

The Gongfarmer's Almanac



The 2019 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



YOU BE THE JUDGE #2 (Rules & Tables)

VOLUME 13 OF FOURTEEN BOOKLETS

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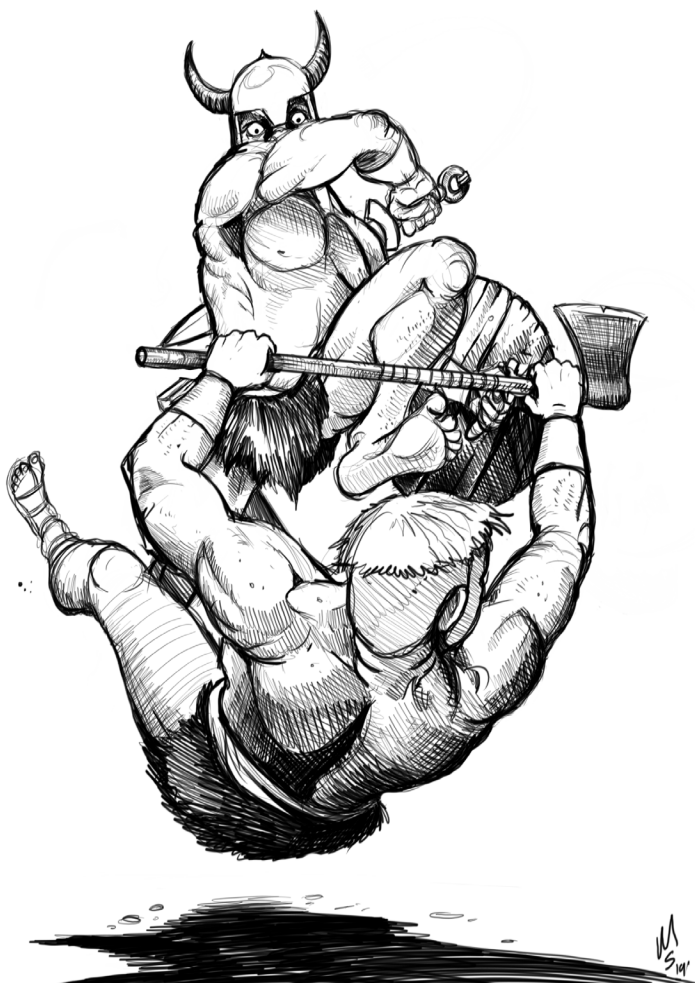
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Are you Entertained!

A Table for Gladiatorial Combat in DCC RPG

Written by Jose Luiz “Tzi”

& Illustrated by Matt Sutton

If the PCs are placed in an arena to fight for the glory of some overlord (or just for their miserable lives) it's important for them to understand that the secret to winning is to first win the crowd.

During a gladiatorial combat, the crowd's support and derision can crush even a veteran dwarf's will. It is as if the gods lend their favor to the crowd. This is reflected by a series of special triggers that allow a PC to roll on the table below.

Here are the most common triggers (and the Judge is encouraged to create specific ones for his campaign):

- ★ A critical hit.
- ★ The first time a foe falls or is killed.
- ★ The first Mighty Deed of Arms (subsequent Deeds must not only be successful and roll higher than previous ones or the crowd won't be impressed).
- ★ Any particular impressive stunt (Judge's discretion).
- ★ The first Personality check to intimidate/taunt/humiliate a foe (subsequent Personality checks must be successful and roll higher than previous result to impress the crowd),
- ★ *"We who are about to die salute..."* A Personality check to address the crowd or local overlord (works only once with a DC of 15-20 and if successful the PC can roll on the table or let another ally roll).

Once a trigger is accepted by the Judge, the PC can roll on the table below, and add their Luck modifier. Warriors roll a d12 instead of a d10. Any PC that fumbled in the arena suffers a -1 penalty on the table.

Roll 1d10 The Force of the Crowd	
1	<i>Rotten fruit flies!</i> The crowd hates you. Roll 1d4. (1) A rock too! You suffer -1 die penalty for 1 round; (2) You slip and fall prone; (3) A tomato in the face! You're blind for 1 round; (4) You're shaken by their vitriol and suffer a -2 penalty until you win the crowd back by rolling on this table again with a higher result.
2	<i>Just another sunday at the arena.</i> The crowd is bored. Your next roll on this table suffers a -2 penalty.
3	<i>"Do that again!"</i> The crowd is starting to like you. Your next roll on this table gains a +2 penalty.
4	<i>"More bloooooood!"</i> The crowd is pleased! You gain a +1 die bonus until the end of the next round.
5	<i>"YEAAAAAHHHHH!"</i> There is no such thing as too much blood. If you hit an enemy before the end of the next round, your attack deals maximum damage (no need to roll dice).
6	<i>We're the champions!</i> The crowd is with you. All enemies suffer a -1 die penalty and your party gain a +1 die bonus until the end of the next round.
7	<i>Deafening hoar!</i> The arena is alive. Your party is the new darling of the arena and gains 10 communal Luck points. However, if any of you fumble before spending all those points the crowd is immediately angered - lose the communal Luck and each of player loses 1d3 Luck Points.
8	<i>"DID YOU SEE THAT?!"</i> The glory of battle and the support of the crowd turns you in demigods. Each member of your party gains a 1d6 Deed Die, as if you were Warriors (Warriors add +3 to their current Deed Die). However, your pride also soars and a Deed Dice result of 1 is also a fumble. This lasts until the end of the next round.
9	<i>"KILL THEM ALL!"</i> If you hit an enemy before the end of the next round, your strike is critical. If you fumble, the Judge rolls twice and pick both results. The gods are cruel.
10	As above, but chose another PC. He or she also can roll on this table (treating any result of 10+ as if it was a 9)



Illustration By Danny Prescott

BLOOD MAGIC & PRAYER BURN

Written by Daniel Vance

Prayer burn and blood magic are two ways that spell casters can enhance their spell casting abilities. Both techniques allow spell casters to add points to their spell check rolls. And both come with a price to be paid. Blood magic is typically used by wizards and elves while only clerics may perform prayer burning.

BLOOD MAGIC

Blood magic enchantments use freshly spilt blood to boost the power of a spell. and are very much like spellburning or spending luck. With this enchantment, it is possible to make a failed spell a success or a success a fantastic triumph, but there is always a cost for this forbidden magic.

When a wizard wants to use blood magic, they must draw blood to inscribe the runes of enchantment (This uses an action unless the caster is using their own blood). Typically, this blood comes from the caster, however that is not always the case. This process allows the spell caster to boost the spell roll by 1 point for each hit point they sacrifice. However, unlike with spell burning and spending luck, there is an additional cost to be paid. Blood magic almost always has some unexpected side effect, and some of these side effects can be more gruesome than the consequences of a failed spell at a critical time. This is why blood magic tends to be the last resort of desperate wizards. Only the insane would use these enchantments lightly. Blood magic is typically illegal, and even its mention is frowned upon by right-thinking wizards.

When drawing blood, the wizard will spill an amount of blood appropriate to the weapon they are using to perform the bloodletting. The wizard performing the blood magic ritual may choose to draw additional blood up to the maximum damage of the bloodletting instrument

For example, if Corwin the Cowardly uses a dagger to do the deed, 1d4 would be subtracted from Corwin's hit points. Corwin could also choose to draw up to 4 additional hit points in blood from the wound. The total amount drawn - the original roll plus the additional hit points in blood would then be used to enhance the spell roll. Because the wizard must decide how much additional blood will be drawn (before the damage is rolled), it is possible that this process could kill the spell caster.

When a caster performs self-bloodletting no "to hit roll" is needed and no criticals or fumbles are ever generated. The wizard's strength bonus is only used if the wizard so desires (although it must be used if it is a strength penalty). Blood magic can also be performed by using the blood of other participants. The points garnered from this sacrifice will only be half of those usually generated.

If the caster uses the blood of an unwilling victim is used, both of the dice used to determine unwanted effects of the magic would up the dice chain one die. In either case - using the Caster's own blood or the blood of another- the wizard must use the obtained blood within d3 rounds. Otherwise, the power of the blood is lost.

Additionally, participants in blood magic must undergo certain rituals to make the enchantment a success. For instance, such a ritual might involve first slowly drawing blood of the willing or unwilling participant under the light of a new moon with 666 leeches, burning them then smearing the remains on the participant before finally drawing the full blood required by the ritual. These rituals take hours of preparation and unwilling victims would need to be restrained for this process to work.

Blood magic almost always has a cost. The enchantments are unpredictable and their use may cause the entire magic field to go septic. Once the initial spell is resolved, roll on the chart below to determine the side of effect of the magics involved. The spell caster would roll the damage die of weapon used in the blood magic plus a d14 for 1st level spells, d16 for 2nd level spells, d20 for 3rd, d24 for 4th and a d30 for a 5th level spell. This roll is also modified by the spellcasters luck (a luck bonus lowers the roll).

Lastly to simulate the volatile and unpredictable nature of blood magic, the dice used for the spell level “explode” if a maximum result is rolled – if the dice roll a maximum result (such a 14 in the case of a d14), the dice are rerolled, and the totals are added together. This process continues until the dice do not roll a maximum result.

Note: The weapon die does not “explode” if a maximum roll is achieved. Once all the dice are rolled, combine all the results and consult the table below.



Illustration By Clayton Williams

THE CONSEQUENCES OF USING BLOOD MAGIC

Dice Roll	Result
< 10	Nothing Bad Happens
11	Roaring Blood: the caster becomes disoriented by the sound of roaring blood in their ears. The caster has a -2 penalty to any check involving perception. This sound fades in 1d6 hours.
12	Lethargy: The caster is hit with a wave of fatigue. They are unable to rouse themselves to perform any action unless a Will save (DC 9) is made. Even then all actions are performed at -2 due to exhaustion. This condition lasts until the caster has one solid day of uninterrupted rest.
13	Blood Lust: The caster must make a luck check or become infected with rage and a desire to kill. If the luck check is passed those around the wizard are affected instead. Everyone within 20' of the wizard must make a luck check or be overwhelmed with the desire to kill. Those in the throes of blood lust will attack the nearest creature unless an enemy is within 10'. This blood lust lasts for 1d6 rounds and grants enraged creatures a +2 bonus to hit.
14	The Smell of Blood: The smell of blood follows the spell caster wherever they go. This unpleasant smell ranges from freshly spilt blood to rancid rotting ichor without rhyme or reason. The smell causes most animals to take an instant dislike to the wizard and may attract predators in the wild. The stench is permanent.

15	Vampirism: The caster is infected with the desire to feed on blood. When blood is spilt the adventurer must make a Will save (DC 9) or become frenzied with the need to drink blood. This urge to drink is unstoppable and the caster will attack any that attempt to bar their way. This urge may also rear its head if an adventurer goes without food for more than a day. Each time that vampirism is rolled on this chart, the adventurer's DC for the Will save increases by +3. This condition is permanent.
16	Faint: the caster is overwhelmed with a feeling of light-headedness. They must make a Fort save (DC 15) or fall unconscious for 1d6 minutes. If the save is made, the caster has a -1 penalty to all actions for a like amount of time.
17	Weak blooded: the caster loses 1d6 strength points and cannot utilize blood magic until they are regained through normal healing.
18	Scab: disgusting scabs form all over the caster's body. This has the effect of raising the wizard's AC by +2 but gives a penalty to -3 to all checks involving social interactions as the caster appears diseased. This condition is permanent.
19	Blood oozes from pores: The caster's body becomes slick with blood as it slowly seeps from their skin. This condition reduces their hit points by 1 point (permanently) and leaves them continually coated in blood.
20	Blood Taint: The casters body mutates (spell corruption) - roll d6 to discover the level of spell corruption (1-3 minor corruption, 4-5 major corruption, 6 greater corruption). Then determine the corruption as normal.

21	Bleeder: The wizard must make a Fort save (DC 12) or become a hemophiliac for the duration of the battle. Injuries taken by the wizard will not close on their own and will continue to bleed (1 hit point per round). The only way to counteract this bleeding is by binding the wounds or magical healing.
22	Cry blood: everyone in a 5' radius (including the caster) spills tears of blood. This flood of tears causes 1d6 hit points of damage unless a Fort save (DC 12 is made).
23	A swarm of blood-sucking creatures is summoned (Roll 1d4):1. Leeches, 2. Mosquitos, 3. Ticks, 4. Vampire Bats. The swarm attacks everyone present (starting with the character with the lowest luck score) and uses the following statistics - Init +0; Atk many tiny bites +3 melee (1d6); AC 12; HD 3d8, HP 14; MV 40'; Act 3d20; SP Half damage from piercing weapons; SV Fort +0, Ref +, Will +0; AL C.
24	The blood drains out of everyone in a 20' radius. Targets must make a Fort save (DC 9) or take 3d6 stamina damage.
25	Coma: The spellcaster has overspent their power and falls into a coma. The only way to be awakened from the coma is by magical aid or by making a luck check. This luck check is made at the end of each month.
26	Heart attack! The caster must make a luck check or suffer a heart attack. The target must make a Fort save (DC 12) or take 1d6 stamina damage. This damage occurs every round until the target is dead or they make the Fort save.

27	<p>Wall of Blood: A wall of ichor forms between the spellcaster and his enemies. This undulating wall of blood is always 10' tall with a width of 10' per spell level of the wizard. The wall has no effect except for obscuring vision and grossing everyone out.</p>
28	<p>Acidic Blood: Everyone in a 10' radius including the caster must make a luck check or their blood turns to acid this causes 6d6 hit points of damage and if the victim survives, they take a -2 penalty to all actions until they rest for one day.</p>
29	<p>Blood Mist: All of the blood spilt in the encounter rises up as an acrid mist. This mist which stains everything red also obscures vision in a 30' radius. Additionally, the mist is so nauseating that it causes a -2 penalty to all actions performed within its confines. The blood mist will dissipate in 1d12 rounds.</p>
30	<p>Blood Fire: each point of blood used to enhance the enchantment erupts in hellfire. If the caster makes a DC 15 spell check these flames may be directed away from the wizard in a 30' long 10' wide cone. Otherwise, the flames shoot upward immolating the wizard using blood magic. The flames cause 1 point of damage per hit point spilt in the enchantment.</p>
31	<p>Old Wounds Open: Everyone within sight of the caster must make a luck check (including the caster). If this check is failed, old wounds begin to open all over their body. Even old injuries from childhood might reopen. Affected creatures take 1d6 damage for each hit dice they possess.</p>

32	Vampiric Spell Drain: The wizard's spell draws the vital essence out of all other magic in the area. All other spells are nullified, and their duration is added to the blood magician's spell. Additionally, no magic items will function in this space (the range of the spell enhanced with blood magic).
33	Blood Double: The blood spilt for the enchantment swirls in a vortex of magic with the ichor on the battlefield. Slowly a humanoid creature is formed lined with runes of power. A dark twin to match the wizard's own power is born. This creature is linked to the caster in such a way that each will always know in what direction the other lies. Most likely this blood double despises the wizard and will seek their death. The double's stats and abilities mimic those of its creator.
34	Horrid Transformation: The caster's body gives way to a liquid consistency, slowly transforming into blood. With practice, the caster can force this blood form into a humanoid semblance. The caster now takes only 1 point of damage from piercing weapons such as arrows and half damage from slashing weapons. Fire and falling are especially devastating to the blood from causing double damage. It is possible for the wizard to ooze under doorways.
35	Blood Life: all the bodily fluids on the battlefield coalesce and animate into a terrible blood golem
36	Summon Something Terrible (roll 1d4): 1. Vampire, 2. Blood demon, 3. A blood-sucking wind, 4. The Blood God comes
37	A Flood of Blood: The blood of all creatures that have ever been slain in the area rises from the earth. This flood, which includes ichor spilt from the beginning of time, rises up and floods the land.

38	Coagulation: Everyone's blood solidifies. Surprise! you are dead unless you make a fort save (DC17). This wave of septic magic affects everything within half a mile. Congratulations, you are a mass murderer.
39+	You do something so terrible that it can never be undone (roll d5): 1. Rip a hole through dimensions, 2. Give the blood of every creature within 30 miles sentence, so that the blood slithers away leaving their former hosts dry and empty, 3. Crack the world as you summon the molten blood of the earth obliterating everything for miles and miles. 4. Supercharge your own blood with stolen power from the gods. You ascend to greatness as you leave your mortal shell and troubles behind. Do not tarry, your new masters call, 5. Time for the judge to make up something just awful.

PRAYER BURN

Prayer burning allows a cleric to add a bonus to a spell check (basically this is spell burning for clerics, see DCC book for details). To perform prayer burning the cleric would first roll on the action chart below to find the ritual to be performed.

Once this ritual is accomplished, the cleric would expend one or more ability points from strength, stamina or agility. Each point spent would add a bonus of +1 to the spell check. The ability points used in prayer burning would be regained in the same way as a wizard using spell burn (1 point per day).

Despite the similarities, prayer burning is riskier than spell burning. The cleric is attempting to compel their deity to act when they are uninterested or with more intensity than normal. A cleric who forces the hand of a god smacks of blasphemy. For this reason, the practice is likely be forbidden. Clerics always risk disfavor when prayer burning. Clerics will have to roll on the disfavor chart if this occurs -any spell fumble forces the cleric to roll for disfavor.

Additionally, each time a cleric uses these techniques they automatically gain one point of disapproval.



Illustration By Clayton Williams

PRAYER BURN ACTIONS

Roll 1d10	Result
1	The cleric whispers the secret and forbidden name of their deity
2	The cleric must utter a heretical prayer
3	Cutting the deific symbols into the flesh of the cleric
4	The cleric must make a blood sacrifice
5	The cleric must practice self-flagellation
6	The cleric burns themselves in the fires of holy writings
7	Carve forbidden spell into their holy symbol
8	Write the reverse of their deity's name in their own blood
9	Use a red-hot holy symbol to brand the cleric's flesh
10	Use spell burn chart

The disfavor chart below is used whenever a fumble is indicated on the cleric's spell check while using this technique. Most of the results below are horrible, but the cleric should know what they are getting into by using forbidden teachings. Prayer burning has great rewards, or extracts a terrible cost -only the gods know which lies in the cleric's future.

When rolling (d10) to determine disfavor, each point of disapproval would add 1d4 to the total.

DISFAVOR

1d10 + xd4	Result
1	The deity sends a celestial being in the form of a small animal to watch over the cleric. This creature can be understood by the cleric only and will never enter combat. It constantly nags the cleric for their shortcomings.
2	The cleric's most prized possession erupts into flames. The flames will burn the cleric for 2d6 points of damage. Additionally, the item will be destroyed if the cleric fails a luck roll.
3	The deity's anger causes the cleric to go lame in one limb. If this limb is leg movement is reduced by 5' a round.
4	The deity destroys all of the cleric's possessions by turning them into goo.
5	The cleric is cursed with a minor affliction as a sign of the deity's disfavor. This curse will be passed down to any offspring unless the cleric undertakes 1d12 labours. Afflictions typically given might include: the absence of a shadow, a demonic limb, no reflection, cloven hooves, burning fires for eyes, roaring wind for a voice, etc.
6	The cleric is afflicted with a permanent curse as a reminder of the deity's displeasure. While this curse is minor it should be a nuisance. Curses might include such things as constantly losing one's gold or possessions, an embarrassing illness, being hated by animals, weapons always breaking on a roll of a 1 (in addition to the fumble), etc.
7	The deity smites the cleric with a bolt of lightning or pillar of flame causing 6d6 damage. Assuming the cleric survives, the deity considers them warned.

8	Transforms the cleric's head into the head of a creature despised by the deity. This transformation is permanent unless a major quest is undertaken.
9	The cleric is cursed to roam the world as a wretched shade upon their death.
10	The deity places a visible mark of disfavor on all those that associate with the cleric.
11	The enraged deity twists the cleric's body into a parody of its former self. The cleric loses 1d3 ability points from a random stat. The cleric is also hideous to behold, their visage eliciting sobs from any unfortunate enough to see this terrible punishment.
12	The ground opens at the cleric's feet, sucking him and all those around him to a place of testing deep within the earth.
13	The cleric is thrown from favor. The cleric is now an excommunicant of the faith, this condition will be instantly recognizable by all followers of the deity. This condition is permanent unless a major quest is undertaken to reverse the condition.
14	The cleric's ability to lay hands is twisted to cause harm instead of healing. Each point of healing that would normally take place now causes one point of damage. This ability may not be used on an unwilling subject unless that subject is restrained (any wiggling around interrupts the flow). This condition is permanent unless a major sacrifice is made.
15	The cleric's ability to turn unholy now causes the affected creatures to attack unrelentingly instead. This condition is permanent unless the cleric atones for their sins.

16	The cleric's soul is pulled to the celestial (or infernal) palace to serve their deity's whims. The body of the cleric still shambles on but is bereft of emotion and like an automaton (although they can still cast spells and perform actions). The cleric suffers a -2 penalty to all actions until this is resolved.
17	The deity transforms the cleric into an insect, small rodent, tiny lizard, miniscule fish or other insignificant creature.
18	The deity turns the cleric's bone to jelly. While this does not kill the cleric, it does make movement and most actions almost impossible (-25 to movement and -5 to all actions).
19	The deity turns the cleric inside out. This causes 3d6 stamina damage (which heals normally) and they are now super gross. Everyone around the cleric needs to make a Will save (DC 9) or vomit.
20+	The cleric explodes like a bomb. Everyone within 10' of the cleric takes 1d6 damage and the transgressor is dead, sooooo dead.

Meanwhile

A Narrative Downtime System

Written & Illustrated by Colin Mills



Inspiration: In *The Lord of the Rings*, various characters disappear from the narrative for multiple years in order to perform tasks which aren't narratively compelling, yet add to the active narrative once the characters are re-introduced. The purpose of this subsystem is to create a rulespace for such interactions in a tabletop game, without adding any unbalancing elements which might result if not all characters choose to make use of this system. Additionally, some in-game events may require a player character to be excluded from play for an in-game month or more, and this system should allow for a more smooth fast-forwarding of the narrative. While the systems described below make use of references to the *Dungeon Crawl Classics* rule system, GMs should feel encouraged to adjust them to fit the needs of their individual campaigns.

The expected duration of each downtime period is one year, and will have a workflow similar to that of *Traveller's* character creation workflow, with an aforementioned compression of the time period. However, unlike the *Traveller* character creation system, these downtime periods will involve less career progression, and more narrative seeds. Also, unlike *Traveller*, characters are allowed to try any given downtime path regardless of past mishaps or involvement in other downtime paths.

The downtime paths will mainly follow the primary interests of each character class, plus generic research and occupation paths. Any class can use any of the paths, and will find them more or less useful depending on that character's stats. After picking a downtime path, the character will need to determine if they were able to progress in that path, rolling 1d20 and adding their relevant stat. If the PC passes that check, they get to roll 1d6 on the Progress Bonuses table. After rolling on the Progress Bonuses table, the PC rolls on the path's Events table, which contains both positive and negative events. The flavor or explanations relating to the results on these tables should be taken as suggestions, with the Judge and player working to tweak them to better suit their narrative needs.

If the initial progress check is not met, then the character can still carouse and gain general experience for the given time period. The special event result should be taken as free license for the Judge to work with the player to introduce something interesting into the character's life. Examples are romantic relationships, development of wild magical talent, and births or deaths in the family.

Arcane

Whether through consorting with otherworldly powers, learning at the hand of a master, or experimentations in a secret laboratory, increasing arcane in power is a dangerous pursuit. Apprenticeship often proves to be less dangerous than the other paths. However, with greater risks come great rewards, and one must always find a wizard of greater power willing to impart their knowledge, and wizards are not well-known for their generosity...

Sub-Paths

	Progress	Events and Mishaps
Apprenticeship	DC 10 Int Check	Int Check
Commune with the Beyond		Pers Check
Private Experimentation		Luck Check

Progress Bonuses

Apprenticeship

Roll 1d6	Result
1	A small trinket containing an elemental spirit.
2	Spell component pouch filled with exotic flower petals
3	1st level scroll
4	Trinket magic item
5	Mentor boon
6	Peer contact

Commune with the Beyond

Roll 1d6	Result
1	Patron Boon
2	Patron quest
3	Spell check bonus
4	Replace one learned spell with another, the Judge may choose the mercurial effect
5	Patron contact
6	Otherworld Contact

Private Experimentation

Roll 1d6	Result
1	Minor Corruption, roll twice and choose one
2	Change mercurial effect
3	Spell check bonus
4	One-time magical ability
5	Peer contact
6	Black market contact

Events

Roll 1d20	Result
< 2	A terrifying phlogiston reaction devastates your mortal form! Gain a Major Corruption and a Patron Taint. If you do not have a patron, the DM will choose the Patron Taint table to roll on.
2-3	The results of your research are displeasing to the powers beyond. If you have a patron, roll twice on the Patron Taint table and choose one. If you do not have a patron, the DM will choose the Patron Taint table to roll on.
4-5	An otherworldly power influences the results of your work, warping the results, and you. Gain a Minor Corruption, and re-roll the mercurial effect of a random spell.
6-7	A rival sabotages your work! If you do not have a rival, gain one and roll on the Minor Corruption table.
8-9	A negative reaction to wild phlogiston left you scarred, gain an injury.
10-11	Your arcane experimentations gained you the notice of another wizard, jealous of your powers. Gain a rival.

12-13	An opportunity to steal knowledge presents itself. If you take the chance, make a DC 12 Int check to make extra progress towards advancing your arcane knowledge. If you fail, gain an enemy and an injury while you are trapped by their ingenious traps.
14-15	Special Event
16-17	The stars are aligned, and you see an avenue to advance your powers by leaps and bounds! Gain a +1 to the spell check of one spell, or learn a new spell of your choice. Gain +1 to your next roll with this path.
18-19	Whispers of your progress have reached ears in far away lands. A foreign wizard offers to assist you in your adventuring efforts in the future; gain them as a contact.
20+	Your work has caught the attention of a wizard who sees you as a compatriot in the field; they contact you with the promise of aid, should you require it. Gain this wizard as an ally.

Carousing

Sub-Paths

	Progress	Events and Mishaps
Bar Hopping	Automatic	Luck Check
Rabble Rousing		Luck Check
Lounge About		Luck Check

Progress Bonuses

Bar Hopping

Roll 1d6	Result
1	You sang a song people didn't like
2	A half-full bottle
3	You sang a song people liked
4	A well-crafted mug
5	Set of loaded dice
6	Barkeep names a drink after you

Rabble Rousing

Roll 1d6	Result
1	Used Weapon
2	Contact
3	Ally
4	Fancy, stolen weapon
5	Finely crafted wanted poster
6	Notoriety with the local law enforcement

Lounge About

Roll 1d6	Result
1	Fancy collection of empty liquor bottles
2	Rumor of trouble in town
3	Contact
4	A nice rug
5	Comfy clothes
6	Learn a local legend

Events

Roll 1d20	Result
< 2	Gain a serious injury, reducing a physical stat by 1
2-3	A hostile authority takes notice of your movements. Gain an enemy.
4-5	Rub a fellow carouser wrong way. Gain a Rival.
6-7	You took your exploits a step too far, and somebody important has stopped returning your summons. Lose one contact
8-9	Either by tweaking something while relaxing, or insulting the wrong unfriendly face, you came upon injurious circumstances during your time. Roll on the injury table.
10-11	Make a joke at the wrong person's expense. If you fail a Personality check, they take it a little hard and is now seeking your non-specific ill. Gain a rival.
12-13	You compete in a game of chance, with a modest wager. Make a Luck check using a +1d to gain 1d10 gold and a rumor of where more can be found. Alternatively, make an Agility check for the same rewards as you attempt to cheat your way out of the wager; failure results in gaining an Enemy and an untrustworthy reputation.
14-15	Special Event
16-17	Your time in town has gained you some local attention. If you make a Personality check,
18-19	An interesting stranger wanders by and you buy them a drink, gain a friend.
20+	Hey, there's a fight against somebody who already doesn't like you much. Help out to gain an ally and a few bruises.

Martial

Sub-Paths

	Progress	Events and Mishaps
Militant Ascetic	DC 10 Sta	Sta Check
Man-at-Arms		Str Check
Game Hunter		Dex Check

Progress Bonuses

Militant Ascetic

Roll 1d6	Result
1	Swear an oath to forebear from a nicety of civilization
2	Re-select your lucky weapon
3	Fragments of a legendary weapon, probably
4	Fellow student contact
5	Sharpening kit (+1 to hit and damage for the first 1d3 attacks in the next combat)
6	Learn the location of a legendary beast den

Man-at-Arms

Roll 1d6	Result
1	Local guard contact
2	A well-used cot
3	Guard tabard and insignia
4	1d10 gold in savings
5	Weapon
6	Knowledge of the guard routes in the area

Game Hunter

Roll 1d6	Result
1	One of your trophies gets displayed in the tavern
2	Hunter contact
3	Ecological knowledge of a region
4	Fletching kit
5	One vial of urine
6	Locate monster den

Events

Roll 1d20	Result
< 2	A fight goes wrong, and you are seriously injured. Reduced a physical stat by 1.
2-3	The secrets of your art are stolen, and you catch a glimpse of their face before they flee. Gain an enemy.
4-5	You take your sparring a step too far, and your partner escalates in kind. You both get out of the fight unscathed physically, but other wounds persist. Gain a rival.
6-7	Your conduct following a fight offends one of your acquaintances. Lose a contact.
8-9	You are moderately wounded during a match, gain an injury and an awesome scar.
10-11	Lesser Risky Reward (thing or rival)
12-13	Risky reward (thing or enemy)
14-15	Special Event
16-17	A fabled master visits your town for a short time. If you can make a Personality check or beat an AC 18 with an attack roll, you convince them to take you into their tutelage for a time. Either gain knowledge of the master's monastery, or gain an increased die for a single Mighty Deed of Arms.

18-19	You and a fellow warrior find yourselves pinned in great danger. Working together, you both come out unscathed. Gain a friend.
20+	A chance duel, and you come out victorious. Turns out, your opponent had some very notable enemies, and one of them takes a liking to you. Gain an ally.



Religious

Sub-Paths

	Progress	Events and Mishaps
Monk	DC 10 Per	Int Check
Evangelist		Per Check
Pilgrim		Sta Check

Progress Bonuses

Monk

Roll 1d6	Result
1	Prayer beads
2	A few pages of illuminated text
3	Well-used inkstone
4	Inscribed prayer (as 1st level cleric scroll)
5	Rumors of magical artifact
6	Research contact

Evangelist

Roll 1d6	Result
1	A prepared sermon
2	1d4 converts
3	Religious contact
4	Weapon
5	Establish minor shrine
6	Scars for the honor of your deity

Pilgrim

Roll 1d6	Result
1	Inn or tavern contact in another settlement
2	Location of a religious site
3	Religious contact
4	Traveller's clothing
5	Roads and paths to get to a point of interest
6	Rubbings of ancient carvings

Events

Roll 1d20	Result
< 2	You come upon an ancient scroll which, upon opening, inscribes a terrible curse upon your flesh.
2-3	The attention you have devoted to your deity has garnered unwanted attention. Gain a religious enemy.
4-5	You get into a fierce theological discussion with another of your faith which leaves you both embittered. Gain a rival.
6-7	Given the passage of time, some acquaintances drift away, unable to agree with the depth of your devotion. Lose a contact.
8-9	A deific test of faith is proclaimed, resulting in an injury and rolling 1d4 on the Disapproval table.
10-11	Here is your chance to make your mark in the sight of your deity, an opportunity to break the grip of another power in the area. You may attempt a DC 18 spell check, with the opportunity to spend gold to increase the spell check as per the normal spellcasting rules. If you pass the check, you push the influence of the deity of your choice out of the immediate locale. If you do not pass the check, your meddling has been noticed, and an agent from that deity is dispatched to hamper your future efforts. Gain a rival.

12-13	Your deity demands you undertake a gruelling test of devotion. If you make a Personality check at an increased die, you feel your deity is pleased with your conduct. If you fail this check, roll on the Disapproval table with a number of d4's equal to your character level.
14-15	Special Event
16-17	You feel a tingling of divine power welling within you. Make a Personality check to gain a +2 to future Divine Intervention checks, or gain +1 to your minimum disapproval until you can pay penance to your deity for failing to live up to the potential they saw in you.
18-19	Time spent meditating upon the virtues of your path with other devotees brings together like hearts. Gain a friend.
20+	Your stalwart service and devotion do not go unnoticed. A fellow proponent of your cause offers their aid when next you require it. Gain an ally.

Roguary

Sub-Paths

	Progress	Events and Mishaps
Organized Crime	DC 10 Agi	Per Check
Freelance Theft		Agi Check
Skullduggery		Luck Check

Progress Bonuses

Organized Crime

Roll 1d6	Result
1	Learn a compromising secret
2	A well-worn sap
3	Civil contact
4	Knowledge of local supply chains
5	A pouch of narcotic powder
6	Noble contact

Freelance Theft

Roll 1d6	Result
1	1d12 cp, and one cut purse
2	A battered iron coffer
3	A monogrammed lace handkerchief
4	Beggar's disguise
5	Hand-held instrument
6	Street contact

Skullduggery

Roll 1d6	Result
1	Weapon
2	Wicked scars, and a tale to match
3	Underworld contact
4	Half a vial of poison. It looks a little old.
5	Offer to do a job
6	Gain a contract on your head

Events

Roll 1d20	Result
< 2	Whether it was due to explosions, a hail of missile fire, or a guard's sword, you got out of that by the skin of your teeth, but with not much else. Reduce a physical stat by 1 and gain some scars.
2-3	A witness channels information back to the wrong people. Somebody wants you dead. Gain an enemy.
4-5	Honor among thieves is a fool's creed, apparently. Gain a rival.
6-7	Business is slow, and you're seen as losing your touch. Lose a contact.
8-9	Not every job goes smooth. That one in particular. Gain a minor injury or trauma.
10-11	You're offered a job, and everything about it stinks. If you take the job and pass either an Agility or a Luck check, gain a treasure of the DM's choice and an Enemy; no reason to be returning this pretty thing just yet. If you fail the check, gain an enemy and an injury as things go as far south as you expected.

12-13	Everything's risky in your line of work, but that one job, it was something else. Roll your Events check again. If you pass, you get paid 2d12GP and no one's the wiser. Fail, and somebody talked. Gain a rival, and perhaps some heat.
14-15	Special Event
16-17	You see a chance to move up in the world. Roll a Luck check. If you pass, gain notoriety in the region as a capable thief. If you fail, well, people talk.
18-19	You could have left them behind, but you thought bailing them out would put you in a better position. Gain a friend.
20+	A job turns sour, but you get away scot free with the help of an associate, who's more than likely to help you out again. Gain an ally.

SEEK THE HAG IN THE WOODS

TABLES FOR CREATING
MEMORABLE HAG ENCOUNTERS

WRITTEN BY MATT RAYBURN
& ILLUSTRATED BY KJ O'BRIEN



A classic quest sends the party deep into the darkest woods or murkiest swamp to petition the aid of a hag. She is tricky and dangerous, and most sane mortals avoid her at all costs. But her secret knowledge of dark arts may prove worth the risk.

The tables presented below are designed to assist the Judge in creating a memorable encounter with such a hag. The Judge is encouraged to use these tables as they see fit: rolling on each table to quickly create random adventures or handpicking their favorite entries to best match the style of their own campaign.

- * Table 1 generates the reason the party seeks the hag. The hag should not willingly give the party what they seek without compensation. Rather, the party will need to earn her favor by embarking upon some perilous quest. The nature of this quest is left up to the Judge, and can serve as a hook to lead the party into its next adventure.
- * Table 2 generates a name for the hag. Roll two times on this table. The first result is applied to the Name column, and the second result to the Title column. For example, rolling a 2 on the Name column and a 6 on the Title column would combine to create the hag named Grumbadine the Prune.
- * Table 3 generates characteristics to describe the hag's physical attributes and stats.
- * Table 4 generates the hag's personality.

Unless altered by text in Tables 3 or 4, the stats for the hag are the same as those for a witch as presented on page 434 of the *core rulebook*.

Hag Table 1: Reason to seek the hag

Roll 1d14	Result
	The Hag...
1	...remembers forgotten lore.
2	...knows how to kill a powerful monster.
3	...knows, and could teach others, a forbidden spell.
4	...speaks with the dead.
5	...raises the dead.
6	...sees the future.
7	...cures wounds or illnesses.
8	...removes curses.
9	...bestows curses.
10	...can magically locate any lost item or person.
11	...summons demons.
12	...possesses a rare and wondrous item.
13	...enchants mundane weapons.
14	...holds dark secrets about the local ruler

Hag Table 2: Name & Title

1d14	Name	Title
1	Jezzra	...the Scab-Ridden
2	Grumbadine	...the Black-Hearted
3	Big Bernadette	...the Putrid
4	Asheemae	...the Undying Crone
5	Olma	...the Tainted
6	Drapmine	...the Prune
7	Phraeda	...the Withered Witch
8	Old Medi	...of the {insert name of local woods or swamp}
9	Hester	...who Gnaws on Children’s Bones
10	Sabinn	...who Fornicates with Devils
11	Grizhelda	...who Haunts Us in Our Sleep
12	Ulga	...who Birthed the Ogre Ogs- speth
13	Thorn	...who Slithers with the Snakes
14	Mertle	...who Knows No Friend



Hag Table 3: Physical Attributes & Stats

1d14	Result
1	Vicious cannibal. The hag bears sharp claws and fangs. Her claws provide a +2 melee attack (1d4) and she gains a bite melee attack +0 (1d6). Action Dice increase to 2d20, but at least one action must be a melee attack (i.e. both actions cannot be used to cast spells).
2	Massive brain. Through decades of arcane studies and experimentation, the hag has expanded her mental capacity. Her brain has grown to enormous proportions, deforming her head. When determining spells known, she gains two extra spells from the usual list for witches (i.e. rolls two more times on this list). In addition, she gains the bonus spells Eldritch Hound and Polymorph (pages 211 and 243 of the <i>core rulebook</i> , respectively). Roll d4: (1) forehead protrudes and is covered with throbbing veins; (2) head grows upwards in a tall, oblong shape; (3) gaze is always down at the ground as her over-sized head is too heavy for her neck to support; (4) flesh and skull have cracked open, exposing a pulsating brain.
3	Random attributes. Roll once on DCC RPG Table 9-1: Humanoid Skin Color and once on DCC RPG Table 9-3: Appearance (page 380 of the <i>core rulebook</i>). Judge may also elect to roll on DCC RPG Table 9-7: Unusual Traits (page 383 of the <i>core rulebook</i>).
4	Giant. The hag is 10 feet tall and possesses massive strength. Maintains the spellcasting of a witch, but otherwise uses the stats for an ogre (page 422 of the <i>core rulebook</i>). Critical hits use Crit Table G: Giants (page 389 of the <i>core rulebook</i>).
5	Un-dead. The hag cheated death and became an un-dead monster. Roll once on DCC RPG Table 9-5: Physical Appearance of Un-dead and once on DCC RPG Table 9-6: Traits or Properties of Un-dead (page 381 of the <i>core rulebook</i>). Critical hits use Crit Table U: Un-dead (page 391 of the <i>core rulebook</i>).

6	<p>Lost love. All who look upon the hag see the face of a lost lover whom they have not seen in years but instantly recognize. Each character gazing upon the hag must successfully make a DC 16 Will save or become afflicted with the Curse of Lost Love (page 438 of the <i>core rulebook</i>), taking a -2 penalty to Luck and Will saves. If the failed Will save result was a 10-14, the character may make a second DC 16 Will save when the hag is killed. If the failed Will save result was below 10 (or if the Will save is failed a second time upon the hag's death), the curse is permanent. The character is forever a victim of endless longing, and finds little purpose in living.</p>
7	<p>Commoner. In most ways, the hag is a commoner (i.e. a Level 0 human), but dabbles in magic out of a morbid curiosity. Roll on DCC RPG Table 1-3: Occupation (page 22 of the <i>core rulebook</i>). She dresses as someone of that occupation, and carries the tools of her trade.</p>
8	<p>Flying torso. Having lost all limbs, the hag cannot physically move or make melee attacks. She moves rapidly at will via levitation, allowing her to dodge attacks. -2 to all melee or ranged attacks made against her.</p>
9	<p>Corrupted (Minor). Years of magical dabbling have slightly corrupted the hag. Roll twice on DCC RPG Table 5-3: Minor Corruption (page 116 of the <i>core rulebook</i>).</p>
10	<p>Corrupted (Major). Years of magical dabbling have corrupted the hag. Roll twice on DCC RPG Table 5-4: Major Corruption (page 118 of the <i>core rulebook</i>).</p>
11	<p>Corrupted (Greater). Years of magical dabbling and dealings with demons have severely corrupted the hag. Roll twice on DCC RPG Table 5-5: Greater Corruption (page 119 of the <i>core rulebook</i>).</p>
12	<p>Spellburnt. The hag must spellburn every time she casts any spell. As such, her body is sorely mutilated from years of self-harm.</p>

13	Mirror, mirror. The hag surrounds herself by mirror images. Refer to the result for a spell check of 16-19 for the spell Mirror Image (page 183 of the <i>core rulebook</i>).
14	Alarmingly beautiful. The hag appears as a gorgeous elven woman. Any character (regardless of gender or sexual orientation) not succeeding at a DC 16 Will save is charmed as if under the Charm Person spell (page 131 of the <i>core rulebook</i>).

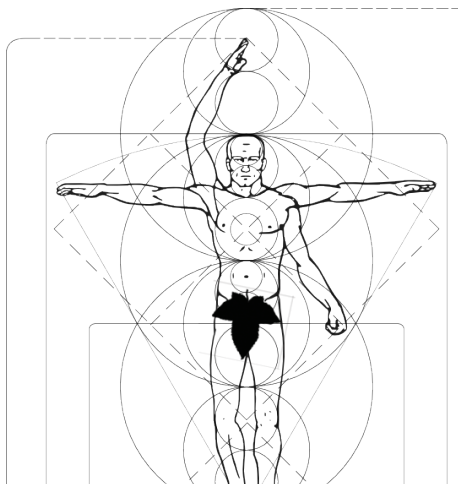
Hag Table 4: Personality

1d14	Result
1	As old as time itself. An ancient being for whom time passes at a different pace, the hag knows much of history, but little of current affairs. Unimpressed by anyone with a big ego, she believes all mortals are trivial beings in the cosmic sense. She moves methodically—never with haste.
2	Vanity. The hag desires nothing more than the glowing praise and admiration of her visitors. Roll d3: (1) fishes for compliments on her beauty; (2) tries to prove that she is smarter than all others; (3) points out various items in her home seeking approval of her décor.
3	Inquisitor. When asked a question, the hag always replies with a question. This reply may be a parroted response of the question she just heard or a different question entirely.
4	Paranoid. The hag is extremely skeptical of unexpected visitors. Roll d4 to determine what she believes to be the party's hidden agenda: (1) tax collectors representing a local land baron; (2) heretic hunters sent by a traditionalist church to burn her alive; (3) members of a witch coven out to steal her secret spells; (4) demons come to claim her soul as repayment for previous pacts.

5	Senile. The hag is losing her memory. The party will be given imperfect (incomplete and/or incorrect) information for whatever quest she asks of them. The Judge should exercise discretion on how this impacts the difficulty of the quest and the party's ability to complete it.
6	Lonely widow. The hag believes the party to be her husband and children, all of whom vanished decades ago. At first she is quite accommodating, but becomes frustrated if the party does not play along. If anyone attempts to leave, she will try to prevent such exit, likely resulting in combat. Her sudden change of demeanor guarantees she will act first in the ensuing combat, regardless of initiative.
7	Battle-scarred. The hag's body is a morbid collection of wounds, each with its own story. Visitors who share their own wounds (and the grisly accounts of how they earned them) amuse her greatly. She bears little respect for those whose bodies do not contain such trophies. After scars have been shared, she will only speak to the most marred/deformed member of the party.
8	The hen. Cursed long ago into believing she is a human-chicken hybrid, there are no physical alterations to her body, but in her mind she is part chicken. Roll d4: (1) clucks sporadically while talking; (2) constantly positions her arms to imitate chicken wings; (3) pecks incessantly at the ground, eating bugs and dirt; (4) steals eggs from nearby chicken farms and sits on them in hopes they will hatch, but inevitably smashes them all.

9	<p>Possessed. While recently conjuring a demon, she was unable to control it, and is now possessed. A lawful cleric will instantly realize she is possessed. Any other character must make an Intelligence check, DC determined by Judge. Roll d4: (1) will immediately attack anyone who enters and keep attacking until killed or the entity is exorcised; (2) will negotiate with the party but the quest she assigns will be an obscenely evil task; (3) will negotiate with the party but instead of sending on a quest asks one character to offer their soul to the demon; (4) will negotiate with the party but instead of sending on a quest demands one character be set on fire and killed as a sacrifice to the demon.</p>
10	<p>Destined. The hag devoutly worships the Three Fates. Her lair is full of crystal balls and tarot cards. Gains the spell Invoke Patron and all patron spells for the Three Fates (pages 348-353 of <i>the core rulebook</i>).</p>
11	<p>Unnerving presence. Merely being in the presence of the hag causes anxiety and fear. Any character not succeeding on a DC 16 Will save cowers and is unable to act normally. If attacked, an affected character can take action, but suffers a -3 penalty to their initiative roll at the start of combat. Her unnerving presence manifests itself as follows. Roll d3: (1) cackles a maddening, droning laugh; (2) intently stares with eyes that have no eyelids and never blink; (3) speaks in demonic tongues.</p>

12	<p>Harbinger of doom. The hag is a vessel for a chaotic Elder God, whose sole mission is to bring that ancient being into this plane. An aura of chaotic energy envelopes her. Roll d4: (1) characters can speak with the hag but no longer understand each other. The speech of others sounds like the muffled croaking of frogs; (2) any character failing a DC 16 Fort save chokes, taking 1d6 damage and becoming immobile for 1d3 rounds; (3) any character failing a DC 16 Will save hears the incessant beating of infernal drums and rhythmically gibbers along, permanently taking 1d3 Intelligence damage; (4) 1d4 servants of the Elder God manifest and attack. Judge's discretion as to the nature of these servants. Suggestions include deep ones, toadfiends, or servitors (pages 400, 402, or 425 of the <i>core rulebook</i> respectively).</p>
13	<p>Hoarder. The lair is littered with all variety of trinkets and trash. Each visitor must offer a gift to this ever-growing collection. Gifts must be unusual items, though traditional concepts of value mean nothing to the hag. At the Judge's discretion, she may be attracted to a particular item a character possesses, in which case she will demand that specific item as the offering.</p>
14	<p>Bored to death. The hag has lost purpose in life and was moments away from killing herself when the party arrived. There is some sign of pending suicide in the room. The unexpected visit has intrigued her enough that she has decided to keep living a bit longer. Roll d4: (1) a noose hangs from the rafters; (2) a glass and a bottle of poison are on the table; (3) a suicide note is visible on her bed; (4) she has been stabbing herself and multiple knives protrude from her flesh.</p>



Classless DCC

by Marc Elsenheimer

& public domain art

Character classes are an integral part of the Dungeon Crawl Classics experience, and the unique abilities that define those classes are the core of the experience.

However, some may want a more open approach to their characters and their development. The Archetype system provides this. Instead of having a class, characters that survive their funnel create an Archetype consisting of the core abilities presented in the classes of the DCC RPG Core Rulebook. Later on, they may improve upon their abilities by expending experience points and might even acquire new abilities.

This open system is designed as an addition to the core classes, and the characters will always be equally powerful to regular characters with the same amount of experience. This article presents two systems, designed with each other in mind.

The Archetype system presented here will allow players to use a simple toolbox to build their own classes out of the abilities presented in the DCC Core Rulebook along with some new abilities.

The Experience system allows you to improve your character freely without the restrictions of class levels by spending your earned experience points on your abilities and stats.

1. Character Creation and the Funnel

Character creation is not modified to regular Dungeon Crawl Classics. Once a character reaches 10 experience points, instead of choosing a class, the player gets to construct an Archetype for said character.

1.1 Non-human Characters

Non-human characters start out with their specific features already unlocked. They don't have to purchase them later when constructing an Archetype. Besides knowing the language of their kin, the following features are applied:

Dwarves: Infravision, Slow, Underground Skills

Elves: Elven Immunities, Heightened Senses, Infravision, Iron Vulnerabilities

Halflings: Infravision, Slow, Small

2. Constructing an Archetype

Character Archetypes are self-made classes. The player uses his character's initial 10 experience points (XP) to spend on the Archetype. If the character has earned more than 10 experience points before constructing his Archetype, he can't use those extra XP and must save them for later use.

You have 10 experience points (10 XP) to spend on your Archetype. Instead of constructing his own Archetype, a player can always choose one of the DCC Core classes.

2.1 Hit Die

A character's basic Hit Die is a d4, but this can be improved by spending experience points on his Archetype. To improve a character's Hit Die, you can spend 0.5 XP for an improvement of one step on the dice chain, skipping over the d5 and d7. You can improve your Hit Die up to a maximum of 1d12.

You can increase your Hit Die up to four times from 1d4 to 1d6 to 1d8 to 1d10 to 1d12 for 0.5 XP per step.

2.2 Crit Die and Table

Experience can be spent to improve a character's Crit Die and Crit Table at character creation. Improving the Crit Die from 1d4 to a higher dice type on the dice chain costs 0.5 XP per step on the dice

chain (ignoring the d5 and d7), and improving the table costs 0.5 XP per step on the “Table Chain”. So improving the table to Crit Table II costs 0.5 XP, and improving the Table to Table III costs 1 XP.

2.3 Weapon Training

Most Archetypes are only proficient with a small selection of weapons, up to 10 usually. If the player chooses to upgrade his Archetype to be proficient with all weapons, it will cost him 0.5 XP.

You are proficient with up to 10 weapons. For 0.5 XP, you can gain proficiency with all weapons.

2.4 Features

Experience can also be spent on acquiring features. Those features are the core abilities that define a character. In the following, all features taken from the DCC Core Rulebook are presented in the following tables. Most abilities are detailed in Section 3. Feature Descriptions.

Table 1 includes only mundane features, whereas Table 2 lists the magical features. The entries in Table 3 are the features that were normally reserved for non-human characters. It is up to the Judge whether or not these are available to humans.

Name: *Name of the feature*

Description: *A brief description of the feature*

Cost: *Cost of acquiring the feature*

Requirements: *Requirements for the feature*

Reference: *Name and page number of the ability in the Core Rulebook*

Abilities marked with an * are changed in comparison to the DCC Core Rulebook and detailed in Chapter 3.

Abilities marked with a † can be improved later on with experience as described in Chapter 4.

2.5 Attack Bonus

An Archetype that has not chosen a Deed Die may acquire an attack bonus of +1 for 0.5 XP.

This cannot be purchased more than once for an Archetype, and the attack bonus can be further improved with experience during play, even if it is not chosen for the Archetype.

2.6 Finishing Up the Archetype

In the final step, Archetypes get a bonus of +1 to two of their three saving throws.

3. Feature Description

What follows is a short and comprehensive listing of all available features from the DCC Core Rulebook.

3.1 Non-magical Features

Deed Die – 2 XP

This feature grants the Archetype access to the Deed Die as described under Attack Modifier on Page 42. This replaces the chance to acquire a normal attack modifier for the Archetype. The Deed Die starts as a d3 and can be improved by spending experience points later.

Mighty Deeds of Arms – requires Deed Die – 1 XP

Archetypes, which already have access to a Deed Die, can gain this feature to perform mighty deeds of arms as described under the combat rules on Page 42.

Improved Critical Range – 1 XP

Archetypes possessing this feat have an improved chance to land a critical hit, similar to a warrior, as explained on Page 42. The critical hit range starts as 19 to 20 and can be improved with experience.

Lucky Weapon – 1 XP

When choosing this feature, the player has to also choose a type of weapon with which to apply this. The character will apply his Luck bonus to all attacks with that weapon type. This feature can be acquired multiple times, thus applying the bonus to additional weapon types.

Avoid Fumbles – 0.5 XP

Archetypes with this feature are allowed to expend a point of Luck to avoid the effects of a fumble. The attack simply misses instead. This works exactly as described for warriors and dwarves on Page 79 in the combat rules.

Initiative Bonus – 0.5 Xp

The Archetype gets a flat bonus to his initiative rolls. The bonus starts as 1 after Archetype creation and can be increased with experience expenditure.

Additional Attack – 2 XP

Grants the Archetype an additional attack that can be used once each round of combat. The action dice for this attack is 1d14, and it is required to specify a weapon with which this attack has to be performed. This works like the sword and board feature of the dwarf, described on Page 52.

Free Addition Attack – requires Additional Attack – 1 XP

This feature lifts the requirement to specify a weapon or form of attack for the additional attack. The additional attack then works like an additional action dice, which can only be used to attack.

Improved Additional Attack – requires Additional Attack – 1 XP

This feature lets the character spend experience points to improve the dice type for the additional attack as specified in Chapter 4.

Two Weapon Fighting – 2 XP

An Archetype with this feature can always use 2d16, when fighting with two weapons, regardless of his Agility. This works exactly like the halfling's ability of the same name, as described on Page 60 of the DCC Core Rulebook.

Additional Language – 0.5 XP

Grants an additional language to the Archetype. This language can be random or predetermined.

Linguistic Knowledge – 1 XP

This feature doubles the number of languages gained per point of Intelligence. This also doubles the number of languages learned through the additional language feature.

Recovering Luck – 2 XP

Archetypes possessing this feature regenerate their Luck back to the starting value at a rate of 1 point per day. The details are described on Page 36 under the class ability Luck and Wits. The rate of regeneration can be improved during play by expending experience points.

Luck Die – restriction: can't have Lucky – 2 XP

Instead of gaining +1 on a roll, when expending Luck, characters with this feature get a bonus of +1d3 per point of Luck spent. The Luck Die can be improved later by spending experience points. The details of this ability are explained on Page 36 of the Core Rulebook as part of the ability *Luck and Wits*.

Table 1 – Non-magic Features

Name	Description	
Deed Die †	Replaces the Attack Modifier with the Deed Die of 1d3	
	2 XP	Ref. Pg 42 – Attack Modifier
Mighty Deeds of Arms (Req. Deed Die)	Allows PC to perform mighty deeds of arms	
	1 XP	Ref. Pg 42 – Mighty Deeds of Arm
Improved Crit Range †	Improves the Crit Range of the Character to 19-20	
	1 XP	Ref. Pg 42 – Critical Hit
Lucky Weapon*	Grants an attack bonus equal to your luck for one weapon	
	0.5 XP	Ref. Pg 42 – Luck
Avoid Fumbles	Can avoid fumbles by burning Luck	
	0.5 XP	Ref. Pg 79 – second passage
Initiative Bonus* †	Improve your Initiative by 1	
	0.5 XP	Ref. Pg 42 – Initiative
Additional Attack*	Grants an additional attack with a specified weapon and an action dice of 1d14	
	2 XP	Ref. Pg 52 – Sword and Board
Free Additional Attack* (Req. Additional Attack)	Additional attack can be performed with any weapon	
	1 XP	Ref. Chapter 3
Improved Additional Attack*† (Req. Additional Attack)	Additional attack action die can be improved with XP	
	1 XP	Ref. Chapters 3 & 4

Two Weapon Fighting	Allows masterful use of two weapons at the same time	
	2 XP	Ref. Pg 60 - Two-Weapon Fighting
Additional Language*	Learn an additional language	
	0.5 XP	Ref. Pg 441
Linguistic Knowledge*	Learn double the languages per Int point	
	1 XP	Ref. Pg 49 - Languages
Recovering Luck*†	Luck regenerates at a daily rate. 1 point / day at first	
	2 XP	Ref. Pg 36 - Luck and Wits
Luck Die† (Can't have Lucky)	Instead of a +1 bonus, spending a point of Luck grants +1d3 to a roll	
	2 XP	Ref. Pg 36 - Luck and Wits
Lucky (Can't have Luck Die)	Spending a point of Luck grants a bonus of +2	
	1 XP	Ref. Pg 60 - Good Luck Charm
Good Luck Charm	Allows expending Luck for allies	
	2 XP	Ref. Pg 60 - Good Luck Charm
Good Luck Aura	Allows allies to use your luck modifier for rolls	
	0.5 XP	Ref. Pg 60 - Good Luck Charm
Thief Skills* †	Allows usage of Thief Skills; See Chapter 3 for details	
	0,5 / 2 Skills	Ref. Pg 34 & 35 - Thief Skills

Backstab* †	Allows usage of the Thief Skill Backstab; See Chapter 3	
	0,5 (extra)	Ref. Pg 34 & 35 - Thief Skills
Cast Spell from Scroll* †	Allows the character to cast spells from scrolls	
	0.5 XP	Ref. Pg 34 & 35 - Thief Skills
Improve Thief Skills*	Allows distributing more starting points into skills	
	0.5 / 3 XP	Ref. Chapter 3

Lucky – restriction: can't have Luck Die - 1 XP

This feature doubles the bonus gained per point of Luck spent, so that each point of Luck spent grants a bonus of +2.

Good Luck Charm – 2 XP

This ability allows an Archetype to expend Luck to help an ally. The details are explained on Page 60 of the Core Rulebook as part of the ability Good Luck Charm.

Good Luck Aura – 0.5 XP

Characters in the vicinity of this Archetype are allowed to use the Archetype's Luck bonus instead of their own. This works as described alongside the ability Good Luck Charm on Page 60 of the DCC RPG Rulebook.

Thief Skills – 0.5 XP / 2 Skills

Thief skills, as described in the Core Rulebook on Page 34 (and following) can be acquired at a cost of 0.5 XP per two skills. This grants the character access to two skills of his choice from the list of all thief skills except for "Cast spell from scroll". If one of the two skills purchased is backstab, then the player has to pay an additional 0.5 XP to add those skills to his Archetype.

All skills start at a value of +0 and upon acquisition the player can decide, for each pair of skills, whether he wants one of the skills at a skill value of +3 and the other one at a value of 0, or whether he wants to acquire both at a level of +1.

Purchasing two skills costs 0.5 XP (1 XP if one of the skills is backstab), and each pair of skills starts with either a value of +0 and +3, or +1 and +1.

Backstab – 0.5 XP

When acquiring thief skills, if backstab is among the acquired skills, then the cost of acquisition increases by 0.5 XP. In any other regard, this ability works, and is improved, like thief skills.

Alternatively, if a player wants to add backstab to his Archetype, without other thief skills he can do so for 0.5 XP. The skill then starts at a value of +1.

Cast Spell from Scroll – 0.5 XP

This grants the Archetype access to the thief skill “Cast spell from scroll” as described on Page 35 of the DCC Core Rulebook. This skill starts at a value of 1d10 and can be improved by “Improve thief skills” with 3 skill points equating 1 step on the dice chain.

Improve Thief Skills – 0.5 XP / 3 Points

This grants the Archetype a bonus of +3 to freely distribute between his acquired thief skills (including backstab), up to a maximum of +3. Alternatively, all 3 points can be expended to improve Cast spell from scroll one step on the dice chain.

3.2 Magical Features

Arcane Spellcasting – 4 XP

This feature allows the Archetype to learn and cast arcane spells. The character is limited to learning level 1 spells and has to pay 0.5 XP per spell learned (see Spells, below).

The Archetype’s casting ability can be further improved by acquiring the ability to perform Spellburn for 2 XP and the ability to learn and use the *patron bond* spell for 1 XP.

He rolls 1d20 +1 + Intelligence modifier to cast spells, and the bonus can be improved with experience during play.

The rules for casting spells are explained on Page 48 under Magic, as well as in Chapter 5 of the Core Rulebook beginning with Page 105.

Spellburn – requires Arcane Spellcasting – 2 XP

This feature allows any arcane spellcaster to perform spellburn as described in the Magic Rules beginning on Page 105 or in the Magic section of the wizard class on Page 46.

When a spell requires the use of spellburn and the wizard does not have this class feature, he can instead permanently spend physical attribute points, which grant no bonus and won't regenerate.

Table 2 – Magical Features

Name	Description	
Arcane Spellcasting *†	This feature allows the PC to learn and cast arcane spells	
	4 XP	Ref. Pg 48 - Magic
Spellburn (Req. Arcane Casting)	Allows the caster to spellburn	
	2 XP	Ref. Pg 107 - Spellburn
Patron Bond ‡ (Req. Spellcasting)	This feature allows the PC to learn and cast the spell <i>patron bond</i> (does not grant the spell for free)	
	1 XP	Ref. Pg 48 - Supernatural Patrons
Avoid Corruption (Req. Arcane Casting)	Allows the PC to burn Luck to avoid corruption	
	1 XP	Ref. Pg 49 - Luck
Divine Spellcasting *†	This feature allows the PC to learn and cast divine spells	
	4 XP	Ref. Pg 28 - Magic
Lay on Hands ‡ (Req. Devine Casting)	Allows use of <i>lay on hands</i>	
	1 XP	Ref. Pg 30 - Lay on Hands
Divine Aid ‡ (Req. Devine Casting)	Allows use of <i>divine aid</i>	
	0.5 XP	Ref. Pg 31 - Divine
Turn Unholy (Req. Devine Casting)	Allows use of <i>turn unholy</i>	
	0.5 XP	Ref. Pg. 30 - Turn Unholy
Spells * (Req. Spellcasting)	Grants knowledge of a single spell	
	0.5 XP / spell	Ref. Chapters 3

‡ Patron bond, *lay on hands*, *divine aid*, and *turn unholy* may be acquired without their prerequisites for double the experience costs.

Patron Bond – 1 XP – requires Arcane Spellcasting

This allows the archetype to learn and use the spell patron bond. The spell does still have to be learned via the feature spells or via play.

Archetypes without this feature can still enter a patron bond when the spell bond patron is used on them by a character with the feature and spell as explained in the spell's description.

This feature can be acquired for double the cost by characters not able to cast arcane spells. Those characters gain access to the bond patron spell for free and can cast it with $1d20 + INT$.

Avoid Corruption – requires Arcane Spellcasting – 1 XP

This feature allows the Archetype to avoid the negative effect of corruption by burning 1 point of Luck.

Divine Spellcasting – 4 XP

This feature allows the Archetype to learn and cast divine spells. The character is limited to learning level 1 spells and has to pay 0.5 XP per spell learned (see Spells, below).

To cast spells, roll $1d20 + 1 + PER$ Mod to cast spells, and the bonus can be improved with experience during play. The rules for casting spells are explained on Page 28 under Magic as well as in Chapter 5 of the Core Rulebook beginning on Page 105.

Lay on Hands – requires Divine Spellcasting – 1 XP

This feature grants access to the *lay on hands* ability as explained on Page 30 of the Core Rulebook. To use this ability, $1d20 + PER$ is rolled. If the character has access to Divine Spellcasting, then the roll to cast spells is used instead.

This ability can be purchased for double the cost by characters without the Divine Spellcasting ability.

Divine Aid – requires Divine Spellcasting – 0.5 XP

This feature grants access to the *divine aid* ability as explained on Page 31 of the Core Rulebook. To use this ability, $1d20 + PER$ is rolled. If the character has access to Divine Spellcasting, then the roll to cast spells is used instead.

This ability can be purchased for double the cost by characters without the Divine Spellcasting ability.

Turn Unholy – requires Divine Spellcasting – 0.5 XP

This feature grants access to the turn unholy ability as explained on Page 30 of the Core Rulebook. To use this ability, 1d20 + PER + LCK is rolled. If the character has access to Divine Spellcasting, then the roll (with the Luck modifier added) to cast spells is used instead.

This ability can be purchased for double the cost by characters without the Divine Spellcasting ability.

Spells – requires Spellcasting – 0.5 XP per spell

This features corresponds to one spell learned by the character and can be purchased multiple times. Whether the spells are randomized, chosen from a list, or anything in between is determined by the Judge.

Arcane spells learned always have a mercurial effect as explained under Mercurial magic.

Additional spells can be learned during play.

Table 3 – Non-human Features

Name	Description	
Slow ‡	Base move speed is reduced to 20'	
	-0.5 XP	Ref. Pg 52 - Slow
Infravision	Allows PC to see in the dark up to 60'	
	0.5 XP	Ref. Pg 52 - Infravision
Underground Skills†	Grants a bonus to find secrets underground and allows the character to smell gold	
	0.5 XP	Ref. Pg 52 - Underground Skill
Elven Immunities	Character is immune against magical sleep and paralysis	
	1 XP	Ref. Pg 56 - Immunities
Heightened Senses	Grants +4 to Perception and reveals close-by secrets	
	0.5 XP	Ref. Pg 56 - Heightened Senses

Iron Vulnerability ‡	Character is intensely sensitive to the touch of iron	
	0.5 XP	Ref. Pg 56 - Vulnerabilities
Small	Character is small and can fit into smaller openings	
	0.5 XP	Ref. Pg 60 - Small

‡ These features are considered hindrances and grant their cost as bonus XP.

3.3 Non-human Features

These abilities are normally linked to the non-human classes and whether players can choose from them to create their Archetypes is up to the Judge.

Slow – 0.5 XP

This feature is a hindrance and slows the character down to a speed of 20'. This grants 0.5 XP to spend on other features.

Infravision – 0.5 XP

Infravision allows the Archetype to see in the dark up to 60' distance.

Underground Skills – 0.5 XP

Underground skills grants an Archetype a bonus of +1 to detect secret passages and constructions underground. This bonus can be improved with experience.

Furthermore, underground skills allows an Archetype to smell large concentrations of gold within 40'.

Elven Immunities – 0.5 XP

Archetypes possessing this feature are immune against magical sleep and paralysis effects. This works like the Elven Immunities described on Page 56.

Heightened Senses – 0.5 XP

Archetypes possessing this ability receive a bonus of +4 to perception rolls and reveals secret doors close by. The ability is described on Page 56.

Iron Vulnerability – 0.5 XP

Archetypes with this feature are sensitive to iron as explained on Page 56 under Vulnerabilities. This grants 0.5 XP to spend on other features.

Small – 0.5 XP

Characters with this ability are smaller than most and able to fit in tight spaces.

4. Spending Your Experience

The experience a character accumulates over his journeys and adventures can be spent directly to improve certain abilities this character possesses. Experience costs vary from ability to ability and scale, so that improving abilities costs more the better they already are. Additionally, experience can be used to acquire additional Archetype features for a high cost.

This System is designed to vaguely line up with the progression of regular characters from level 1 to 4, but quickly falls off at level 5. To keep pace with official characters the XP amount granted should be doubled at this point.

4.1 Hit Die

The character can add one roll of his Hit Die to his maximum HP. This also adds to his number of Hit Dice for all effects referring to a character's Hit Die, like *lay on hands* or some spells. The cost in the table simply

XP Cost	Hit Die
Free	1st HD
10	2nd HD
15	3rd HD
20	4th HD
25	5th HD

XP Cost	Hit Die
30	6th HD
35	7th HD
40	8th HD
45	9th HD
50	10th HD

4.2 Crit Die and Table

The Crit Die and Table can be improved with experience. The Crit Die is improved along the dice chain, leaving out 1d5 and 1d7. The cost increases each time the Crit Die is improved, considering the starting value of the Archetype as being 0 times (no matter which Dice it is).

XP Cost	Crit Die
-	1d4
1	1d6
2	1d8
3	1d10
4	1d12
5	1d14

XP Cost	Crit Die
6	1d16
8	1d20
10	1d24
12	1d30
20	2d20

To improve the Crit Table from Table I to either II or III costs 20 XP
 To Improve the Table from Table III to IV costs 10 XP
 Improving the Table from Table IV to V costs 10 XP

4.3 Attack Bonus and Deed Die

To Improve an Attack Bonus by +1 or a Deed Die by 1 step on the dice chain, the character has to pay an experience cost as indicated in the table below. This table indicates how much XP the character has to pay to improve from the current to the next step. So for example, a character with a Deed Die of 1d5 has to pay 20 XP to it improve to 1d6 and then has to pay 45 XP to improve the Deed die from 1d6 to 1d8

4.4 Action Dice

To get access to a second Action Dice you have to expend 40 exp. The new action dice starts as 1d14. This dice can then be improved with by the cost in the table below. Note that the table lists the cost to improve the die from the current point to the next step. Once the second action dice is 1d20 a third action dice can be purchased for 60 exp. This dice also starts as 1d14

XP Cost	Crit Die
-	1d14
20	1d16
30	1d20

4.5 Saving Throws

A characters saving Throws can be improved as indicated in the table below. The cost given is always the cost to improve the save from the current step to the step indicated. For example, improving

XP Cost	Save
-	+0
2	+1
3	+2
4	+3
5	+4
6	+5

XP Cost	Save
7	+6
8	+8
10	+9
12	+10
14	

4.6 Class Features

Improved Crit Range

To improve a already improved Crit Range even further the player has to spend XP. To improve the Critical Range one step, from 19+ to 18+ the player has to spend **20 XP** and to improve the crit range even further from 18+ to 17+ the player has to spend **40 XP**.

Improved Initiative

The cost of improving the initiative of a character is given in the table below

XP Cost	Crit Die
-	+1
4	+2
4	+3
6	+4
6	+5

XP Cost	Crit Die
8	+6
8	+7
10	+8
10	+9
12	+10

Improved Additional Attack

Characters with an archetype able to improve their Additional Attack can further raise the action die of said attack by spending XP as indicated by the table below

XP Cost	-	10	20	30	40
Step	1d14	1d16	1d20	1d24	1d30

Recovering Luck

The rate of Luck Recovery can be improved according to the table below.

XP Cost	Recovered
-	1/day
4	2/day
6	3/day
8	4/day
10	5/day

XP Cost	Recovered
12	8/day
14	7/day
16	8/day
18	9/day
20	10/day

Luck Die

The Luck Die can be improved along the dice chain with the costs given in the table below.

XP Cost	Luck Die
-	+d3
6	+d4
8	+d5
10	+d6
12	+d7

XP Cost	Luck Die
14	+d8
18	+d10
22	+d12
26	+d14
30	+d16

Thief Skills and Backstab

To improve a single thief skill the character has to expend XP according to the following table.

XP Cost	Skills
1	+1
1	+3
1	+5

XP Cost	Skills
2	+10
2	+11
3	+12

XP Cost	Skills
1	+7
2	+8
2	+9

XP Cost	Skills
3	+13
3	+14
3	+15

Underground Skills

To improve a dwarfs underground skill XP have to be spend according to the table below

XP Cost	Skills
-	+1
2	+2
4	+3
6	+4
8	+5

XP Cost	Skills
10	+6
12	+7
14	+8
16	+9
18	+10

Spellcasting and Spells known

Spellcasting can be improved in three different ways. Improving the casting bonus, improving the maximum spell level and learning new spells.

The Casting bonus is the bonus added to all spell casting rolls. It also affects spell like abilities, for example a clerics *lay on hands* or *turn unholy*.

XP Cost	Skills
-	+1
+15	+2
+15	+3
+20	+4
+20	+5

XP Cost	Skills
+25	+6
+25	+7
+30	+8
+30	+9
+35	+10

The maximum spell level is the limit for the level of new spells a character can acquire.

XP Cost	Max Spell Lvl.
-	1
10	2
20	3

XP Cost	Max Spell Lvl.
30	4
40	5

Learning new spells requires time, a teacher, or some other source of knowledge. Furthermore, experience has to be spent. The Spells acquired through the archetype feature Spells do not count towards the number of spells in this table.

XP Cost	New Spells
-	1
6	2
8	3
10	4
12	5

XP Cost	New Spells
14	6
16	7
18	8
20	9+

4.7 Acquiring new features

Characters may acquire new class features even after character creation. To acquire a new feature an experience cost equal to 10 times the cost given in Tables 3-1 to 3-3 has to be paid.

This cost doubles for every non archetype feature already acquired.

The only exception is the Spellcasting ability. If it is acquired one spell is granted for free and the character can purchase new spells as described in chapter 4.6

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