INTRODUCTION

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.

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 those sessions 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 Players keep the log sheet and those sheets become a living artifact of the player’s game session.

HOW IT WORKS

LOG SHEET

Published adventures are assigned an experience point value, based on their level, difficulty, and length (see Recommended Experience Point Document). Characters that survive and complete an adventure to their Judge’s satisfaction gain a set amount of experience points upon its completion. Those points are tracked on the Log Sheet.

Awards for games based on levels, XP/GP and Magic Items are tracked via the Log Sheet. This is a basic scoring per module or based on level of adventure with a +10 XP per adventure level. Short adventures offer less EXP Awards compared to the full printed adventures from Goodman Games. Third Party published adventures can be graded experience point max on a case by case basis and updated via web site or discord channel to the Recommended Experience Point document. Unless otherwise noted, the Third Party adventures provide a +5 XP per adventure level.

A zero level character’s Log Sheet begins when they survive a character funnel. The session Judge signs off on the survivor(s). Each survivor gets a Log Sheet and begin their careers as 1st level adventurers, now off to create their own Legacy! Third Party Funnels also meet this exception and level the survivors to 1st level play.

Zero level characters follow standard creation guidelines, and can be done manually or using the Purple Sorcerer character creation tools (“As Crom Intended” settings), which can be found here:

https://purplesorcerer.com/create_party.php

That character is now a Legacy, and can be brought to Legacy-designated games for Judge approval, and if granted can participate in that adventure. A player wanting to use a Legacy character in a non-Legacy designated convention-style game can ask the Judge if they will accept their Legacy character. If the Judge is willing, the player submits their character for approval.

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.
LUCK POINT REWARDS
This system encourages Judges to award additional Luck points for exceptional play. Luck awards are recorded on the PCs Log Sheets.

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.

STAT LOSS
In between sessions, the player characters regenerate all lost/burned stat points that would normally restore over normal rest. It is assumed the player character is resting up until they are at peak performance in between their dangerous adventuring path. (See Spellburn/Glowburn for additional notes.)

SPELLBURN/GLOWBURN
In some instances, spells or abilities can be modified by using Spellburn or Glowburn. All instances must be done at the table, and the effects dealt with in game. For example, if a Wizard wants to Spellburn for the Find Familiar spell, they must do so with the Judge at the start of the session and try to survive that session with the effects. Permanent effects that may be adjusted favorably with Spellburn/Glowburn are not done at the end of a session or between sessions. However, in between sessions it is assumed enough downtime has passed to fully restore any lost ability points that regenerate over time.

CROSS GAME SYSTEMS PLAY
For MCC, DCC-Lankmar, Dying Earth, Xcrawl Beta Rules, Empire of the East or Umerica Adventures, player characters currently must stay within these world settings due to the uniqueness of character creation and rules set. You may use the XP chart as a guide for advancement within these unique campaigns if you wish to run Legacy Rules for these amazing adventure settings.

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. Its recommended a collection of assistants is drawn from the various time zones and Geographic Regions our gamer base is located in.

The current Guildmaster is Sean Smith (kingmob2013@gmail.com) and can be found on the Legacy Discord Channel of Goodman Games.
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)

As a baseline rule, Third Party Adventures of Level 1 or higher reward Half the Experience Points of a Goodman Games Published Adventure.

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

For MCC, DCC-Lankmar, Dying Earth, Xcrawl Beta Rules, Empire of the East or Umerica Adventures, player characters currently must stay within these world settings due to the uniqueness of character creation and rules set. You may use the XP chart as a guide for advancement within these unique campaigns.

Below is a Guideline of printed/pdf offerings from the Goodman Games web site available for order.

0 LEVEL FUNNELS (including Third Party): 10 XP
1st LEVEL MODS: 25 XP
2nd LEVEL MODS: 35 XP
3rd LEVEL MODS: 45 XP
4th LEVEL MODS: 55 XP
5th LEVEL MODS: 65 XP
6th LEVEL MODS: 75 XP
7th LEVEL MODS: 85 XP
8th LEVEL MODS: 95 XP

DCC RPG

LEVEL 0

DCC Free Game Day 2011 The Portal Under the Stars
DCC Horror #1 They Served Brandolyn Red
DCCR1 The Hybercube of Myt
DCCR2 Death By Nexus
DCCR3 The Shambling Undead
DCC Chained Coffin (Shudder Mountains level 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
DCC DAY Beneath the Well of Brass
Purple Sorcerer The Sunken City Funnel
The Precipice of Corruption (Third Party)
The Fell Folk of the Moors (Third Party)
Greenwood of the Fey Sovereign
Prison of the Mad Gods
Mothers Maze
The Peasant’s Fell Bargain
The Dweller in Dreams
Death Slaves of Eternity
The Carnival of the Damned
Escape from the Shrouded Fen
Nebin Pendlebrooks Perilous Pantry
The House of Red Doors
Mangrels Ate My Servants!!
Sinking the Stercorarius

LEVEL 1

DCC Game Day 2014 Elzemon and The Blood Drinking Box (12 XP)
DCC 2013 Holiday The Old Gods Return
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 Con Module 2018 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  

DCC Quick Start Adventure Free RPG Day 2020 The Legend of the Silver Skull (12 XP)  

DCC DAY 2021 Temple Siege (12 XP)  

DCC Version: Crypt of the Science Wizard (25 XP)  
Purple Sorcerers The Sunken City Lvl 1 (25 XP)

**LEVEL 2**

DCC 2014 Holiday Trials of the Toy Makers  
DCC Con Mod 2017 Blood for the Serpent King (17 XP)  
DCC 2019 Convention Special The Inn at Five Points (17 XP)  
DCC #69 The Emerald Enchanter  
DCC #77.5 The Tower Out of Time (17 XP)  
DCC #78 Fates Fell Hand  
DCC #80.5 Glipkerios Gambit (17 XP)  
DCC #88.5 Curse of the Kingspire (45 XP)  
DCC #92.5 Dread on Demon Crown Hill  
DCC #93 Moon Slaves of the Cannibal Kingdom  
DCC 2020 Holiday Special The Doom that Came to Christmas Town-You may play this with the included NPCs and award the XP to your LEGACY character. (17 XP)

**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 #90 The Dread God Al-Khazadar  
DCC #92 Through the Dragonwall  
DCC#94 Neon Knights

**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 #91 Journey to the Center of Aereth (65 XP)  
DCC 2018 GEN CON Tournament The Black Heart of Thakulon the Undying (65 XP)  
DCC 2019 Yearbook Presents: Riders on the Phlogiston (65 XP)

**LEVEL 5**

DCC Free Game Day 2012 The Undulating 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  
Stronghold of the Wood Giant Shaman (32 XP)

**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 Semptress (Halloween 2016)

**LEVEL 8**

DCC #76 Colossus, Arise!

**NOTES**

DCC # 83.1 LVL1-5 Tale of Shudder Mountains (mini mods see LIST)  
DCC #89 LVL 1-5 Chaos Rising (mini mods see LIST)
MCC RPG

LEVEL 0
MCC #1 Hive of the Overmind
MCC #7 Reliquary of the Ancient Ones
MCC #10 Seeking the Post Humans
DCC DAY 2021 The Neverwhen Rock
MCC Free RPG Day 2016 The Museum at the End of Time
Purple Duck Games Mutants in Toyland Funnel

LEVEL 1
2018 Holiday Home for the Holideath
MCC #02 A Fallen Star For All
The Rats of GIM (25 XP)
MCC version: Crypt of the Science Wizard (25 XP)

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
| Player Name: __________________________________________________________________________ | Page ____ of ____ |
| Character Name: _________________________________ | Class: ________________ | System: ________________ |

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