You play a convention funnel, and by the end have fallen in love with your plucky turnip farmer and can’t wait to enjoy more of their story. You play in a higher level game, and your wizard is forced into a cruel pact with an elder god to save his allies and is now the most interesting character you have ever played. What’s next?

Enter **DCC Legacy**.

DCC Legacy is a set of informal but codified guidelines that will allow you to bring surviving DCC characters from one Judge’s game to another. This can be a way for players to keep playing characters they enjoy, or could establish ongoing “living” campaigns for any of the games using the DCC rules.

Using this optional system, players can take their surviving characters and bring them to online or convention games designated as DCC Legacy events. The Judges of these games will understand that the player is bringing an established character to their session and has agreed to follow the DCC Legacy rules. The Judge surrenders none of their autonomy, and always has the final say on what is allowed at their table. For example, if a character has a troublesome artifact that would hurt the story they are trying to tell, they rule it is either removed from play or has modified effects for their session.

DCC Legacy provides a simple log sheet to track magical items, alterations such as corruptions or mutations, and other pertinent character information stemming from their session. The Platers keep the log sheet and those sheets become a living artifact of the player’s game session.

**EXPERIENCE POINT PROGRESSION**

As stated previously, each adventure will have a set XP value, with longer and higher-level adventures being worth higher XP amounts.

Under this system, characters may not replay published adventures.
**NAMED ITEMS**

Magical treasure and artifacts are recorded on the Players Log Sheet. The Judge determines whether or not characters can use the item at the start of play. If the Judge feels it would be too disruptive, the item goes dormant for that adventure, or operates in a reduced capacity. In the case of two or more players possessing the named artifact then the players dice off (d20) to determine whose artifact is active at the Judge’s discretion if they cannot come to an accord.

**OPTIONAL RULE:**
**CHARACTER DEATH**

When faced with the permanent death of a LEGACY player character, the player has the option of carrying over ½ the departed characters experience points to add to a new character. They may either play a funnel, and reward the 0 level survivor with the experience points after the event, or they may start the career at 1st level and reward the experience points. This optional rule is helpful for groups of friends playing at higher levels so that the Character Death does not set them back too much from their band of merry reavers.

**ADMINISTRATION**

The Guildmaster of the Players Association oversees the administration and answers questions through a designated Discord channel, with assistant GMs to help work with the gaming community, coordinate special events, and fill convention needs. These Volunteers and Road Crew Judges communicating on a pre-built Discord channel will allow for easy administration. The Discord channel will be a resource for Judges, with rules and log sheets pinned for easy access. It’s recommended a collection of assistants is drawn from the various time zones and Geographic Regions our gamer base is located in.
# LEGACY EXPERIENCE POINT SYSTEM

## FOR DCC & MCC

Mini mods/3rd party adventures allocate less the XP of a full module of that level (half level rounded down). Split level modules allocate the higher level offered. (A 0-1st level would offer the XP for 1st level)

Larger Adventures also denote their expanded total XP with the title.

|-----------|------------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|-----------------------|

## DCC RPG

### LEVEL 0

DCC free Game Day 2011 The Portal Under the Stars
DCC 2015 Halloween They Served Brandolyn Red
DCCR1 The Hybercube of Myt
DCCR2 Death By Nexus
DCCR3 The Shambling Undead
DCC Chained Coffin (Shudder Mountains lvl 0)
DCC #67 Sailors on the Starless Sea
DCC #86 Hole in the Sky
DCC Horror #5 Creep, Skrag, Creep
DCC Con Mod 2020 - Accursed Heart of the World Ender

### LEVEL 1

DCC GAME DAY 2014 Elzemon and The Blood Drinking Box (12 XP)
DCC 2013 Holiday The Old Gods Return (12 XP)

### LEVEL 2

DCC Free Game Day 2013 The Imperishable Sorceress (12 XP)
Halloween 2017 Shadow Under Devils Reef
Chained Coffin box Set (Shudder Mountains) The Rat Kings River of Death (12 XP)
DCC #66.5 Doom of the Savage Kings
DCC #68 The People of the Pit
DCC #76.5 Well of the Worm (12 XP)
DCC #79 Frozen in Time
DCC #79.5 Tower of the Black Pearl (12 XP)
DCC #80 Intrigue at the Court of Chaos (12 XP)
DCC #81 The One Who Watches From Below
DCC #82.5 Dragora’s Dungeon (35 XP)
DCC #87.5 Grimtooths Museum of Death
DCC #97 The Queen of Elflands Son

### LEVEL 3

DCC 2015 Holiday Advent of the Avalanche Lords
DCC Free Game Day 2012 The Jeweler that Dealt in Stardust (22 XP)
Chained Coffin (Shudder Mountains) The Woeful Caves Under Yander Mountain (22 XP)
DCC #70 Jewels of the Carnifex
DCC #75 The Sea Queen Escapes!
DCC #77 The Croaking Fane
DCC #82 Bride of the Black Manse, 2nd printing
DCC #83.2 Death Among the Pines (Shudder Mountains) (22 XP)
DCC #92 Through the Dragonwall
DCC#94 Neon Knights
DCC Horror #6 The Web of All-Torment
DCC #99 The Star Wound of Abaddon

LEVEL 4
DCC 2016 Holiday Twilight of the Solstice
DCC #71 The 13th Skull
DCC #73 Emirkol Was Framed!
DCC #74 Blades Against Death
DCC #84.1 The Rock Awakens
DCC #85 The Making of the Ghost Ring
DCC #90 The Dread God Al-Khazadar
DCC #91 Journey to the Center of Aereth (65 XP)

LEVEL 5
DCC Free Game Day 2012 The Undulat5
ing Corruption (32 XP)
(from Chaos Rising) The Infernal Crucible of Sezrekan the Mad (32 XP)
DCC #72 Beyond the Black Gate
DCC #83 The Chained Coffin (see: Shudder Mountains for individual adventures per level)
DCC #84.2 Synthetic Swordsmen of the Purple Planet
DCC #87 Against the Atomic Overlord
DCC#95 Enter the Dagon

LEVEL 6
DCC #84.3 Skymasters of the Purple Planet
DCC #88 The 998th Conclave of Wizards
DCC #91.1 Lost City of Barako
DCC #96 The Tower of Faces
DCC #98 Imprisoned in the God-Skull
DCC HORROR #2 The Sinister Sutures of The Sempstress (Halloween 2016)

LEVEL 8
DCC #76 Colossus, Arise!

NOTES
DCC # 83.1 LVL1-5 TALES OF SHUDDER MOUNTAINS (mini mods see LIST)
DCC #89 LVL 1-5 CHAOS RISING (mini mods see LIST)

MCC RPG

LEVEL 0
MCC #01 Hive of the Overmind
MCC #07 Reliquary of the Ancient Ones
MCC #10 Seeking the Post Humans

LEVEL 1
MCC 0 Free RPG day 2016 The Museum at the End of Time (12 XP)
2018 Holiday Home for the Holideath
MCC #02 A Fallen Star For All

LEVEL 2
MCC #03 Incursion of the Ultradimension

LEVEL 3
MCC #04 Warlords of ATOZ
MCC #09 Evil of the Ancients

LEVEL 4
MCC #05 Blessings of the Vile Brotherhood

LEVEL 5
MCC #06 The Apocalypse Ark
<table>
<thead>
<tr>
<th>Adventure Title:</th>
<th>JUDGE/EMAIL:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Convention:</td>
<td>DATE:</td>
</tr>
<tr>
<td>Starting XP:</td>
<td>Starting Gold:</td>
</tr>
<tr>
<td>Earned XP:</td>
<td>Earned Gold:</td>
</tr>
<tr>
<td>Current XP:</td>
<td>Current Gold:</td>
</tr>
<tr>
<td>Notes/Items Gained:</td>
<td></td>
</tr>
</tbody>
</table>

PC Level: [ ]
PLAYER NAME: __________________________________________________________________________

CHARACTER NAME: _________________________________ CLASS: ________________ SYSTEM: ________________

ADVENTURE TITLE: _____________________________
JUDGE/EMAIL: ________________________________
CONVENTION: ___________ DATE: _____________
STARTING XP: ___________ STARTING GOLD: ______
EARNED XP: ___________ EARNED GOLD: ________
CURRENT XP: ___________ CURRENT GOLD: ________
NOTES/ITEMS GAINED: ____________________________

ADVENTURE TITLE: _____________________________
JUDGE/EMAIL: ________________________________
CONVENTION: ___________ DATE: _____________
STARTING XP: ___________ STARTING GOLD: ______
EARNED XP: ___________ EARNED GOLD: ________
CURRENT XP: ___________ CURRENT GOLD: ________
NOTES/ITEMS GAINED: ____________________________

ADVENTURE TITLE: _____________________________
JUDGE/EMAIL: ________________________________
CONVENTION: ___________ DATE: _____________
STARTING XP: ___________ STARTING GOLD: ______
EARNED XP: ___________ EARNED GOLD: ________
CURRENT XP: ___________ CURRENT GOLD: ________
NOTES/ITEMS GAINED: ____________________________

ADVENTURE TITLE: _____________________________
JUDGE/EMAIL: ________________________________
CONVENTION: ___________ DATE: _____________
STARTING XP: ___________ STARTING GOLD: ______
EARNED XP: ___________ EARNED GOLD: ________
CURRENT XP: ___________ CURRENT GOLD: ________
NOTES/ITEMS GAINED: ____________________________

DCC LEGACY Adventure Sheet
<table>
<thead>
<tr>
<th>ADVENTURE TITLE:</th>
<th>ADVENTURE TITLE:</th>
</tr>
</thead>
<tbody>
<tr>
<td>JUDGE/EMAIL:</td>
<td>JUDGE/EMAIL:</td>
</tr>
<tr>
<td>CONVENTION:</td>
<td>CONVENTION:</td>
</tr>
<tr>
<td>DATE:</td>
<td>DATE:</td>
</tr>
<tr>
<td>STARTING XP:</td>
<td>STARTING XP:</td>
</tr>
<tr>
<td>STARTING GOLD:</td>
<td>STARTING GOLD:</td>
</tr>
<tr>
<td>EARNED XP:</td>
<td>EARNED XP:</td>
</tr>
<tr>
<td>EARNED GOLD:</td>
<td>EARNED GOLD:</td>
</tr>
<tr>
<td>CURRENT XP:</td>
<td>CURRENT XP:</td>
</tr>
<tr>
<td>CURRENT GOLD:</td>
<td>CURRENT GOLD:</td>
</tr>
<tr>
<td>NOTES/ITEMS GAINED:</td>
<td>NOTES/ITEMS GAINED:</td>
</tr>
</tbody>
</table>

PC LEVEL

<table>
<thead>
<tr>
<th>ADVENTURE TITLE:</th>
<th>ADVENTURE TITLE:</th>
</tr>
</thead>
<tbody>
<tr>
<td>JUDGE/EMAIL:</td>
<td>JUDGE/EMAIL:</td>
</tr>
<tr>
<td>CONVENTION:</td>
<td>CONVENTION:</td>
</tr>
<tr>
<td>DATE:</td>
<td>DATE:</td>
</tr>
<tr>
<td>STARTING XP:</td>
<td>STARTING XP:</td>
</tr>
<tr>
<td>STARTING GOLD:</td>
<td>STARTING GOLD:</td>
</tr>
<tr>
<td>EARNED XP:</td>
<td>EARNED XP:</td>
</tr>
<tr>
<td>EARNED GOLD:</td>
<td>EARNED GOLD:</td>
</tr>
<tr>
<td>CURRENT XP:</td>
<td>CURRENT XP:</td>
</tr>
<tr>
<td>CURRENT GOLD:</td>
<td>CURRENT GOLD:</td>
</tr>
<tr>
<td>NOTES/ITEMS GAINED:</td>
<td>NOTES/ITEMS GAINED:</td>
</tr>
</tbody>
</table>

PC LEVEL

DCC LEGACY Adventure Sheet
PLAYER NAME: __________________________________________________________________________

CHARACTER NAME: _________________________________ CLASS: ________________ SYSTEM: ____________________

ADVENTURE TITLE: __________________________

JUDGE/EMAIL : __________________________

CONVENTION: DATE: __________________________

STARTING XP: STARTING GOLD: __________________________

EARNED XP: EARNED GOLD: __________________________

CURRENT XP: CURRENT GOLD: __________________________

NOTES/ITEMS GAINED: __________________________

PAGE ___ OF ___

ADVENTURE TITLE: __________________________

JUDGE/EMAIL : __________________________

CONVENTION: DATE: __________________________

STARTING XP: STARTING GOLD: __________________________

EARNED XP: EARNED GOLD: __________________________

CURRENT XP: CURRENT GOLD: __________________________

NOTES/ITEMS GAINED: __________________________

PC LEVEL

ADVENTURE TITLE: __________________________

JUDGE/EMAIL : __________________________

CONVENTION: DATE: __________________________

STARTING XP: STARTING GOLD: __________________________

EARNED XP: EARNED GOLD: __________________________

CURRENT XP: CURRENT GOLD: __________________________

NOTES/ITEMS GAINED: __________________________

PC LEVEL

ADVENTURE TITLE: __________________________

JUDGE/EMAIL : __________________________

CONVENTION: DATE: __________________________

STARTING XP: STARTING GOLD: __________________________

EARNED XP: EARNED GOLD: __________________________

CURRENT XP: CURRENT GOLD: __________________________

NOTES/ITEMS GAINED: __________________________

PC LEVEL

DCC LEGACY Adventure Sheet