

The Gongfarmer's Almanac



The 2018 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG G+ Community



NEW CLASS EXPLOSION!

VOLUME I OF SEVEN BOOKLETS

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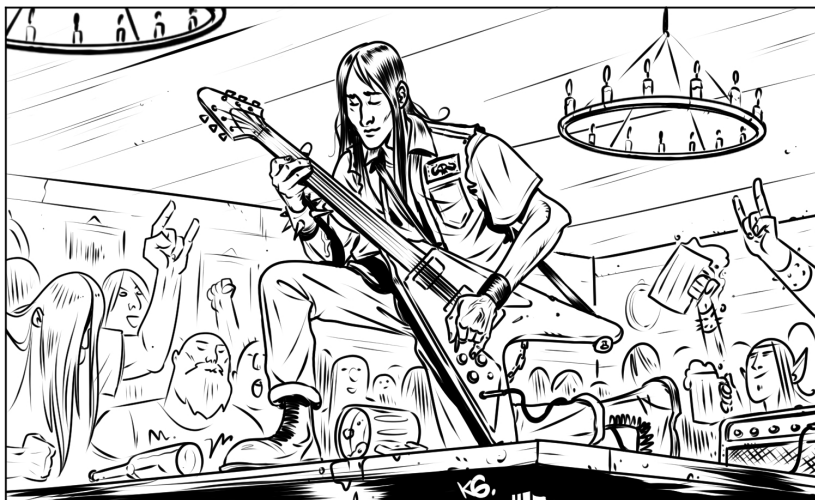
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BARDIC ROCKER

A Dungeon Crawl Classics class by Jason Morgan

You're a slayer of riffs; a conductor of crowds. Your pursuit is one of melodic perfection. You know that there is power in music — the strike of a chord, the harmony of voices. Bardic rockers come from all walks of life, bringing their experiences and personality to their performances. Each song is an expression of being that crosses cultures, breaks down boundaries and leads to a deeper understanding of life.

Hit points: A bardic rocker gains 1d8 hit points at each level.

Weapons training: A bardic rocker is trained in these weapons: dagger, dart, short sword, long sword, short bow, long bow. Bardic rockers are selective in their armor options, preferring a balance between protection and flexibility and may wear padded, leather or studded leather armor.

Alignment: A bardic rocker may choose any alignment, but the chosen alignment impacts the bardic rocker's musical styling a performance. Lawful bardic rockers are musical technicians, pursuit complex rhythms and mastery over their chosen instruments (think: Rush and Dream Theater). Neutral bardic rockers strike a balance between raw power and accessibility, and are often fond of the classics (think: The Eagles, Fleetwood Mac). Chaotic bardic rockers demonstrate raw power, channeling their anger and rage into their rock (think: Danzig, Metallica).

Perform: The bardic rocker can make a perform check to inspire her fellow adventurers, granting each party member a bonus equal to the result of the rolled performance die to their next check. The bardic rocker rolls 1d20 + performance die + bardic rocker level vs. DC per the venue. For example: a crowded tavern is DC 5, a temple or sacred place is DC 10, while inside a dungeon is DC 15.

Bardic knowledge: After being in a general region (town, city, dungeon, etc.) for at least 1 day, the bardic rocker gains a +1 to Intelligence checks.

Spells: Music has magic. Bardic rockers spend their lives in pursuit of the musical arts. The right audience on the right night with the right song is pure wonder. To cast a spell, the bardic rocker rolls 1d20 + Luck modifier + level. The number of known spells is determined by level. How level 1 bardic rockers learn known spells is at the discretion of the judge, as are spells at learned at additional levels.

Spells available:

Level 1: *charm, magic shield, sleep, ward portal, ventriloquism, paralysis, word of command, second sight, blessing.*

Level 2: *forget, invisibility, magic mouth, scare, cure paralysis, restore vitality, snake charm.*

Level 3: *slow, lightning, demon summoning, true name, animate dead.*

Audience Disapproval

Everytime the bardic rocker fails a spell roll, she risks audience disapproval (same rules as cleric disapproval — DCC Core Book p. 122) and must take a request to appease her audience. The player must sing the requested song to the group, literally. Full song or chorus, at judge’s discretion. Judges can tempt players with additional bonuses if they play an instrument, pull up a karaoke version of the song online, etc. The judge is encouraged to ask for requests from the party. Failing any ideas, here is a table that can be used:

ROLL 1D20	SONG REQUESTED
1	<i>Freebird</i> by Lynyrd Skynyrd
2	<i>Back in Black</i> by AC/DC
3	<i>Stairway to Heaven</i> by Led Zeppelin
4	<i>Rock’N’Roll all Nite</i> by KISS
5	<i>Jump</i> by Van Halen
6	<i>More Than a Feeling</i> by Boston
7	<i>Hey Jude</i> by The Beatles
8	<i>Welcome to the Jungle</i> by Guns n’Roses
9	<i>Holy Diver</i> by Dio
10	<i>Crazy Train</i> by Ozzy Osbourne
11	<i>Enter Sandman</i> by Metallica
12	<i>Run to the Hills</i> by Iron Maiden
13	<i>We’re Not Gonna Take It</i> by Twisted Sister
14	<i>Dude Looks Like a Lady</i> by Aerosmith
15	<i>Don’t Fear the Reaper</i> by Blue Oyster Cult
16	<i>(I Can’t Get No) Satisfaction</i> by The Rolling Stones
17	<i>Cum on Feel the Noize</i> by Quiet Riot
18	<i>Anyway You Want It</i> by Journey
19	<i>You’ve Got Another Thing Comin’</i> by Judas Priest
20	<i>We Are the Champions</i> by Queen

Skills of Showmanship

- Pick pocket (+2)
- Pick lock (+3)
- Disguise self (+1)
- Read languages (+4)
- Handle poison (+4)
- Cast spell from scroll (+3)

CLASS TABLE: BARDIC ROCKER									
LEVEL	ATTACK	CRIT DIE/ TABLE	ACTION DICE	REF	FORT	WILL	SPELLS KNOWN BY LEVEL	MAX SPELL LEVEL KNOWN	PERFORMANCE DIE
1	+0	1d8/III	1d20	+1	0	+1	2	1	d3
2	+1	1d8/III	1d20	+2	0	+1	2	1	d4
3	+2	1d10/III	1d20	+2	0	+2	3	1	d5
4	+2	1d10/III	1d20	+2	+1	+2	3	1	d6
5	+3	1d12/III	1d20	+3	+1	+2	4	2	d7
6	+4	1d12/III	1d20+1d14	+4	+1	+3	4	2	d8
7	+5	1d14/III	1d20+1d16	+4	+2	+3	5	2	d10
8	+5	1d14/III	1d20+1d20	+5	+2	+4	5	2	d10+1
9	+6	1d16/III	1d20+1d20	+5	+3	+4	6	3	d10+2
10	+7	1d16/III	1d20+1d20	+6	+3	+5	7	3	d10+3



BERSERKER

by José Luiz Tzi

You're the barbarian at the gates, the fighter driven by rage and bloodlust, the undisciplined man-at-arms expelled from the city guard, the drunk champion of hidden arenas and gang wars, the maniac of dark alleys, the cult zealot that fights in a trance, the dervish, the slayer. You are a creature of unruly passions and moods. Maybe your rage or bestiality comes from being raised in the wild, surviving a past tragedy, possession by hungry spirits or black magic — or maybe from that head wound suffered during the o-Level funnel!

Where others use discipline, tactics, and precision, you fight with guts, heart, and animal cunning.

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

Weapon training: A berserker is trained in these weapons: battleaxe, club, dagger, handaxe, javelin, longsword, mace, polearm, short sword, spear, staff, two-handed sword, and warhammer. Berserkers may use any armor with a maximum of a +5 AC bonus. They typically eschew the use of shields.

Sixth sense: A berserker adds their class level to checks to detect ambushes or to their saving throws when avoiding trap attacks. They also subtract their class level from opponent's backstab attacks.

Cleave: Any time the berserker kills an opponent while in melee combat, they gain an immediate extra attack at -1d targeting another opponent in melee adjacent to the killed target and, if this extra attack hits, they may apply any excess damage over and above the killed target's remaining hp to the adjacent opponent. As long as the berserker hits and kills their target during melee combat, whether through attacking or by the application of the excess damage, they may continue to gain extra attacks in this fashion.

Dangerous frustration: Berserkers are even more dangerous

when they miss. After missing a melee attack, the berserker gains a d3 frustration die. The frustration die is rolled as a bonus to the next melee attack and damage roll. If the attack hits, the frustration die is spent. If the attack misses, the frustration die keeps increasing (following the dice chain). Some effects of savage instincts (see below) also grant/improve the frustration die.

Savage instincts: Berserker attacks are driven by bestial reflexes that are more akin to reflexive lashes from an animal rather than calculated strikes. This is represented by a number of special abilities triggered by events during combat. A savage instinct can be triggered once per round at 1st-level, twice at 4th-level and thrice at 7th-level. The triggers are defined below.

BERSERKER TRIGGERS LEVEL	
1-2	Opponent's natural attack roll on their action die for a melee or ranged attack is equal to or lower than the berserker's class level.
3-4	Damaged by an opponent in melee combat (the enemy must attack and roll for damage).
5-6	Target of fear, domination or mind-effect.
7-8	Being targeted by an opponent's melee attack (including when withdrawing from melee; before the enemy rolls their attack, a savage instinct is triggered). Damage need not result from such an attack.
9-10	An opponent moves to within melee distance.

A berserker may activate a trigger from any effect less than or equal to their level. Also, triggers are non-cumulative. For example, a 7th-level berserker targeted by an opponent's melee attack whose natural attack roll on their action die is equal to or lower than the berserker's class level would gain just one roll on the savage instincts table.

Each time a savage instinct is triggered, roll on the savage instincts table below, even if it isn't the berserker's turn. A 1st-level berserker rolls a d3. A 5th-level berserker rolls a d6 on the first trigger of the round and a d4 on the second. When the table indicates rolling two dice — 2d6 or 1d8/1d6, for example — you roll both dice and pick one result.

The savage instinct result happens before the trigger's effect (i.e. if the berserker was hit by an opponent, they roll on the savage instincts table and gain the benefit before suffering the hit's damage or effect).

SAVAGE INSTINCTS TABLE

DIE ROLL	BENEFIT
1	<i>"Cowardly dog!"</i> - Gain or improve the frustration die.
2	<i>"Now I'm mad!"</i> - Roll the frustration die and gain the result in temporary hit points. Temporary hit points are lost if not used before the end of combat. The frustration die is spent after rolling.
3	<i>"For Valhalla!"</i> - Roll the frustration die and gain the result in temporary Luck points. These temporary Luck points are lost if not used before the end of combat. The frustration die is spent after rolling.
4	<i>"Take that, fiend!"</i> - Roll a single free attack at -1d as if the trigger opponent (or another adjacent opponent if triggering opponent cannot be targeted) is withdrawing from melee. If there are no enemies in melee range, the frustration die improves a step instead.
5	<i>"MORE!"</i> - The trigger's effect (damage, spell effect, poison) is suspended for 1 round for any targeting effects which may affect the berserker (other targets suffer the effects normally). This result is cumulative.
6	<i>"You call that a swing, you spineless hyena?!"</i> - The berserker's next melee attack deals maximum damage. If the berserker chooses to break their weapon during the attack, their threat range for critical hits immediately improves by 1 step until the end of combat (for instance, a 19-20 threat range becomes an 18-20; this threat range improvement is cumulative).
7	<i>"Blood for the Blood God!"</i> - Roll a single free attack against all opponents within melee range at -1d as if they were withdrawing from melee. If there are no enemies in melee range, the berserker's frustration die improves by 3 steps.
8	<i>"Crawl before me!"</i> - The berserker's next melee attack targeting a single opponent that hits cripples their enemy. Until healed, either the enemy's damage rolls are reduced by half, their AC is reduced by 4, or they're stunned for 1 round (choose one).
9	<i>"Puny god!"</i> - The berserker ignores the next hostile effect (damage, poison effect, spell effect, etc.).
10	<i>"CROM!"</i> - The berserker's next attack that hits is a critical hit. If the next attack roll results in a critical hit without using this benefit, roll the crit die twice and pick the desired result.

CLASS TABLE: BERSERKER							
LEVEL	ATTACK	CRIT DIE/ TABLE	ACTION DICE	REF	FORT	WILL	SAVAGE INSTINCT
1	+1	1d10/III	1d20	+1	+1	+1	d3
2	+2	1d12/III	1d20	+1	+1	+1	d4
3	+3	1d14/III	1d20	+1	+2	+1	d5
4	+4	1d16/IV	1d20	+2	+2	+2	d5+d3
5	+5	1d20/IV	1d20+1d14	+2	+3	+2	d6+d4
6	+6	1d24/V	1d20+1d16	+2	+4	+2	2d6+d4
7	+7	1d30/V	1d20+1d20	+3	+4	+3	d8/d6+d4+d3
8	+8	1d30/V	1d20+1d20	+3	+5	+3	2d8+d6+d4
9	+9	2d20/V	1d20+1d20	+3	+5	+3	2d8+2d6+d4
10	+10	2d20/VI	1d20+1d20+1d14	+4	+6	+4	d10/d8+2d6+2d6



FAERIE CLASS

by James A. Pozenel, Jr.

*The Faerie class presented here is re-produced in the "Gongfarmer's Almanac" with permission from Shinobi 27 Games. The original appeared in **Angels, Daemons & Beings Between, Vol. 2: Elfland Edition.***

You are a tiny, mischievous sprite. The big people call you the Fair Folk, the Gentry, Little People or faeries. You live in mounds or great hollowed trees in secluded, sacred forests and hillsides. You live to torment or treat the larger races if they stumble into your territory. Little children dream of finding you but those who do may regret it. Sometimes kind and helpful, at other times known to play mischief (or worse) upon mortals, their actions, taboos, and customs can seem inscrutable and confusing.

Faeries are generally social and gregarious creatures. Faeries that join together in a confederacy are called trooping faeries, those that do not are known as solitary faeries. Trooping faeries are further divided by their morals and supernatural characteristics into the benign Seelie Court and the malevolent Unseelie Court. The courts are public places to hear grievances, make decisions, and celebrate.

Trooping faeries live communally under mounds or hills, or in Elfland itself. Their social structure closely imitates that of humans with nobles, gentry and servants. All faeries love making music and dancing, even the evil ones, and all troopers enjoy rades (ritualistic processions). Faeries often interact with humans, and many have human ancestry, just as many humans unknowingly have faerie blood in their lineage.

The Seelie Court is filled with the sort of entities that most have heard in fairy tales. The aristocratic caste of Seelie are typically enchanting and beautiful beyond measure. Mortals that set eyes upon them usually fall deeply in love. The Seelie faeries are generally honorable and, while unpredictable to a mortal's sense, tend to defend their homes, the natural world and the otherworld around them.

The Unseelie Court abhor the mortal realm. They seek to harm humans, and delight in bringing woe to all that cross their path. Some are spirits of the restless dead, intent to wreak even more unhappiness from beyond the grave. Unseelie faeries are ugly, malicious, and evil. The Seelie may see responsibility in their magical powers whereas the Unseelie put their passions first and use their power as the ends to every means.

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

Weapon training: Tiny bows, clubs, daggers, rapiers (treat as a short sword), and spears. Faeries tiny weapons are made from non-ferrous materials like bronze, knapped flint or stone, bone, wood, and, in rare circumstances, mithril. Tiny weapons deal -3d on the dice chain than their humanoid sized counterparts.

Faeries rarely wear armor since it vastly impairs their ability to fly. When they don protective gear, it is usually made of plant materials like tough leaves, bark, or seed/nut hulls.

Alignment: The Fair Folk appear to mortals to be almost exclusively chaotic (and their morals to be capricious and strange), but that is not necessarily the case. Trooping faeries tend more towards lawful and solitary faeries more towards chaotic, but, faeries of any stripe may be of any alignment.

Magic: Faeries are inherently magical beings. More so than humans or elves, they form relationships with natural powers and trade favors amongst themselves. Their spells tend more toward those associated with elemental or fey powers.

Faerie spells are determined randomly like a wizard's, except they must use *Table F-4: Faerie Spell List* below. In addition to known spells in *Table F-1*, faeries also know the glamour and invoke nature's spirits spells outlined in *New Spells* below.

Caster level: Caster level is a measurement of an faerie's power in channeling a spell's energy. A faerie's caster level is usually his level as a faerie. For example, a 2nd-level faerie has a caster level of 2.

Night vision: Faeries can see in the dark up to 60'.

Vulnerabilities: Faeries are extremely sensitive to the touch of iron. Direct contact for even a moment causes an intense burning sensation, and exposure at close distances is painful. A faerie may not wear iron armor nor wield iron weapons. Direct, prolonged contact with iron causes 1 hp of damage per round. Being struck with an iron weapon or impliment forces a faerie to make a DC 8 Fort save or lose their action die for the next round. Luck may not be used to modify this save. If a faerie is in the vicinity of a large concentration of iron, he has a -2 penalty to attack rolls, skill checks, and spell checks.

Size bonus: Faeries are fast moving and small. Consequently they are harder to hit and evade attacks and area of effect spells better than bigger creatures. Apply the faerie's size bonus, as shown on *Table F-1*, to their armor class and Reflex saving throws.

Size and Combat: Due to faeries' small and fragile physiology, combat with man sized opponents is more deadly. Adjust all damage and effect dice from normal and critical table results up one step on the

dice chain. Opponents with Mighty Deed class feature may attempt to *Giant Strike* and substitute their critical table as per the chart below (damage and effects dice from Crit Table G are not adjusted up the die chain as indicated above):

DEED DIE	GIANT STRIKE RESULT
3	1d3 on Crit Table G
4	1d4 on Crit Table G
5	1d5 on Crit Table G
6	1d6 on Crit Table G
7+	1d7 on Crit Table G

Growth: Faeries may grow to humanoid size for a number of turns equal to their level (gear and equipment also changes size). Whilst man sized, faeries lose their ability to fly and forfeit their stealth bonuses. Their base land speed becomes 30'. Size bonus no longer applies to their AC and Reflex saves, but is instead applied to their Strength score and hit points. At 5th level a faerie may retain humanoid size indefinitely.

Movement: A faerie has a base land movement speed of 10', as opposed to 30' for humans. However, faeries rarely walk and instead rely on their wings to move quickly from place to place. Faeries have a base flying speed of 40'. Wearing any sort of armor reduces a faerie's flying speed to 20'. Medium armor slows a faerie's flight speed to 10' and heavy armor renders flight impossible.

Stealth: Faeries are quite good at sneaking and hiding. They receive a bonus to sneaking silently and hiding in shadows depending on their class level, as shown on *Table F-1*. This can be used in the same manner as a thief's abilities.

Languages: At 1st-level, a faerie automatically knows common, the pixie racial language, and one other language. A faerie knows one additional language for every point of Int modifier. Additional languages are randomly determined as specified in below in *Table F-5: Languages Known*.



Action dice: A faerie's action dice can be used for attacks or spell checks at any level. At 6th level, a faerie can cast two spells in a single round, the first with a d20 spell check and the second with a d14; or he can make two attacks, the first with a d20 attack roll and the second with a d14; or he may combine an attack with a spell check. Note that the results of mercurial magic supersede the action dice, so a faerie with a particularly high (or low) spell check die from mercurial magic uses that result instead (with his total actions still limited by his level).

Luck: Faeries add their Luck modifier to their size bonus.

Seelie/Unseelie Court: Faerie characters must decide to which band of trooping faeries they align, even if they consider themselves to be solitary. In certain circumstances, this cultural allegiance may change, but not without some sort of genesis (i.e. questing, supernatural forces, etc.) Seelie and Unseelie Court members must roll 1d4+1 times on Table F-6: *Seelie Features* or Table F-7: *Unseelie Features* as appropriate.

Faeries at level 0: Faeries are sensitive to iron, are always in their tiny form (with no size bonus, base speed of 10', and base flying speed of 40'), and have infravision of 60'.



TABLE F-1: FAERIE										
LEVEL	ATTACK	CRIT DIE/ TABLE	ACTION DICE	KNOWN SPELLS	MAX SPELL LEVEL	FORT	REF	WILL	SNEAK & HIDE	SIZE BONUS
1	+0	1d5/I	1d20	2	1	+0	+0	+1	+3	+2
2	+1	1d6/I	1d20	3	1	+1	+1	+1	+5	+3
3	+2	1d7/I	1d20	4	2	+1	+1	+2	+7	+4
4	+2	1d8/I	1d20	5	2	+1	+1	+2	+8	+5
5	+3	1d10/II	1d20	6	3	+2	+2	+3	+9	+5
6	+3	1d12/II	1d20+1d14	7	3	+2	+2	+4	+11	+5
7	+4	1d12/II	1d20+1d14	8	4	+2	+2	+4	+12	+6
8	+4	1d14/II	1d20+1d16	9	4	+3	+3	+5	+13	+6
9	+5	1d14/II	1d20+1d16	10	5	+3	+3	+5	+14	+6
10	+5	1d16/II	1d20+1d20	11	5	+3	+3	+6	+15	+7

* Plus *glamour* & *invoke nature's spirits* (see New Spells below).

TABLE F-2: FAERIE TITLES

LEVEL	SEELIE	UNSEELIE
1	Brownie	Boggart
2	Sprite	Gremlin
3	Pixie	Hob
4	Puck	Spriggan
5	Seelie	Unseelie

TABLE F-3: 0-LEVEL FAERIE OCCUPATIONS

D7	OCCUPATION	TRAINED WEAPON	TRADE GOODS
1	Faerie animal trainer	Tiny club	Bird-sized saddle
2	Faerie courtesan	Faerie rapier	Gold ring worth 5 gp
3	Faerie huntsman	Faerie dagger	Horn
4	Faerie itinerant	Tiny club	Begging bowl
5	Faerie menial	Rolling pin, soup ladle, etc. (treat as tiny club)	Pat of butter
6	Faerie sentry	Faerie spear	Acorn helmet
7	Faerie troubadour	Faerie dagger	Musical instrument, roll d7: (1) tin-whistle; (2) harp; (3) drum; (4) mouth harp; (5) fiddle; (6) concertina; (7) bagpipes.

TABLE F-4: FAERIE SPELL LIST

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL
1	Animal Summoning	ESP	Control Ice	Animate Dead*†
2	Cantrip	Detect Invisible	Control Fire	Hepsoj's Funcund Fungi
3	Charm Person	Forget	Polymorph	Vermin Blight*
4	Chill Touch†	Invisibility	Remove Curse*	Weather Control*
5	Color Spray	Knock	Transmute Earth	(Patron spell)***
6	Darkness*	Levitate	(Patron spell)***	
7	Enlarge	Locate Object	Planar Step	
8	Force Manipulation	Magic Mouth	Runic Alphabet, Fey	
9	Invoke Patron**	Mirror Image	Slow	
10	Magic Shield	Monster Summoning†	(Patron spell)***	
11	Mending	Phantasm		
12	Patron Bond**	Scare		
13	Read Magic	Wood Wyrding*		
14	Sleep	(Patron spell)***		
15	Second Sight*			
16	Ventriloquism			
17	(Patron spell)***			

* As per cleric spell of same name. On a result of natural 1, the faerie suffers a 50% chance of major corruption or misfire, rolling on the generic tables as appropriate.

** If either patron bond or invoke patron is rolled, the faerie receives both of these spells, but they count as only one spell slot.

*** Ignore this result if the faerie does not have the spell patron bond. If the faerie has that spell, he also gains the appropriate patron spell. Consult your Judge for more information.

† Only available to members of the Unseelie Court of faeries.

TABLE F-5: LANGUAGES KNOWN

LANGUAGE	SEELIE	UNSEELIE
Alignment	01-10	01-10
Dwarf	11-15	11-15
Elf	16-40	16-30
Halfling	41-50	31-35
Gnome	51-60	36-38
Bugbear	61	39-48
Goblin	62-68	49-63
Harpy	--	64-66
Hobgoblin	69-70	67-76
Kobold	71-74	77-83
Ogre	75	84-87
Centaur	76-80	--
Dragon	81-85	88-92
Eagle	86-90	--
Ferret	91-95	--
Horse	96-99	--
Wolf	--	93-96
Spider	--	97
Undercommon	100	98-100

**TABLE F-6: SEELIE
FEATURES TABLE**
ROLL 1d4+1 TIMES

d24	FEATURE
1	Butterfly wings
2	Antlers (roll 1d4 for number)
3	Cat eyes
4	Leaf covered skin
5	Glowing skin
6	Long grassy/plant hair
7	Unicorn horn
8	Rabbit ears
9	Hooved feet
10	Goat horns
11	Green skin
12	Beautiful visage
13	Bird feet
14	Rubicund appearance
15	Feathered wings
16	Thorny skin
17	Hair moves on own accord
18	Antennae
19	Radiant eyes
20	Furry mammalian tail
21	Golden skin
22	Dragonfly wings
23	Insect legs
24	Huge eyes

**TABLE F-7: UNSEELIE
FEATURES TABLE**
ROLL 1d4+1 TIMES

d24	FEATURE
1	Bat wings
2	Horns (roll 1d4 for number)
3	Cat eyes
4	Clawed hands
5	Pallored skin
6	Sunken eyes
7	Huge fangs/razor sharp teeth
8	No eyes (black pits)
9	Beak mouth
10	Mosquito proboscis
11	Blackened body parts
12	Hideous visage
13	Bird feet
14	Skeletal appearance
15	Weeping blood
16	Thorny skin
17	Covered with boils
18	Antennae
19	Tusks
20	Rat tail
21	Insect legs
22	Covered in open, infected wounds
23	Fetid, resinous coating
24	Bug eyes

NEW SPELLS

Below are a pair of spells that were developed for use with the faerie class. They could also be leveraged as gift spells from fey themed demipatrons. As invoke nature's spirits developed, it became apparent that it could be used in many places. For instance, it could be granted as a spell for Clerics of Ildavir or other such gods or beings where nature is one of their domains.

Glamour

Level: 1 **Range:** 2' per caster level **Duration:** See below

Casting Time: 1 round **Save:** Will vs check to disbelieve or see below

General Faeries are renowned for tricking mortals with faerie gold or spoiling food left out in the open. Often times these effects are created via a faerie's access to glamour. Grass, sticks, pebbles, trash, etc. are magically transformed into stolen things or objects that draw a mortal's interest. Anyone with faerie sight sees a glamoured object for what it really is. Additionally, all glamour effects are immediately dispelled upon contact with iron.

Manifestation See below

Corruption N/A

Misfire Roll 1d4: (1) the caster's clothes unravel and turn into a heap of string and cloth; (2) all milk products within 100' per caster level curdle and/or spoil; (3) 1d10 gp worth of the caster's currency and/or valuables disappear; (4) the caster's skin turns a random color for 1d5 days.

1 Lost, failure, and misfire.*

2-11 Lost. Failure.

12-13 The caster alters the appearance of a small item or a collection of items into whatever he wishes (i.e. a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, etc.) The glamoured item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts for a number of hours equal to the caster level.

14-17 The caster alters the appearance of a small item or a collection of items into whatever he wishes (i.e. a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, etc.) The glamoured item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts for a number of days equal to the caster level.

18-19 The caster alters the appearance of a small or medium item or a collection of items into whatever he wishes (i.e. a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, a stump looks like a chest, etc.) The glamoured item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts for a number of weeks equal to the caster level.

20+ The caster alters the appearance of a small, medium or large item or a collection of items into whatever he wishes (i.e. a handful of rocks appear as a pile of gold coins, sticks and trash look like a scroll, a pile of dirt has the appearance of a rich meal, a stump looks like a chest, a cave entrance disappears, etc.) The glamoured item(s) looks, feels, tastes, and smells like the real thing. The illusion lasts until dispelled.

* This spell could potentially be granted by a fey patron. Alboran, Reidmar are suitable candidates for such a boon. If the spell is granted to a character through patronage, change the “misfire” to “patron taint” in the fumble spell check result.

Invoke Nature's Spirits

Level: 1 **Range:** Varies **Duration:** Varies **Casting Time:** 1 round
Save: None

General Faeries have an innate connection to the natural world around them. They both serve and are served by the spirits and forces of nature. Faeries can call upon the *genii loci*, or spirits of the place, to aid them in times of need. Faeries never forget a favor granted and always repay their debts.

Each time this spell is used, the caster must act with reciprocity to the granting spirit(s). The nature of the gift is such that, without repaying

the debt, the cosmos is aware that it and everything in it, is due some sort of action that rebalances the universe. Roll *idro* and consult the table below. Judges may opt to create or alter results to fit their campaign.

Calling on the spirits of a place requires at least one point of spellburn, which is added to the final spell check. Unlike other spells, casting *invoke nature's spirits* allows the caster to choose any result at or below the spell check.

d10 RECIPROCITY RESULT

- | | |
|----|---|
| 1 | The caster must protect a sacred hedge from mortal incursion. The issue could involve a simple agreement from mortals or lengthy and difficult bargaining. Obstinate individuals could require harsher measures... |
| 2 | Menhirs or standing-stones in the area need attention and maintenance. In some cases, a new monolith may need to be installed and attuned to the landscape. The task will take 1d24 days to complete. |
| 3 | The locale's primary water source has been diverted, befouled, or blocked. The problem may take 1d6 days to find. The fix might be as simple as physically removing the cause of the blockage or may require magic or intervening in something's plan. |
| 4 | A local spirit has been magically sequestered by a wizard or other wielder of magic for their own nefarious ends. The spirits ask the caster to free their fellow from his clutches. |
| 5 | A local spirit or creature has been badly wounded and needs the caster's assistance. 1d5 days of vigilant medical care are required to nurse it back to health. |
| 6 | A blighting force has been introduced mundanely or magically into the area. The caster must investigate and destroy the cancerous affliction or the spirits of the place may be forever altered. |
| 7 | The energy forces of the locale need re-harmonization. Rocks, vegetation, river banks, etc. must be cared for with complex ceremonies and rustic observances. The tasks take 2d30 days to complete and may need to be finished within a deadline. |
| 8 | Something is siphoning the magical essence of the place either mistakenly or with malice. The spirits beg the caster to end the torment and restore nature's balance. |
| 9 | A local spirit is incensed and aggrieved at generations of exploitation and abuse at the hands of mortals. While the damage done is irreversible, the caster must spend days tending to the spirit's inconsolable state. This process takes 1d20 days and leaves the caster mentally exhausted (expressed as 1d6 Personality loss). |
| 10 | Some humanoids have recently moved into the area and have been exploiting the local resources to the fullest extent. The spirits of the place beseech the caster to remove them by any means necessary. |

Manifestation See below

Corruption Roll 1d8: (1) caster takes on a physical trait from the locale where the spell was cast such as gravelly voice, twiggy facial hair, red sunburnt complexion, etc.; (2) spirits of nature are drawn to the caster and domesticated animals feel uneasy around him; (3) caster must meditate on the natural elements of their surrounding for 1 hour each morning; (4-5) minor corruption; (6-7) major corruption; (8) greater corruption.

Misfire Roll 1d4: (1) the caster summons forth 1d10 1 HD creatures, elementals or spirits that are not under his control and immediately attack all interlopers; (2) instead of summoning creatures, the caster sends himself to a dark, dank cave where he must spend 1d4 rounds fighting an unknown monstrous opponent (Judge's discretion at 1d4 HD) before returning wounded and bloody; (3) a slumbering and malignant force is released from its imprisonment; (4) nothing happens, but the debt of reciprocity (see above) is still due.

1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + *patron taint*, (1-2) corruption, (3) *patron taint* (or corruption if no patron), (4+) misfire.

2-11 Lost. Failure. The *genii loci* will not respond to further castings of this spell for 24 hours.

12-13 The spirit or elemental called upon grants +1 to all checks/saves relating to its domain or element for the next 4 hours.

14-17 The natural spirits of the place give aid and succor to their fey friend. The faerie may opt to disappear into undergrowth without a trace. Tracking the faerie is nigh impossible as plants and elemental forces mask the caster's passing. Finding the concealed fey requires skill checks of DC 30. The caster is traceless for 8 hours.

18-19 The spirit or elemental called upon grants +2 to all checks/saves relating to its domain or element for the next 12 hours.

20-23 The natural spirits of the place give aid and succor to their fey friend. The faerie may opt to alter the landscape as his enemies move through it for 1 day. All who tread in the vicinity of the

caster become lost, mistaking one direction for another. Anyone skilled in tracking or with significant outdoors skills may attempt to find their way, once an hour, with a DC 30 check.

24-27 A small elemental spirit creature becomes visible and aids the caster. A tiny **gnome** (earth), **undine** (water), **sylph** (air), or **salamander** (fire) serves the caster for a number of days equal to the caster's level. The elemental spirit is treated as a familiar for the duration of the spell, granting extra hit points, +1 to all checks/saves relating to their element, and other abilities, drawbacks, and details as outlined in Chapter 7 of the core rulebook. Roll $1d20+10+CL+Int$ modifier and consult *Table 7-4: Familiar Type* in the core rulebook to determine the familiar's exact type (Guardian, Arcane, or Focal). Unless the caster is from the Unseelie Court, ignore Demonic familiar results.

28-29 A local elemental, creature, or spirit is roused from its reverie to aid the caster for the next 1d3 turns. The creature is the equivalent of a 4HD elemental or other appropriate manifestation. The caster has full control of the creature and may direct it as he desires, but must maintain concentration for the entire duration. The caster's control can be broken with *dispel magic* or by powerful magic.

30-31 The earth itself permits the caster to tap into its boundless strength. For the next 24 hours the caster may grow to man size at will. The transformation takes a full round and lasts 1 round per caster level, at which point they return to normal size. If the caster is already man size, no change in size occurs. His skin hardens and turns stony, he gains +4 to AC and a natural Strength of 18. His Agility cannot be higher than 9, his movement is reduced to 15', and he cannot swim. If the caster is a faerie, he gains the normal benefits of increased size in addition to those listed above.

32+ A local elemental, creature, or spirit is roused from its reverie to aid the caster for the next 1d6 turns. The creature is the equivalent of an 8HD elemental or other appropriate manifestation. The caster has full control of the creature and may direct it as he desires, but must maintain concentration for the entire duration. The caster's control can be broken with *dispel magic* or by powerful magic.



GOAT'O'WAR

by Randy Andrews

To play as a goat'o'war you must have belonged to a farmer and had that farmer die in an adventure. The goat'o'war uses the advancement table on the opposite page.

Hit points: A goat'o'war gains 1d10 hit points at each level.

Communication: A goat'o'war can understand, but not speak Demonic (a.k.a. Infernal/Abyssal) as per Appendix L in the Dungeon Crawl Classics core rulebook.

Speed: A goat'o'war can move up to 40' in one move action.

GOAT'O'WAR CLASS						
LEVEL	ATTACK (DEED DIE)	CRIT DIE/ TABLE	ACTION DICE	REF	FORT	WILL
1	+d3	1d10/III	1d20	+1	+1	+1
2	+d4	1d12/III	1d20	+1	+1	+1
3	+d5	1d14/III	1d20	+1	+2	+1
4	+d6	1d16/IV	1d20	+2	+2	+2
5	+d7	1d20/IV	1d20+1d14	+2	+3	+2
6	+d8	1d24/V	1d20+1d16	+2	+4	+2
7	+d10+1	1d30/V	1d20+1d20	+3	+4	+3
8	+d10+2	1d30/V	1d20+1d20	+3	+5	+3
9	+d10+3	2d20/V	1d20+1d20	+3	+5	+3
10	+d10+4	2d20/V	1d20+1d20+1d14	+4	+6	+4

Weapon training: A goat'o'war is proficient with its horns as a weapon (1d8 damage). In addition to its basic action die, the goat'o'war receives a bite attack using a d14 action die. When the goat'o'war attacks with its d14 die bite it does 1d6 damage. This is equivalent to a dwarf's shield bash. The goat'o'war uses a deed die to hit and damage much the same as a warrior. This deed die also applies to all to hit and damage rolls made by a goat'o'war.

Armor: A goat'o'war does not wear armor but instead increases its toughness at each level. At level 1 a goat'o'war starts with 11 AC. This increases by 1.5 each level rounded up as the goat'o'war learns to dodge and move better in a fight. Armor can be crafted for a goat'o'war at an additional 50% cost of standard armor as per the DCC core rule book. Armor for the goat'o'war does not stack with its natural AC.

Alignment: A goat'o'war is almost always chaotic. A few are neutral. A lawful goat'o'war has never been seen before.

Greatest of all time (a.k.a. G.O.A.T.): A goat'o'war is extremely adept at climbing. It gets a +10 to all climb checks involving uneven surfaces. The goat'o'war can even climb up sheer surfaces that would be next to impossible for most other creatures. Though climbing a rope is next to impossible for a goat'o'war. It must rely on its fellow party members to help it out in such situations.

Dark master's favorite: A goat'o'war can set its horns on fire a number of rounds per day equal to its level. When the horns are lit they do an additional 1d4 of fire damage to the target of an attack.

Butt Head: A goat'o'war can charge as a full round action and can move 120', but does need a straight line with no allies or enemies in the way. The goat'o'war must be able to move at least 15' during the charge to get the hit and damage bonus. When charging, a goat'o'war gets a +1 to hit and damage up to level 5, when it then becomes a +2.

Eat anything: A goat'o'war is able to eat anything organic that it can reasonably pick up and swallow (at the judge's discretion). A goat'o'war is a curious browsing animal who, when hungry, will try to pick up and eat anything including metal and stone. On a successful Strength check the goat can bend or crush the object.

Goats in coats: A goat'o'war is able to wear a ring on each horn. It can also wear necklaces.



GONGFARMER

by Reece Carter

Hit points: A gongfarmer gains 1d7 hit points at each level.

Weapon training: A gongfarmer is trained in the use of the following weapons: club, crossbow, dagger, handaxe, javelin, polearm, spear, and staff. Gongfarmers may only use light armour as anything heavier impedes their ability to work.

Luck of the pail: A gongfarmer has such a dirty job that they require a mixture of good luck and reflexes or forever be covered in their collections. To represent this, whenever the gongfarmer spends a Luck point it adds +2 to the roll, e.g. one Luck is +2, four Luck is +8, etc. They also refresh their Luck up to their level (if not already equal or higher) at the beginning of every night, this is because they do most of their work at night.

Extreme fortitude: A gongfarmer has such a strong fortitude from years of working in the muck that they roll 2d20 when making Fort saves.

Dark vision: A gongfarmer can see up to 60' in the dark.

Night soil: A number of times each day equal to their level a gongfarmer has the ability to coat their weapons in the muck of their trade. When so coated, a weapon's initial attack causes an additional 3d6 damage (half on a successful DC 10 Fort save). Additionally the target must make a DC 17 Will save or be frightened for 1d3 rounds. A gongfarmer can choose to spend one of these uses to immediately counterattack after being successfully attacked in melee (assuming they have not already successfully attacked with the coated weapon).

GONGFARMER TITLES	
LEVEL	ALL ALIGNMENTS
1	Mucker-man
2	Scavenger
3	Rubbish-carter
4	Nightman
5	Gongfarmer

GONGFARMER CLASS						
LEVEL	ATTACK	CRIT DIE/TABLE	ACTION DIE	REF	FORT	WILL
1	+0	1d6/I	1d20	+1	+1	+0
2	+0	1d6/I	1d20	+1	+2	+0
3	+1	1d8/I	1d20	+2	+2	+1
4	+2	1d8/I	1d20	+2	+3	+1
5	+2	1d8/I	1d20+1d14	+3	+3	+2
6	+3	1d10/I	1d20+1d14	+3	+4	+2
7	+4	1d10/I	1d20+1d16	+4	+5	+2
8	+5	1d12/I	1d20+1d16	+4	+5	+3
9	+5	1d12/I	1d20+1d20	+5	+6	+3
10	+6	1d14/I	1d20+1d20	+5	+7	+4



KITH OF KINGSPIRE

by Aron Clark & Ethan Miller

This class is inspired by the loose trilogy of modules: *Dragora's Dungeon* (DCC #82.5), *Curse of the Kingspire* (DCC #88.5), and *Through the Dragonwall* (DCC #92). The second and third modules of this 'series' present the Elder Kith — an ancient races of elves, malevolent and cruel with a firm sense of racial superiority in all things.

Elder Kith lives' span centuries. Death finds them only in battle, or at their own hand once tiring of their existence. They possess powerful magic and are fearsome warriors, fanatically devoting themselves to the study of either but never both.

Once, the Elder Kith ruled all races of men. They offered these lesser beings as sacrifices to their gods, held them in bondage of slavery, and even dined on their flesh. The Elder Kith constantly fought amongst themselves for the right to rule over all, both through courtly intrigues and in open battle. This infighting allowed the races of men to forge iron and strike back against their overlords.

The fall eventually found an empire in ruins and a civilization scattered. Those remaining Elder Kith took to hiding themselves in the fae realms. In time, the younger races began to consider the existence of the Elder Kith a simple legend.

You know different. You survived the death of your civilization, and have finally returned to the mortal plane...

Hit points: A kith gains either 1d6 or 1d8 hit points at each level (see "mixed class" description for details).

Weapon training: A kith, thanks to their extremely long lifespan, are able to wield most weaponry including longswords, daggers, battleaxes, hand-axes, bows, short swords, javelins, crossbows, two-handed swords, and spears. They refuse blunt weapons however, due to their brutish designs.

Alignment: A kith is always of chaotic alignment, being born with an innate desire for bloodshed to feed their religious practices. They hold an utter disdain for law and the inaction of neutrality.

Grating superiority: As an ancient race of superior beings, a kith knows all others were created to serve them as either slaves, sacrifices, or food. They find dwarves and halflings especially repulsive because of their small stature, considering diminutive height a sign of weakness.

The taller one stands, the greater one's position in a kith's society. All Personality checks are done at -1d.

Iron vulnerability: The fall of the Elder Kith was largely predicated on the forging of iron by man, and kith are extremely sensitive to iron and steel. When struck by iron based weaponry, a kith takes an additional 1d6 damage. Additionally judges may wish to consider the effects of prolonged exposure to iron for kith. Recommended is Edgar Johnson's excellent article "Of Elves & Iron"* describing acute and chronic iron effects.

Hidden ways: A kith is a fae creature possessing the ability to slip between our mortal plane and their own fae realities. They may use an action die to teleport 10' per level. This ability enables a kith to find their opponent's vital points in combat, and critical hits are rolled for twice, taking the preferred result.

Infravision: A kith, like their younger elven cousins, can see in the dark up to 60'.

Mixed class: A kith is unique in that they study both martial & mystical practices. They must focus on one aspect of their training at each level, choosing to specialize in either a mystical or martial focus. When the martial focus is chosen, the abilities of the mystic focus are unavailable and vice versa.

- Mystic focus – has the ability to cast spells, but is limited to casting each spell once per day, with a +1d to the spell check. The hit die for a kith choosing the mystic focus is 1d6. When the mystic focus is chosen, the kith uses crit table II. Mighty Deeds of Arms are not available when the mystic focus has been chosen.
- Marital focus – has the ability to perform Mighty Deeds of Arms using a d3 deed die, no matter the character's level, and has an improved critical hit range of 19-20. The hit die for a kith choosing the martial focus is 1d8. When the martial focus is chosen, the kith uses crit table III. Spellcasting is not available when the martial focus has been chosen.

* <http://revdoctoredj.blogspot.com/2017/10/elves-and-iron-updated-and-complete.html>

KITH OF KINGSPIRE CLASS								
LEVEL	ATTACK	CRIT DIE/TABLE	ACTION DIE	SPELLS KNOWN	MAX SPELL LEVEL	REF	FORT	WILL
1	+1	1d6	1d20	1	1	+1	+1	+1
2	+2	1d8	1d20	2	1	+1	+1	+1
3	+3	1d8	1d20	3	2	+1	+1	+2
4	+3	1d10	1d20	5	2	+2	+2	+2
5	+4	1d10	1d20+1d14	6	3	+2	+2	+3
6	+5	1d12	1d20+1d16	7	3	+2	+2	+4
7	+5	1d12	1d20+1d20	8	4	+3	+3	+4
8	+6	1d14	1d20+1d20	10	4	+3	+3	+5
9	+6	1d14	1d20+1d20	12	5	+3	+3	+5
10	+6	1d16	d20+1d20+1d14	14	5	+4	+4	+6



LYCANTHROPE

by Marc Elsenheimer

Ancient tales tell of men, who, when driven to desperation or tempted by magic, transform into beasts of unimaginable strength. Obliterating villages, tearing through armies and killing even the bravest of warriors, they are amongst the most dangerous of creatures. And they live among us. These beasts have had many names over the years, but two stuck: lycanthropes or werewolves. They are beings transformed by an ancient curse, to show the world the true strength of the wild and untamed, the savage and chaotic.

Becoming a lycanthrope: Unlike most classes, characters can not choose to become lycanthropes when gaining their first level. Lycanthropy is bestowed by some mighty curse or by surviving the bite of another lycanthrope. When bitten by a werewolf, the character has to succeed in a DC 20 Fortitude save to avoid becoming a lycanthrope. A level 0 character will become a lycanthrope as he hits first level, even if he is a non-human. Characters of higher level can also turn into lycanthropes. Refer to the The curse of lycanthropy section after the class entry for rules on lycanthropes who had a class before being cursed.

Hit points: A lycanthrope gains 10 hit points at each level.

Weapon training: A lycanthrope is considered trained with these weapons: club, dagger, handaxe, mace, short sword. Lycanthropes in wolf form are proficient only with their clawed hands and their massive jaw.

Alignment: While lycanthropy is chaotic in nature, not all lycanthropes embrace the chaos to their fullest.

Lawful lycanthropes often follow strict self-made rules and use their might to protect the weak. They mostly try to balance their savage and their human side, treating lycanthropy as a curse and never fully embracing their beastly powers. Most try to protect those too weak to fight for themselves and continue the fight for their former ideals on their journey to redemption or acceptance.

Neutral lycanthropes have a strong tendency towards spiritual beliefs and feel a close tie to nature. They neither try to suppress their savage side, nor do they let themselves turn into mindless beasts. Their struggle to find balance in this existence extends to the way they perceive the entire world.

Chaotic lycanthropes fully embrace their wild side. They live to fight and to prove their strength. Their goals are short term at best and their loyalty belongs only to the best of their friends, if they have any. With every day that passes, they become less human and more beast.

Wolf form: A lycanthrope can take on the shape of a massive savage beast. As an action, a lycanthrope can transform into wolf form. Transformation into wolf form lets the lycanthrope grow to immense size, up to 9' tall, while growing hair and muscle and ripping through any clothing or armor worn. When fully transformed, the lycanthrope gets the following modifications:

Wolf form lasts for $10 + \text{Stamina modifier}$ rounds. If a lycanthrope wants to end wolf form prematurely he has to spend a point of Intelligence or Personality or succeed in a DC 12 Will save. Transformation back to human form takes an action.

The lycanthrope in wolf form is restricted from using any abilities from non-lycanthrope classes. This includes not only spellcasting and clerical abilities, but also deed dice and thief skills, along with the conscious usage of any magical items.

The lycanthrope gets his wolf form bonus, as noted in his class table added to his Strength modifier, Stamina modifier, armor class and all of his perception rolls. The Stamina increase will also increase hit points, which are lost when transforming back. Additionally, his movement speed is increased by 20'.

The lycanthrope gains a claw attack that deal 1d6 points of damage and a bite attack that deals 1d8 points of damage. As usual, damage values are modified by Strength. The bite can only be used once per round, no matter how many action dice the lycanthrope possesses. A lycanthrope's bite might bestow the curse of lycanthropy (see becoming a lycanthrope above).

The lycanthrope receives an additional action die as noted in the class table.

Once in combat, a lycanthrope in wolf form must continue fighting until he is the only combatant left or he transforms back. He can still distinguish between ally and enemy but once all enemies are defeated he has no choice but to attack his allies.

Short fuse: Any time a lycanthrope who is not in wolf form is injured he has to succeed in a Will save with a DC equal to the damage taken. If failed, he transforms into wolf form with his next action. Anytime the lycanthrope is provoked or angered by others he also has to make a DC 10 Will save. Grave insults or massive provocation may raise the Will save as determined by the judge.

LYCANTHROPE CLASS								
LEVEL	ATTACK	HUMAN FORM CRIT	ACTION DIE	WOLF FORM BONUS	WOLF FORM CRIT	REF	FORT	WILL
1	+1	1d8/III	1d20 + 1d14*	+2	1d12/M	+1	+1	-1
2	+2	1d10/III	1d20 + 1d14*	+2	1d14/M	+2	+2	-2
3	+3	1d10/III	1d20 + 1d14*	+3	1d16/M	+3	+3	-3
4	+4	1d12/III	1d20 + 1d16*	+3	1d20/M	+4	+4	-4
5	+5	1d12/III	1d20 + 1d16*	+4	1d24/M	+5	+5	-5
6	+6	1d14/III	1d20 + 1d14 + 1d16*	+4	1d24/M	+6	+6	-6
7	+7	1d14/III	1d20 + 1d16 + 1d20*	+5	1d30/M	+7	+7	-7
8	+8	1d16/III	1d20 + 1d20 + 1d20*	+5	1d30/M	+8	+8	-8
9	+9	1d16/III	1d20 + 1d20 + 1d20*	+6	2d20/M	+9	+9	-9
10	+10	1d20/III	1d20 + 1d20 + 1d24*	+6	2d24/M	+10	+10	-10

*This Action Die can only be used when in Wolf Form

Howl at the moon: When the full moon is visible in the sky, a lycanthrope is forced to change into wolf form and he can not change back as long as he is under moonlight.

Regeneration: A lycanthrope, no matter which form, has incredible regenerative power. Every round he heals 1 hit point, plus an amount of additional hit points equal to his Stamina modifier. Negative Stamina modifiers do not reduce the damage healed below 1.

Vulnerabilities: A lycanthrope struck with silver or brought into contact with wolfbane will lose his regeneration ability for a hour. If exposed to silver or wolfbane, a lycanthrope in human form is forced to transforms into wolf form with his next action.



Appendix: The Curse of Lycanthropy

The curse of lycanthropy is inflicted through the bite of a werewolf, and those unlucky enough to survive will soon find themselves carrying and potentially spreading the curse themselves. While ancient legends tell of mighty witches or the gods themselves who bestowed this curse upon the mortals, few werewolves claim this to be their fate.

Unlike other curses, the curse of lycanthropy is not associated with a Luck penalty, but those who suffer from it turn into beasts, as described above. Characters who already possess levels in other classes than lycanthrope use the following rules.

Becoming cursed after level 0: A character who is bitten has to level up as a level 1 lycanthrope when he reaches the next level. He keeps his former levels in his other class. In addition to his former class he is now also a level 1 lycanthrope.

The attack bonus and saves from the lycanthrope class stack with any pre-existing modifiers. The lycanthrope can choose the better action die of his two classes. He can make this choice at any level. Note that the bonus action die in wolf form is applied regardless of this choice.

Every time he levels up in any class the lycanthrope can choose whether he wants to use his Crit Die/Table Combination from the lycanthrope or his other class table. In wolf form he always uses the Crit Die/Table specified in the lycanthrope Table.

Lycanthropes do not forget their former training, so any pre-existing weapon training is kept.

Leveling up: Whenever the lycanthrope gains a new level he can attempt to progress in his former class. Keeping the primal side in check is difficult, so whenever he wants to level up with his non-lycanthrope class he has to pass a DC 15 Will save or must level up as a lycanthrope.

Getting rid of lycanthropy: Removing the curse of lycanthropy requires powerful magic or divine intervention. Treat this as a major curse for the purpose of the remove curse spell. If a character lifts the curse he may pick up an amount of levels in his original class equal to the amount of levels lost. This takes one week of adjustment per level. The character does not roll hit points for the new levels gained, but otherwise advances as normal.



PIRATE

by Dieter Zimmerman

You are a bloodthirsty nautical treasure-seeker, a dashing rogue who refuses to conform to any rules but those of the sea, a simple sailor who fell in with the wrong crew, or a licensed privateer who hunts other pirates.

Pirates live outside the empires and kingdoms of land, having taken to the sea to search for fame, riches, and freedom. They come from all races and cultures, often having given up their homeland for shipboard life.

A pirate is slightly better than a thief or cleric in a stand-up fight, but not nearly as tough as a warrior or dwarf.

Hit points: A pirate gains 1d7 hit points at each level.

Weapon training: A pirate prefers light, fast weapons. A pirate is trained in these weapons: club, crossbow, dagger, dart, handaxe, longsword, mace, pistol, shortbow, short sword, sling, spear, and any ship-based weapons such as cannons.

Alignment: Though order is required to run a ship effectively, most pirates have little regard for laws and hierarchies other than those on their own ship. Pirates can be of any alignment, but the majority are chaotic.

Swashbuckle: A pirate is adept at moving quickly in unorthodox ways, such as sliding down railings, leaping over tables, or swinging from ropes. As long as a pirate is wearing armor without a speed penalty, he can make a swashbuckling action by rolling his Agility or less on 1d20. If the action succeeds, the pirate can move and attack in the same action, getting a bonus to the attack roll equal to his level for the surprising daringness of it all. A swashbuckling action can also be used to withdraw from combat without allowing an opponent a free attack. If the swashbuckling action fails, the pirate loses his action and immediately rolls 1d8 on the fumble table.

Buried treasure: A pirate can regain burned Luck by sacrificing treasure. For every 50 gp worth of coins, gems, jewelry, or art objects that is buried (and left behind) or dumped into the sea, the pirate gets back 1d3 points of Luck up to his starting maximum.

Strength in numbers: For every two allies a pirate has nearby (within 30', in line of sight, and actively participating in the same conflict), he gets +1 to saving throws against fear and mind controlling effects, to a maximum of +4.

Luck: A pirate's Luck modifier applies to his initiative rolls.

Languages: At first level, a pirate automatically knows common and one additional randomly determined language.

Action dice: A pirate uses his action dice for any normal activity, including attacks and skill checks. At 6th level a pirate gains a second action die each round.

PIRATE CLASS						
LEVEL	ATTACK	CRIT DIE/TABLE	ACTION DICE	REF	FORT	WILL
1	+1	1d10/III	1d20	+1	+0	+1
2	+2	1d10/III	1d20	+2	+0	+1
3	+2	1d12/III	1d20	+2	+1	+1
4	+3	1d14/III	1d20	+3	+1	+2
5	+4	1d16/III	1d20	+3	+1	+2
6	+5	1d16/III	1d20+1d14	+4	+2	+2
7	+5	1d20/III	1d20+1d16	+4	+2	+3
8	+6	1d20/III	1d20+1d16	+5	+2	+3
9	+7	1d24/III	1d20+1d20	+5	+3	+3
10	+7	1d30/III	1d20+1d20	+6	+3	+4



QUANTUM TRAVELER

by R.S. Tilton (Epic Meanderings)

*A Class for the Traveler
Who is Lost in Time and Space*

You are a lost traveler. You remember your world of science and technology. You were brought up with a full education; science, biology, language arts, first aid, and music — you know a little of everything. You didn't believe in magic and monsters, at least not since you were little, yet here you are.

Hit points: A quantum traveler gains 1d7 hit points at each level. Physical education paid off.

Weapon training: You have watched enough movies to know how to handle nearly any weapon, given enough practice. Begin with proficiency in staff, dagger, club, and firearms. Choose one additional weapon each level to gain proficiency in.

Armor: Wearing armor takes getting used to for the modern human. Double all check penalties. At 2nd level the penalty only applies to medium and heavy armor. At 6th level the penalty only applies to heavy armor.

Alignment: You know nothing of the battle of Law versus Chaos. While you begin play as neutral, you may decide to choose a side at 2nd level or later.

Ig pay atin lay: You have a secret language you can teach your allies, it is called Pig Latin.

That's not real! You have trouble accepting magic, your will is very strong when it comes to resisting magic (although this applies to healing magic as well). You gain a +4 save bonus versus magic. Unless unconscious, you must roll a Will save to be healed as well.

Seen it! Oh you saw that on TV, or read about it in a book. The character is able to use player knowledge to identify monsters and their weaknesses.

Science and technology: The traveler is able to attempt scientific solutions, and make technological traps based upon real world knowledge, up to and including black powder.

Luck & wits: As a thief.

Sneak & hide in shadows: As a neutral thief.

TABLE QT-1: QUANTUM TRAVELER							
LEVEL	ATTACK	CRIT DIE/ TABLE	ACTION DIE	LUCK DIE	REF	FORT	WILL
1	+0	1d10//I	1d20	d3	+1	+1	+0
2	+1	1d12//I	1d20	d4	+1	+1	+0
3	+2	1d14//I	1d20	d5	+2	+1	+1
4	+2	1d16//I	1d20	d6	+2	+1	+1
5	+3	1d20//I	1d20	d7	+3	+1	+1
6	+4	1d24//I	1d20 + 1d14	d8	+4	+2	+2
7	+5	1d30//I	1d20 + 1d16	d10	+4	+3	+2
8	+5	1d30+2//I	1d20 + 1d20	d12	+5	+3	+2
9	+6	1d30+4//I	1d20 + 1d20	d14	+5	+3	+3
10	+7	1d30+6//I	1d20 + 1d20	d16	+6	+4	+3

(This class works best if you’ve used an alternate 0-level occupation list like the “Teens out of Time” list on [Purplesorcerer.com](#))



SAGE

by José Luiz Tzi

Heretics, failed warlocks, dark philosophers, renegade priests and exiled scholars. The sages herein described are those versed in forbidden knowledge. Dabblers in all sorts of weird, unorthodox or blasphemous arts (this explains why they're often found crawling through dungeons and other chaos-ridden places instead of studying tomes in libraries and major urban centers).

Mechanically speaking, sages are cunning jacks-of-all-trades, whose knowledge often helps their allies in dangerous situations. They work best as supportive characters in the party, guiding their allies to victory and loot (while cursing their enemies with lesser hexes and cantraps).

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

Weapon training: A sage is trained in the use of the crossbow, dagger, shortsword, sling and staff. Sages rarely use armor, as it hinders the use of their abilities (and offends their 'high' status).

Alignment: Sages are found in all grounds, but approach their craft differently (see below). Lawful sages are known as scholars and usually spent their time collecting lore and contacts around the world. Neutral sages, also known as erudites, are usually wanderers and outcasts with a well-deserved reputation of cursing their nemesis. Chaotic sages are tricksters and mountebanks, masters of mischief that live each day as if it was their last:

- **Scholar (Law):** Even if a lawful sage fails a lore (see *loremaster*) or social check, they always know exactly where to find the information sought (and those who have it). Scholars are also respected by lawful authorities (i.e. civilization) and can always add their class level to social skill checks (for example, while introducing themselves to rulers and guards, or when requesting rooms at inns).
- **Erudite (Neutral):** If a neutral sage doesn't carry a visible weapon or acts in a threatening way, they shouldn't be targeted by any

monster in the first round of combat (unless there are too many creatures facing the party — as usual the judge should adjudicate this). If a neutral sage threatens an enemy with a curse using a curse die, they won't be killed by most intelligent enemies.

- **Mountebank (Chaos):** The first time the chaotic sage meets an intelligent creature they can try to quickly trick or lie to them in one round of quick conversation. If the deceit is nothing absurd, the victim must make a Will save (DC 10 + d20 + sages' Personality and Luck modifiers). Once cheated this way, a creature can't again be so easily deceived by the chaotic sage. If a mountebank acquires taint from their patrons (see *supernatural patron*) they can suppress this taint, once per day, during one short encounter (this ability is instantly negated if the sage uses any supernatural power or ability; note: the mountebank's trickery is not considered supernatural).

Caster level: A sage has limited casting abilities (they really depend on their supernatural patrons), but even so their caster level is their class level. Thus, a 2nd level sage casts spells as a 2nd level caster.

Magic: A sage is completely dependent on their patrons for spells, and their magical traditions are a mirror of wizard spellcasting (specializing in black magic, elemental magic, and enchantment).

Polyglot: A sage always knows how to read and write. They also gain one bonus language per level. They can either choose these languages during the game or spend a few days with a native speaker to learn the new tongue (at the judge's discretion).

Loremaster: A sage knows a lot of things. They are always treated as trained (i.e. roll a d20) for any skill check dealing with academic arts or 'sagely' lore (religions, folklore, occultism, etc.). If the judge believes that a particular skill check is also related to a sage's previous profession (for example: a scribe checking for a lost manuscript), the character should roll a d24. All sages also know the following skills (as a thief of the same alignment): *forge document*, *read languages*, *handle poison*, *cast spell from scroll*, *wand or rod* (yes, this last skill is expanded to include wands and rods).

Curse die: A sage recovers Luck as a thief. Sages are experts in curses (especially neutral sages) and can inflict minor hexes on their foes. A sage can expend their Luck to inflict penalties on adversaries on sight. Each point spent inflicts a curse die on the target (no save), reducing the target's roll by the amount rolled on the curse die. The sage must be able

to speak to use this ability. They can use this ability even during other characters' or enemies' actions (i.e. when a judge rolls a monster's attack, a sage can inflict curse die on it).

Sagely advice: A sage can only use their second and third action die on other characters' actions, instructing them about what they should do (be it an attack or skill check). During combat, the sage must be able to speak to the chosen ally, who gains an extra action during their turn using the sage's action dice roll result. A character can only receive one *sagely advice* action per round. Out of combat, a sage can instruct a character about how they should do something (which is especially useful if the other character is untrained and is rolling a d10). The judge is the final arbiter about what types of actions can benefit from this ability and the sage must have at least one minute of time to instruct their ally.

Supernatural patrons: Like wizards, sages can invoke supernatural patrons. A sage automatically receives the spells *patron bond* and *invoke patron* at 1st level. They can only learn other spells if granted directly by their patrons. Unlike other spellcasters, a sage can accumulate one patron for every three levels (maximum three at 9th level). Each patron after the first automatically inflicts taint on the sage and increases their chance to suffer further corruption when making a spell check by one (i.e. a sage with two patrons rolls for corruption with a natural 1 or 2, a sage with three patrons rolls for corruption with a natural 1, 2, or 3). To cast any patron-granted spell a sage is treated as wizard of the same level.

The right tool for the job: If a sage has enough gold with him, they can declare that they had spent that money before leaving town to acquire any reasonably common item that could be carried either by him or a hireling. The sage must explain how the item is with him if they were searched by enemies (for example, a sage locked in a cell could reasonably use this ability to declare that they bought a skeleton key and hid it in their long hair or other unmentionable parts of their anatomy).

Planning ahead: A sage adds their level to their initiative roll. This reflects their cunning and awareness, not muscles or reflexes. During combat encounters, every PC or NPC with a lower initiative must declare their actions to the sage. Once declared, actions can't be changed, unless the original task becomes impossible (judge's call).

Action dice: A sage can use their second and third action die only for the sagely advice class ability.

SAGE CLASS							
LEVEL	ATTACK	CRIT DIE/ TABLE	ACTION DIE	CURSE DIE	REF	FORT	WILL
1	+0	1d6/I	1d16+1d12	d3	+1	+0	+1
2	+1	1d6/I	1d16+1d12	d4	+1	+0	+1
3	+1	1d8/I	1d16+1d14	d5	+1	+1	+2
4	+1	1d8/I	1d20+1d14	d6	+2	+1	+2
5	+2	1d10/I	1d20+1d14	d7	+2	+1	+3
6	+2	1d10/I	1d20+1d16	d8	+2	+2	+4
7	+3	1d12/I	1d20+1d16	d10	+3	+2	+4
8	+3	1d12/I	1d20+1d20	d12	+3	+2	+5
9	+4	1d14/I	1d20+1d20+1d12	d14	+3	+3	+5
10	+4	1d14/I	1d20+1d20+1d14	d16	+4	+3	+6



SCOUT

(A THIEF VARIANT)

by José Luiz Tzi

In my current DCC RPG table, one of the PCs that survived the funnel was a hunter. The character was almost a ranger in concept, but both me and the player didn't want the old two-weapons D&D cliché. Actually, the player was satisfied in turning his 0-level hunter into a normal thief. The idea was to use the class' luck die to execute deadly ranged attacks (spending Luck on damage), but the player didn't mind me tinkering with the traditional thief's skills, so I came up with this scout variant on the thief class:

- A scout spends and regains Luck as a thief, and uses a luck die when spending Luck.
- A scout attacks as a thief but uses the warrior's crit progression.
- A scout has access to the following thief skills: *sneak silently, climb sheer surfaces, find trap, disable trap, handle poison*.
- A scout gains **ambush**. Ambush works a bit like backstab and move silently, but it can only be used right before a combat encounter during a surprise round while a scout is sneaking upon his enemy (see DCC core rulebook, page 77). A scout suffers a -1 penalty to his ambush check for each ally going with him. He also suffers a further penalty on his check based on the heaviest armor used by his allies (i.e. the highest armor check penalty in the party). If a scout succeeds at his ambush check, he and every ally accompanying him gains the benefits of backstab for their next attacks (i.e. bonus to attack roll and automatic crit).
- A scout gains **hide in the wilds**. Hide in the wilds works as hide in shadow but only on natural terrains (e.g. forests, plains, caves, etc.) and the scout can try to hide allies subject to the modifiers for ambush checks above. The scout is a master of camouflage and can hide even in places most people would deem impossible, such as a plain. The idea here is that scout's skills are like thief's skills - a thief just does not hide, but they hide *perfectly* in shadows, becoming almost invisible; they do not climb a tree or mountain (anyone can do that), but *sheer* surfaces, etc. Following that line, a scout using hide in the wilds is like Aragorn hiding his party in the *Lord of the Rings*.
- A scout gains **track**. The DC for following an easy trail, such as anything on soft ground, life after a rain or snow is 5. DC 10 is

used for most tracks on normal terrains, like forest, plains, deserts mountains, etc. If a scout is trying to find tracks on hard terrains like deserts or streambeds, or when the followed party is trying to hide its tracks, the DC is 15. Really hard or almost impossible tracks, like trying to find tracks after a snow or heavy rain, or in bare rock, are DC 20. If a scout beats the DC by 5 or more, the judge is encouraged to provide additional details (Aragorn-style) like *"It is a group of six orcs, bearing two prisoners, and the orcs are bickering among themselves because they're short on food"*.

- A scout gains **set trap**. Ok, here we are entering non-OSR mechanics, so please bear with me. The entire idea of the set trap skill is that a scout always checks and prepares any place where the party stays for longer than 1d4 hours (or where the party decides to set camp). As always, the judge has the final word. If the prerequisites are met, during any combat in those places, a scout can spend 1 Luck point to declare that he had set a trap just where an enemy or monster is. A scout makes a special attack roll using his set trap skill bonus (this is a free action). If he hits, the target must succeed at a Reflex save vs. the set trap result, or suffer 1d6 points of damage. The scout can spend more Luck points before the target rolls his save to increase the DC of the trap or damage, with 1 point of Luck spent adding +1 to the trap's DC or 2 points of Luck spent to add +1d6 to the damage. Instead of dealing damage, the trap can have other effects like entangling the target; these special effects are adjudicated by the judge and can increase the Luck cost.
- A scout can use *sneak silently* to benefit his allies, like *ambush* and *hide in the wilds* above.
- Finally, because the scout only use some of the thief's skills, every scout (no matter his alignment) follows the path of the boss bonus progression (i.e. the lawful thief progression).

SCOUT CLASS							
LEVEL	ATTACK	CRIT DIE/ TABLE	ACTION DIE	LUCK DIE	REF	FORT	WILL
1	+0	1d12/III	1d20	d3	+1	+1	+0
2	+1	1d14/III	1d20	d4	+1	+2	+0
3	+2	1d16/IV	1d20	d5	+2	+1	+1
4	+2	1d20/IV	1d20	d6	+2	+2	+1
5	+3	1d24/V	1d20	d7	+3	+2	+1
6	+4	1d30/V	1d20+1d14	d8	+4	+2	+2
7	+5	1d30/V	1d20+1d16	d10	+4	+3	+2
8	+5	2d20/V	1d20+1d20	d12	+5	+3	+2
9	+6	2d20/V	1d20+1d20	d14	+5	+3	+3
10	+7	2d20/V	1d20+1d20	d16	+6	+4	+3

SCOUT SKILLS

Skill	1	2	3	4	5	6	7	8	9	10
Ambush	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Sneak silently*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide in the wilds*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Track†	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Climb sheer surface*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Find trap†	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Disable trap*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Set trap*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Handle poison	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9

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

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

SCOUT TITLES

Level	Lawful	Chaotic	Neutral
1	Guide	Bandit	Hunter
2	Runner	Brigand	Wanderer
3	Forester	Marauder	Explorer
4	Patroller	Highwayman	Pathfinder
5	Ranger	Freebooter	Warden

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