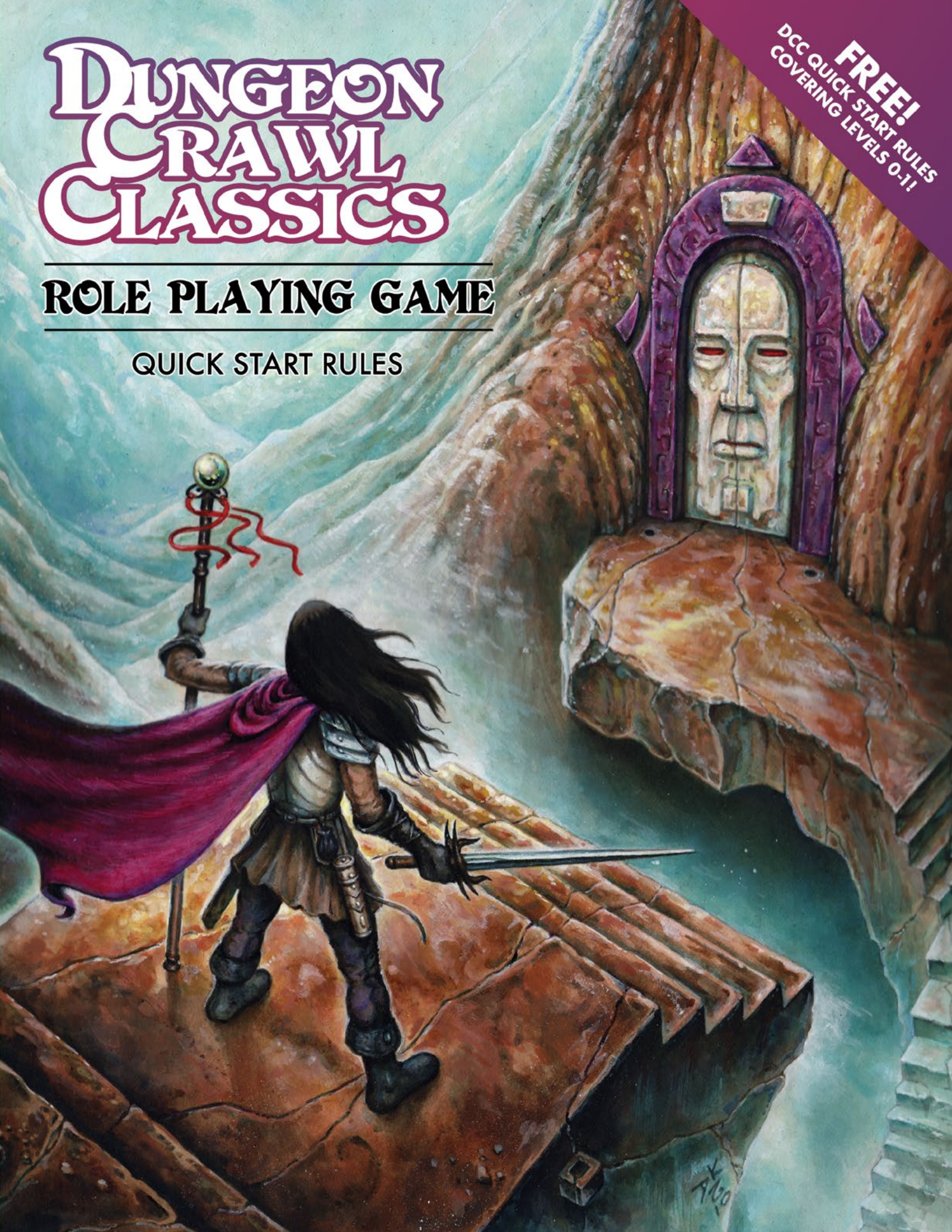


# DUNGEON CRAWL CLASSICS

ROLE PLAYING GAME

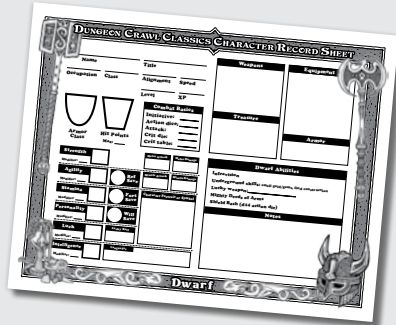
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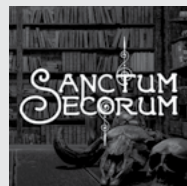
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The best source for official DCC product release news! Director of Product Development Michael Curtis gives you all the news that's fit to share regarding DCC RPG. Airls the 1st Monday of the month (as of this book's publication).



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You're no hero.

You're an adventurer:

a reaver,  
a cutpurse,  
a heathen-slayer,  
a tight-lipped warlock  
guarding long-dead secrets.

You seek gold and glory,  
winning it with sword and spell,  
caked in the blood and filth of the weak,  
the dark, the demons, and the vanquished.  
There are treasures to be won deep underneath,  
and you shall have them...



## DCC RPG STARTER RULES

These starter rules were written specifically to introduce judges and players to the DCC RPG system. In some areas, rules have been condensed and simplified. These rules will serve primarily to get characters through their first level 0 adventure and their first level 1 adventure. Although the rules go up to level 1, you won't have the full play experience until you buy the core rulebook. This starter document should be enough for you to realize how much fun the game is. For the full DCC experience and play at levels up to 10th, please refer to the Dungeon Crawl Classics RPG rulebook!

### THE CORE MECHANIC

**T**he core mechanic in DCC RPG is the d20 roll. You will frequently be asked to roll 1d20 and add or subtract modifiers. The goal is to roll high and beat a DC (Difficulty Class). Sometimes the DC will have specific terms, such as an Armor Class, or AC, which is a combat variety of a DC. A higher DC is more difficult to beat, and a better-armored creature has a higher AC.

If you roll equal to or higher than the DC (or AC), you succeed. Otherwise, you fail.

A roll of 1 is an automatic failure and often results in a fumbling failure of some kind.

A roll of 20 is an automatic hit and often results in a critical success of some kind.

Occasionally, a character may roll a die other than 1d20 when acting. 1d16, 1d24, and even 1d30 are used for weaker or stronger warriors and spellcasters.



### THE DICE CHAIN

**O**ne of the most fun aspects of using funky dice is getting to roll those dice! Many traditional RPGs utilize modifiers to dice rolls as a way to express improved success or failure in an action. For example, an attack with an off-hand weapon may incur a -4 penalty.

DCC RPG utilizes this traditional modifier system but also employs a system of swapping out die types. Although d20 is the core die mechanic in the game, there are times when the player may be instructed to roll a d16 or a d24 instead, depending on whether the action has an improved or reduced chance of success. The system for moving "up and down" different die types is known as the dice chain.

The dice chain is represented as follows:

d3 - d4 - d5 - d6 - d7 - d8 - d10 - d12 - d14 - d16 - d20 - d24 - d30

Whenever the rules specify a bonus of +1d, the die to be rolled moves one step to the right on the chain, culminating in a d30 (the largest die that can be used). When the rules specify a penalty of -1d, the die to be rolled moves one step to the left, culminating in a d3 (the smallest die that can be used). Multiple steps can switch the die type two or more steps, and combined improved and reduced results can offset each other. Modifiers to the roll (such as +1 or -2) are applied to the result on the new die type.

## HOW IS THIS GAME DIFFERENT FROM WHAT I HAVE PLAYED BEFORE?

If you're familiar with the more recent versions of the world's most popular fantasy role-playing game:

- DCC RPG does not use proficiency bonuses, advantage and disadvantage, specific skills, or spell slots.
- Instead of advantage and disadvantage, a player might roll a die with more sides (a larger die) or one with fewer sides (a smaller die) depending on if circumstances favor or hinder them. You could roll a 1d12 to hit an opponent if conditions aren't in your favor, but you also might roll a 30-sided die to attack if you're in a position of superiority!
- Ability points and even race are randomly determined rather than chosen. While this might sound limiting, in practice it's been observed that players often end up with characters they never could have imagined on their own and love these unexpected heroes.
- Classes and races are one and the same. You are a wizard or an elf.
- There are only seven classes in DCC RPG.
- There are only three saving throws (Fortitude, Reflex, and Will) and these are not ability saves.
- DCC RPG does not have prestige classes, attacks of opportunity, feats, or skill points.
- There are no backgrounds in DCC RPG, but there are occupations which might suggest what your character did before becoming an adventurer. These occupations suggest rather than codify what types of knowledge and talents a character possesses.

No matter what edition you've played before:

- Clerics turn creatures that are unholy to their religion. This may include un-dead and other creatures.
- All spells are cast with a spell check, where the caster rolls 1d20, adds certain modifiers, and tries to score high. The higher the roll the more effective the spell's result. Each spell has a unique chart that adjudicates the spell's effects.
- Wizards may or may not lose the ability to cast spells as they adventure. Instead of memorizing spells or using spell slots, a low roll means the wizard cannot cast the spell for the rest of the day. On a high result, they can cast the spell again.
- Cleric spellcasting works differently from wizard casting. Clerics never lose a spell when its cast. However, when a cleric casts a spell and fails in their attempt, they may increase their "natural failure range." By the end of the day, a cleric may automatically fail on more rolls than just a natural 1.
- There is a critical hit matrix. Higher-level characters and martial characters generate critical hits more often and roll on more deadly result tables.
- You can burn off ability points to enhance die rolls. All characters can burn Luck, and wizards and elves can burn other abilities.

## WEIRD DICE

This game utilizes polyhedrons of unusual shapes. Specifically, it utilizes the standard suite of dice, as well as what the author refers to as "Zocchi dice." As an experienced gamer, you undoubtedly own a d4, d6, d8, d10, d12, and d20. DCC RPG also makes use of Zocchi dice in the following configurations: d3, d5, d7, d14, d16, d24, and d30. You can purchase these weird dice sets from many online retailers, including Goodman Games.

**You can still roll with regular polyhedral dice.**

It is easy to substitute for the "weird dice" with a regular dice set. For a d3, roll 1d6 and divide by two. For a d7, roll 1d8 and re-roll on an 8. For d14 or d16, roll d20 and ignore rolls above the die-facing threshold. For d24, roll 1d12 and 1d6; if the 6-sider is odd, add 12 to the 1d12 roll. And so on.

## CHARACTER CREATION



In DCC RPG, player characters are not created by staying up all night devising a unique and interesting backstory. You roll up 0-level untrained and uneducated peasants and play that unique backstory out. We highly suggest each player roll up multiple 0-level characters – at least three, possibly more. Don't get attached. Characters that survive their first dungeon then choose classes and become worth remembering.

Character creation in the DCC RPG follows these steps:

- 1 Determine ability scores; 3d6 in order for each. Note ability modifiers on [Table 1-1](#). The abilities are: Strength, Agility, Stamina, Intelligence, Personality, Luck.
- 2 Determine hit points; roll 1d4, adjusted by Stamina modifier.
- 3 Determine Lucky Sign; roll 1d30, adjusted by Luck modifier on [Table 1-2](#). The resultant Lucky Roll modifier associated with that Lucky Sign is permanent and does not change later when Luck is spent.
- 4 Determine 0-level occupation; roll 1d100 on [Table 1-3](#). This result will tell include the character's 0-level starting weapon and trade goods.
- 5 Choose an alignment.
- 6 Determine starting money; roll 5d12 copper pieces.
- 7 0-Level characters come with some starting equipment, including occupation weapon and trade goods, and one randomly determined piece of equipment from [Table 3-3](#). Level-0 characters may also purchase or barter additional equipment, if able.
- 8 Attempt to survive your first dungeon. If you survive and reach 10 XP, you advance to 1st level. At this point, you choose a class.

**TABLE 1-1: ABILITY SCORE MODIFIERS**

Ability Score	Modifier	Wizard Spells Known	Max Spell Level**
3	-3	No spellcasting possible	No spellcasting possible
4	-2	-2 spells*	1
5	-2	-2 spells*	1
6	-1	-1 spell*	1
7	-1	-1 spell*	1
8	-1	No adjustment	2
9	None	No adjustment	2
10	None	No adjustment	3
11	None	No adjustment	3
12	None	No adjustment	4
13	+1	No adjustment	4
14	+1	+1 spell	4
15	+1	+1 spell	5
16	+2	+1 spell	5
17	+2	+2 spells	5
18	+3	+2 spells	5

\* Minimum of 1 spell.

\*\* Based on Intelligence for wizards and Personality for clerics.



"With 8 INT you won't go far as a wizard, John, but as a warrior you can still earn a fine salary of 4d6 GP!"

**TABLE 1-2: LUCK SCORE**

d30	Birth Augur and Lucky Roll
1	Harsh winter: All attack rolls
2	The bull: Melee attack rolls
3	Fortunate date: Missile fire attack rolls
4	Raised by wolves: Unarmed attack rolls
5	Conceived on horseback: Mounted attack rolls
6	Born on the battlefield: Damage rolls
7	Path of the bear: Melee damage rolls
8	Hawkeye: Missile fire damage rolls
9	Pack hunter: Attack and damage rolls for 0-level starting weapon
10	Born under the loom: Skill checks (including thief skills)
11	Fox's cunning: Find/disable traps
12	Four-leafed clover: Find secret doors
13	Seventh son: Spell checks
14	The raging storm: Spell damage
15	Righteous heart: Turn unholy checks
16	Survived the plague: Magical healing*
17	Lucky sign: Saving throws
18	Guardian angel: Savings throws to escape traps
19	Survived a spider bite: Saving throws against poison
20	Struck by lightning: Reflex saving throws
21	Lived through famine: Fortitude saving throws
22	Resisted temptation: Willpower saving throws
23	Charmed house: Armor Class
24	Speed of the cobra: Initiative
25	Bountiful harvest: Hit points (applies at each level)
26	Warrior's arm: Critical hit tables**
27	Unholy house: Corruption rolls
28	The Broken Star: Fumbles**
29	Birdsong: Number of languages
30	Wild child: Speed (each +1/-1 = +5'/-5' speed)

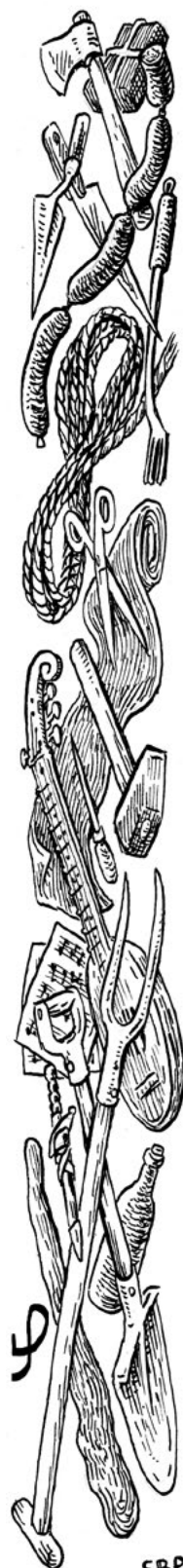


\* If a cleric, applies to all healing the cleric performs. If not a cleric, applies to all magical healing received from other sources.

\*\* Luck normally affects critical hits and fumbles. On this result, the modifier is doubled for purposes of crits or fumbles.

**TABLE 1-3: OCCUPATION**

Roll	Occupation	Trained Weapon†	Trade Goods
01	Alchemist	Staff	Oil, 1 flask
02	Animal trainer	Club	Pony
03	Armorer	Hammer (as club)	Iron helmet
04	Astrologer	Dagger	Spyglass
05	Barber	Razor (as dagger)	Scissors
06	Beadle	Staff	Holy symbol
07	Beekeeper	Staff	Jar of honey
08	Blacksmith	Hammer (as club)	Steel tongs
09	Butcher	Cleaver (as axe)	Side of beef
10	Caravan guard	Short sword	Linen, 1 yard
11	Cheesemaker	Cudgel (as staff)	Stinky cheese
12	Cobbler	Awl (as dagger)	Shoehorn
13	Confidence artist	Dagger	Quality cloak
14	Cooper	Crowbar (as club)	Barrel
15	Costermonger	Knife (as dagger)	Fruit
16	Cutpurse	Dagger	Small chest
17	Ditch digger	Shovel (as staff)	Fine dirt, 1 lb.
18	Dock worker	Pole (as staff)	1 late RPG book
19	Dwarven apothecarist	Cudgel (as staff)	Steel vial
20	Dwarven blacksmith	Hammer (as club)	Mithril, 1 oz.
21	Dwarven chest-maker	Chisel (as dagger)	Wood, 10 lbs.
22	Dwarven herder	Staff	Sow**
23-24	Dwarven miner	Pick (as club)	Lantern
25	Dwarven mushroom-farmer	Shovel (as staff)	Sack
26	Dwarven rat-catcher	Club	Net
27-28	Dwarven stonemason	Hammer	Fine stone, 10 lbs.
29	Elven artisan	Staff	Clay, 1 lb.
30	Elven barrister	Quill (as dart)	Book
31	Elven chandler	Scissors (as dagger)	Candles, 20
32	Elven falconer	Dagger	Falcon
33-34	Elven forester	Staff	Herbs, 1 lb.
35	Elven glassblower	Hammer (as club)	Glass beads
36	Elven navigator	Shortbow	Spyglass
37-38	Elven sage	Dagger	Parchment and quill pen
39-47	Farmer*	Pitchfork (as spear)	Hen**
48	Fortune-teller	Dagger	Tarot deck
49	Gambler	Club	Dice
50	Gongfarmer	Trowel (as dagger)	Sack of night soil
51-52	Grave digger	Shovel (as staff)	Trowel
53-54	Guild beggar	Sling	Crutches
55	Halfling chicken butcher	Handaxe	Chicken meat, 5 lbs.
56-57	Halfling dyer	Staff	Fabric, 3 yards
58	Halfling glovemaker	Awl (as dagger)	Gloves, 4 pairs
59	Halfling wanderer	Sling	Hex doll
60	Halfling haberdasher	Scissors (as dagger)	Fine suits, 3 sets
61	Halfling mariner	Knife (as dagger)	Sailcloth, 2 yards
61+	<i>See the DCC RPG core rulebook for additional entries!</i>		



SBP

† If a missile fire weapon (such as sling or dart), roll 1d6 to determine number of sling stones or darts.

\* Roll 1d8 to determine farmer type: (1) potato, (2) wheat, (3) turnip, (4) corn, (5) rice, (6) parsnip, (7) radish, (8) rutabaga.

\*\* Why did the chicken cross the hallway? To check for traps! In all seriousness, if the party includes more than one farmer or herder, randomly determine the second and subsequent farm animals for each duplicated profession with 1d6: (1) sheep, (2) goat, (3) cow, (4) duck, (5) goose, (6) mule.

\*\*\* Roll 1d6 to determine what's in the cart: (1) tomatoes, (2) nothing, (3) straw, (4) your dead, (5) dirt, (6) rocks.

### TABLE 1-4: XP LEVEL THRESHOLDS

Zero-level characters start at 0 XP. The indicated level of XP is necessary to achieve each new level. For example, a 0-level character becomes a 1st-level warrior when they reach 10 XP, a 2nd-level warrior when they reach 50 XP, a 3rd-level warrior when they reach 110 XP, and so on.

Level	XP Required
0	0
1	10
2	50
3	110
4	190
5	290
6	410
7	550
8	710
9	890
10	1090



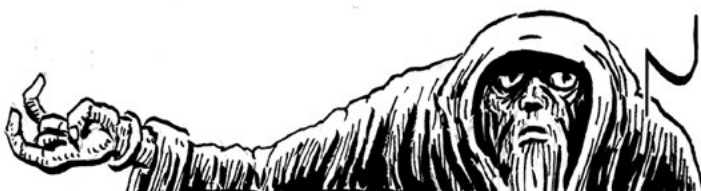
## WEAPON TRAINING

All 0-level characters are trained in the one weapon they possess from their former occupation. If a 0-level character handles multiple weapons over their career, they are considered trained in the last weapon they fought with. At 1st level, a character gains training in additional weapons, based on the class they choose.

Generally, using a weapon without training imposes an attack penalty. However, this penalty is waived for 0-level characters. It is assumed that their naturally poor combat abilities reflect equal incompetence with the martial use of all weapons.

## TRADE GOODS

Novice adventurers typically hail from mundane backgrounds. The economics of a feudal setting involve more barter than coinage. The typical farmer or woodcutter may sustain their family for years of trade without ever setting eye on a metal coin. All 0-level characters start with trade goods of some kind, as indicated on [Table 1-3](#). These may be useful in the dungeon or may provide a starting point for trading up to a better status in life. In addition to their trade goods, each 0-level character starts with one randomly determined piece of adventuring equipment. Roll 1d24 on [Table 3-3](#) for each character.



## ALIGNMENT

Alignment is a choice of values. In its simplest form it determines behavior. In higher forms it determines allegiance to a cosmic force. Characters choose an alignment at 0 level, and this choice determines their options for the rest of their lives.

Alignment functions on many levels, but there are two primary extremes: lawful and chaotic, with the balance of neutrality between. A character chooses one of these three alignments at 0 level.

## EXPERIENCE POINTS AND LEVEL ADVANCEMENT

As a character completes adventures, they practice their skills and becomes more talented. Characters earn experience points (XP) that allow them to progress in level.

Basics of the XP System: The DCC RPG experience system works as follows:

- All character classes use the same advancement table.
- Each encounter is worth from 0 to 4 XP, and those XP are not earned merely by killing monsters, disarming traps, looting treasure, or completing a quest. Rather, successfully surviving encounters earns the characters XP in DCC RPG. A typical encounter is worth 2 XP, and the system scales from 0 to 4 depending on difficulty.
- All characters that participate in the encounter receive the same XP.
- The judge determines how much XP is awarded.
- Characters level up when they reach the XP threshold for the next level.
- The level thresholds become progressively higher. The number of "average adventures" required to advance to each subsequent level is higher than the preceding level.

Zero-level characters start at 0 XP. Level 1 requires 10 XP, and level 2 requires 50 XP. See the DCC RPG core rulebook for further progression.

Note: A 1st-level character retains their hit points from level 0, and gains new hit points according to their class. All characters of 1st-level or higher thus have their class hit dice plus 1d4 hit points from level 0.

## THE CHARACTER CREATION FUNNEL

Some role playing games codify "game balance" in an abundance of character options. The DCC RPG takes an anachronistic approach to this concept by pursuing an even playing field through *randomization* rather than *complexity*. The character creation steps that follow generate a play style that may be unlike anything you have experienced in the last twenty-odd years – provided you follow the steps precisely. Omit any element, and you'll find that the process does not work. Here is why.

DCC RPG generates characters using what the author refers to as a "funnel." First, each *player* generates at least two, and



possibly as many as four, 0-level characters. It is critical that the characters be generated using the process as described: completely random ability scores, random occupation, random Luck modifier, and random equipment. Each player ends up with an assortment of characters who could potentially serve as several different classes. When all characters are generated, have the players go around the table and introduce their 0-level peons to their peers.



The “funnel” takes place in 0-level play. During the first 0-level game, it is expected each player will lose some or most of their characters. When mere peasants and yeomen explore deadly dungeons, a high mortality rate is a matter of course. By the end of the first game, the players will be left with a motley crew of survivors, and this group of heroic adventurers becomes the 1st-level party.

Using this method of highly random character results, high mortality rates, and player choices as to which of their ran-

domly-generated characters takes risks and which stays safe, you, the judge, will find you have a party of randomly generated characters in which the players have agency. There are essentially no opportunities for min-max play, and yet players find themselves attached to their plucky little serfs who have done such amazing deeds at low levels. Their 0-level exploits will define them forever with great deeds completed at great risk. The author strongly encourages you to begin play using the method as described here *exactly*. Give it a chance; you may find you like it.

## CHARACTER CLASSES

At 1st level, humans may become Clerics, Thieves, Warriors, or Wizards. For Elves, Dwarves, and Halflings, their race is synonymous with their class.

The following information covers only the first two levels of each respective class, and particularly in the case of spellcasters, include only a limited list of abilities and spells. For the fully expanded abilities of each class, or for higher level play than 2nd, please reference the *Dungeon Crawl Classics* RPG rulebook.

### CLERIC



An adventuring cleric is a militant servant of a god, often part of a larger order of brothers. They wield the weapons of their faith: physical, spiritual, and magical. Physically, they are a skilled fighter when using their god’s chosen weapons. Spiritually, they are a vessel for the expression of their god’s ideals, able to channel holy powers that harm their god’s enemies. Magically, they are able to call upon their god to perform amazing feats.

Both clerics and wizards may gain powers from gods, but in different ways. A cleric worships a greater power and

is rewarded for their service. A wizard unlocks the hidden mysteries of the universe in order to dominate powers both known and unknowable.

**Hit points:** A cleric gains 1d8 hit points at each level.

**Alignment / Choosing a god:** At 1st level, a cleric selects a god to worship, and in doing so chooses one side of the eternal struggle. A cleric’s choice of god must match their alignment.

**Weapon training:** A cleric is trained in the weapons used by faithful followers of their god. The DCC RPG core book includes listings by deity; for purposes of these quick start rules, clerics can use the club, mace, sling, staff, and warhammer. Clerics may wear any armor and their spell checks are not hindered by its use.

**Magic:** A cleric can call upon the favor of their god. This form of magic is known as idol magic. Its successful use allows a cleric to channel their god’s power as a magical spell. A cleric has access to the spells of their god as noted on [Table 1-5](#).

To cast a spell, a cleric makes a spell check. The spell check is made like any other check: roll 1d20 + Personality modifier + caster level. If the cleric succeeds, their god attends to their request – not always predictably, but with positive results.

These rules apply to clerical magic:

- **Natural 1 means disapproval.** On a natural 1 during a spell check, a cleric discovers that they have somehow gained the disapproval of their deity. The spell check automatically fails, and the cleric must roll on [Table 5-7: Disapproval](#) (see page 27).
- **Each failed spell check increases the chance of disapproval.** After their first spell check fails in a day, a cleric's range of disapproval increases from a natural 1, to a natural roll of 1 or 2. Thereafter, on any natural roll of 1 or 2, the spell automatically fails, and the cleric must roll on the [Disapproval Table](#). After a second spell check fails, a cleric's range of disapproval increases to a natural roll of 1 through 3. And so on. The range continues increasing, and any natural roll within that range automatically fails. This means that a cleric could potentially reach a point where normally successful rolls automatically fail because they are in the disapproval range. For example, a cleric who fails 12 spell checks in a day would automatically fail any future spell check on a roll of 1 through 13, even though a roll of 13 would normally mean success on 1st-level spells. When the cleric regains spells on the following day, their disapproval range is reset to a natural 1. Probably. Clerics who test their gods may find they are not always forgiving.

**Sacrifices:** A cleric may make sacrifices to their deity in order to regain favor. Sacrifices vary according to the nature of the deity, but, in general, any offering of material wealth counts. Other acts may count as well, at the discretion of the judge.

Sacrificing wealth means the items must be burned, melted down, donated to the needy, contributed to a temple, or otherwise relieved from the character's possession. They may be donated as part of a special rite or simply added to a temple's coffers. This is not a rapid combat action; it requires a minimum time of at least one turn and the cleric's full concentration.

For every 50 gp of sacrificed goods, a cleric "cancels" one point of normal disapproval range. For example, a disapproval range of 1 through 4 can be reduced to 1 through 3. A natural 1 still counts as automatic failure and disapproval.

A great deed, quest, or service to a deity may also count as a sacrifice, at the judge's discretion.

**Turn unholy:** A cleric wields their holy symbol to turn away abominations. At any time, a cleric may utilize a spell check to deter unholy creatures. An unholy creature is any being that the cleric's scriptures declare unholy. Typically this includes un-dead, demons, and devils. The turn unholy spell check is made as follows: 1d20 + Personality modifier + caster level + Luck modifier. Failure increases disapproval range, as noted above.

**Lay on hands:** Clerics heal the faithful. By making a spell check, a cleric may lay on hands to heal damage to any living creature. The cleric may not heal un-dead, animated objects (e.g., living statues), extraplanar creatures (e.g., demons, devils, elementals, etc.), or constructs (e.g., golems) in this manner. The cleric must physically touch the wounds of the faithful and concentrate for 1 action. The spell check is made

as any other: roll 1d20 + Personality modifier + caster level. Failure increases disapproval range, as previously noted.

Healing via laying on hands is always accomplished in terms of the subject's own hit dice, and is bounded by alignment. Specific conditions such as disease, paralysis, or poison may be healed instead of general damage if the hit die results are high enough (see core book).

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	2 dice	1 die	1 die
14-19	3 dice	2 dice	1 die
20-21	4 dice	3 dice	2 dice
22+	5 dice	4 dice	3 dice

The cleric's alignment further influences the results. If cleric and subject are the same alignment, they count as "same" on the table. If cleric and subject differ in alignment by one step (e.g., one is neutral and the other is lawful or chaotic), or have different but not antithetical gods, they count as "adjacent" on the table. Such a healing action *may* constitute sin if not done in service of the faith. If cleric and subject are of opposed alignment (e.g., one is lawful and one is chaotic), or have rival gods, they count as "opposed" on the table. Such a healing *almost always* counts as a sin unless it is an extraordinary event in the service of the deity.

## THIEF



Thieves include hulking, skulking thugs waiting for their next victim, dexterous wall-climbing burglars brazenly pilfering treasures from impenetrable vaults, fleet-footed cutpurses outrunning shouting pursuers through a crowded market, or brooding killers stalking difficult prey. Thieves can be big or small, fast or slow, tall or thin, but they all have one thing in common: they survive not by sword or spell, but by stealth and cunning.

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

**Weapon training:** A thief is trained in these weapons: black-jack, blowgun, crossbow, dagger, dart, garrote, longsword, short sword, sling, and staff. Thieves are careful in their choice of armor, as it affects the use of their skills.

**Alignment:** Although thieves have little regard for the laws of civilization, they are not always necessarily chaotic.

**Thieves' Cant:** Thieves speak a secret language called the cant known only to members of their class. This is a spoken language with no written alphabet. Teaching the cant to a non-thief is punishable by death. Certain double-entendre phrases in Common have an alternate meaning in the cant and are used by thieves to identify their brethren covertly.



**Luck and Wits:** Thieves survive on their luck and their wits, and the most successful thieves live a life of fortune on guts and intuition. A thief gains additional bonuses when expending Luck. First, the thief rolls a luck die when they expend Luck. The luck die is indicated on [Table 1-6](#). For each point of Luck expended, they roll one die and apply that modifier to their roll. For example, a 2nd-level thief who burns 2 points of Luck adds +2d4 to a d20 roll.

Second, unlike other classes, the thief recovers lost Luck to a limited extent. The thief's Luck score is restored each night by a number of points equal to their level. This process cannot take their Luck score past its natural maximum.

## THIEVING SKILLS

A thief learns certain skills that aid their illicit pursuits. A thief can pick locks, find and disable traps, sneak silently, hide in shadows, climb sheer surfaces, forge documents, pick pockets, handle poison, and read languages.

The thief's alignment determines their rate of advancement in the various thieving skills. The thief receives a bonus to their skills based on level and alignment, as shown on [Table 1-6](#).

To use a thief skill, the player rolls d20 and adds their modifier. They must beat a DC assigned to the task at hand. An easy task is DC 5, while an extremely difficult task is DC 20 – for example, picking an extraordinarily well crafted lock, or picking the pocket of an alert guard. In some cases, the judge may make the roll for the character, and the result will not be known until some trigger event occurs (e.g., a forged document may not be truly tested until presented to the king's commissary).

A thief needs special tools to pick locks, find and disable traps, climb sheer surfaces, forge documents, and handle poisons. A 1st-level thief must purchase a set of thieves' tools that allows them to use these skills.

Success when using a thief's skill means the following:

**Backstab:** The most successful thieves kill without their victims ever being aware of the threat. When attacking a target from behind or when the target is otherwise unaware, the thief receives the indicated attack bonus to their attack roll. In addition, if they hit, the thief automatically achieves a critical hit, rolling on the crit table as per their level. Backstab attempts can only be made against creatures with clear anatomical vulnerabilities.

**Sneak silently:** The thief rolls against a hard DC, and success means the thief did indeed sneak silently. With the exception of demi-gods and extraordinary magic, the thief's movement cannot be heard. The base DC for moving across stone surfaces is DC 10. Cushioned surfaces, such as grass or carpet are DC 5; moderately noisy surfaces, such as creaking wooden boards are DC 15; and extremely noisy surfaces, like crackling leaves, still water, or crunchy gravel are DC 20.

**Hide in shadows:** A successful hide in shadows check means the thief cannot be seen. The base DC for sneaking down a hallway with moderate cover (chairs, bookcases, crevasses, nooks and crannies, alcoves, etc.) is DC 10. Hiding at night or in a shaded or dimly lit area is DC 5; hiding under a full moon is DC 10; hiding in daylight but in a dark shadow or behind a solid object is DC 15; and hiding in broad daylight with minimal obstruction is DC 20.



**TABLE 1-5: CLERIC**

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	1st Level Spells	Title by Alignment		
								Lawful	Neutral	Chaotic
1	+0	1d8/III	1d20	+0	+1	+1	4	Acolyte	Witness	Zealot
2	+1	1d8/III	1d20	+0	+1	+1	5	Heathen- Slayer	Pupil	Convert

**TABLE 1-6: THIEF**

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Luck Die	Title by Alignment		
								Lawful	Neutral	Chaotic
1	+0	1d10/II	1d20	+1	+1	+0	d3	Bravo	Beggar	Thug
2	+1	1d10/II	1d20	+1	+1	+0	d4	Apprentice	Cutpurse	Murderer

**TABLE 1-7: THIEF SKILLS BY LEVEL AND ALIGNMENT**

Skill	Lawful		Neutral		Chaotic	
	Level 1	Level 2	Level 1	Level 2	Level 1	Level 2
Backstab	+1	+3	+0	+1	+3	+5
Sneak silently*	+1	+3	+3	+5	+3	+5
Hide in shadows*	+3	+5	+1	+3	+1	+3
Pick pocket*	+1	+3	+3	+5	+0	+1
Climb sheer surfaces*	+3	+5	+3	+5	+1	+3
Pick lock*	+1	+3	+1	+3	+1	+3
Find trap†	+3	+5	+1	+3	+1	+3
Disable trap*	+3	+5	+1	+3	+0	+1
Forge document*	+0	+0	+3	+5	+0	+0
Disguise self‡	+0	+1	+0	+0	+3	+5
Read languages†	+0	+0	+0	+1	+0	+0
Handle poison	+0	+1	+0	+0	+3	+5
Cast spell from scroll†	d10	d10	d12	d12	d10	d10

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

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

‡ The thief's Personality modifier, if any, also modifies checks for these skills.

**TABLE 1-8: WARRIOR**

Level	Attack (Deed Die) Die)	Crit Die/ Table	Action Dice	Ref	Fort	Will	Threat Range	Title by Alignment		
								Lawful	Neutral	Chaotic
1	+d3*	1d12/III	1d20	+1	+1	+0	19-20	Squire	Wildling	Bandit
2	+d4*	1d14/III	1d20	+1	+1	+0	19-20	Champion	Barbarian	Brigand

\*A warrior's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls.

**TABLE 1-9: WIZARD**

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	1st Level Spells	Title by Alignment		
								Lawful	Neutral	Chaotic
1	+0	1d6/I	1d20	+1	+0	+1	4	Evoker	Astrologist	Cultist
2	+1	1d6/I	1d20	+1	+0	+1	5	Controller	Enchanter	Shaman

**TABLE 1-10: DWARF**

Level	Attack (Deed Die)	Crit Die/ Table	Action Dice	Ref	Fort	Will	Title by Alignment		
							Lawful	Neutral	Chaotic
1	+d3*	1d10/III	1d20	+1	+1	+1	Agent	Apprentice	Rebel
2	+d4*	1d12/III	1d20	+1	+1	+1	Broker	Novice	Dissident

\*A dwarf's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls.

**TABLE 1-11: ELF**

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	1st Level Spells	Elf Titles (All Alignments)
1	+1	1d6/II	1d20	+1	+1	+1	3	Wanderer
2	+1	1d6/II	1d20	+1	+1	+1	4	Seer

**TABLE 1-12: HALFLING**

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Sneak & Hide	Halfling Titles (All Alignments)
1	+1	1d8/III	1d20	+1	+1	+1	+3	Wanderer
2	+2	1d8/III	1d20	+1	+1	+1	+5	Explorer

**Pick pocket:** The thief surreptitiously takes an object off a target's person. This skill also includes other feats of legerdemain such as card tricks, minor magic tricks, and so on. Stealing from an unaware target with a loose pocket and an unsecured coin pouch is DC 5; picking the pocket of a target that is actively watching and monitoring their belongings is DC 20; and the varying degrees of watchfulness in between define other check thresholds.

**Climb sheer surfaces:** As one would expect. DC 20 is a perfectly smooth surface with no visible handholds. A normal stone wall is DC 10.

**Pick lock:** A mundane lock is DC 10. An extremely well crafted lock is DC 20. Some locks of legendary manufacture and notable difficulty are DC 25 or higher.

**Find trap and disable trap:** A large, bulky trap is DC 10. This would include traps like a pit in the floor, a spring-loaded axe, or a dropped port-

cullis. More subtle traps are DC 15, DC 20, or even higher. A natural 1 on a disable trap check triggers the trap.

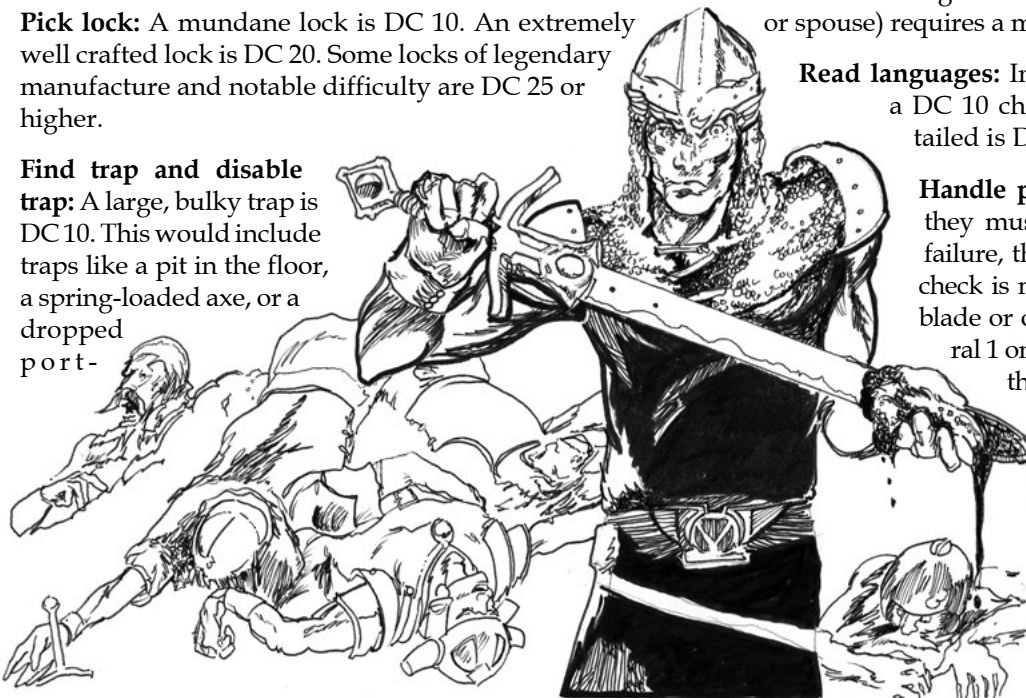
**Forge document:** The DC varies with the complexity and originality of the source document, ranging from DC 5 to DC 20.

**Disguise self:** The degree of change determines the DC. The thief can transform himself to resemble someone of the same basic race and physical dimensions with a DC 5 check. Changing significant facial features requires a DC 10 check. Changing physical traits, like mannerisms and height, requires a DC 15 check. Fooling someone close to the target (such as a parent or spouse) requires a minimum DC 20 check.

**Read languages:** Interpreting simple meaning requires a DC 10 check. Interpreting anything more detailed is DC 15.

**Handle poison:** Any time a thief uses poison they must make a DC 10 safety check. On a failure, they accidentally poison themselves! This check is made each time poison is applied to a blade or other surface. Additionally, on a natural 1 on any attack roll with a poisoned blade, the thief automatically poisons themselves, in addition to any fumble results.

**Cast spell from scroll:** Provided a spell is written on a scroll, a thief can attempt to read the scroll and cast the magical spell. The spell check DC is as standard, but the thief rolls the indicated type of die to attempt to beat that DC. The thief may not attempt spellburn.



# WARRIOR



Warriors include any type of professional fighter, including a mailed knight on a king's errand, a greedy brigand loyal to no man, a wild bear-skinned wanderer with an empty stomach, or a stout man-at-arms armored by a merchant's gold. Of all the classes, warriors have the best attack bonus, the highest hit points, and the most potential for extra attack actions.

**Hit points:** A warrior gains 1d12 hit points at each level.

**Weapon training:** A warrior is trained in the use of these weapons: battle axe, club, crossbow, dagger, dart, ail, hand axe, javelin, lance, longbow, long sword, mace, polearm, short bow, short sword, sling, spear, staff, two-handed sword, and warhammer. Warriors wear whatever armor they can afford.

**Alignment:** Warriors can follow one of several paths based on their alignment, which in turn affects their title and career path.

**Attack modifier / Deed Die:** Unlike other classes, warriors do not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a *deed die*. At 1st level, this is a d3. The warrior rolls this d3 on each attack roll and applies it to both their attack roll *and* their damage roll. On one attack, the die may give them a +1 to their attack roll and damage roll. On the next attack, the die may give them +3! The warrior's deed die increases which each level of experience gained.

**Mighty Deed of Arms:** Warriors earn their gold with pure physical prowess. They swing across chapels on chandelier chains, bash through iron-banded oaken doors, and leap over chasms in pursuit of their foes. When locked in mortal melee, their mighty deeds of arms turn the course of battle: a brazen bull rush to push back the enemy lines, a swinging flail to entangle the beastman's sword arm, or a well-placed dagger through the enemy knight's visor.

Prior to any attack roll, a warrior can declare a Mighty Deed of Arms, or for short, a Deed. This Deed is a dramatic combat maneuver within the scope of the current combat. For example, a warrior may try to disarm an enemy with their next attack, or trip the opponent, or smash them backward to open access to a nearby corridor. The Deed does not increase damage but could have some other combat pushing back an enemy, tripping or entangling then porarily blinding them, and so on.

The warrior's deed die determines the Deed's success: This is the same die used for the warrior's attack and damage modifier each round. If the deed die is a 3 or higher, *and the attack lands* (e.g., the total attack roll exceeds the target's AC), the Deed succeeds. If the deed die is a 2 or less, or the overall attack fails, the Deed fails as well.

**Critical hits:** In combat, a warrior is most likely to score a critical hit and tends to get the most destruc-

tive effects when they do so. At 1st through 4th levels, a warrior scores a critical hit on any natural roll of 19-20.

**Initiative:** A warrior adds their class level to their initiative rolls.

**Luck:** A warrior's Luck modifier (if any) applies to attack rolls with one specific kind of weapon. This specific weapon must be chosen at 1st level and the modifier is fixed at its starting value - neither the weapon nor the modifier changes over the course of the warrior's career. The weapon type must be specific: longsword or short sword, not "swords."

# WIZARD



Wizards typically owe allegiance to no man, but a demon or god may hold sway upon their souls. Wizards include tight-lipped warlocks studying ancient tomes, witches corrupted by black magic, demonologists trading soul-slayers for secrets, or enchanters muttering chants in lost tongues. Wizards control the forces of magic, but these powerful magics are unpredictable and wild. Unlike clerics whose faithful service is rewarded with divine powers, wizards wield magic through mastery and dominance of forces in which they are not always voluntary participants.

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

**Weapon training:** A wizard is trained in the use of the dagger, longbow, longsword, shortbow, short sword, and staff. Wizards rarely wear armor, as it hinders spell casting.

**Alignment:** Wizards pursue magical arts according to their natural inclinations. Chaotic wizards study black magic. Neutral or lawful wizards seek control over elements. Wizards of all persuasions practice enchantment.

**Magic:** Magic is unknown, dangerous, and inhuman. Even the best wizards occasionally fail to properly harness a spell, with unpredictable results. Wizards thus inculcate their preferred magics, lest they err in casting a spell and corrupt themselves with misdirected magical energies. At 1st level a wizard determines 4 spells that they know, representing years of study and practice. As their comprehension expands, a wizard may learn more spells of progressively higher levels.

Known spells are determined randomly. They may be of any level for which the wizard is eligible.



Wizards cast spells by making a spell check. A wizard's spell check is usually 1d20 + Intelligence modifier + caster level.

**Supernatural patrons:** Wizards weave magic spells in consultation with powers from supernatural places and the outer planes. Demons and devils, angels, celestials, ghosts, outsiders, daevas, genies, elementals, Chaos Lords, spirits, elder gods, alien intelligences, and concepts foreign to mortal comprehension whisper secrets in exchange for favors best left unexplained. Gaining and invoking a patron is powerful magic, and is not covered in these starter rules. For further information, see the DCC RPG rule book.

**Luck:** A wizard's Luck modifier applies to rolls for corruption and mercurial magic.

**Languages:** A wizard knows *two* additional languages for every point of Int modifier.

## DWARF



Dwarves are a short, stout demi-human race with an unabashed love of gold. Nothing pleases them more than the gleam of gems and the solidity of a gold ingot. Dwarves likewise love to fight wildly, swinging a weapon with brutal effectiveness as they chop their way through their foes.

Dwarves live far beneath the ground and rarely set foot above it. Dark caves and deep cities were once your home. Adventuring dwarves include exiled defenders selling their martial might, curious craftsmen trading on their talents, or bitter renegades unwilling to settle for your lot in life. You are an object of suspicion to surface-worlders as well as other dwarves. Dwarven societies are rigid, orderly, and prescribed, with clearly defined roles and responsibilities bound by byzantine rules of age and occupation. Any dwarf who rejects this lawful model of insular defensiveness to pursue a vocation of gregarious curiosity is, to their fellows, a loose cannon or possibly a traitor.

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

**Weapon training:** Dwarves prefer to battle with a weapon and shield. A dwarf is trained in the use of these melee weapons: battleaxe, club, dagger, handaxe, longsword, mace, short sword, spear, two-handed sword, and warhammer. A dwarf is also trained in these missile fire weapons: crossbow, javelin, shortbow, and sling. Dwarves wear whatever armor they can afford.

**Alignment:** Dwarven life impresses lawful behavior forcefully. A dwarf who rejects this must have a good reason. Adventuring dwarves of a lawful alignment are typically agents of their native governments sent to spy, reconnoiter, procure goods, or build alliances. Chaotic dwarves are exceedingly rare in their home countries. Death or exile is their natural fate. Neutral dwarves adventure to learn of the world – a rare personality trait among this solipsistic race.

**Mighty Deed of Arms:** Dwarves have a militant heritage that glorifies martial prowess. Like warriors, they can perform Mighty Deeds of Arms in combat (see the [warrior entry](#) for a complete description).

**Sword and board:** Dwarves excel at fighting with a shield in one hand and a weapon in the other. When fighting with a shield, a dwarf always gains a shield bash as a second attack. This shield bash uses a d14 to hit (instead of a d20). The dwarf adds their deed die to this number, as with all attacks, and can attempt Mighty Deeds of Arms involving the shield as well as their weapon. The shield bash does 1d3 damage.

**Infra-vision:** A dwarf can see in the dark up to 60'.

**Slow:** A dwarf has a base movement speed of 20', as opposed to 30' for humans.

**Underground Skills:** Long life beneath the ground trains dwarves to detect certain kinds of construction. When underground, dwarves receive a bonus to detect traps, slanting passages, shifting walls, and other new construction equal to their class level. Additionally, a dwarf can smell gold and gems. A dwarf can tell the direction of a strong concentration of gold or gems within 100'. Smaller concentrations, down to a single coin, can still be smelled but require concentration and have scent ranges as low as 40' (for a single coin or gem).

**Luck:** At 1st level, a dwarf's Luck modifier applies to attack rolls with one specific kind of weapon (e.g., "longsword," not "swords"), just as a warrior's does. This kind of weapon must be chosen at 1st level, and the modifier remains fixed over time, even if the dwarf's Luck score changes.

**Languages:** At 1st level, a dwarf automatically knows Common, the dwarven racial language, plus one additional randomly determined language.

## ELF



Elves are a strong, slender demi-human race native to woodlands and shaded forests. Elves live for more than a thousand years in small cities of like-minded individuals. Those elves who study the martial or magical arts may find themselves in search of an arcane relic, a divine token, or a legendary weapon. These seekers comprise the rare elven adventurers encountered by humans.

Elven longevity, combined with their skill with magic, has created many legends about their racial roots. Whether elves really have traffic with demons and gods is for them to know and the other races to discover.

Elves can cast spells as wizards do. An elf of the same power level as a human wizard also has many decades of combat experience. As such, elves typically cast their spells just as competently as human wizards and also have martial skills.

**Hit points:** An elf gains 1d6 hit points at each level.

**Weapon training:** An elf is trained in the use of the dagger, javelin, lance, longbow, longsword, shortbow, short sword, staff, spear, and two-handed sword. Elves often wear armor of mithril, even though it affects their spellcasting.

Because of their sensitivity to iron (as explained below), elf characters are trained from an early age with mithril weapons. Before they depart on a life of adventure, they have

# HALFLING

acquired mithril equipment. At 1st level, an elf character may purchase one piece of armor and one weapon that are manufactured of mithril at no additional cost. Mithril armor weighs slightly less than iron or steel armor of the same type and can be worn by the elf without the pain normally associated with metal armors.

**Alignment:** With their multi-centenarian lifespan and proclivity for observation over action, elves tend toward chaotic and neutral alignments. Because they outlive many institutions of authority, elves are not often of lawful alignments.

**Magic:** Elves practice arcane magic sustained by traffic with otherworldly creatures. More so than human wizards, they form relationships with specific demi-beings and can directly request aid from beyond. Where a human wizard may cast a spell to summon a demon a few times in their life, an elf may converse repeatedly with the same demon so many times over so many centuries that long-term arrangements become feasible. All elves have one or more extraplanar patrons who sustain their magic. As such, their spells tend more toward those associated with elemental or demonic powers. For more on patrons and the spells associated with them, see the DCC RPG rule book.

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

**Immunities:** Elves are immune to magical sleep and paralysis.

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

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

**Luck:** With their long lifespan, elves have ample opportunity to practice their magic craft. At 1st level, an elf may choose to apply their Luck modifier (if any) to spell checks on one spell of their choosing. That modifier does not change as the elf's Luck score changes.

**Languages:** At 1st-level, an elf automatically knows Common, the elven racial language, and one other language. An elf knows one additional language for every point of Int modifier.

**H**alflings are a little folk with a big appetites and a comfortable homes, which they plan to return to as soon as this one little quest is completed. The taller races might enjoy hunting for gold and glory, but all halflings ask for is a full stewpot, a cozy home, and pleasant conversation for teatime.

Halflings' small stature and modest goals let them escape the notice of most major powers. They keep to themselves and make contact with others only when they are inadvertently drawn into the affairs of "the taller races," as they call elves, dwarves, and humans. Halflings prefer lives of farming, gardening, beer-brewing, and other simple crafts. The few that take up adventuring are usually traders or ne'er-do-wells who have somehow been thrust outside the ordered nature of their normal lives.

**Hit points:** A halfling gains 1d6 hit points at each level. They're small, but lucky.

**Weapon training:** Halflings prefer to battle with a weapon in each hand. A halfling is trained in the use of the club, crossbow, dagger, handaxe, javelin, shortbow, short sword, sling, and staff. Halflings usually wear armor because it's much safer, you know.

**Alignment:** Halflings value community, family, and kinship. They are usually lawful, or at the very extreme, neutral. Chaotic and evil halflings are extremely rare.

**Two-weapon Fighting:** Halflings are masters at two-weapon fighting. When using two equal-sized one-handed weapons, a halfling can effectively dual wield these weapons in combat using a d16 attack die instead of the normal d20. When engaged in two-weapon fighting with matched weapons, a halfling will also automatically achieve a critical hit on a roll of 16. Additionally, the dual-wielding halfling only fumbles if both d16 rolls come up as a 1.

**Infravision:** Halflings dwell in pleasant homes carved from the sod beneath hills. As such, halflings can see in the dark up to 30'.

**Small size:** Halflings are 2 to 4 feet tall, and the stoutest among them weighs no more than 70 pounds. This small size allows them to crawl into narrow passages and through tiny holes too small for most other races.

**Stealth:** Halflings are quite good at sneaking around. They receive a bonus to sneaking silently and hiding in shadows depending on their class level.





**Slow:** A halfling has a base movement speed of 20', as opposed to 30' for humans.

**Good luck charm:** Halflings are notoriously lucky, and gain additional bonuses when expending Luck. First, a halfling doubles the bonus of burning Luck. For every 1 point of Luck expended, a halfling gains a 2 points of Luck to spend.

A halfling's luck can also rub off on those around them. The halfling can expend Luck to aid their allies. The ally in question must be nearby and visible to the halfling. When burning Luck for another character, the halfling can act out of initiative order.

Unlike other classes, a halfling recovers lost Luck to a limited extent. The halfling's Luck score is restored each night by a number of points equal to their level. This process cannot take their Luck score past its natural maximum.

Note that if a party contains more than one halfling character, only one of these characters may function as the "lucky halfling" in aid of other party members for the body of one adventure session. Luck is a fickle thing governed by gods and game masters, and players would do well not to attempt to manipulate the spirit of this rule.

**Languages:** At 1st-level, a halfling automatically knows Common, the halfling racial language, plus one additional randomly determined language. A halfling may also know one additional language for every point of Int modifier.

## EQUIPMENT

The [tables](#) on following page show the costs of weapons, armor, and equipment. Starting characters are peasants and serfs who have never held a gold piece in their own hands. Their limited wealth is rarely maintained in coinage — usually it takes the form of hides, grains, implements, garments, meat, or other trade goods associated with their profession.

**Starting gold:** All 0-level characters start with 5d12 copper pieces, a weapon from their 0-level occupations, and some form of trade goods. The plate mail and sword of a noble

knight cost more gold than a 0-level character earns in a lifetime — the only hope of wealth is a life of adventure. Thus, a character's spending is likely to be light until they advance in level or has sacked that first dungeon.



## COMBAT

**T**he encounter between characters and monsters forms the basic structure of the game. A well-crafted encounter includes deliberations by the judge regarding the monsters' reactions, their motivations, when they take actions, and whether they will negotiate or immediately enter combat. It is assumed the judge has considered these elements and properly adjudicated them in their adventures.

Be sure to account for the ability to see and hear the enemy, light sources, communication barriers such as different languages, and other such things.

## MOVEMENT

Humans and elves move 30' per action. Dwarves and halflings move 20' per action. If characters are encumbered with metal armor or a heavy load, they move more slowly (judge's discretion).

## MARCHING ORDER

Prior to entering combat, the players should determine the order in which their characters march.

In low-level play with hordes of 0-level and 1st-level characters, we recommend the "table center" method of determining marching order. Each player arranges their character sheets in order so the one closest to the table center is closest to the front of the marching order, and the one closest to the player is in the rear of the marching order. The assortment of character sheets closest to the "table center" then forms the front rank of the party.

## INITIATIVE

In low-level play, especially with large masses of characters, use group initiative. Roll once for each player, applying the highest initiative modifier among their characters, then roll once for the monsters. When each player acts, they declare actions for all their characters.

First, determine surprise. If the characters were not aware of their opponents (or vice versa), they are surprised. Being aware of an opponent means seeing them, making a check to hear them approach, or otherwise noticing them through magical or mundane means. Surprised characters do not act in the first round of combat. After the first round they act normally on their initiative count.

An initiative check is conducted by rolling 1d20 and adding the appropriate modifier: Agility modifier, and, for warriors, class level. The highest initiative roll goes first, then next-highest, and so on. Ties are broken by highest Agility score, then by highest hit dice. A d16 is used instead of a d20 for characters wielding two-handed weapons. Initiative is rolled once at the start of an encounter, not each round.

**TABLE 3-1: WEAPONS**

Weapon	Damage	Range	Cost (gp)
Battleaxe*	1d10	-	7
Blackjack†	1d3/2d6***	-	3
Blowgun†	1d3/1d5	20/40/60	6
Club	1d4	-	3
Crossbow*	1d6	80/160/240	30
Dagger†‡	1d4/1d10	10/20/30**	3
Dart	1d4	20/40/60**	5 sp
Flail	1d6	-	6
Garrote†	1/3d4	-	2
Handaxe	1d6	10/20/30**	4
Javelin	1d6	30/60/90**	1
Lance#	1d12	-	25
Longbow*	1d6	70/140/210	40
Longsword	1d8	-	10
Mace	1d6	-	5
Polearm*	1d10	-	7
Shortbow*	1d6	50/100/150	25
Short sword	1d6	-	7
Sling	1d4	40/80/160**	2
Spear#	1d8	-	3
Staff	1d4	-	5 sp
Two-handed sword*	1d10	-	15
Warhammer	1d8	-	5

\* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

\*\* Strength modifier applies to damage with this weapon at close range only.

\*\*\* Damage dealt is always subdual damage.

† These weapons are particularly effective when used with the element of surprise. A thief who succeeds in a backstab attempt with one of these weapons uses the second damage value listed. All other classes and all other thief attacks use the first value.

‡ Characters generally purchase normal straight-edged daggers, but cultists, cave-dwellers, evil priests, alien worshippers, and other menacing villains carry curvy or ceremonial daggers known as athame, kris, or tumi.

# These weapons inflict double damage on a mounted charge. A lance can only be used when mounted.

**TABLE 3-2: AMMUNITION**

Ammunition	Quantity	Cost in gp
Arrows	20	5
Arrow, silver-tipped	1	5
Quarrels	30	10
Sling stones	30	1

**TABLE 3-3: EQUIPMENT**

Roll*	Item	Cost
1	Backpack	2 gp
2	Candle	1 cp
3	Chain, 10'	30 gp
4	Chalk, 1 piece	1 cp
5	Chest, empty	2 gp
6	Crowbar	2 gp
7	Flask, empty	3 cp
8	Flint & steel	15 cp
9	Grappling hook	1 gp
10	Hammer, small	5 sp
11	Holy symbol	25 gp
12	Holy water, 1 vial**	25 gp
13	Iron spikes, each	1 sp
14	Lantern	10 gp
15	Mirror, hand-sized	10 gp
16	Oil, 1 flask***	2 sp
17	Pole, 10-foot	15 cp
18	Rations, per day	5 cp
19	Rope, 50'	25 cp
20	Sack, large	12 cp
21	Sack, small	8 cp
22	Thieves' tools	25 gp
23	Torch, each	1 cp
24	Waterskin	5 sp

\* Roll 1d24 to randomly determine equipment for 0-level characters. Characters who purchase their equipment at a later level ignore this column.

\*\* A half-pint vial of holy water inflicts 1d4 damage to any un-dead creature, as well as to some demons and devils.

\*\*\* When ignited and thrown, oil causes 1d6 damage plus fire (DC 10 save vs. Reflex to put out or suffer additional 1d6 damage each round). One flask of oil burns for 6 hours in a lantern.

**TABLE 3-4: ARMOR**

Armor	AC Bonus	Check Penalty	Speed**	Fumble die	Cost in gp
(Unarmored)	+0	-	-	d4	Free
Padded	+1	-	-	d8	5
Leather	+2	-1	-	d8	20
Studded leather	+3	-2	-	d8	45
Hide	+3	-3	-	d12	30
Scale mail	+4	-4	-5'	d12	80
Chainmail	+5	-5	-5'	d12	150
Banded mail	+6	-6	-5'	d16	250
Half-plate	+7	-7	-10'	d16	550
Full plate	+8	-8	-10'	d16	1,200
Shield*	+1	-1	-	d8	10

\* Shields cannot be used with two-handed weapons.

\*\* Human and elf base speed is 30'. Dwarf and halfling base speed is 20'.



## COMBAT ACTIONS

At low-level play, characters have one action each round, expressed as action dice, which is a d20. Each round, a character or monster may move its normal speed *and* do one thing for each of its action dice. The actions a character takes depend on their class.

- All characters can take another movement for their actions.
- A warrior can make an attack for each of their actions, rolling d20 for the first one and a different die for the second (generally d14 or d16).
- A wizard can attack *or* cast a spell with the first die and can *only* cast a spell with the second action die.
- An elf can attack *or* cast a spell with *any* action die.
- And so on, according to the class descriptions.

Spellcasting sometimes takes longer than one action. An action spent casting a spell either completes the spell, if it can be cast in one action, or contributes toward a total casting time if the spell requires more actions to cast.

In other words, a normal 0-level character with one action can move and attack once each round. A monster with action dice of d20+d16 can do any of the following combinations in one round: move only; move once, then attack once with a d20 roll; move, then attack once with a d20, then attack again with a d16; or simply stand and attack once with a d20 or a second time with a d16.

Other activities take time to complete as follows:

Activity	Time
Draw or sheathe a weapon	1 action*
Equip or drop a shield	1 action*
Open a door	1 action*
Light a torch or lantern	1 action
Uncork a potion or unfurl a scroll	1 action
Locate an item in a backpack	1 action
Stand up from a prone position	1 action
Mount or dismount a steed	1 action
Read a scroll or drink a potion	1 action

\* Can be included as part of a movement action.

## TYPES OF COMBAT

When creatures fight within arm's reach (generally considered 5' for man-sized creatures), it is considered melee combat. Strength modifies melee attack and melee damage rolls.

When creatures fight beyond arm's reach, it is considered missile combat. Agility modifies missile fire attacks.

## ARMOR CLASS

Armor Class is determined by armor, shield, Agility, and magical modifiers. An unarmored peasant is AC 10 - this is the baseline level. Armor Class increases with improved defensive capability, so wearing armor increases a charac-



ter's Armor Class. For example, wearing leather armor takes a character's AC from 10 to 12. Armor class decreases with reduced defensive capability, so a character with a negative Agility modifier has a lower AC. For example, a character with a -2 Agility modifier has their baseline Armor Class reduced from 10 to 8.

Agility modifies the defender's Armor Class for all kinds of combat. However, the defender must be able to maneuver in order to receive this modifier. If they are balancing on a pillar, climbing a wall, bound in rope, or otherwise constrained, the defender is not agile enough to receive the bonus from their Agility modifier.

## THE ATTACK ROLL

The attacker rolls their action die (usually 1d20) and adds their attack bonus. They also add any bonuses from spells, magic items, or class abilities (such as a thief's backstab ability). If the attack is made with a melee weapon, they add their Strength bonus. If the attack is made with a missile weapon, they add their Agility bonus.

This roll is compared to the defender's Armor Class. If the roll is equal to or higher than the defender's Armor Class, the defender is wounded.

Modifiers to attack rolls apply as shown on [Table 4-1](#).

**Fumbles:** A natural roll of 1 is a fumble. Fumbles automatically miss, and the attacker must roll the appropriate die on

the fumble table, with the result adjusted by the attacker's Luck modifier. Unarmored characters roll 1d4; others roll according to armor as indicated on [Table 3-4](#).

**Critical Hits:** A natural roll of 20 is a critical hit. For some classes, other die rolls may also result in critical hits. See below for more details.

## FUMBLES

A natural roll of 1 is a fumble. Fumbles automatically miss, and the attacker must roll on the fumble table. Because "lower is better" on fumble table rolls, the roll is modified by *the reverse* of the character's Luck. For example, a +1 Luck modifier becomes -1 on the fumble table roll. The type of die rolled is determined by the attacker's armor, as follows.

Warriors and dwarves, and *only* warriors and dwarves, may burn 1 point of Luck to cancel a fumble. The natural 1 still results in a miss but by burning a point of Luck they can avoid any further negative effects.

The die rolled on the fumble table depends on the character's armor: 1d16 if wearing heavy armor; 1d12 if wearing moderate armor; 1d8 if wearing light armor; 1d4 if wearing no armor (see [Table 3-4](#) for armor modifiers to fumble die).

## CRITICAL HITS

On a d20 roll, a natural roll of 20 is a critical hit. A natural 20 automatically hits and the attacker must roll their crit die on the appropriate critical hit table, with the result adjusted by their Luck modifier.

Crit dice and table are determined by class and level; refer to the character class tables. All 0-level characters roll 1d4 on [crit table I](#).

## DAMAGE AND DEATH

If a defender is wounded, the attacker rolls for damage. Roll the appropriate die for the weapon.

If the attack was made with a melee weapon, add the attacker's Strength bonus. Add other bonuses due to spells, magic items, or class abilities.

Deduct this value from the defender's hit points.

A successful attack always inflicts a minimum of 1 point of damage, even if the attacker has a negative Strength modifier.

A character or monster dies when it reaches 0 hit points.

**Bleeding out:** There is a chance of saving a dead character by healing them very quickly (such as with a cleric's ability to lay on hands). A 0-level character that reaches

**TABLE 4-1: ATTACK ROLL MODIFIERS**

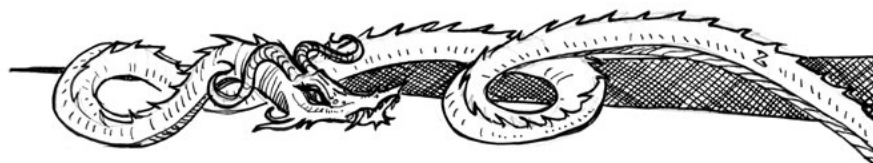
Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is...		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is...		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-1d	-1d
Entangled (in a net or otherwise)	-1d	-1d
Using an untrained weapon	-1d	-1d
Firing a missile weapon into melee*	-	-1
Defender is...		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless (paralyzed, sleeping, bound)	+1d	+1d
Kneeling, sitting, or prone	+2	-2

\* And 50% chance of "friendly fire" if attack misses.

0 hit points is irrevocably killed, but a 1st-level character that reaches 0 hit points collapses and begins bleeding out. Such a character has 1 round in which they can be healed to prevent their death. If they are healed on the round they're reduced to 0 hit points or the next round, they are healed per the result of the lay on hands check (treat their hit points as starting at 0). If they are not healed before the second round, they may be permanently killed (see below).

A character that was bleeding out but was saved suffers permanent physical trauma from their near-fatal injuries. Anyone who is saved from bleeding out suffers a *permanent* loss of 1 point of Stamina. In addition, they gain a terrible scar from the wound that downed them.

**Recovering the body:** If the body of a dead ally can be recovered, there is a chance the ally may not be truly killed. They may have been knocked unconscious or simply stunned. If a character reaches a dead ally's body within one hour, the dead character may make a Luck check when their body is rolled over. On a successful check, the dead character was badly injured but is not permanently killed, and the ally is able to keep them alive. The "dead" character was simply knocked out, stunned, or otherwise incapacitated. Once an ally shakes the downed character awake, they recover to 1 hit point. The character is groggy for the next hour (-4 penalty to all rolls) and sustains a permanent injury of some kind, reflected as a permanent -1 penalty to Strength, Agility, or Stamina (determine randomly).



**TABLE 4-2: FUMBLES**

Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.



## CRIT TABLE I: ALL 0-LEVEL CHARACTERS AND ALL WIZARDS

Roll	Result
0 or less	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6+	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve their weapon.

*See the DCC RPG core rulebook for additional entries!*



## CRIT TABLE II: ALL THIEVES AND ELVES

Roll	Result
0 or less	Miss! Hesitation costs you the perfect strike!
1	Strike misses critical organs. Inflict a paltry +2d3 damage with this strike.
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave the enemy with a nasty scar.
3	Clean strike to back. Inflict +2d6 damage with this strike.
4	Blow to chest staggers foe. You can make an immediate free attack.
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.
6	Foe dazed by ferocious attack; their speed and actions are reduced by half.
7	Strike to chest grazes vital organ. Inflict +3d4 damage with this strike.
8	Strike cuts a line down foe's face. They are blinded by blood for 1d4 rounds.
9	Foe stumbles over their own limbs, falling prone. Make another attack.



**"I don't care about the delicate ecosystem. just kill the darn thing!"**

10	Masterful strike! Inflict +2d6 damage with this strike.
11	Strike severs larynx. Foe is reduced to making wet fish noises.
12+	Savage strike! Foe must succeed on a Fort save (DC 10 + PC level) or faint from the pain.

*See the DCC RPG core rulebook for additional entries!*

### CRIT TABLE III: CLERICS, HALFLINGS, LEVEL 1-2 WARRIORS, AND LEVEL 1-3 DWARVES

Roll	Result
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +1d12 damage, and the ally nearest them is also hit by a rebounding blow for 1d4 damage.**
1	Savage attack! Inflict +1d6 damage with this strike.
2	Attack sweeps foe off their feet. Next round, the enemy is prone.
3	Foe steps into attack. Inflict +1d8 damage with this strike.
4	Powerful strike hammers foe to their knees. Make another attack.
5	Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and the foe loses their sense of smell for 1d4 hours.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed.
10	Sunder foe's weapon! Shards of metal fill the air.*
11	Strike hammers foe's belly causing massive internal bleeding. Unless their receive magical healing, the foe dies in 1d5 hours.
12	Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or sink to floor, unconscious.
13	Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict +1d8 damage with this strike.
14+	Attack hammers foe's torso. Inflict +2d8 damage with this strike.

*See the DCC RPG core rulebook for additional entries!*



*These footnotes apply to crit tables where indicated:*

\* Magical weapons never break due to critical fumbles. The target is disarmed instead, the weapon landing 1d10+5 feet away.

\*\* A PC overcome by battle rage may temporarily expend points of their Personality or Intelligence score to enhance the damage on their critical hit. For every ability point they expend, they add +1d12 to their damage roll.

Ability scores lost in this way return as the warrior heals. Each day thereafter where they do not succumb to battle rage, they recover 1 point of the affected ability score. This rate is doubled if the character rests.



## HEALING

Wounds heal with rest. A healed character can never exceed their natural hit point maximum.

A character who actively adventures and gets a good night's rest heals 1 hit point. If the character gets a day of bed rest, they heal 2 hit points per night.

Critical hits heal when the associated damage heals. For example, imagine that a character takes a -10' penalty to speed due to a kneecap strike that also inflicted 4 extra points of damage. The wounded kneecap (and associated speed penalty) heals when the character has recovered 4 hit points. Note that some critical hit results may create permanent injuries which can only be healed by magical or extraordinary means.

Ability score loss, except for Luck, heals at the same rate: 1 point with a good night's rest, and 2 points with a day of bed rest.

A character may heal both ability score loss and hit point loss on the same night's rest.

Luck, however, does not heal. Repeat: lost Luck does not heal. Except for the special abilities of halflings and thieves, a character who burns Luck does so permanently. Luck can be restored in the same way that a man normally gains good or bad luck – by appealing to the gods. Great acts of courage in defense of one's deity may earn a boon, just as acts in opposition to a devil may earn a curse. The judge can tell you more about Luck...

## SAVING THROWS

Saving throws represent the character's ability to resist extraordinary trauma, whether it's poison, magical flame, or a dangerous trap. A character's class and ability scores determine their saving throw modifier for Fortitude, Reflex, and Willpower. To make a saving throw, roll 1d20 and apply the character's modifier. If the result is equal to or greater than the target DC, the saving throw succeeds. Otherwise, it fails.

## BURNING LUCK

As noted earlier, a character can permanently burn Luck to give a one-time bonus to a roll. For example, a character could burn 6 points to get a +6 modifier on a roll, but their Luck score is now 6 points lower. The following rules govern the burning of Luck:

- A character can only burn Luck to affect their own die rolls (except for halflings as noted in their class description). Luck cannot be burned to affect the die roll of other characters or monsters, even if they affect the character. (Note that the character's Luck modifier does apply to enemy crits against them, but this Luck modifier is different from burning off Luck.)
- Luck is typically used to affect a character's attack rolls, damage rolls, spell checks, thief checks, and saving throws, but it can also be used for other purposes.
- A character can declare their intent to burn Luck before or after their die roll. They then specify how many points they will burn. But they can only burn Luck once per roll.

## MAGIC



Magic comes from gods, demons, and extra-planar forces who are capricious and unconcerned with your character's flyspeck of a life. Those who would use magic are best served to always have a backup plan. Summoning magical energies is arduous, expensive, and dangerous. No mortal does it lightly. As a result, in DCC RPG there are no mundane magics, no spells used simply to light a corridor, for example. Use a torch, fool – it is much safer!

## KINDS OF MAGIC

Wizards and clerics tap into different kinds of magic. Wizards specialize in the better-known fields of black magic, elemental magic, and enchantment. Clerics receive the direct assistance of their gods in a style of magic called idol magic, which may or may not be similar to the powers of wizards and elves.

Black magic is learned from demons' lips. Elemental magic includes invocations relating to earth, air, fire, and water, including the energies and other forms associated with them (such as light, fog, flight). Enchantment, also known as white magic, is the most mundane of the magics, as it is grounded in the overlap of the material plane of existence with other planes. Idol magic, or divine magic, is any magic granted by worship of a god or other higher power. Most clerics practice idol magic.

## SPELL CHECKS

When your character casts a spell, you roll 1d20 and add your caster level. This is called a spell check. You also add your Personality modifier if you are a cleric or your Intelligence modifier if you are a wizard. Wizards also apply modifiers for wearing bulky armor, and there may be other modifiers specific to certain situations.

Compare the result to the casting table for that spell. In general, your spell succeeds if your spell check is equal to or higher than a base DC of 10 + (2x spell level). The higher you roll, the more extraordinary the result, according to the casting table.

A novice wizard cannot cast magic beyond their comprehension, but they may attempt to cast a spell of any level they have learned. This means they may attempt to cast spells where they suffer a significant chance of failure, based on their spell check modifier. If they judge the attempt worthwhile, so be it – but there are consequences to failure.

**Critical successes and fumbles:** A spell check result of a natural 20 is a critical success. The caster receives an additional bonus to their check equal to their caster level. Compare to the casting table for that specific spell for the result.

A spell check result of a natural 1 is always a failure. A result of 1 may also result in spell corruption or deity disapproval.

**Concentration:** Some spells require concentration. While concentrating, a wizard or cleric can take no action beyond walking at half speed. Combat damage, a fall, or other sig-





nificant interruptions require the spellcaster to make a Will save against DC 11 or lose concentration.

**Spell checks by other classes:** Foolish warriors have been known to read magical scrolls in dangerous attempts to wield magic. A warrior, thief, or other character untrained in magic may attempt to cast a spell from magical instructions they encounter. A character from an untrained class rolls 1d10 for his spell check instead of 1d20. They do not add any modifier for an ability score or caster level. A trained thief may roll a higher die per their class abilities.

**Saving throws against spells:** In general, a saving throw against a spell effect uses a DC equal to the spell check. For example, a *color spray* cast with a spell check result of 17 requires a Will save of 17 or higher to resist. If a spell does not specify a specific DC for a save, the save is made against the spell check result.

**Reversing spells:** Some spells can be reversed to perform the opposite function for which they were intended. For example, *mending* can be reversed to *tear* an object, or *enlarge* can be reversed to *shrink* an object. Although spell reversal sounds simple and straightforward as a concept, think about it in practical terms. It's not that easy. To use an analogy, can you un-cook a chicken pot pie by following the instructions in reverse? No. Magic cannot be simply reversed. To reflect the difficulty of reverse spellcasting in practical terms, reversed spells require the caster to make the spellcheck with the next lowest die in the dice chain.

## SPELLBURN

A magic-user can harness more magical energies if they are willing to make mortal sacrifice, including offering part of their body or soul to a demon, sacrificing their own personal strength to foster a demi-god's greedy growth, or even by burning the very life energy in their own cells. Before rolling any spell check, a wizard may declare that they will attempt spellburn. In attempting spellburn, the wizard temporarily expends points of their Strength, Agility, or Stamina score to enhance their spell check. For every ability point they expend, the wizard adds +1 to their spell check.

For example, a wizard in a life-or-death situation may need absolute certainty that their next spell functions. They call to an archdemon with whom they have had past dealings.

In offering the demon a share of their life-force, they trade 7 points of Strength to give themselves a +7 bonus to their next spell check.

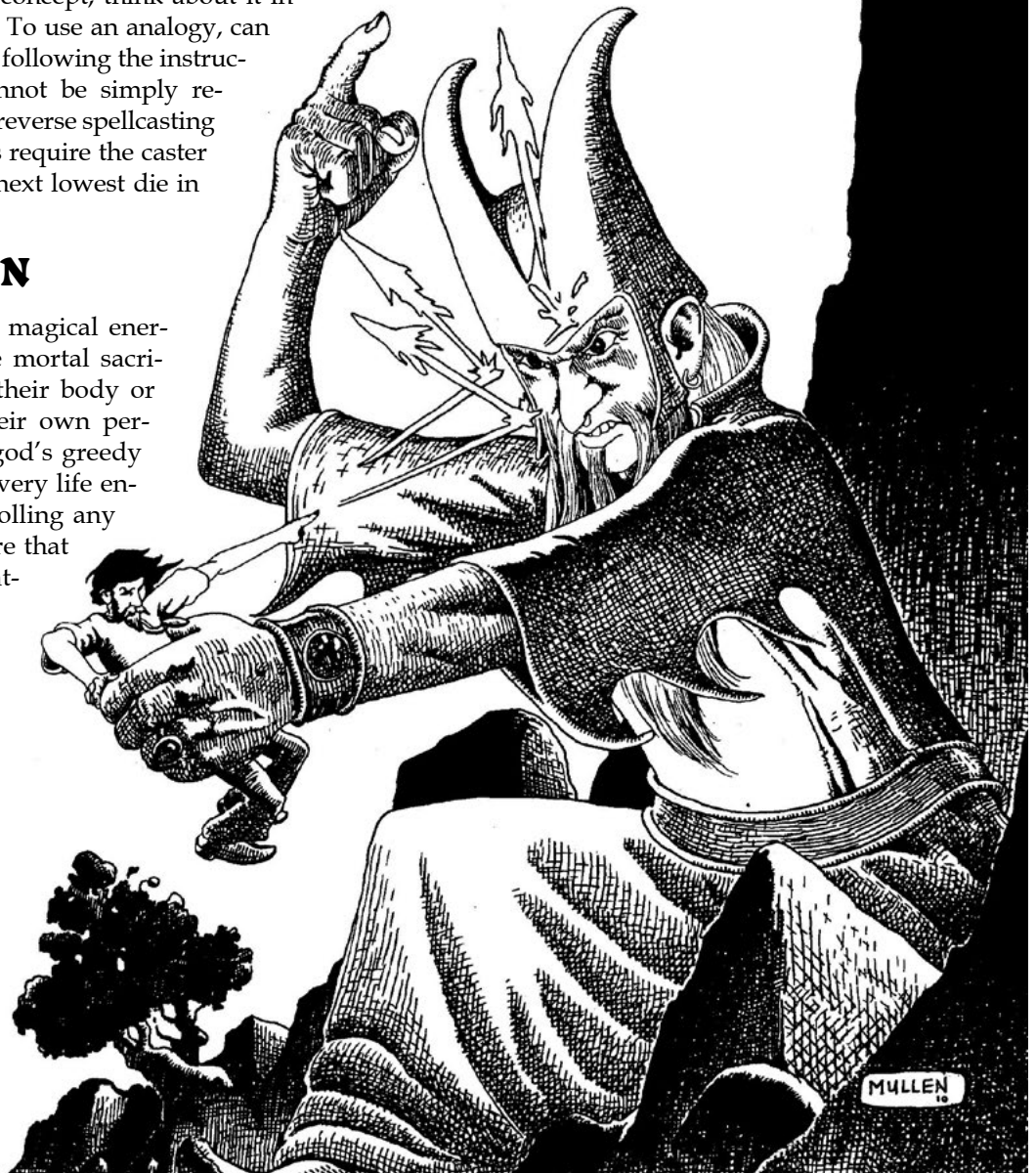
Ability scores lost via spellburn heal back at the rate of 1 point per day that the caster does not spellburn again.

**Automatic criticals:** There is one additional option for spellburn. A wizard who sacrifices a full 20 points of ability scores in one fell swoop automatically treats their next spell check as a roll of natural 20.

## LOSING AND REGAINING SPELLS

Spellcasting is draining. A spellcaster can exert themselves a finite number of times in one day before they are exhausted and unable to cast another spell. Depending on the kind of magic, this can be a reflection of mental recall, godly favor, access to a demon's plane, soul-drain, or other factors.

Each spell's casting table will indicate "lost" or "not lost" in each result entry. A result of "lost" means your character cannot cast that spell



again in that day. "Not lost" means the character retains the use of that spell. Generally, only wizard spells are lost when a casting fails.

Clerics suffer a different difficulty. Each time a cleric fails to cast a spell, they suffer a cumulative increase to their natural disapproval range for the balance of the day. More information on this penalty can be found in the cleric class description.

In general, spells are regained within a day of being lost. The exact trigger depends on the magic in question. White magic is regained at the next sunrise; black magic upon the moon crossing the sky in full; demon magic after a full eight hours of rest; divine magic after resting and praying to the cleric's god; and so on, as agreed between player and judge based on the nature of the character's magic.

## MERCURIAL MAGIC

The firstborn son of a witch hanged at trial wields black magic adroitly. An orphan raised by satyrs is a precocious student of druidry. Cosmic caprice determines skill in magic: birth order, family lineage, horoscope, and matters even more abstruse have as much influence on a wizard's spell-casting as their hard work and native intelligence.

As a result, the effect of a magical spell varies according to who casts it. A magical rite invoked by one mage may be more powerful – or even *different* – than the same ritual exercised by a peer. These variegations are not predictable, as the subtleties that produce them can never be fully catalogued.

The mercurial nature of magic is reflected in game terms. When a wizard learns a new spell, they roll on table 5-2 to determine how that spell manifests *in their hands*. This percentile roll is adjusted by their Luck modifier x 10%; i.e., a +2 Luck modifier counts as +20% on the check.

The player rolls on [Table 5-2](#) for every spell they learn, and the effects are specific to that spell.

## CORRUPTION

Low-level wizards are powerful. High-level wizards fear for their souls. Continual use of magic results in...changes. Exposure to demons, radiation from other planes, elemental energies in toxic quantities, and the servants of Chaos all affect a wizard over the course of their career. Higher-level wizards seek pacts with demons and elementals to sustain their health so they may continue to advance.

Each and every time a wizard rolls a natural 1 on a spell check, they suffer the effect of the spell failure. Moreover, their spell may misfire and they may suffer corruption. The individual spell entries include specific results associated with a natural 1 on each spell check, as well as misfire and corruption results specific to the spell. Some results will further direct the player to roll on one of the corruption tables: minor, major, or greater. If this is required, the roll is 1d10 minus the spell's level plus the wizard's Luck modifier on [Table 5-3](#). Results for major and greater corruption are given in the DCC rulebook, but minor corruption is substituted for these quick start rules. In select circumstances, other modifiers may apply as well (e.g., a curse). Certain kinds of black magic may trigger corruption more often, as indicated and adjusted by the spell table.

**Luck to avoid corruption:** A wizard that suffers corruption may burn a point of Luck to avoid the corruption. The Luck can be burned *after* the player rolls to determine the specific corruption result. Note that Luck cannot be burned to avoid a spell misfire, only to avoid corruption. Patron taint is considered corruption for these purposes.

**TABLE 5-3: MINOR CORRUPTION**

**D10 Result**

- 1 Character develops horrid pustules on their face. These pustules do not heal and impose a -1 penalty to Personality.
- 2 Character's skin on one random portion of their body appears to melt. Like wax, it flows and reforms into odd puddles and shapes. This is an ongoing, constant motion that itches constantly and repulses others. Determine location randomly (1d6): (1) face; (2) arms; (3) legs; (4) torso; (5) hands; (6) feet.
- 3 One of the character's legs grows 1d6". Character now walks with an odd gait.
- 4 Eyes affected. Roll 1d4: (1) eyes glow with unearthly color; (2) eyes gain light sensitivity (-1 to all rolls in daylight); (3) character gains infravision (sees heat signatures at range of 100'); (4) eyes become large and unblinking, like a fish.
- 5 Character develops painful lesions on their chest and legs and open sores on their hands and feet that do not heal.
- 6 Ears mutate. Roll 1d5: (1) ears become pointed; (2) ears fall off (character still hears normally); (3) ears enlarge and look like an elephant's; (4) ears elongate and look like a donkey's (character also gains braying laugh); (5) ears shrivel and fold back.
- 7 Chills. Character shakes constantly and cannot remain quiet due to chattering teeth.
- 8+ The complete rules for corruption are in the DCC core book. See that for more info!



## TABLE 5-2: MERCURIAL MAGIC

d%	Adjustment to spell effect
01-10	Breath of life. Casting this spell imbues the caster and those around them with beneficial energies. All within 15' of the caster (both friend and foe) are healed 1d6 points of damage for every level of the spell (i.e., a level 3 spell heals 3d6 damage).
11-20	Extremely difficult to cast. Instead of rolling as normal on a spell check, the wizard rolls a die type reduced by <i>two</i> steps on the dice chain (e.g., if they normally roll 1d20, they now roll 1d14).
21-30	Spell killer. Casting the spell steals energy from a dying world, and any use of the spell causes the death of untold thousands. Every night following a casting of the spell, the wizard is haunted by dream-communications from an ancient sorcerer-king desperate to save his people.
31-40	Loud enough for you? Due to the ineffable demands of magic, this spell must be shouted, effectively negating any chance of the caster remaining undetected before the casting is completed.
41-50	Casting circle. The spell's power can be amplified with the assistance of other wizards. For each wizard present and willing to assist the caster, the casting wizard gets a +1 modifier to their spell check. Assisting in spell casting does not require knowledge of the spell, but the assistant mages can perform no other action until the spell is cast.
51-60	Counter-magic bubble. In the round following the casting of this spell, all other spells (including the wizard's own) cast within 100' suffer a -4 penalty to spell checks.
61-70	Luck distortion. For 1d4 rounds following the spell, the wizard suffers a -2 penalty to all rolls.
71-80	Count of ten. Each time the wizard casts this spell, one of their fingers (or toes at the judge's discretion) melts away. For every two digits lost, they suffer a permanent -1 penalty to Agility. The digits can be replaced by magic, but if the wizard ever runs out of them, they cannot cast this spell.
81-90	Mystic twin. Casting the spell causes a fully functioning twin face to appear in the caster's chest. The face remains for 1d3 rounds. During that time, this dual face has its own 1d20 action die under the control of the player, with which it can speak or cast spells as the caster.
91-100	Blood magic. The power of this spell is partially drawn from spilled blood, a sacrifice to the unknowable lords of Magic. A living creature with hit points equal to or greater than the spell's level must be offered up before the spell is cast; otherwise, the spell check suffers a -4 penalty or patron taint (judge's choice). The creature need not be sentient; chickens, goats, and other simple animals with the proper amount of hit points will suffice.

*The complete rules for mercurial magic are in the DCC RPG core book. See that for more info!*

## TABLE 5-7: DISAPPROVAL

Roll	Disapproval
1	The cleric must atone for their sins. They must do nothing but utter chants and intonations for the next 10 minutes, starting as soon as they are able (i.e., if they are in combat, they can wait until the danger is over).
2	The cleric must pray for forgiveness immediately. They must spend at least one hour in prayer, beginning as soon as they are able (i.e., if they are in combat, they can wait until the danger is over). Failure to finish the full hour of prayers within the next 120 minutes is looked upon unfavorably; they incur a -1 penalty to all spell checks until they completes the full hour.
3	The cleric must increase their god's power by recruiting a new follower. If they do not convert one new follower to their deity's worship by the next sunrise, they take a -1 penalty to all checks on the following day. This penalty resets after 24 hours.
4	The cleric immediately incurs an additional -1 penalty to all spell checks that lasts until the next day.
5	The cleric must undergo the test of humility. For the remainder of the day, they must defer to all other characters and creatures as if they were their superiors. Failure (at the discretion of the judge) means they immediately lose all spellcasting ability (including healing and laying on hands) for the remainder of the day.
6	The cleric incurs an immediate -1 penalty to all attempts to lay on hands until they go on a quest to heal the crippled. This quest is of their own design, but generally speaking must result in significant aid to the crippled, blind, lamed, sickly, etc. Once the quest is completed, the deity revokes the penalty. While the penalty remains, it applies to all attempts to lay on hands, even if the "normal" disapproval range has been reduced back to a natural 1.
7+	The complete rules for disapproval are in the DCC RPG core book. See that for more info!



# SPELLS

This list is but a small fraction of the Known Spells of the World. For a more complete list, see the DCC RPG Rulebook.

## LEVEL 1 CLERIC SPELLS

### FOOD OF THE GODS

Level: 1      Range: 30'      Duration: 24 hours (see below)      Casting time: 1 turn      Save: N/A

**General**      The cleric calls upon the power of their deity to feed the masses. This spell either makes inedible food edible or magically creates viands when no other food and drink is available. Magically-created food is a spongy, grey, and bland-tasting substance that spoils after 24 hours. Magically-created water is clean rainwater that remains drinkable for as long as it is properly stored.

**Manifestation**      Roll 1d4: (1) a glowing banquet table appears laden with food and then vanishes, leaving the meal behind; (2) food rains down from the heavens, collecting on flat surfaces or in upturned hands; (3) the cleric vomits up the magically-created food and water; (4) inedible substances such as wood, stone, and dirt are transformed into edible substances.

1-11      Failure.

12-13      The cleric can purify enough pre-existing spoiled food and tainted water to feed up to 1d6+CL people. This spell merely makes normally inedible food edible and has no effect on poison. This result does not create new food or water from thin air.

14-17      The cleric creates food and water from thin air, creating enough to feed 5+CL people.

18-19      The cleric creates food and water from thin air, creating enough to feed 10+CL people.

20-23      The cleric creates food and water from thin air, creating enough to feed 15+CL people.

24-27      The cleric creates food and water from thin air, creating enough to feed 20+CL people.

28-29      The cleric creates enough food and water from thin air to feed 30+CL people *or* produces a revitalizing heroic feast for 5 people. The food and drink of a heroic feast imparts all the benefits of a full night's sleep, restores a single point of temporary ability damage, and heals 1d4+CL points of damage.

30-31      The cleric creates enough food and water from thin air to feed 30+CL people *and* produces a revitalizing heroic feast for 10 people. The food and drink of a heroic feast imparts all the benefits of a full night's sleep, restores up to two points of temporary ability damage, and heals 1d6+CL points of damage.

32+      The earth opens up to provide a cornucopia of food and drink for the cleric's faithful followers. All food-producing locations within the cleric's line of sight burst forth to provide food and water. This includes natural sources, such as fields and fruit trees that are suddenly laden with grain and food; civilized sources, such as market baskets and cooking pots, which are suddenly filled with delicious substances; and even the animals of the wild, which march forth and rest at the feet of the cleric, offering themselves for slaughter. This divine spectacle produces enough nourishing food to provide a solid meal for up to 100 people. Moreover, the choicest meals produce a single revitalizing heroic feast for 15 people. The food and drink of a heroic feast imparts all the benefits of a full night's sleep, restores up to three points of temporary ability damage, and heals 1d10+CL points of damage.

### PARALYSIS

Level: 1      Range: Touch or more      Duration: 1 round or more      Casting time: 1 action      Save: Will save vs. spell check

**General**      The light of the cleric's deity prevents their enemies from raising a hand to perform baleful deeds.

**Manifestation**      Roll 1d4: (1) crackle of electricity; (2) black ropy binds; (3) white pallor; (4) ethereal gray mist.

1-11      Failure.

12-13      The cleric's hands and melee weapons are charged with the energy of paralysis. The cleric must make a normal attack on their next round. If it succeeds, they cause normal damage and their enemy must make a Will save or be paralyzed. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

14-17      The cleric's hands and melee weapons are charged with the energy of paralysis. The charge remains for 1d4+CL rounds. Any attack by the cleric during this period delivers normal damage plus paralysis if the target fails a Will save. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

18-19      The cleric's melee weapons *and* missile fire weapons are charged with paralysis. The charge remains for 1d4+CL rounds. Any attack by the cleric during this period delivers normal damage plus paralysis if the target fails a Will save. The paralyzed creature is unable to move or take any physical action for 1d6+CL rounds.

20-23      The cleric designates one creature within 30' and paralyzes it with a word. If the creature is 2 HD or less, it is automatically paralyzed. If 3 HD or more, it receives a Will save to resist. Paralysis lasts for 1d8+CL rounds.

- 24-27 The cleric designates up to three targets within 100' and paralyzes all of them. Any creature of 4 HD or less is automatically paralyzed. Creatures of 5 HD or more receive a Will save. Paralysis lasts for 2d6+CL rounds.
- 28-29 The cleric imbues their touch with the power to paralyze an enemy. The cleric retains the latent paralysis touch for up to 24 hours. At any point during that time, they may discharge the paralysis with a spoken word. A melee attack may be necessary to touch a resisting target. The creature touched is automatically paralyzed if 6 HD or less. Creatures of 7+ HD receive a Will save. The paralysis lasts 4d6+CL hours.
- 30-31 Choose any one of the effects above, and the duration of the paralysis is doubled.
- 32+ Choose any one of the effects above, and the duration of the paralysis is permanent. The paralysis can only be cured via magical means, such as a cleric's ability to lay on hands or the spell *cure paralysis*.

## PROTECTION FROM EVIL

Level: 1      Range: Self or more      Duration: 1 turn per CL      Casting time: 1 action      Save: Varies

**General**      The cleric calls upon their deity to protect them from harm. They are protected even if they are not aware of the danger. The definition of "evil" is based on the cleric: generally it encompasses creatures of opposed alignment, those unholy to the cleric's deity, and those with clear harmful intent. Depending on the strength of the spell, it may detect even more subtle dangers. This spell may be reversed to protect from good.

**Manifestation**      Roll 1d3: (1) translucent holy symbol; (2) soft, protective aura; (3) glowing halo.

- 1-11 Failure.
- 12-13 The cleric receives a +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything else unholy to their faith.
- 14-17 The cleric receives a +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything else unholy to their faith. In addition, all attempts to attack the cleric by evil or unholy creatures are made at a -1 penalty.
- 18-19 The cleric receives a +1 bonus to saving throws made against evil effects, evil creatures, un-dead, demons, and anything else unholy to their faith. In addition, all attempts to attack the cleric by evil or unholy creatures are made at a -1 penalty. Finally, all wounds suffered from evil or unholy sources have their damage reduced by 1 point per die (minimum damage 1 point per die).
- 20-23 In relation to evil effects, evil creatures, and anything else unholy to the cleric's faith, the cleric and all allies within a 10' radius receive a +1 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -1 penalty, and damage suffered from evil sources is reduced by 1 point per die (minimum damage 1 point per die).
- 24-27 In relation to evil effects, evil creatures, and anything else unholy to the cleric's faith, the cleric and all allies within a 20' radius receive a +2 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -2 penalty, and damage suffered from evil sources is reduced by 2 points per die (minimum damage 1 point per die).
- 28-29 In relation to evil effects, evil creatures, and anything else unholy to the cleric's faith, the cleric and all allies within a 30' radius receive a +3 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -3 penalty, and damage suffered from evil sources is reduced by 3 points per die (minimum damage 1 point per die).
- 30-31 Evil effects, evil creatures, and anything else unholy to the cleric's faith find it painful to come near the cleric. Any such creature that advances within 40' of the cleric takes 1d4+CL damage each round on the cleric's activation. This is automatic as a consequence of being near the cleric. Additionally, the cleric and all allies within a 40' radius receive a +4 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -4 penalty, and damage suffered from evil sources is reduced by 4 points per die (minimum damage 1 point per die).
- 32+ Evil effects, evil creatures, and anything else unholy to the cleric's faith find it painful to come near the cleric. Any such creature that advances within 40' of the cleric takes 2d6+CL damage each round on the cleric's activation. This is automatic as a consequence of being near the cleric. Additionally, the cleric and all allies within a 40' radius receive a +4 bonus to saving throws against evil creatures, enemy attack rolls against them suffer a -4 penalty, and damage suffered from evil sources is reduced by 4 points per die (minimum damage 1 point per die).

## SECOND SIGHT

Level: 1      Range: Self      Duration: 1 round or more      Casting time: 1 turn      Save: N/A

**General**      Using sortilege, haruspicy, or some other method appropriate to the cleric, they augur the future. In doing so, the cleric gains insight about the consequences their actions will bring.

Manifestation Roll 1d3: (1) a third eye appears in the cleric's forehead; (2) the cleric's eyes glow; (3) the cleric's eyes are fused shut but they can still see.

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- 1-11 Failure.
- 12-13 For one round, the cleric glimpses the future. In doing so, they gain great insight into the most effective manner to complete any action. The cleric receive a +4 bonus to a single roll of their choosing on their next round, whether it's an attack roll, damage roll, skill check, spell check, or something else.
- 14-17 The cleric has a hint of possible outcomes. They must spend the following round concentrating on a choice that must be made in the next 30 minutes. For example, they may be deciding which direction to turn in a dungeon or whether to enter a room. The cleric gets a sense of whether the action will be to their benefit or harm. There is a 75% chance that the sense the cleric receives is accurate.
- 18-19 The cleric has a hint of possible outcomes. They must spend the following round concentrating on a choice that must be made in the next 30 minutes. For example, they may be deciding which direction to turn in a dungeon or whether to enter a room. The cleric gets a sense of whether the action will be to their benefit or harm. There is an 80% chance that the sense the cleric receives is accurate.
- 20-23 The cleric has a hint of possible outcomes. They must spend the following round concentrating on a choice that must be made in the next 30 minutes. For example, they may be deciding which direction to turn in a dungeon or whether to enter a room. The cleric gets a sense of whether the action will be to their benefit or harm. There is an 85% chance that the sense the cleric receives is accurate.
- 24-27 For the next *hour*, the cleric receives an ongoing sense of possible outcomes. At every significant decision or juncture, they receive a premonition regarding the decision they must make – a sense of foreboding or certitude depending on whether the action bodes well for them (or not). For any given action, there is an 85% chance that the sense is accurate. By concentrating, the cleric can receive a sense of whether a future action (one to be taken within in the next hour) will be a bane or boon.
- 28-29 For the next *hour*, the cleric receives an ongoing sense of possible outcomes. At every significant decision or juncture, they receive a premonition regarding the decision they must make – a sense of foreboding or certitude depending on whether the action bodes well for him (or not). For any given action, there is a 90% chance that the sense is accurate. By concentrating, the cleric can receive a sense of whether a future action (one to be taken within in the next hour) will be a bane or boon.
- 30-31 For the next *day*, the cleric receives an ongoing sense of possible outcomes. At every significant decision or juncture, they receive a premonition regarding the decision they must make – a sense of foreboding or certitude depending on whether the action bodes well for them (or not). For any given action, there is a 95% chance that the sense is accurate. By concentrating, the cleric can receive a sense of whether a future action (one to be taken within in the next day) will be a bane or boon. For example, a cleric could divine the results of a great battle to be fought on the morrow and gain a sense that although they will emerge unharmed from the battle, it will be harmful to their church.
- 32+ The cleric has read the tablets of time. For the next *month*, they receive an ongoing sense of possible outcomes. At every significant decision or juncture, they receive a premonition regarding the decision they must make – a sense of foreboding or certitude depending on whether the action bodes well for them (or not). For any given action, there is a 99% chance that the sense is accurate. By concentrating, the cleric can receive a sense of whether a future action (one to be taken within in the next day) will be a bane or boon. For example, a cleric could divine the results of a great battle to be fought on the morrow and gain a sense that although they will emerge unharmed from the battle, it will be harmful to their church. In addition, the cleric receive a +1 bonus to all rolls while the second sight is active, reflecting their general insight into the consequences of all actions.

## LEVEL 1 WIZARD SPELLS

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### COLOR SPRAY

Level: 1      Range: 40'      Duration: Instantaneous      Casting time: 1 action      Save: Will vs. check

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General      The caster summons forth a spray of brilliant colors that blind and dazzle the target.

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Corruption      Roll 1d8, noting additional color change table at end of this one: (1) caster's skin permanently changes to a rainbow pattern; (2) caster's eyes each change to a new, different color; (3) caster's hair changes color; (4) caster's skin changes color; (5-7) minor corruption; (8) major corruption. Roll another 1d10 for color changes: (1) blue; (2) green; (3) yellow; (4) orange; (5) red; (6) purple; (7) silver; (8) gold; (9) white; (10) black.

Misfire      Roll 1d3: (1) colored energy blasts back on the caster, blinding him for 1d4 rounds; (2) *color spray* is delayed uncontrollably; judge secretly rolls a die type of their choice; spell is discharged that many rounds later on new re-rolled spell check result; (3) color sprays arc in different random directions rather than together in a cohesive rainbow; roll 1d12 for direction (clock face with 12:00 ahead of caster); 1d4+1 color hues blast out, each in a different direction, causing blindness (1d4 rounds, DC 12 Will save to resist) to first creature in that direction, whether friend or foe.

Manifestation      Roll 1d8: (1) spray of colored arrows; (2) rainbow from above; (3) flash of variegated hues; (4) spotlight of rotating colors from the sky; (5) cloud of many colors or a single color; (6) shadow of subdued, washed-out colors; (7) inversion of colors in the affected area; (8) rope-like coils of light that emanate from the caster's fingertips.

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- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1) corruption; (2) patron taint (or corruption if no patron); (3+) misfire.
- 2-11 Lost. Failure.
- 12-13 One target within range must make a Will save or be blinded for 1d4 rounds. Sightless creatures are immune.
- 14-17 Up to two individual targets within range must make a Will save or be blinded for 1d4 rounds. Sightless creatures are immune.
- 18-19 Up to three targets within range can be targeted. Each target must make two Will saves or be affected. Targets that fail one save are blinded; targets that fail both saves are blinded *and* knocked unconscious. Duration is 2d4+1 rounds. Sightless creatures are immune.
- 20-23 Up to three targets within range can be targeted. Each target of 2 or less HD is automatically affected; targets of more than 2 HD must make two Will saves or be affected. Targets that fail one save are blinded; targets that fail both saves are blinded *and* knocked unconscious. Duration is 2d4+1 rounds. Sightless creatures are immune.
- 24-27 A blast of colored chaos affects all targets in a cone 40' long and from 10' to 30' wide (caster can decide). All targets, including allies, within the cone take 1d4 damage, are knocked unconscious for 3d4+1 rounds, and awake blinded for another 1d4+1 rounds. Creatures of 2 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.
- 28-29 A blast of colored chaos affects all targets in a cone 40' long and from 10' to 30' wide (caster can decide). All targets, including allies, within the cone take 1d6 damage, are knocked unconscious for 3d4+3 rounds, and awake blinded for another 2d4+1 rounds. Creatures of 3 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.
- 30-31 A blast of colored chaos affects all targets in a cone 100' long and from 10' to 40' wide (caster can decide). The caster may specify whether the cone affects all targets or only enemies. Affected creatures within the cone take 1d8 damage, are knocked unconscious for 3d4+3 rounds, and awake blinded for another 2d4+1 rounds. Creatures of 4 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.
- 32+ An incredible surge of rainbow light blasts forth from the caster's fingertips. The spell creates an arcing pattern around the caster, forming a powerful rainbow shining down from the heavens toward the caster's fingers. The display of light is visible for several miles. All enemies within 200' of the caster's location are potentially affected: creatures of 5 HD or less are affected automatically; all others are affected on a failed save. Affected creatures take 2d6 damage, are knocked unconscious for 1d4+1 turns, and awake blinded for another turn. Moreover, *allies* who see the display are awed and inspired, and receive a +1 morale bonus to all rolls (attack, damage, saves, skills, etc.) for the next 1d4 rounds.

## FEATHER FALL

Level: 1    Range: 25'    Duration: 1 round per caster level or until landing    Casting time: instantaneous    Save: Will to avoid  
 General    The caster impedes their own or another person's rate of descent when falling. This allows the target to avoid injury or death or to glide upon the breeze. Note that this spell can be cast instantaneously, out of initiative order, if the caster or a target within range is falling.

Manifestation    Roll 1d4: (1) folds of aerodynamic flesh sprout from the target's arms and legs; (2) the target glows with a wispy, featherlike aura of canary yellow; (3) the target's body hair is replaced with downy feathers; (4) the target's body curls like a fallen leaf to rock upon the winds.

Corruption    Roll 1d5: (1) caster's hair stands on end as if permanently plummeting through the air; (2) the caster makes all descents (climbing down ropes, walking down stairs, sliding down poles, etc.) at half normal speed; (3) caster becomes subject to sporadic winds, which do not affect other characters, and must make a Strength check to stay upright (DC 5 for light winds, DC 10 for strong winds, and DC 15 against gusts); (4) caster's hair permanently replaced by feathers; (5) sound of whistling wind accompanies the caster wherever they go.

Misfire    Roll 1d4: (1) caster's speed of descent is increased, resulting in an additional 1d6 damage upon impact; (2) caster abruptly rises 10' into the air before falling to the ground (taking 1d6 points of damage, or 2d6 if there is a hard surface 10' or less above the caster's head); (3) caster's clothing and other possessions turn ethereal for 1d6x10 minutes and cannot be worn or used; (4) caster is blown 10-30 feet in a random direction by a gust of ghostly wind.

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

2-11 Lost. Failure.

12-13 Caster reduces the speed at which they fall. With a successful Fort save (DC 10 +1 for each 10' fallen), they take no damage. On a failed save, they suffer only half damage.

14-17 Caster falls at a graceful rate of 50' per round and takes no damage if they land before the spell expires. Otherwise, they suffer half damage and is allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.

18-19 Caster and three additional creatures within range fall at a rate of 50' round. They take no damage if they land before the spell expires. Otherwise, they suffer half damage and are allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.

20-23 Caster and six additional creatures fall at a rate of 50' round. They take no damage if they land before the spell expires. Otherwise they suffer half damage and are allowed a Fort save (DC 10 +1 for each 20' fallen) to avoid all damage.



- 24-27 Caster gains the ability to glide on the air by leaping from a height 30' or more above the ground. The caster soars on the breeze, drifting back to earth at a vertical rate of 10' per round, arriving on the ground when they reach the maximum distance they can glide. Their movement rate is 60' per round while gliding, and if they fail to reach solid ground before the spell expires, they fall and suffer normal damage upon impact.
- 28-29 Caster and up to three additional creatures can glide on the winds. They soar on the breeze, drifting back to earth at a vertical rate of 10' per round, arriving on the ground when reaching the maximum distance they can glide. Their movement rate is 60' per round while gliding, and if they fail to reach solid ground before the spell expires, they fall and suffer normal damage upon impact.
- 30-31 Caster and up to six additional creatures can glide on the winds. They soar on the breeze, drifting back to earth at a vertical rate of 10' per round, arriving on the ground when reaching the maximum distance they can glide. Their movement rate is 60' per round while gliding, and if they fail to reach solid ground before the spell expires, they fall and suffer normal damage upon impact.
- 32+ Caster can fall any distance regardless of height or duration of fall without taking damage. Additionally, the caster is immune to any related hazards, such as thin atmosphere, intense cold, or even high temperatures generated by re-entry into an atmosphere from a vacuum.

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## FLAMING HANDS

Level: 1      Range: 15'      Duration: Instantaneous      Casting time: 1 action      Save: None

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**General**      The caster produces goutts of fire from their bare hands to burn their enemies.

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**Manifestation**      Roll 1d4: (1) caster's hands burst into flames; (2) fires spring from the wizard's fingertips; (3) caster's hands turn into roiling, smoking flame; (4) skin blackens and peels away to reveal skeletal hands dripping lava.

**Corruption**      Roll 1d4: (1) hands permanently blackened; (2) bare touch causes paper to ignite 25% of the time; (3) body hair burned away permanently; (4) caster suffers a permanent -2 penalty on spell checks to cold-based magics.

**Misfire**      Roll 1d4: (1) flame jets from random appendage, spoiling aim; randomly determine where and in what direction the flame goutts; jet causes 1d3 damage to everything within 15' range in that direction; (2) caster's hands ignite causing him 1d3 damage; (3) 1d4 random possessions of the caster catch fire and burn to char; (4) all fire within a 15' radius of the caster is immediately snuffed out.

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

2-11      Lost. Failure.

12-13      A single blast of fire strikes one target within range for 1d3 points of damage.

14-17      Spell produces a blast of fire that burns a single target within range for 1d6 points of damage.

18-19      Spell produces a blast of fire that burns a single target within range for 1d6+CL points of damage.

20-23      Spell produces a blast of fire that burns up to three targets within range for 1d6+CL points of damage. All targets must be within 10' of one another.

24-27      Spell produces a blast of fire that burns up to three targets within range for 2d6+CL points of damage. All targets must be within 10' of one another.

28-29      Caster creates a single blast of fire 10' wide and 30' long that does damage equal to 3d6+CL to all caught in the blast.

30-31      Caster creates two blasts of fire 10' wide and 30' long. Each can be directed within a 180° arc of their position, doing damage equal to 3d6+CL to all caught in the blast.

32+      Caster can blast fire in a 360° arc outward from their body. Within that complete radius they can pick one "wedge" of 0-180° where fire does not blast (i.e., to protect allies in that position). All creatures within the affected arc, out to a range of 40', are immolated, taking damage equal to 4d10+CL.



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## MAGIC SHIELD

Level: 1      Range: Touch      Duration: Varies      Casting time: 1 action      Save: None

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General      The caster conjures up a magical shield that defends them from opponents.

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Manifestation      Roll 1d6: (1) disc of shimmering blue force; (2) yellowish force-field; (3) giant hand that picks off attacks; (4) buckler that emits radiant light; (5) black, bottomless tear in the seam of reality; (6) whirlwind of air that buffets attackers.

Corruption      Roll 1d8: (1-4) minor; (5-7) major; (8) greater.

Misfire      Roll 1d4: (1) caster's shield appears as force burst aimed inward instead of spreading out, causing 1d4 damage as it explodes against him; (2) shield is accidentally summoned to benefit nearest enemy, granting that enemy a +4 bonus to AC for 1d3 turns; (3) caster accidentally summons shield horizontally below their feet, lifting them up 3" from the ground and causing them to "slide" on it for next 1d3+1 rounds; this increases their speed by +10' but imposes a -1 penalty to attacks, spell checks, damage, and AC as they slip and slide haphazardly; (4) caster completely encases themselves in a shield that blocks all attacks, damage, spells, and physical contact between them and the rest of the world, such that they are completely encased in a transparent bubble which renders them invulnerable to attack but also unable to move or communicate outside the bubble for 1d4 rounds.

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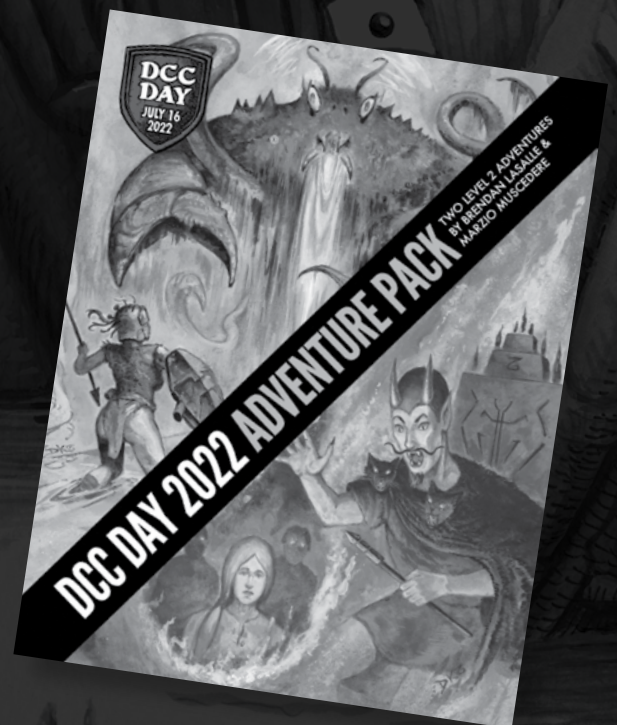
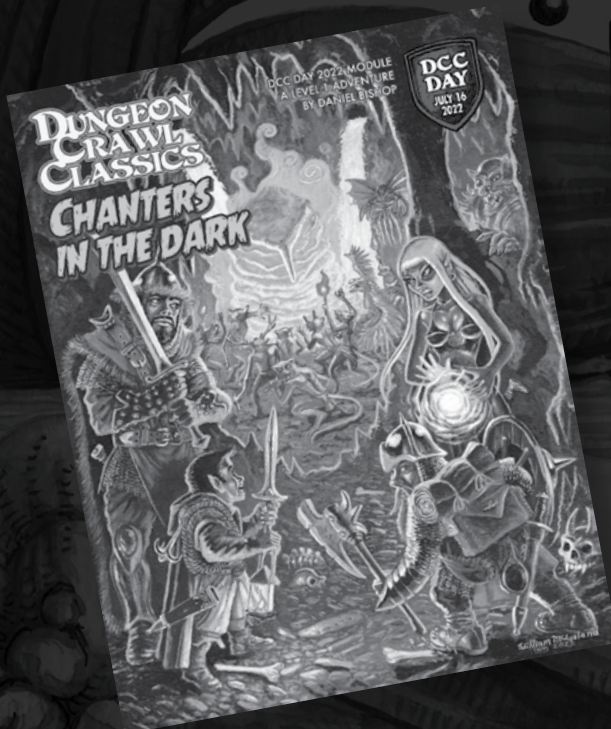
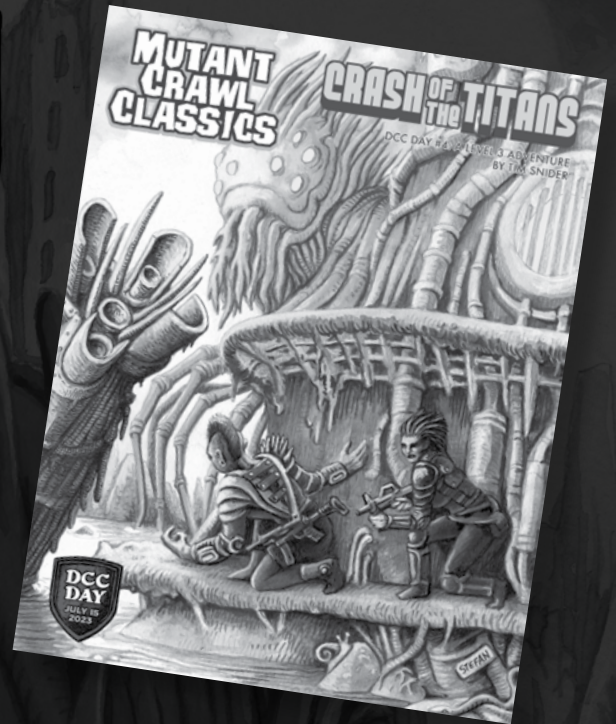
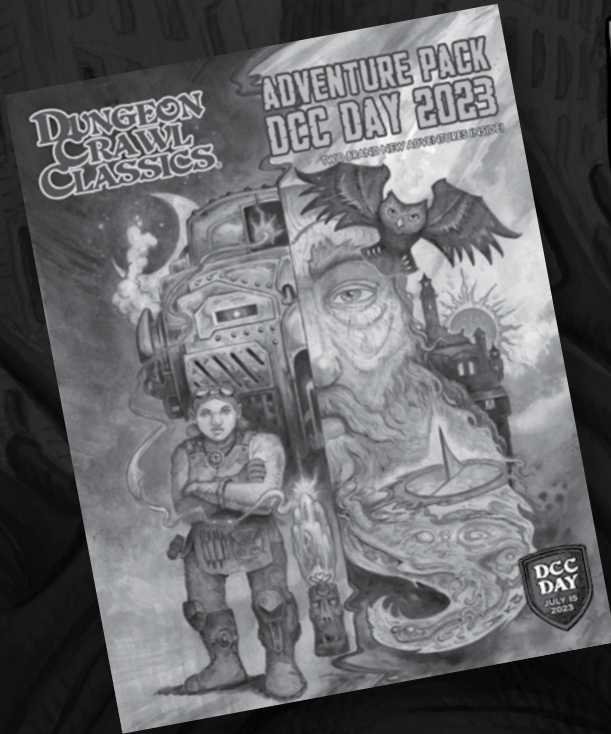
- 1      Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1-2) corruption; (3+) misfire.
- 2-11      Lost. Failure.
- 12-13      The caster conjures a weak shield that provides a +2 bonus to AC for 1d6 rounds.
- 14-17      The caster conjures a shield that provides a +4 bonus to AC for 2d6 rounds.
- 18-19      The caster conjures shield that provides a +4 bonus to AC for 1d3 turns. When casting the spell, the caster can apply the shield to themselves or one ally touched.
- 20-23      The caster conjures a shield that provides a +4 bonus to AC for 1d3 turns. When casting the spell, the caster can apply the shield to themselves or one ally touched. In addition to the AC bonus, the shield also blocks *magic missiles* automatically (missiles usually have no effect; see *magic missile* spell description).
- 24-27      The caster conjures a shield that protects them or an ally touched. The shield lasts 1d4+1 turns and has three benefits: it provides a +4 bonus to AC; it blocks *magic missiles* automatically (see *magic missile* spell description); and it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 10 points per attack for the duration of the spell.
- 28-29      The caster conjures *two* shields that protect them *and* one ally touched. Each shield lasts 1d4 hours and has *four* benefits: it provides a +4 bonus to AC; it blocks *magic missiles* automatically (see *magic missile* spell description); it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 10 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +2 bonus to any subsequent spell check made as a counterspell.
- 30-31      The caster conjures a battalion of magical shields that protect them and their allies. The caster is automatically shielded, as are all allies within a 10' radius. Each shield lasts 1d4+1 hours and follows the allies even if they leave the caster's side. Each shield has *four* benefits: it provides a +6 bonus to AC; it blocks *magic missiles* automatically (see *magic missile* spell description); it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.
- 32+      The caster calls forth a globe of shimmering magical energies that protects them and their allies. The caster is automatically encased in this magical shield, as are all allies within a 10' radius. The shimmering globes last until the next sunrise and follow the allies even if they leave the caster's side. Each globe has *five* benefits: it provides a +8 bonus to AC; it blocks *magic missiles* automatically (see *magic missile* spell description); it reduces damage on *all* attacks against its target by 2 points; it blocks most attacks from mundane projectiles, reducing damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 20 points per attack for the duration of the spell; and it provides a benefit in counterspelling equal to a +4 bonus to any subsequent spell check made as a counterspell.

### CREDITS

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