and use them to communicate with characters in different locations (making splitting the party slightly more tempting).
- 11 **Mark Twain:** You bought a riverboat. It holds up to six people, two of whom must operate the boat. You can make water journeys in half the time. Also makes a wonderful place for leisure activities.
- 12 **Cheers:** You bought a bar/inn. "As a base of operations, you cannot beat a @%#\$ing saloon."
- 13-14 **Tiger King:** You bought an exotic creature menagerie. You own at least one of all regular (i.e. present in the real world) creatures and three special monsters of your own design or chosen from the DCC RPG rulebook. You have two hirelings in charge of these creatures and can bring the creatures on adventures. Every time a hireling asks a creature to do something, roll a d10 modified by the hireling's Luck. If the result is a 10 plus the creature starts attacking the party starting with its trainer.

- 15-16 **Father Ted:** You bought a church. Pick a deity and alignment for the church, as well as a location. Any cleric with the same alignment performing any of their special abilities within the church increases the die they roll by one step. Clerics of opposite alignment decrease their die one step. Also, any cleric who worships that church's deity and performs a sinful use of divine power inside the church earns an additional +2 to deity disapproval range.
- 17-18 **Master and Commander:** You are the proud owner of a war galley. This fantastic boat features cannons (or crossbows if you don't do gunpowder), sails, three treasure holds, and a crew of 32 hardy souls to sail the ship. The ship inspires fear or respect wherever she sails, and she is free for the party to use at any time.
- 19-20 **Dark Tower:** You have a wizard's tower loaded with oddities and curios. You have at least three familiars wizards may bond with, along with two monsters for experimentation. The tower also includes an alchemical lab and an orb or pool of seeing.
- 21-22 **It's Only a Model:** You have your own castle, complete with defensive walls, a mote, three catapults, six ballistae, pots of flaming oil, murder holes, portcullises, a drawbridge, secret passages, a full stable, six fireplaces, two kitchens, 25 servants, and 70 men-at-arms ready to engage in battle.
- 23-24 **Mayor McCheese:** You own a town complete with a bar, church, several farms, a meadery, a castle, and a river port.
- 25+ **King Ralph:** When you say "my Kingdom for a horse," you actually have a kingdom to trade.

Magic Items

It is assumed that high-level adventurers have had a chance to acquire some magical items. For every level you give a character, roll on the chart below to see if they acquired a magical item. The max number means they can't have any more than that number since they would be overpowered.

Level	Chance of getting a magical item	Max number of magical items
1	10%	1
2	30%	2
3	50%	2
4	60%	2
5	65%	3
6	70%	3
7-10	75%	4

ADDING CHARACTER TO YOUR CLASS

By Brent Allan

Art by Miguel Rodrigues

One of the beautiful things about *Dungeon Crawl Classics* is the way characters are created. Rolling ability scores straight down with 3d6 and putting your characters through a 0-level funnel means you never know what you will end up with. You won't be choosing the type of character you play, just like we, as living people, don't get much say in how strong or smart we are.

This dynamic provides a vaccine to the game against that most insidious of diseases that infects many roleplaying games. I am talking, of course, about "Power Gaming," also known as min/max gaming. This is where a player designs their character to be as powerful and optimized as possible for that character's role. This is often done through point-buy systems, choosing specific classes, abilities, and skills, and essentially custom building a state-of-the-art adventuring machine.

As a *Dungeon Crawl Classics* player (or judge), you may occasionally run into a situation where one of the unwashed masses who have yet to be initiated into the gonzo-craziness of DCC will complain "But I want to play a dwarven barbarian. What's with this 'Race As Class' baloney?" Or someone might say "What do you mean there are no paladins?"

Have no fear, because if one reads properly into the trove of wisdom and knowledge that is the DCC core rulebook, one will find that those other characters, along with many others, are waiting there between the lines of text for a player to pick them out and bring them to life.

So, if you are a player focused on wanting to play a specific type of character in *Dungeon Crawl Classics*, heed now these words of advice.

If you want to play a barbarian, simply do the following

Play a barbarian.



In the DCC RPG rulebook, it's actually called a warrior. But in no place in the entire book does it dictate what *type* of warrior you need to be. And other classes can also be barbarians.

Nobody ever considers themselves barbaric. This is often a descriptor given by outsiders, because they are exotic, and their culture and traditions seem different or strange.

So, your dwarf could braid his beard and collect the skulls of his foes and take on the characteristics of a Norse berserker. To him, this is normal, even if others call him a vicious barbarian.

Or your elf could have tribal tattooing and be more akin to an Aztec jaguar warrior, collecting prisoners for sacrifice.

Even a human warrior could paint himself, braid his hair, and ride on horseback, similar to the Dothraki from *Game of Thrones*.

Anyone can be a barbarian. They just have to be exotic or different.

What about paladins? Where are those in the game?

First, let's ask this question: what even is a paladin?

The traditional definition of a paladin is one of the peers of Charlemagne's court, or any knight of heroism and chivalry.

In other popular roleplaying games, a paladin is often portrayed as a holy soldier with magical abilities granted to them by a deity.

You want to play a paladin in DCC? Choose a cleric, put him in armor, and play him more like a warrior. Have him act in ways befitting a knight of honor and chivalry, who also happens to have cleric abilities. BOOM, instant paladin!

One of the more interesting classes from other roleplaying games is the swordmage. Swordmages are arcane spellcasters who also engage in martial combat. The good news is that you can easily have a swordmage in Dungeon Crawl Classics. Just be a wizard who also swings a sword!

How about a monk? I don't mean the hood-wearing folks who live in remote mountains and spend their days chanting. I mean the super butt-kicking character from other games who fights with his fists and wrecks all who cross his path.

Yep, you probably guessed it. We have here a warrior who uses his fists as weapons. He can do some super cool stuff with his Mighty Deeds die, and he never has to worry about fumbling his weapon.

So you see, you can play just about any type of character you want and stay within the parameters laid out in the DCC RPG core rulebook. You don't need house rules to be a barbarian or monk or paladin or anything else. Just PLAY the type of character you want to play. Give him or her the mannerisms and personality of the type of class you are emulating. It adds more flavor to the game, when there are multiple warriors around, but each looks and acts and engages the world around them differently. And it makes your character truly unique and special.

What's that you say? Where are the boosted ability scores and higher hit dice and special abilities? How do you get damage reduction when you rage? How do you get bonuses to Armor Class if you aren't wearing armor?

If you're still asking those questions, then you don't want to play a character. You want to play a collection of optimized stats on a piece of paper.

This probably isn't the right game for that.

THE TRAINING MONTAGE

By Ariel Churi

You left your gong farm or haberdashery to seek retribution or reward. You faced death and watched your friends die. You know you cannot go back to your old ways. A life of adventure awaits you.

As you sit upon the smoldering heap of victory you ponder your next move. You lack the abilities required to achieve the glory and gold you desire. This tome will guide you through the process of leveling up your character from a lowly peasant.

*You must undergo the dreaded **Training Montage**.*

Use this optional training montage after the zero levels complete their first adventure. None of the options listed change the DCC core rules. Attributes cannot go above 18. Spells cannot go above the level limit. HP cannot go above the natural maximum.

Items that are *fine* or some other adjective are worth 3x their price. They may also be resistant to rust and damage. Items that have actual modifiers are worth considerably more.

Warrior / Dwarf

The aspiring warrior must be tested. Their skills can only be honed through struggle. Travel to a secluded abode to train with a great master (Roll for title and name on Appendices T and S DCC Core). The more tests you pass, the greater the reward.

Elves may choose The Warriors' path or the Wizard's path.

Tests of Skill

Tests of Physical prowess require skill checks. Make 3 DC 10 skill checks. One for Strength, one for Agility, and one for Stamina. Keep track of your successes. Each 20 (natural or not) counts as two successes. If you manage to accrue 3 successes, take two more DC 15 skill checks on 2 different attributes of your choice.

Tests

Passed

- 0 Fail: Roll d4 on the failure table and restart your tests from the beginning.
- 1 Fail: d4+2 failure and restart your tests from the beginning.
- 2 Gift d14. Scar d7+5
- 3 Gift d30+1. Scar d6+6. Your minimum level 1 roll for hit point is 3
- 4 Gift d24+d14. Choose a scar. Your minimum level 1 hit point roll is 5. You may choose to change your lucky weapon if you crit with the desired luck weapon.
- 5 Gift d24+15. The minimum hit point roll for level 1 is 6. Ability to change your Lucky weapon if you crit with the desired weapon type.
- 6+ Gift d14+25. The minimum hit point roll for level 1 is 7. Ability to change your Lucky weapon if you crit with the desired weapon type. +1 Luck. For each success above 6 gain an additional d30 gift.

Failure

Table

- 1 Lose all your money and owe a debt of service to your teacher. Receive a d6 scar.
- 2 Lose half your money to a cheater (roll for a name). Roll for a scar 1d8
- 3 Double-crossed (Roll for name app. S). Roll for scar 1d9
- 4 Fell for the wrong person. Roll for scar 1d8+1
- 5 Left for dead. Scar 1d7+2
- 6 Wanted. Scar 1d6+3

Gift Table

- | | |
|---|--|
| <p>1 Leave with a gift (mithril for elves). These items have a backstory. Fancy versions of mundane items are worth 3xGP</p> <p>2 Roll again d24+11 and in Appendix S for the name of the warlord that stole it from you.</p> <p>3 Roll again for the gift (d24+11) and in Appendix S for the name of the thief that stole it from you.</p> <p>4 Letter of recommendation</p> <p>5 Plaque</p> <p>6 Trophy</p> <p>7 Nice pin for a cloak</p> <p>8 Special Broach</p> <p>9 Portrait of Teacher</p> <p>10 Good boots</p> <p>11 Cool cape</p> <p>12 A ring</p> <p>13 Medallion</p> <p>14 Armband</p> <p>15 Headband</p> <p>16 Painted Shield</p> <p>17 Pure Corinthian Leather Armor</p> <p>18 Decorated longbow</p> <p>19 Black Lotus oil* (4)</p> <p>20 Healing Powder* and 6 bandages</p> <p>21 Stylish Chain Armor</p> <p>22 Storied Battle Axe</p> <p>23 Fancy long Sword</p> <p>24 Roll on Pet Table</p> <p>25 Choose any two mundane weapons or a spiked shield.</p> | <p>26 Crafty Shield (-1 to opponents crit rolls) or Spike Shield (+1 shield damage).</p> <p>27 Crafty Armor (-1 to your fumble roll). 1-22 leather, 23-29 chain, 30 plate mail.</p> <p>28 Crafty bow (Only 25% chance of friendly fire when shooting into melee)</p> <p>29 Crafty Pole Arm (+1 to init.)</p> <p>30 Crafty Sword (resists being damaged DC 10, secret compartment in handle. Judge knows contents)</p> <p>31 Book of martial art instruction in an unknown language</p> <p>32 Crafty Whip (+1 to Deed die for grabbing things)</p> <p>33 Pair of Sai (+1 to Deed die for Defense or Disarm if using two and both hit)</p> <p>34 Precision Crafted Bow (+1d Deed on Called Shot if an action is spent aiming. Shot must be called when aiming).</p> <p>35 Map to the location of a low-level magic weapon.</p> <p>36 Choose on pet table (mundane only)</p> <p>37 Earn a friend for life who will follow you anywhere. Randomly generate a 0-level but you can switch two attributes.</p> <p>38 A nice horse.</p> <p>39 Master crafted weapon +1, 100x value and repair cost, DC 5 save against being damaged.</p> |
|---|--|

Thief

The would-be thief will join the lowest rank of the local thieves guild study under the underboss (Roll on Appendix S for a name).

Capers

Unlike the warrior training there is no penalty for failure. Your thievery requires skill checks. Make 3 DC 10 skill checks. One for agility, one for personality, and one for luck. Keep track of your successes. Each 20 (natural or not) counts as two successes. If you manage to accrue 3 successes, take two more DC 15 skill checks on 2 different attributes of your choice.

Successful

Capers	Loot	Kit
0	1d3	1d60
1	1d6	1d10
2	1d8+2	1d10+2
3	1d10+3	1d12+7
4	1d14+6	1d14+14
5	1d12+8	1d12+18
6+	1d10+10	1d10+20

Loot Table

1	1d30 x10cp	10	A ruby (128gp)
2	I.O.U from _____ for 2d4 x 100gp	11	A ring with a poison compartment (54gp)
3	An unopened puzzle box with unknown contents	12	A stolen spellbook
4	1d30gp	13	Lucy charm. <i>Fleeting Luck</i> not lost on other players fumbles. Or, one free luck point to be used per session.
5	Incriminating letters		
6	Plans to a wealthy house	14	Roll: 1) dried frog necklace, 2) rabbit's foot necklace, 3) elephant hair ring, 4) dragon's whisker bracelet.
7	A stone inscribed with a first or second level spell.		
8	A treasure map		
9	Healing powder* & 6 bandages		

15	Jeweled dagger 67gp. Secret compartment: 1-5) empty, 6) clue, 7) map, 8) healing powder*, 9) 3 emeralds, 10) Scroll <i>Magic Mouth</i>)	18	Small pet monkey that can pick pockets well but gets random items.
16	Small jeweled Skull 113gp (5% chance cursed)	19	Gem with a face inside. The face changes. Or <i>Psionic Crystal</i> (See <i>Mind Games</i> , <i>DCC Psionics</i>).
17	Jeweled falcon 209gp (5% exquisite forgery 12gp)	20	Potion of Sleep
		21+	A scroll of invisibility

Kit Table

1	Small Bell and String 20'	18	Trap building kit
2	Rope 50'	19	Pair of matte black daggers
3	Hammer	20	Tonic of Sleep recipe (fort save)
4	Crowbar	21	Tonic of suggestion recipe (fort save and will save depending on the suggestion)
5	Caltrops	22	Throw your voice skill (PER v PER)
6	Magnifying Glass	23	Poisoner's Kit
7	Spyglass	24	Disguise Kit
8	A dignitary or nobleman costume	25	Injection Dagger
9	Hooded lantern with green glass	26	Pair of sai daggers (+1 to ac until next round if both hit).
10	Matte black dagger	27	Hypnosis skill (will save and proper conditions and subject)
11	A silent grappling hook and black rope	28	+1 gifting, long and short con, seduction
12	Camo cape, +1 stealth in foliage	29	Roll again twice (d12 +15)
13	Black Leather Armor	30+	Choose one
14	Shop tools/skill		
15	Cartographers Kit/skill		
16	Forgery Kit and skill		
17	Hooded lantern with an optional slide projector		

Wizard / Elf

Arcane practice may be learned through service to powerful masters. Study and work under this powerful sorcerer (Roll for title and name).

A wizard may only apprentice in order to level up. Through study, they may add spells to their spellbook. Wizards and elves who began with a spellbook or acquired a spellbook in the funnel have 2 additional random spells.

Elves have the option of taking the path of the warrior. Elves who apprentice with a sorcerer may reroll their intelligence stat and take the highest score.

Arcane Practice

Your arcane practice requires skill checks. Make 3 DC 12 spell checks (d20 + intelligence modifier). Keep track of your successes. Each 20 counts as two successes. For each natural one, roll d6 +5 minor corruption. If you manage to accrue 3 successes, take two more DC 15 spellchecks.

Arcane Practice	Arcane Item	Spell Book*
0	1d5 Wizard: Corruption d8 +2 Elves: Iron has double the effect until you visit the fey realm.	1 random spell
1	1d8	2 random spells
2	1d8 +2	3 random spells
3	1d14	4 random spells
4	1d14 +2	Choose 1 / 3 random
5	1d12 +8	Choose 2 + 4 random
6+	1d10 +d	Choose 3 + 5 random Choose a theme for your PC. Choose or rewrite all spell manifestations based on your theme.

**These are spells you have in your spellbook, but they will require research and the proper level to cast.*

Arcane Item

- | | | | |
|---|--|----|---|
| 1 | Ring (Skull or whatever is cool for your Wizard) | 10 | Flash Powder Pouches* (10, disassembled) |
| 2 | Armbands | 11 | Letter of introduction written in arcane text |
| 3 | Spiked Wristbands | 12 | Codex of runes |
| 4 | Cool Necklace | 13 | Map of ley lines and other arcane psychogeographical features (not terribly accurate or complete). |
| 5 | Piercings | 14 | Codex of spell ingredients and where to acquire them (really, all maps are inaccurate and incomplete). |
| 6 | Compartment Pouch | 15 | Arcane surgery kit |
| 7 | Magnifying Glass | 16 | Arcane surgery kit and the possible location of the spell: 1) <i>Staff Magic</i> , 2) <i>Sword Magic</i> , 3) <i>Magic Potion</i> |
| 8 | Helpful Rat: 1-14) white, grey, or black depending on alignment, 15) hot pink, 16) iridescent rainbow, 17) phosphorescent, 18) phase rat, 19) choose any below, 20) Demon Rat - ingesting fresh scat good for 1 point of spellburn, only 1/day | | |
| 9 | Bottle of Acid* | | |

Cleric

Clerics must choose their path to enlightenment. Choose the seminary (lawful), coven (neutral), or cult (chaotic). Roll for the title and name of your master on appendices T and S.

Study and Penance

Your reverent practice requires spellchecks. Make 3 DC 12 spell checks (d20 + Personality modifier). Keep track of your successes. Each 20 (natural or not) counts as two successes. For each natural one, sacrifice 1d30 gp. If you manage to accrue 3 successes, take two more DC 15 spell checks.

Study and Penance	Seminary	Coven or Meditaion	Cult
0	No penalty	d6+3 Scar	2x 1d4 Scar, Face mask & neck tattoo

1	Knowledge: History	Proficiency: Art	1d4 Scars Tattoo on face
2	Knowledge: History, astronomy, mathematics Item: Calendar*	Proficiency: Art, animals, midwifery	Weapon: Cult Dagger, 1d6 Scars, One tattoo
3	Knowledge: History, astronomy, mathematics, alchemy Item: Calendar*	Proficiency: Art, animals, midwifery, herbs	Weapon: Cult Shortbow, 1d6+1 Scars, Proficiency: Dance of Horror, Full back tattoo
4	Knowledge: History, astronomy, mathematics, alchemy, beastology* (monsters) Item: Holy symbol, calendar*	Proficiency: Art, animals, midwifery, herbs, medicine Special recipe: induce visions	Weapon: Cult Ax, 1d6+2 Scars Proficiency: Dance of Rage, Both sleeves tattoo Item: Pouch of Tanas root
5	Knowledge: History astronomy mathematics alchemy beastology* (monsters) necrology (un-dead) Weapon: 1 weapon of your god Item: Holy symbol calendar*, Bestiary*	Proficiency: Art, animals, midwifery, herbs medicine Special recipe: induce visions, sleep Item: 1d24 gp	Weapon: Demon Short Bow, mini- mum damage 2, 1d6+3 Scar Proficiency: Whirling dance of confusion, Both sleeves and legs tattoo Item: Tattoo Kit

6+	Knowledge: History, astronomy, mathematics, alchemy, beastology* (monsters), necrology (un-dead), alien technology	Proficiency: Art, animals, midwifery, herbs, medicine	Weapon: Axe of Suffering*, 1d4+5 Scars
	Proficiency: Smite	Special recipe: Induce Visions, Sleep, Suggestion, buff	Proficiency: Induce somnambulism, Full body tattoo
	Weapon: Two weapons of your god	Item: Cauldron, 3d24 gp	Item: Tattoo Kit, Pouch of Tanas root on a string, Ceremonial brass branding iron
	Item: Holy symbol, calendar*, Ritual Objects of your choosing		

Proficiency: Includes all proficiencies listed higher in the column.

Resistance: Includes all resistance listed higher in the column.

Weapon: You may choose any weapon higher in the column.

Smite - Pray over a weapon for a turn and then ask your god to favor you by blessing your weapon. Success gives +1 to hit/damage against other alignments. The effect lasts until someone else touches your weapon or you do anything to earn *disapproval* or you fumble with the weapon.

Art: Includes; music, visual art, dance.

Herbalism: Includes knowledge of basic recipes such as: analgesic, calming, diuretic, sleep aid, induce labor, attract common animals, repel common animals.

Beastology, Bestiary: Monsters receive a DC based on how common they are. Passing the DC provides some knowledge of the monster. Knowledge of Beastology allows a roll with d20. A Bestiary allows a re-roll with a d20, provided there is time to refer to it.

Cult Weapons These fine, decorative weapons are worth 3x gp value.

Death Axe, Demon Flail: These barbed weapons are configured to cause extra pain.

Axe of Suffering: Any 2 or less HD creature damaged receives a -1 penalty on their first attack of the next round.

Halfling

Halflings can undergo any class training montage they wish or just go home, chill, and roll on the table below. Halflings with a negative luck modifier may choose to reroll Luck with 2d6+4.

Lucky Halfling, roll 1d5:

- 1 Find 87 gold pieces
- 2 Find a 1) map, 2) letter, 3) weird compass, 4) Puzzle box with unknown contents, 5) scroll, 6) Ring.
- 3 Receive fine armor: roll 1d4:
 1. Oiled leather, +1 stealth checks
 2. Shaped leather, -1 enemy crit roll
 3. Fine Chain, rustproof and damage resistant
 4. Anodized Chainmail, -1 fumble roll, roll 1d8:
 1. Vermillion
 2. Puce
 3. Chartreuse
 4. Aqua
 5. Cerulean
 6. Carmine
 7. Any color
 8. 1) Nightshade, 2) Hot Pink, 3) Rainbow
- 4 Pair of fine daggers (as short swords), roll 1d4:
 1. Curved & serrated, If the first hits, the second does +1 damage
 2. Punch Daggers, If first hits, the second is +1 to hit
 3. Kuri, +1d crit roll if both hit and one or both crit
 4. Sai, +1 AC until your next round if both hit.
- 5 A pet (roll twice on pet table and choose)

Appendix

1d14 Pets

Loyal and generally able to find their master when lost. Some are rideable (®) by halflings. Roll for personality

- 1 Boar ®
- 2 Donkey ®
- 3 Bird
- 4 Canary - warns
- 5 Parrot - talks
- 6 Raven - very smart, messenger
- 7 Falcon - attacks, scouts
- 8 Rat
- 9 Monkey
- 10 Cat - Roll 1d7
 1. Calico
 2. Tabby
 3. Gray
 4. Siamese
 5. Main Coon
 6. Black
 7. Roll 1d3
 1. Choose any cat above
 2. Pair of Siamese Cat siblings
 3. Bobcat
- 11 Dog Small - Ratter
- 12 Dog Medium - Retriever or hound
- 13 Dog Large (5% Wolf ®) - Guard
- 14 Roll 1d3: 1-2) Reroll twice and choose, 3) Strange Pet, roll 1d6
Strange Pets, roll 1d6
 - 1 Flying eyeball
 - 2 Animated, creepy doll
 - 3 Demon Rat
 - 4 Ghost - NPC, can't do much, mostly moans
 - 5 Sentient rock - NPC, communicates telepathically, cannot really do anything
 - 6 Re-roll on Pet Table and Pet is... roll 1d7:
 1. Strangely smart
 2. Telepathic
 3. Able to transform

4. Robotic/clockwork
5. Alien version
6. Baby Slime Monster
7. Roll 1d3 1-2) Re-roll Strange Pet Table,
3) Sredni Vashtar

1d24 Pet Personalities

1) Wise, 2) Brave, 3) Wary, 4) Cunning, 5) Sneaky, 6) Brash, 7) Adaptable, 8) Adventurous, 9) Affable, 10) Affectionate, 11) Careful, 12) Diligent, 13) Emotional, 14) Exuberant, 15) Faithful, 16) Independent, 17) Neat, 18) Plucky, 19) Proactive, 20) Resourceful, 21) Shy, 22) Sociable, 23) Tidy, 24) Witty

Strange Pets

Flying Eyeball

This magical creation is a baseball-sized eyeball with wings. It is never found in the wild but may be found sealed in bottles in arcane laboratories. It can be psychically connected to a player who touches it with a DC 10 Personality check. A connected player can direct the Flying Eyeball and, with concentration, can see through the eye. The eye has normal vision.

Flying Eyeball: Init +6; None; AC 18; HD 1d4; MV fly 30'; Act 1d20; SP immune to *Charm*, *Sleep*, and other mind spells, SV Fort +2, Ref +4, Will +2; AL N.

Scar Table

Scars generally either look like lightning bolts or something cool or they look gruesome.

- | | |
|---|---------------------------|
| 1 A scar in the shape of an enemy's sigil | 7 Scar down forearm |
| 2 Scar on face. Lose an eye. | 8 Large scar across back |
| 3 Disfiguring scar on face | 9 Large scar across torso |
| 4 Large scar on face | 10 Large scar anywhere |
| 5 Scar across throat | 11 Small scar anywhere |
| 6 Small scar on face | 12 Choose a scar |

Items

Healing powder

A green, granular powder. When mixed with water or wine, it forms a poultice. When used with bandages, it heals 1d4+1 hp after a short rest (*Sailors on a Starless Sea*, pg. 7).

Black Lotus Oil

The imbiber is imbued with 1d10 hp for 1 hour. The extra hp is lost at the end of the hour and, failing a DC 20 Fortitude save, 1d4 as well (*Sailors on the Starless Sea*, pg. 10).

Flash Powder Pouch

Small pouches of flash powder and bits of flint. If thrown on the ground it causes blindness for 1 round within 10'. If carried or stored in a prepared state, it ignites on any 6 from falling damage.

Bottle of Acid

1d6 damage for 3 rounds, round 2; DC 15 fort save, round 3; DC 10. Chance of breakage and damage to other items if the holder takes more than 7 hp of damage and special storage precautions are not taken.

Arcane Surgery Kit

For every 9 points of Spellburn, receive 1 point free. You need to have access to your kit.

Calendar

This item could be from *The Adventurer's Almanac* by Michael Curtis or some other source. It provides knowledge of the days, moons, seasons, astrological signs, and holidays.

Bestiary

This guide to beasts could contain some information on some of the more common creatures the adventurers meet. Entries will be sparse and all will contain some incorrect information. Any rare or singular creatures (i.e. must creatures) will not be included. Common creatures have a chance to be included. 50% + 10%/HD chance to be

A Little Bit Of Magic For Everyone Else

By Ed Kabara

Magic isn't just for the eldritch wise man hidden in towers or for the priest kowtowing to a forgotten god. Magic belongs to us all! Elves, dwarves, thieves, fighters, and even those already enchanted can splash in a bit of magic. Below are magic options that allow elves to have divine magic (priest of the old father), dwarves to have arcane magic (rune sage), thieves to have cleric magic (heavenly hitman) or arcane magic (spell thieves), warriors to have arcane spells (arcane warrior), and a human who wields both arcane and divine spells (mystic arcanist). Magic belongs to us all, and here are the classes that will let you do it!

Priest of the Old Father

Elves are the children of the oldest father. Some elves choose to revere this father and channel his glory to the lesser races. Those sad children will learn the glory of your father, even if they can never be as amazing as you will be.

Hit points: A Priest of the Old Father gains 1d8 hit points at each level.

Weapon training: Priest of the Old Father trained in the use of the dagger, javelin, lance, longbow, longsword, shortbow, short sword, staff, spear, and two-handed sword. Like all elves, priests of the old father often wear armor of mithril, even though it affects their spellcasting.

Alignment: A Priest of the old father tend to follow the father himself and therefore are often chaotic.

Magic: A priest of the old father cast spells as a cleric.

Lay on hands: A Priest of the old gather as a cleric with the following exception. All elves are treated as if they were the same alignment as the priest of the old father while all other races are healed as if they had the opposed alignment.

Supernatural patrons: Like wizards, elves can invoke supernatural patrons. A priest of the old father automatically receives the spells *patron bond* and *invoke patron* at 1st level in addition to his other spells. This MUST be used for the king of elfland.

Infravision: An elf can see in the dark up to 60’.

Immunities: Elves are immune to magical sleep and paralysis.

Vulnerabilities: Elves are extremely sensitive to the touch of iron. Direct contact over prolonged periods causes a burning sensation, and exposure at close distances makes them uncomfortable. An elf may not wear iron armor or bear the touch of iron weapons for extended periods. Prolonged contact with iron causes 1 hp of damage per day of direct contact.

Heightened Senses: Elves are astute and observant. All elf characters receive a +4 bonus to detect secret doors. Moreover, when simply passing within 10 feet of a secret door, elves are entitled to a check to detect it.

Luck: A priest of the old father adds their Luck modifier to their *invoke patron* and *patron bond* checks.

Languages: At 1st-level, a priest of the old father automatically knows Common, the elven racial language, and one other language. An elf knows one additional language for every point of Int modifier. Additional languages are randomly determined as specified in Appendix L.

Action dice: An elf’s action dice can be used for attacks or spell checks at any level.

Table POF-1: Priest of the Old Father

Level	Attack	Crit Die	Action	Known	Max Spell	Ref	Fort	Will
		Table	Dice	Spells	Level			
1	+1	1d8/III	1d20	3	1	+1	+0	+1
2	+1	1d8/III	1d20	4	1	+1	+0	+1
3	+2	1d10/III	1d20	5	2	+1	+1	+1
4	+2	1d10/III	1d20	6	2	+2	+1	+2
5	+3	1d12/III	1d20	7	3	+2	+1	+2
6	+3	1d12/III	1d20+1d14	8	3	+2	+2	+2
7	+4	1d14/III	1d20+1d16	9	4	+3	+2	+3
8	+4	1d14/III	1d20+1d20	10	4	+3	+2	+3
9	+5	1d16/III	1d20+1d20	12	5	+3	+3	+3
10	+5	1d16/III	1d20+1d20	14	5	+4	+3	+4

Titles by Level (for all Alignments)

1. Child of the Father — 2. Grove Guardian — 3. Forest Vicar — 4. Bosk Bishop — 5. Fey Father /Mother

Heavenly Hitman

Sometimes a church needs to fix a problem. Sometimes that problem takes the form of a person. In these cases the church sends someone specially trained in the ways of the faith to solve those problems employing spell and stiletto to silence these heretics.

Hit points: A heavenly hitman gains 1d6 hit points at each level.

Weapon training: A heavenly hitman is trained in these weapons: blackjack, blowgun, crossbow, dagger, dart, garrote, longsword, short sword, sling, and staff. Thieves can't use any armor besides leather armor.

Alignment: A heavenly hitman walks the line between the orders of a church and the chaos of murderers. Because of this, they tend to be neutral.

Magic: A heavenly hitman cast spells as a cleric.

Divine Wrath: A heavenly hitman chooses not to heal, but instead focuses on hurting. Instead of healing as a cleric, a heavenly hitman can choose to make a channel harm check when the heavenly hitman makes a backstab and succeeds. Instead of damage, the heavenly hitman makes a 1d20 + heavenly hitman level + personality modifier roll and consults the table below. You add your normal attack and backstab damage to the damage.

Channel Harm Check	Damage
1-11	Failure
12-13	1d6
14-19	2d6
20-21	3d6
22+	4d6

Thieving skills: A heavenly hitman learns certain skills that aid his divine pursuits. A heavenly hitman can pick locks, find and disable traps, sneak silently, hide in shadows, climb sheer surfaces, forge documents, pick pockets, and handle poison. These function as a thief's skills.

Luck: A heavenly hitman adds their Luck Mod to their backstab damage.

Action Die: A heavenly hitman uses his action dice for any normal activity, including attacks, skill checks, and spells.

Table HH-1: Heavenly Hitman

Level	Attack	Crit Die	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+0	1d8/II	1d20	1	1	+1	+1	+1
2	+1	1d10/II	1d20	1	1	+1	+1	+1
3	+2	1d12/II	1d20	2	2	+2	+2	+2
4	+3	1d14/II	1d20	2	2	+2	+2	+2
5	+3	1d16/II	1d20	3	2	+3	+3	+3
6	+4	1d20/II	1d20+1d14	3	3	+4	+4	+4
7	+5	1d24/II	1d20+1d16	4	3	+4	+4	+4
8	+5	1d24/II	1d20+1d20	4	4	+5	+5	+5
9	+6	1d30/II	1d20+1d20	5	4	+5	+5	+5
10	+7	1d30/II	1d20+1d20	5	5	+6	+6	+6

Titles by Level (for all Alignments)

1. Assaulting Alterboy — 2. Death Deacon — 3. Massacre Minister — 4. Murder Missionary — 5. Brutal Bishop

Skill / Level	1	2	3	4	5	6	7	8	9	10
Backstab	+0	+1	+2	+3	+4	+4	+5	+5	+6	+6
Sneak Silent	+3	+5	+7	+8	+9	+11	+12	+13	+14	+16
Hide in Shadows	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Climb Sheer	+0	+1	+2	+3	+4	+4	+5	+5	+6	+6
Pick Locks	+0	+1	+2	+3	+4	+4	+5	+5	+6	+6
Find Traps	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
Disable Traps	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
Forge Documents	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4
Disguise Self	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Read Languages	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4
Handle Poison	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4

Arcane Warrior

You have mastered the blade as well as the spell. It is a hard road that not many can master as it is both mentally and physically demanding. Many have been called, but you however have risen to the challenge. You are a wanted commodity for any side of a conflict, but your uniqueness also makes you a target foremost.

Hit points: An arcane warrior gains 1d8 hit points at each level.

Weapon and Armor Training: An arcane warrior can use all weapons he wants, however, an arcane warrior needs one hand free to cast any spell. Arcane warriors can wear any armor they can afford. No worn armor interferes with spell casting of any kind.

Alignment: Arcane warriors have no natural drive toward law or chaos. You may choose to study black magic as a chaotic wizard or follow control over the elements as a lawful wizard might.

Attack Modifier: Just like a warrior (DCC RPG p 42), you roll an extra die when you make an attack called a magic die. This die is added to the attack and to damage from his weapons or damage from any spell.

Caster Level: An arcane warriors caster level is equal to his current level.

Magic or Might: You are a unique breed of fighter and wizard. You know spells like a wizard (DCC RPG p48) but also know the ways of the warrior's mighty deeds of arms (DCC RPG p43). Spells are learned just as a wizard with the first three spells being selected at random at first level. An arcane warrior may learn any spell that a wizard is able to. Before you make an attack roll, you may select to cast a spell or to do a mighty deed. If you select to make a spell, your attack must hit, the result on the magic die must be a 2 + the level of the spell you wish to cast, and then you cast a spell just like a wizard. However, instead of adding the arcane warrior's intelligence and level to the action die, an arcane warrior rolls his magic die and the action die and adds the result to his intelligence score to determine the effect of a spell. The second roll for the spell determines if the spell is lost or not. An arcane warrior may elect to just use the magic die result from the initial attack roll or reroll with the second spell roll. Casting a spell in this way is part of the same action die use. Mighty deeds are resolved as normal per a Mighty Deed of Arms using the result of the magic die in place of the Deed Die (DCC RPG p43).

Luck: An arcane warrior adds his or her luck modifier to all magic die rolls.

Action Die: A arcane warrior uses his action die for spells, attacks, or Magic or Might attacks. At level 6, an arcane warrior gains a second action die for use in the same combat round's action.

Table AW-1: Arcane Warrior

Level	Attack (Magic Die)	Crit Die /Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+d3	1d10/III	1d20	3	1	+1	+1	+1
2	+d4	1d12/III	1d20	3	1	+1	+1	+1
3	+d5	1d14/III	1d20	4	1	+1	+2	+2
4	+d6	1d16/III	1d20	4	2	+2	+2	+2
5	+d7	1d20/III	1d20	5	2	+2	+2	+2
6	+d8	1d24/III	1d20+1d14	5	3	+2	+3	+3
7	+d10	1d30/III	1d20+1d16	6	3	+3	+3	+3
8	+d10+1	1d30/III	1d20+1d20	6	4	+3	+4	+4
9	+d10+2	2d20/III	2d20+1d14	7	4	+4	+4	+4
10	+d10+3	2d20/III	2d20+1d14	7	5	+4	+5	+5

Titles by Level (for all Alignments)

1. Spell Squire — 2. Mage Errant — 3. Mage Knight — 4. Warlock — 5. Eldritch Warrior

Mystic Arcanist

Hit Points: A mystic arcanist gains 1d6 hit points per level.

Armor and Weapon training: A mystic arcanist is proficient with all armors and weapons a cleric is proficient with.

Alignment: Mystic arcanists are called from all alignments as the gods grant power to all who serve them as they serve them. Depending how they see themselves, they may choose to name themselves based on the names for wizards or clerics of their same level.

Cleric and Wizard Powers: A mystic arcanist gains all the powers of a cleric, but does not gain the turn ability using personality for all cleric spell and lay on hands checks. A mystic arcanis gains the magic abilities of a wizard using intelligence to cast all the wizard spells. A mystic arcanis may never have a patron that is not a greater devil, greater fiend, or a god as those are the creatures that grant the mystic arcanist his spell casting ability.

Disapproval and Corruption: When a mystic arcanist gains disapproval or corruption from a cleric or wizard spell, the mystic arcanist also gains the other effect. If a wizard spell causes corruption, he also gains disapproval. When a mystic arcanist gains disapproval, the mystic arcanist chooses an equal leveled known wizards spell and gains the corruption effect of that spell. If unable to choose a spell of the same level, the next highest level spell is chosen instead.

Luck: A mystic arcanist’s luck score is added to all spell casting checks for both divine and arcane magic.

Action Die: A mystic arcanist uses his action dice for any normal activity, including attacks, skill checks, and spells.

Table MA-1: Mystic Arcanist

Level	Attack	Crit Die /Table	Action Dice	Ref	Fort	Will
1	+0	1d7/II	1d20	+0	+0	+1
2	+1	1d7/II	1d20	+1	+1	+1
3	+1	1d8/II	1d20	+1	+1	+2
4	+2	1d10/II	1d20	+2	+2	+2
5	+2	1d10/II	1d20	+2	+2	+3
6	+3	1d12/II	1d20+1d14	+2	+2	+4
7	+3	1d12/II	1d20+1d16	+3	+2	+4
8	+4	1d14/II	1d20+1d16	+3	+3	+5
9	+4	1d14/II	1d20+1d20	+3	+3	+5
10	+5	1d16/II	1d20+1d20	+4	+4	+6

Table MA-2: Mystic Arcanist

Level	Wizard Spells Known	Max Wizard Spell Level	Cleric Spells Known	Cleric Spells Known	Cleric Spells Known	Cleric Spells Known	Cleric Spells Known
		Known	Level 1	Level 2	Level 3	Level 4	Level 5
1	2	1	2	-	-	-	-
2	2	1	3	-	-	-	-
3	3	2	3	2	-	-	-
4	3	2	3	2	-	-	-
5	4	3	3	3	1	-	-
6	4	3	3	3	1	-	-
7	5	4	4	3	2	1	-
8	6	4	4	3	2	1	-
9	7	5	4	3	3	2	1
10	8	5	4	4	3	2	1

Rune Sage

Dwarves long ago discovered magic, but chose to not channel the magic through themselves but into the very rock that bore them. The Rune Sages are the children of these first conjurers. Rune sages spend time tracing magic into an item allowing others to use that magic for a price.

Hit points: A rune sage gains 1d8 hit points at each level.

Weapon training: Rune sages are and will always be dwarves using a weapon and shield as their forefathers did before them. Like a dwarf, a rune sage is trained in the use of these melee weapons: battleaxe, club, dagger, handaxe, longsword, mace, short sword, spear, two handed sword, and warhammer as well as being trained in missile fire weapons: crossbow, javelin, shortbow, and sling. Rune sages are a wall for their people wearing the strongest and heaviest armor they can afford.

Alignment: Rune sages are the children of dwarves and magic rock. They follow the law of stone and never deviate from that order in the world. Most rune sages tend to be lawful.

Magic: A rune sage cast spells as a wizard with a key difference. At 1st level a rune sage determines 2 spells that he knows. To cast a spell the spell thief makes a 1d20 + Intelligence modifier + magic die. A rune sage may spell burn as a wizard to increase this number, but this is done at the time of casting. The spell is then carved into an object taking 1 minute per spell level using the effects based on the rune sages roll upon time of casting. The magic persists in the object for a number of days equal to the spell level. A rune sage may only have as many runes carved at a time as his rune cast number. If another spell is cast, then the oldest rune immediately triggers upon completion of the new spell.

Rune: The spells carved by a rune sage can be passed to anyone. On their turn, a character can use the run as their action but that character must spellburn one point minimum to cast the spell if that character is not the rune sage who made the rune by cutting themselves and using blood to fuel the spell. If another character is

using the rune, that character can spell burn additional points to increase the previously determined result.

Sword and Stone. A rune sage may trigger one spell they had previously cast as part of their action if their attack if their attack die is a 3 or better. They may only trigger one spell per turn in this way.

Infravision: A rune sage can see in the dark up to 60’.

Slow: A rune sage has a base movement speed of 20’, as opposed to 30’ for humans

Language: A rune sage automatically knows dwarven at first level

Luck: A rune sage Luck modifier applies to their AC.

Action Die: A rune sage always uses action die to attack. Additional action dice allow for additional attacks.

Table RS-1: Rune Sage

Level	Crit Die		Action Dice	Known Spells	Runes Cast	Max Spell	Ref	Fort	Will
	Attack/Table					Level			
1	+d2	1d8/I	1d20	2	2	1	+0	+1	+1
2	+d3	1d10/I	1d20	3	2	1	+0	+1	+1
3	+d4	1d12/I	1d20	3	3	1	+1	+2	+2
4	+d5	1d14/I	1d20	4	3	2	+1	+2	+2
5	+d6	1d16/I	1d20	4	3	2	+2	+2	+2
6	+d7	1d20/I	1d20+1d14	4	4	3	+2	+3	+3
7	+d8	1d24/I	1d20+1d16	5	4	3	+2	+3	+3
8	+d10	1d24/I	1d20+1d20	5	5	4	+2	+4	+4
9	+d10+1	1d24/I	2d20+1d14	6	6	4	+3	+4	+4
10	+d10+2	1d30/I	2d20+1d14	7	6	5	+3	+5	+5

Titles by Level (all Alignments)

1. Runic Carver — 2. Earth Enchanter — 3. Slag Sorcerer — 4. Ore Occultist — 5. Magma Magus

Spell Thief

Why work hard when you can get the magic milk for free? You've spent years learning to be the smartest one in the room and along the way you learned a few tricks. Now you've found a way to make a big score. Just a few more rubbes to swindle along the way and you will be set!

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

Weapon training: A spell thief is trained in these weapons: blackjack, blowgun, crossbow, dagger, dart, garrote, longsword, short sword, sling, and staff. Spell thieves can't use any armor besides leather armor.

Alignment: Spell thieves walk a hard line between the order needed to cast magic the disorder of a lawless life. Most spell thieves tend to be neutral.

Thieving skills: A spell 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 a bonus against magic trips and spell thief checks. These function as a thief's skills.

Magic: A spell thief casts spells as a wizard. At 1st level a spell thief determines 2 spells that he knows. To cast a spell the spell thief makes a $1d20 + \text{Intelligence modifier} + \text{magic die}$.

Spell Thief: A spell thief gains the ability to negate and learn a spell cast against him. If the subject of a spell, the spell thief can choose to make a $1d20 + \text{Intelligence modifier} + \text{spell thief check} + \text{magic die}$. If the spell thief succeeds, the spell thief learns the spell in addition to its normal spell amount. If the spell thief fails, he is subject to the spell as normal.

Luck: A spell thief's Luck modifier applies to rolls for checks to steal spells.

Action Die: A spell thief uses his action dice for any normal activity, including attacks, skill checks, and spells.

Table ST-1: Spell Thief

Level	Attack (Magic Die)	Crit Die /Table	Action Dice	Known Spells	Max Spell			
					Level	Ref	Fort	Will
1	+d3	1d10/III	1d20	3	1	+1	+1	+1
2	+d4	1d12/III	1d20	3	1	+1	+1	+1
3	+d5	1d14/III	1d20	4	1	+1	+2	+2
4	+d6	1d16/IV	1d20	4	2	+2	+2	+2
5	+d7	1d20/IV	1d20	5	2	+2	+2	+2
6	+d8	1d24/V	1d20+1d14	5	3	+2	+3	+3
7	+d10	1d30/V	1d20+1d16	6	3	+3	+3	+3
8	+d10+1	1d30/V	1d20+1d20	6	4	+3	+4	+4
9	+d10+2	2d20/V	2d20+1d14	7	4	+4	+4	+4
10	+d10+3	2d20/V	2d20+1d14	7	5	+4	+5	+5

Titles by Level (all Alignments)

1. Spell Swindler — 2. Mugger Mage — 3. Sorcery Sneak — 4. Hex Hijacker —
5. Eldritch Embezzler

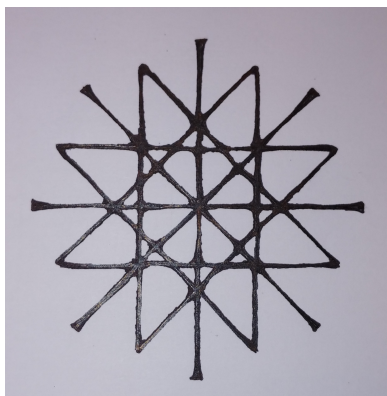
Skill / Level	1	2	3	4	5	6	7	8	9	10
Backstab	+0	+1	+2	+3	+4	+4	+5	+5	+6	+6
Sneak Silent	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
Hide in Shadows	+2	+2	+4	+4	+5	+5	+6	+6	+7	+8
Climb Sheer Surfaces	+0	+1	+2	+3	+4	+4	+5	+5	+6	+6
Pick Locks	+0	+1	+2	+3	+4	+4	+5	+5	+6	+6
Find Traps	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
Disable Traps	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
Forge Documents	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4
Disguise Self	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4
Read Languages	+2	+3	+4	+4	+5	+5	+6	+6	+7	+8
Handle Poison	+0	+0	+1	+1	+2	+2	+3	+3	+4	+4
<i>Bonus on Spell Thief</i>										
<i>Check & Against</i>	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
<i>Magic Traps</i>										

RUNELORDS

in DCC

By A.R.R. Purcell

Art by Chris Jeffers



This is an adaptation of the magic system found in the Runelords series of books, by David Farland, for use in Dungeon Crawl Classics RPG.

What is a Runelord?

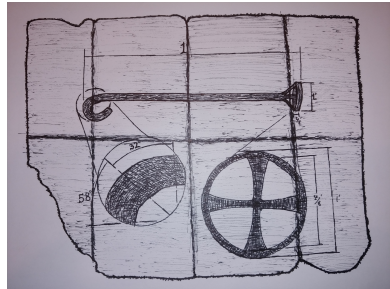
A Runelord is a mighty lord who bears the endowments of their dedicates. An endowment enhances one of the Runelord's ability scores. They are given by willing subjects known as

dedicates. Runelords bear dozens, hundreds, or even thousands of endowments which make them many times more powerful than the common man and may even rival the gods.

Dedicates

A dedicate is a living creature who willingly grants the Runelord a single ability in the form of an endowment. A dedicate may give only a single endowment in their life. Upon giving the endowment, the dedicate's endowed ability score is reduced to 1. This makes the dedicate extremely weak and vulnerable. The endowment lasts until either the dedicate or the Runelord dies. If the Runelord dies, then the dedicate's endowed ability score returns to normal. If the dedicate dies, the Runelord loses all ability points endowed by that dedicate. So, it is paramount that the Runelord provides protection to their dedicates.

Note: While a dedicate must willingly give the endowment, they may be bribed, coerced, or otherwise convinced to become a dedicate.



Endowments

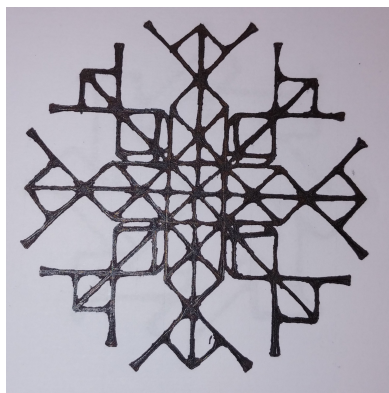
Endowments are ability score points given by a dedicate from a single ability score to a Runelord. If the dedicate dies, the Runelord loses the endowed ability score points. If the Runelord dies, the dedicate's ability score returns to its pre-endowed state. There is no known method of breaking an endowment other than death.

Obtaining Endowments

The ritual to gain an endowment from a dedicate requires four things: the dedicate, the Runelord, the forcible (a magical branding iron which draws the endowment from the dedicate and bestows it upon the Runelord), and someone who knows the secret spells to complete the ritual.

Ritual Steps

- Place the forcible on the willing dedicate to draw out the endowment. This is the most risky and dangerous part of the process. This process is extremely painful for the dedicate. The dedicate must make a Fort save or die from shock. If the dedicate dies, the ritual fails and the forcible is wasted. The save DC is based on the quality of the forcible. Halflings may use their luck to aid the dedicate as normal.
- Roll for the amount of ability points the endowment will grant, based on the quality of the forcible. The transfer of ability is not perfect and some of the endowed ability score is lost in the process. The dedicate cannot endow more ability than they possess. **Luck may not be spent on this roll.**
- Brand the Runelord with the forcible. At this point the Runelord gains the endowment and adds the ability points to their own. The new endowment fills the Runelord with euphoria, but leaves a scar in the shape of the forcible's branding rune. The magic of the forcible is spent no matter the outcome of the ritual.



Forcibles

A forcible is a single-use magical branding iron made from the rare and valuable blood metal. When created, each forcible is tied to a specific ability score: Strength, Agility, Stamina, Personality, Intelligence, or Metabolism (defined below). The quality of the forcible determines both the DC of the Fort save and increases the ability point bonus of the endowment.

Forcibles

Quality	Endowment Bonus	Fort Save DC	Price (in gp)
Crude	+1	20	100
Average*	d4	15	1,000
High	d6	10	10,000
Perfect	d8	5	100,000

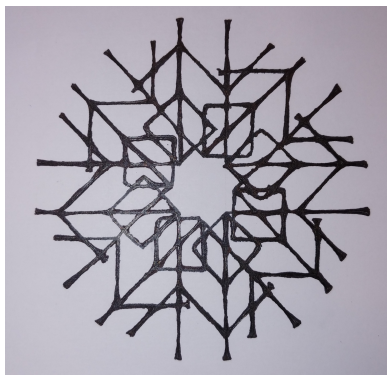
** needed for Metabolism*

Abilities

There are 6 abilities that can be enhanced by an endowment. Strength, Agility, Stamina, Personality, Intelligence, and Metabolism. Luck is portioned out by the gods and may not be transferred in this way.

Endowments of Strength, Agility, Stamina, Personality, or Intelligence add to their respective ability scores. If the ability should rise beyond 18, the ability modifier increases by 1 for every 2 points above 18. (18 and 19 are +3, 20 and 21 are +4, 22 and 23 are +5, etc).

Endowments of Metabolism work differently. Metabolism represents the speed at which a character's body operates. Each endowment of Metabolism grants the Runelord a single action die. The first die granted in this way is one step down the die chain from their normal action die. The next is one step below that. And so on. These dice can be used to attack, cast spells, or converted to movement actions.



- Each endowment of Metabolism multiplies the rate at which the character ages. Assume all characters start with a Metabolism of 1. If they should receive an endowment of Metabolism, they now have a Metabolism of 2 and thus age 2 years for every 1 that passes.
- Dedicates who give endowments of Metabolism fall into a magical sleep and do not age until the death of the Runelord.

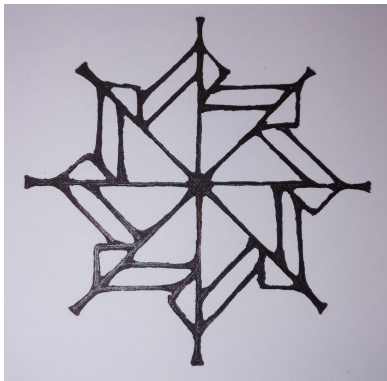
Additional Rules:

Vectors

A vector is a dedicate who possesses endowments of their own. They may grant a single endowment like other dedicates, but when they do so, they pass all current and future endowments of that ability score to their Runelord. They then drop to 1 in that ability score (or fall into a magical sleep in the case of Metabolism) as normal. If they should die, the Runelord loses all endowments gained from the vector.

Serpent's Ring

If a group of Runelords pass endowments of Metabolism in a line using the typical endowment ritual, and the last Runelord endows the first, this creates a configuration called a Serpent's Ring. All Runelords who are part of the Serpent's Ring are essentially vectors to one another. They retain their own Metabolism and wake from the magical sleep induced by the ritual.



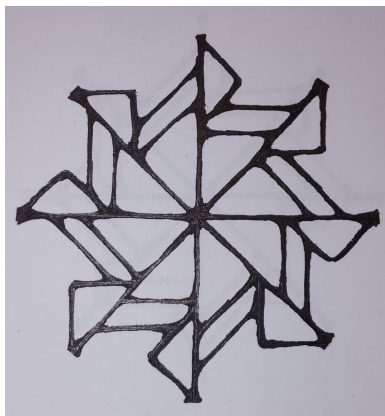
A Runelord who is part of the Serpent's Ring may give up any number of their action dice on their turn to be used by any other in the Serpent's Ring before the start of their next turn. These dice follow the normal progression of dice gained from Metabolism.

Should any of the participating Runelords die, the ring is broken and the Runelord who received

the endowment from the deceased Runelord becomes the "head" of the serpent. The head now has all the endowments of Metabolism from the other Runelords in the Serpent's Ring, while the others fall into magical sleep. If the head dies, the next in line becomes the new head with the sum Metabolism of the remaining members of the ring.

Monstrous Dedicates

The rules above apply to typical humanoids, but other creatures may bestow endowments of other types, subject to Judge's approval. For instance a dog could grant an endowment of scent, though it must still consent to the procedure. Fortunately, dogs are eager to please their masters and would happily become a dedicate, even if it does not fully comprehend the ramifications of such an act. Other creatures may not be so willing.



PATRON BOND VISION QUEST RULES

By The Neon Space Wizard

Art by Boson Au

One of your characters has decided they would like a patron to help guide and influence their phlogistonics powers. Great. Instead of having them roll a d20, burn all their luck and obtain a quick result, have them “quest for it.” These rules eschew the d20 roll and instead allow you to send the character on a vision quest in an attempt to bond with a patron. This can be done outside of the game, before a session, or while everyone is at the table. It will probably take the judge and the player around 5-10 minutes to complete.

The first change is that the *patron bond* spell no longer specifically creates the bond between character and patron. Instead, when cast the spell will cause the PC to encounter a spiritual item or location within 1-24 hours (judge’s discretion or roll 1d24). This item or location will be unique and the judge should tailor it to the specific patron that the character intends to bond with. For Sezrekan it could be a black candle that burns with an otherworldly green flame, while The King of Elfland might have the character stumble upon a fey hot spring. Regardless of what the item or location is, the character should be made aware that it has been sent by the patron they wish to curry favor with.

Upon using the item or entering the location, the character will begin to feel hallucinogenic-like effects wash over them. Their surroundings will fade to nothing and they will awaken in a hazy, dreamlike reality. This is the beginning of the character’s trials. Witnesses see the character fall under the effects and see them vanish from their plane of existence.



Vision quest rules: The trial is a set of 4-5 tests from which the character earns a numerical score. Each test will have multiple choices and it is up to the judge to award points based on the character's actions. Each trial has a maximum of 5 points to be earned. If the character decides on an action that goes against the patron's canonical wishes or desires, the judge may subtract up to -5 points from the character's trial score. The final trial is scored like the rest, however, it is also the only means by which the character can awaken back on their plane of existence. For certain patrons it is encouraged to make this final trial potentially fatal. Any damage experienced in the hallucinogenic fever dream is reflected back in the character's reality. Once all trials are completed, tally up the character's final score. Use this score as the spell check result for the character's *patron bond* spell (DCC RPG p. 149-151.)

The trials of sezrekan the mad: For this example we will use the aforementioned black wax candle as the item the character will encounter to bond with Sezrekan. Upon lighting the candle, the character will slowly become transfixed by the flickering emerald flame. They unknowingly draw closer until their face is above the bewitching candle. Inhaling the iridescent chartreuse fog and byzantium vapors the character flickers out of existence. During the trial, the judge is encouraged to play up the haziness and confusing dream logic that the character will encounter.

Upon awakening, the character finds themselves in a cold dungeon with walls made of stone, acrid moisture clinging to all surfaces. As their senses fully return the character notices a raggedly dressed, cadaverous man chained to the wall. His kind eyes beg for mercy and freedom. He pleads for the character to break his bonds and release him back to his family. Behind there is a table with an axe, a vial, a torch, and the character's spell book open to a deadly spell. A hollow voice enters the character's mind, "Kill for me."

Release the prisoner: -5	Burn him with the torch: +2
Do nothing: 0	Kill him with the axe: +3
Poison him with the vial: +1	Murder him with magic: +5

Once a choice is made the character may walk out of the dungeon via a newly materialized door. It leads down a long foggy hallway. Muffled voices can be heard in the hallway and gain volume as the character nears the end. The hallway terminates in the center of a crowded masquerade ball.

Eyes adjusting to the light, mirth, and merriment, the character sees that all attendants are wearing devil, jester, or skull masks; bottles of antediluvian wine convey shameless opulence and are left unattended near the back of the room. The character becomes transfixed on a beautiful red-haired woman wearing a cream colored corset with a big frilly lace skirt. She doesn't notice the character as she absentmindedly caresses an amulet around her neck sparkling with chaotic magic energy. The character also notes a loud fat man with an even fatter coin purse dangling off his waist-belt. He is cackling like an idiot at another attendee's joke. The character is finally startled by a child giggling as it licks a scrumptious looking confectionary delight and smiles directly at the character. Unnerved, the character once again hears the voice: "Steal for me."

Cavort about and enjoy yourself: -5	Steal the coins: +2
Do nothing: + 0	Steal the candy: +4
Steal the wine: +1	Steal the amulet: +5

Upon making a decision, the character is again whisked off to another location: a brightly lit corridor of alabaster flagstones. Walking along this narrow passage, the character's footsteps reverberate with an echoing loneliness. Even after a mile there is no sign of an entrance or end, the hallway seemingly stretches away in both directions infinitely. The character eventually comes across alcoves that are spaced about 10 feet apart. Each alcove has an onyx pedestal with a silk sheet laying across the top. Atop the silk lays an item. The first pedestal has a twisted ceremonial dagger with warm, fresh blood on it. The second a bubbling gold potion smelling of tart citrus, cold metal, and spoiled umber. The third item is a thick tome bound in unnaturally bright crimson leather. A cycloptic eye protrudes from the cover. Upon reading it, it recounts the tale of your adventuring party up until this point. The final item is a vestment of a lawful clergyman. The slithering voice once again comes to the character and commands them: "Seize for me."

Seize the Robe: - 5	Seize the potion: +3
Do Nothing / Keep Walking: +0	Seize the dagger: +5
Seize the book: +2	

Once again the illusion of this place vanishes. The character loses all sense of direction, only knowing they are moving. The character then finds themselves outside bathing in brilliant moonlight. A gust of wind blows dead leaves around them. They crunch and break as they

dance through the air and flutter across the ground. The leaves then appear to float off a nearby cliff. To the left is a dirt pathway that winds downward. Approaching the edge the character notices horrible jagged rocks and outcroppings jutting from the cliffside. The voice returns one final time more forceful than ever: “Die for me.”

If the character walks down the path: +0

If the character jumps off the cliff: +5

It is encouraged to include a very small chance for the character to die from this phantasmal plunge. For example if the character attempting the trial has 9 hit-points, have them roll 1d4 and 1d5 for falling damage. Whatever damage the fall gives them can be added to their final score for the trial. For example if they incurred 6 points of damage, they would earn +11(+5 from choosing to jump and +6 from the 6 points of damage) from this trial to add to their final score. If the trials are attempted at a level higher than 1 cap the amount of extra points the character can earn from these types of trial bonuses.

After the trial is finished the character will wake up having incurred the damage from the fall if they jumped. If still alive, tally up all of the points that they earned from each trial and use the total as the spell check result on the *patron bond* results table. Never reveal to them if they are making correct choices or what they scored for each trial. Keep the whole vision quest mysterious.

Example Score for this Trial:

PC kills with the Spell: +5

PC Steals the Amulet: + 5

PC Chooses the Book: +2

PC Jumps of the Cliff: +5

Damage from fall: +6

Total Patron Bond Result: 23

Special notes: Feel free to give your PC background information about the patron. In this example, let them know that Sezrekan is a power hungry wizard who only seeks knowledge and wants followers that are religiously devoted to his wishes and desires. Background information should indicate what the preferred choices for each trial might be. Get creative with your patron bonds. Patrons should have a fairly major role and impact on the game and creating that bond should feel like an adventure.

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