

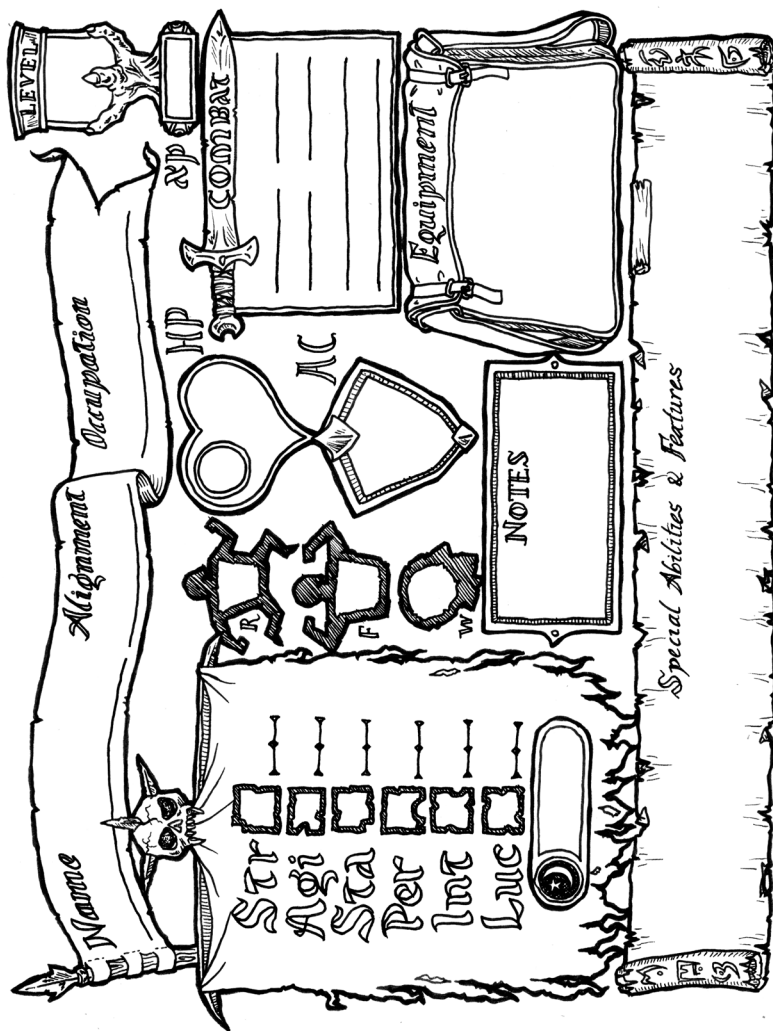
DUNGEON CRAWL CLASSICS

ROLE PLAYING GAME

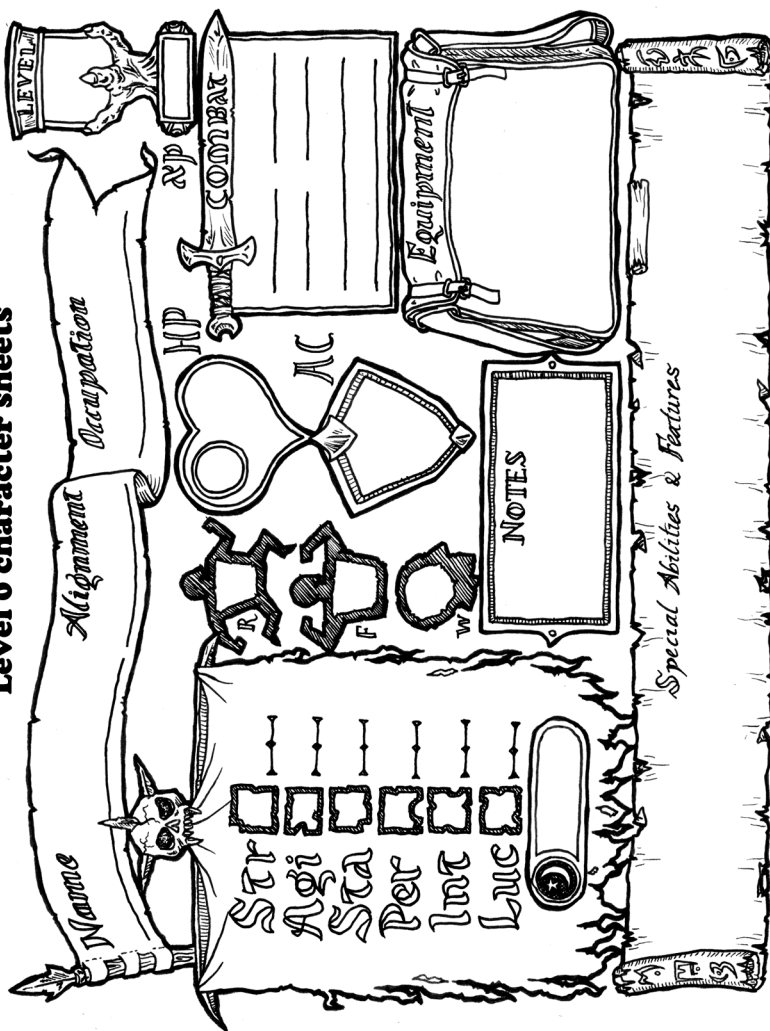
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DCC RPG

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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 2, 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



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



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 instruct the player to use an *improved die*, his dice choice moves one step to the right, culminating

in a d30 (the largest die that can be used). When the rules instruct the player to use a *reduced die*, his dice choice 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 are familiar with the d20 system (3.0 and 3.5):

- DCC RPG does not have prestige classes, attacks of opportunity, feats, or skill points.
- Classes and races are one and the same. You are a wizard or an elf.

If you are familiar with various iterations of AD&D:

- DCC RPG uses an ascending armor class system. A normal, unarmored peasant is AC 10, while a warrior in plate mail is AC 18.
- Attacks, saves, and skill checks all involve rolling 1d20, adding modifiers, and trying to beat a number.
- There are three saving throws: Fortitude, Reflex, and Willpower.

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 result. Each spell has a unique chart that adjudicates the spell's results.
- Wizards may or may not lose their spells after a casting. A low result means the wizard cannot cast the spell again that day. On a high result, he can cast the spell again.
- Cleric spellcasting works differently from wizard casting. Clerics never lose a spell when it's cast. However, when a cleric casts any spell and fails in his attempt, he may increase his "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 scores to enhance dice 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 level-0 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.

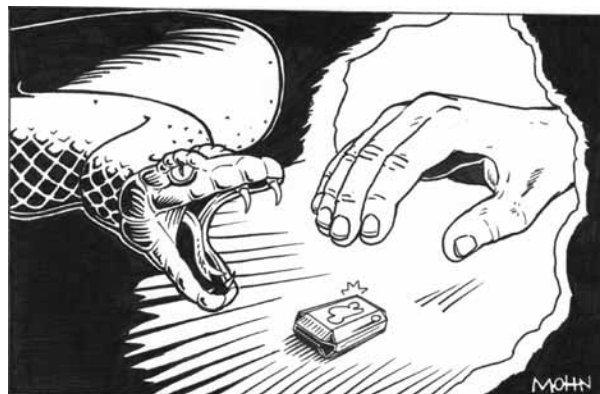
** Based on Intelligence for wizards and Personality for clerics.



"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

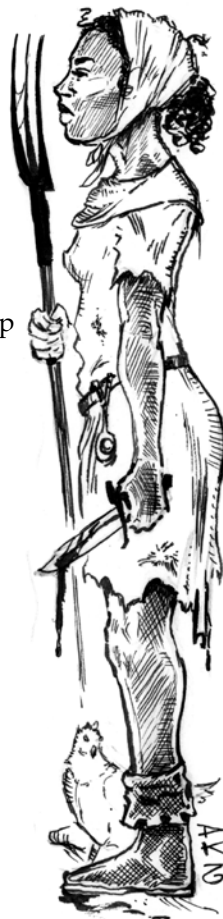
Roll	Occupation	Trained Weapon†	Trade Goods
01	Alchemist	Staff	Oil, 1 flask
02	Animal trainer	Club	Pony
03	Armorer	Hammer (as club)	Iron helmet
04	Astrologer	Dagger	Spyglass
05	Barber	Razor (as dagger)	Scissors
06	Beadle	Staff	Holy symbol
07	Beekeeper	Staff	Jar of honey
08	Blacksmith	Hammer (as club)	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	Hand axe	Chicken meat, 5 lbs.
56-57	Halfling dyer	Staff	Fabric, 3 yards
58	Halfling glovemaker	Awl (as dagger)	Gloves, 4 pairs
59	Halfling gypsy	Sling	Hex doll
60	Halfling haberdasher	Scissors (as dagger)	Fine suits, 3 sets
61	Halfling mariner	Knife (as dagger)	Sailcloth, 2 yards
62	Halfling moneylender	Short sword	5 gp, 10 sp, 200 cp
63	Halfling trader	Short sword	20 sp
64	Halfling vagrant	Club	Begging bowl
65	Healer	Club	Holy water, 1 vial
66	Herbalist	Club	Herbs, 1 lb.
67	Herder	Staff	Herding dog**
68-69	Hunter	Shortbow	Deer pelt
70	Indentured servant	Staff	Locket
71	Jester	Dart	Silk clothes



SBP

Table 1-3: Occupation, continued

Roll	Occupation	Trained Weapon†	Trade Goods
72	Jeweler	Dagger	Gem worth 20 gp
73	Locksmith	Dagger	Fine tools
74	Mendicant	Club	Cheese dip
75	Mercenary	Longsword	Hide armor
76	Merchant	Dagger	4 gp, 14 sp, 27 cp
77	Miller/baker	Club	Flour, 1 lb.
78	Minstrel	Dagger	Ukulele
79	Noble	Longsword	Gold ring worth 10 gp
80	Orphan	Club	Rag doll
81	Ostler	Staff	Bridle
82	Outlaw	Short sword	Leather armor
83	Rope maker	Knife (as dagger)	Rope, 100'
84	Scribe	Dart	Parchment, 10 sheets
85	Shaman	Feathered bone club	Com badge
86	Slave	Club	Strange-looking rock
87	Smuggler	Sling	Waterproof sack
88	Soldier	Spear	Shield
89-90	Squire	Longsword	Steel helmet
91	Tax collector	Longsword	100 cp
92-93	Trapper	Sling	Badger pelt
94	Urchin	Stick (as club)	Begging bowl
95	Wainwright	Club	Pushcart***
96	Weaver	Dagger	Fine suit of clothes
97	Wizard's apprentice	Dagger	Black grimoire
98-100	Woodcutter	Handaxe	Bundle of wood



† 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 he reaches 10 XP, a 2nd-level warrior when he reaches 50 XP, a 3rd-level warrior when he reaches 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



"How come your plate mail gives the same Armor Bonus as mine?"



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 his career, he is considered trained in the last weapon he fought with. At 1st level, a character gains training in additional weapons, based on the class he chooses.

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 his 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, he practices his 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.

See Table 1-4 for the amounts of XP required to advance in level.

Note: A 1st-level character retains his hit points from level 0, and gains new hit points according to his 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 his 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 1st level 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 1st, please reference the Dungeon Crawl Classics RPG rulebook.

CLERIC



n adventuring cleric is a militant servant of a god, often part of a larger order of brothers. He wields the weapons of his faith: physical, spiritual, and magical. Physically, he is a skilled fighter when using his god’s chosen weapons. Spiritually, he is a vessel for the expression of his god’s ideals, able to channel holy powers that harm his god’s enemies. Magically, he is able to call upon his 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 his service. A wizard unlocks the hidden myster-

ies 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 his or her alignment.

Weapon training: A cleric is trained in the weapons used by faithful followers of his 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 his god. This form of magic is known as idol magic. Its successful use allows a cleric to channel his god’s power as a magical spell. A cleric has access to the spells of his 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, his god attends to his 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 he has somehow gained the disapproval of his 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 his 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, his 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 his 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 his 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. As with all spell checks, 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 a 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 he expends Luck. The luck die is indicated on Table 1-6. For each point of Luck expended, he rolls one die and applies that modifier to his 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 his level. This process cannot take his Luck score past its natural maximum.

Thieving skills

A thief learns certain skills that aid his 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 his rate of advancement in the various thieving skills. The thief receives a bonus to his skills based on level and alignment, as shown on table 1-6.

To use a thief skill, the player rolls d20 and adds his modifier. He 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 him 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 his attack roll. In addition, if he hits, the thief automatically achieves a critical hit, rolling on the crit table as per his 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)	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	Elf 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 his or her 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 portcullis. More subtle traps are DC 15, DC 20, or even higher. A natural 1 on a disable trap check triggers the trap.

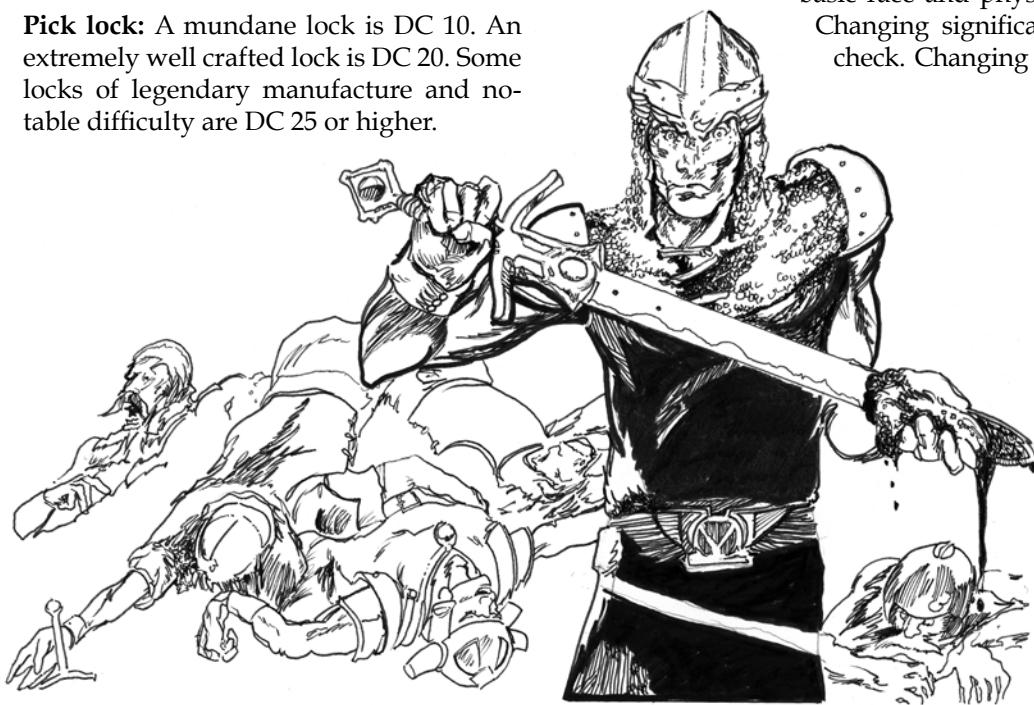
Forge document: The DC varies with the complexity and originality of the source document, ranging from DC 5 to DC 20.

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 he must make a DC 10 safety check. On a failure, he accidentally poisons himself! 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 himself, 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 his attack roll *and* his damage roll. On one attack, the die may give him a +1 to his attack roll and damage roll. On the next attack, the die may give him +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 ail 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 his next attack, or trip the opponent, or smash him backward to open access to a nearby corridor. The Deed does not increase damage but could have some other combat effect: pushing back an enemy, tripping or entangling him, temporarily blinding him, 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 destructive effects when he does so. At 1st through 4th levels, a warrior scores a critical hit on any natural roll of 19-20.

Initiative: A warrior adds his class level to his initiative rolls.

Luck: At 1st level, 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-slivers 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 he knows, representing years of study and practice. As his 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 his 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 his deed die to this number, as with all attacks, and can attempt Mighty Deeds of Arms involving the shield as well as his weapon. The shield bash does 1d3 damage.

Infravision: 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 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 his 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 his Luck modifier (if any) to spell checks on one spell of his 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.

HALFLING

Halflings 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.



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 worshipers, 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'.



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 him. The halfling can expend Luck to aid his 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 his level. This process cannot take his 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 preceding 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 he advances in level or has sacked that first dungeon.



COMBAT



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 his 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 his 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 his characters, then roll once for the monsters. When each player acts, he declares actions for all his 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.

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 his class.

- All characters can take another movement for their actions.
- A warrior can make an attack for each of his 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 his 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 he is balancing on a pillar, climbing a wall, bound in rope, or otherwise constrained, the defender is not agile enough to receive the bonus from his Agility modifier.

THE ATTACK ROLL

The attacker rolls his action die (usually 1d20) and adds his attack bonus. He also adds 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, he adds his Strength bonus. If the attack is made with a missile weapon, he adds his 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 his crit die on the appropriate critical hit table, with the result adjusted by his 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 char-

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.

acter by healing him very quickly (such as with a cleric's ability to lay on hands). A 0-level character that reaches 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 he can be healed to prevent his death. If he is healed on the round he's reduced to 0 hit points or the next round, he is healed per the result of the lay on hands check (treat his hit points as starting at 0). If he is not healed before the second round, he may be permanently killed (see below).

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

Recovering the body: If the body of a dead ally can be recovered, there is a chance the ally may not be truly killed. He 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 his 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 him alive. The "dead" character was simply knocked out, stunned, or otherwise incapacitated. Once an ally shakes the downed character awake, he recovers 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 o-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.	15	Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
1	Opportunistic strike. Inflict +1d3 damage with this strike.	16	Narrowly avoid foe's counterstrike! Inflict normal damage and make another attack roll. If the second attack hits, you inflict an additional +1d6 damage.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.	17	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.	18	Foe falls into your attack. He takes +2d6 damage from the strike and curses your luck.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.	19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
5	Solid strike to torso. Inflict +1d6 damage with this strike.	20+	Lucky blow dents foe's skull! Inflict +2d6 damage with this strike. If the foe has no helm, he suffers a permanent loss of 1d4 Int.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.		
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.		
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.		
9	Smash foe's nose. Inflict +2d4 damage with this strike and blood streams down the enemy's face.		
10	Foe trips on his own feet and falls prone for the remainder of the round.		
11	Piercing strike. Inflict +2d4 damage with this strike.		
12	Strike to groin. The foe must make a DC 15 Fort save or spend the next two rounds retching.		
13	Blow smashes foe's ankle; his movement speed is reduced by half.		
14	Strike grazes temple; blood blinds the foe for 1d3 rounds.		



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 his Personality or Intelligence score to enhance the damage on his critical hit. For every ability point he expends, he adds +1d12 to his damage roll.

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

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.	18
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave the enemy with a nasty scar.	19
3	Clean strike to back. Inflict +2d6 damage with this strike.	20
4	Blow to chest staggers foe. You can make an immediate free attack.	21
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.	22
6	Foe dazed by ferocious attack; his speed and actions are reduced by half.	23
7	Strike to chest grazes vital organ. Inflict +3d4 damage with this strike.	24+
8	Strike cuts a line down foe's face. He is blinded by blood for 1d4 rounds.	
9	Foe stumbles over his own limbs, falling prone. Make another attack.	
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.	
13	Foe disoriented by quick strikes. Foe suffers a -4 penalty to attack rolls for 1d4 rounds.	
14	Strike to head. Foe must make a Fort save (DC 10 + PC level) or fall unconscious.	
15	Blow drives foe to ground. Inflict +2d6 damage with this strike, and the enemy is knocked prone.	
16	Lightning-fast shot to the face pops the foe's eye like a grape. Foe is permanently blinded in one eye and can take no actions for 1d3 rounds.	
17	Strike pierces lung. Inflict +2d6 damage with this strike, and the foe can take only one action on his next turn.	
		Devastating strike to back of head. Inflict +1d8 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious.
		Attack severs major artery. Inflict +1d10 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious from shock and massive blood loss.
		Throat slashed! Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
		Strike pierces spinal column. Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.
		Chest skewered, spearing a variety of organs. Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
		Strike through ear canal enters the brain. Ear wax instantly removed, and the foe must make a Fort save (DC 15 + PC level) or die instantly. Inflict an extra +2d6 damage on successful save.
		Strike through heart! Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die instantly.



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

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 him is also hit by a rebounding blow for 1d4 damage.**	13	Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict +1d8 damage with this strike.
1	Savage attack! Inflict +1d6 damage with this strike.	14	Attack hammers foe's torso. Inflict +2d8 damage with this strike.
2	Attack sweeps foe off his feet. Next round, the enemy is prone.	15	Strike dislocates shoulder! Inflict +1d8 damage and shield arm hangs loosely by muscle and skin; no AC bonus from shield.
3	Foe steps into attack. Inflict +1d8 damage with this strike.	16	Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks.
4	Powerful strike hammers foe to his knees. Make another attack.	17	Furious blows hammer target prone. Make another attack.
5	Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and the foe loses his sense of smell for 1d4 hours.	18	Blow hammers shards of bone into foe's forebrain; gray matter oozes out. Inflict +1d8 damage with this strike, and the foe suffers 1d4 points of Int and Per loss.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs.	19	Devastating strike to the chest. Inflict +2d8 damage with this strike.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.	20	Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage with this strike.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike.	21	Strike to leg shatters femur, knocking foe to the ground. Foe's movement drops by half. Inflict +2d8 damage with this strike and make another attack.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed.	22	Weapon arm sundered by strike. The weapon is lost along with any chance of making an attack with this arm.
10	Sunder foe's weapon! Shards of metal fill the air.*	23	Blow craters skull. Inflict +2d8 damage with this strike, and the target permanently loses 1d4 Int and Per.
		24	Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers about gasping for air for 1d4 rounds.
		25	Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit points and vomits copious amounts of blood.
		26	Attack shatters foe's face, destroying both eyes. Inflict +2d8 damage with this strike, and the foe is permanently blinded.
11	Strike hammers foe's belly causing massive internal bleeding. Unless he receives magical healing, the foe dies in 1d5 hours.	27	Crushing blow hammers chest. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or be knocked unconscious.
12	Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or sink to floor, unconscious.	28+	Blow destroys spinal column. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.

HEALING

Wounds heal with rest. A healed character can never exceed his 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, he heals 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 his 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 his Luck score is now 6 points lower. The following rules govern the burning of Luck:

- A character can only burn Luck to affect his 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 him, 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 his intent to burn Luck before or after his die roll. He then specifies how many points he will burn. But he 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.

Make the spell check when the spell is first cast, even if the casting time is more than one round. High results may reduce casting time.

A novice wizard cannot cast magic beyond his comprehension, but he may attempt to cast a spell of any level he has learned. This means he may attempt to cast spells where he suffers a significant chance of failure, based on his spell check modifier. If he judges 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 his check equal to his 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 significant 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 he encounters. A character from an untrained class rolls 1d10 for his spell check instead of 1d20. He does not add any modifier for an ability score or caster level. A trained thief may roll a higher die per his 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 he is willing to make mortal sacrifice, including offering part of his body or soul to a demon, sacrificing his own personal strength to foster a demi-god's greedy growth, or even by burning the very life energy in his own cells. Before rolling any spell check, a wizard may declare that he will attempt spellburn. In attempting spellburn, the wizard temporarily expends points of his Strength, Agility, or Stamina score to enhance his spell check. For every ability point he expends, the wizard adds +1 to his spell check.

For example, a wizard in a life-or-death situation may need absolute certainty that his next spell functions. He calls to an archdemon with whom he has had past dealings.

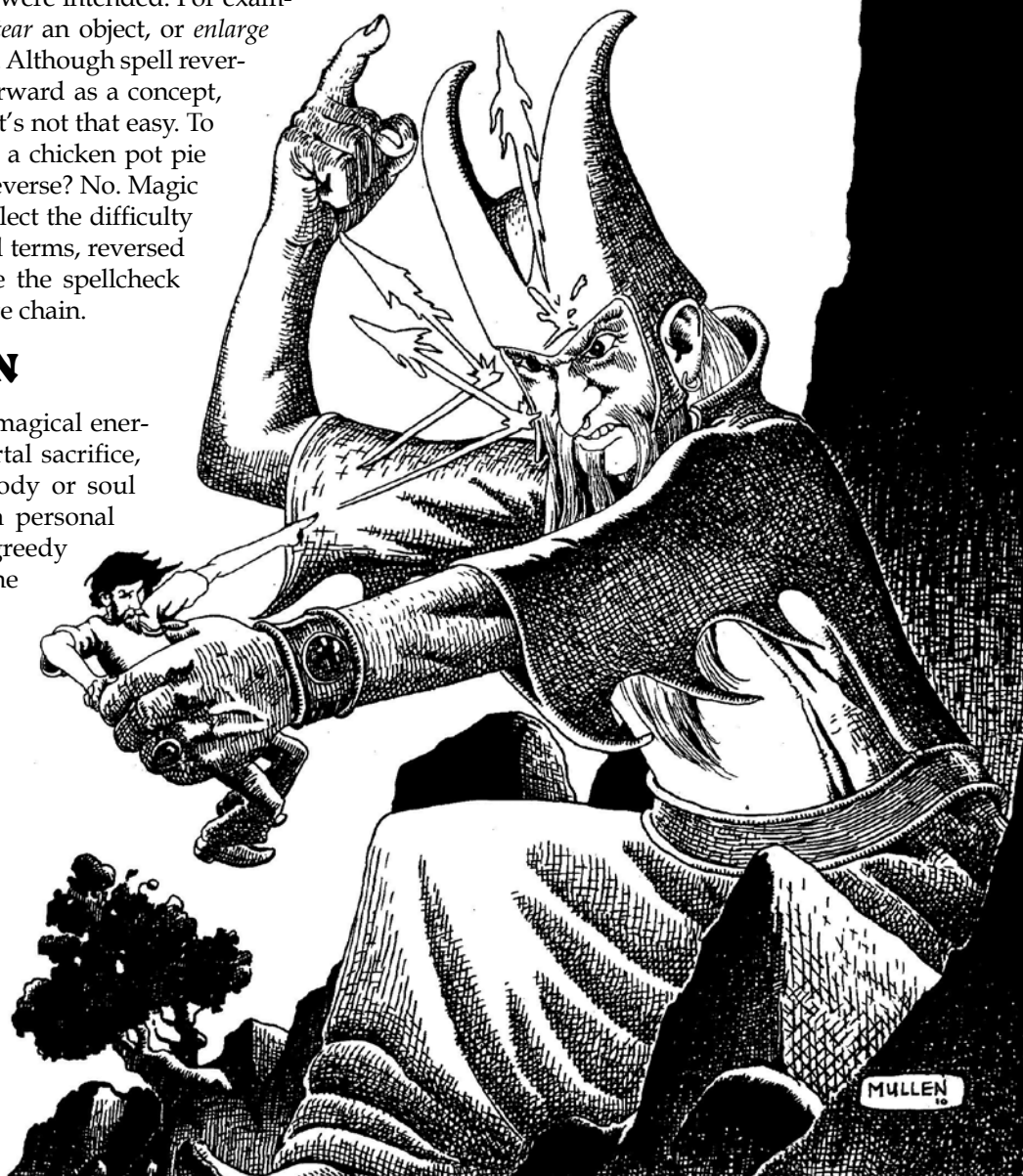
In offering the demon a share of his life-force, he trades 7 points of Strength to give himself a +7 bonus to his next spell check.

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 his next spell check as a roll of natural 20.

LOSING AND REGAINING SPELLS

Spellcasting is draining. A spellcaster can exert himself a finite number of times in one day before he is 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 de-



mon'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, he suffers a cumulative increase to his 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 his 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, he rolls on table 5-2 to determine how that spell manifests *in his hands*. This percentile roll is adjusted by his 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 he learns, 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 his 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, he suffers the effect of the spell failure. Moreover, his spell may misfire and he 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. 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 his face. These pustules do not heal and impose a -1 penalty to Personality.
2	Character's skin on one random portion of his 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 his chest and legs and open sores on his 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	Breath of life. Casting this spell imbues the caster and those around him 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).
02	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 he normally rolls 1d20, he now rolls 1d14).
03	Soul dedication. In order to cast the spell, the wizard must either dedicate the soul of the target to his patron or the soul of a creature with hit dice equal to that of the target. If the caster fails to claim the soul for his patron, the spell cannot be recast until the patron is appeased.
04	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.
05	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 his 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.
06	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.
07	Luck distortion. For 1d4 rounds following the spell, the wizard suffers a -2 penalty to all rolls.
08	Count of ten. Each time the wizard casts this spell, one of his fingers (or toes at the judge's discretion) melts away. For every two digits lost, he suffers a permanent -1 penalty to Agility. The digits can be replaced by magic, but if the wizard ever runs out of them, he cannot cast this spell.
09	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.
10	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.
11+	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 his sins. He must do nothing but utter chants and intonations for the next 10 minutes, starting as soon as he is able (i.e., if he is in combat, he can wait until the danger is over).
2	The cleric must pray for forgiveness immediately. He must spend at least one hour in prayer, beginning as soon as he is able (i.e., if he is in combat, he can wait until the danger is over). Failure to finish the full hour of prayers within the next 120 minutes is looked upon unfavorably; he incurs a -1 penalty to all spell checks until he completes the full hour.
3	The cleric must increase his god's power by recruiting a new follower. If he does not convert one new follower to his deity's worship by the next sunrise, he takes 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, he must defer to all other characters and creatures as if they were his superiors. Failure (at the discretion of the judge) means he immediately loses 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 he goes on a quest to heal the crippled. This quest is of his 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.

Table 4-1: Divine and Arcane Spells	
1st Level Cleric Spells	1st Level Wizard Spells
Blessing	Charm Person
Darkness	Enlarge
Detect Evil	Flaming Hands
Paralysis	Magic Missile
Protection from Evil	Sleep

LEVEL 1 CLERIC SPELLS

Blessing

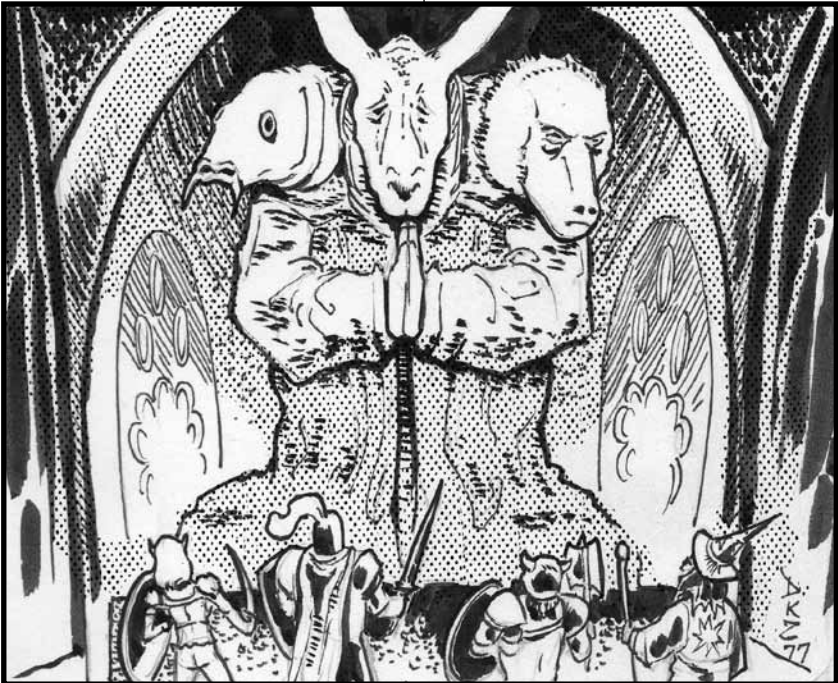
Level: 1 Range: Self or touch Duration: 1 turn or more Casting time: 1 action or more (see below) Save: N/A

General The cleric beseeches the blessing of his god. If bestowed, this blessing can be a great boon to the success of his endeavors. The spell can be cast on the cleric himself, on an object, or on one of the cleric's allies. The spell is most effective on allies with the same alignment. Casting this spell on a target with a different alignment incurs a -1 penalty to the spell check, and casting the spell on a target with an opposite alignment or in allegiance to an opposed deity incurs a -2 penalty.

The casting time reflects prayer and meditation as the cleric uses his holy symbol to conduct the blessing ritual. Blessings cast under auspicious circumstances receive a bonus of +1 to +4, according to the judge's discretion. Such circumstances include casting in the temple of the cleric's god, casting on a sacred holiday, or casting with the use of a holy relic. Likewise, casting under inauspicious circumstances, such as in an unholy enemy temple, receives a penalty ranging from -1 to -4.

Manifestation Roll 1d4: (1) target glows; (2) target is limned in a brilliant aura; (3) target manifests an angelic crown; (4) the heavenly host sings softly when the blessing is present.

	When Cast on Self	When Cast on Ally	When Cast on Object
1-11	Failure.		
12-13	A god's favor grants success to the cleric's efforts. He receives a +1 bonus to all attack rolls for 1 turn.	The ally receives a +1 bonus to all attack rolls for 1 round.	Failure.
14-17	The cleric receives a +1 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 turn.	The ally receives a +1 bonus to all attack rolls for 1 turn.	The cleric can bless a vial of liquid to create holy water. The holy water does 1d4 damage when splashed upon unholy creatures. It remains holy for 1 day, as long as it is used in the service of the cleric's deity.
18-19	The cleric receives a +2 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 turn. 	The ally receives a +1 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 turn.	The cleric can create holy water (as result 14-17 above) or bless a small amulet. The amulet is considered holy and magical for the duration of the spell, which is 1 day. The amulet grants its wearer a +1 bonus to the saving throws, as long as it is used in the service of the cleric's deity.

Blessing (continued)			
20-23	The cleric receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the cleric radiates a holy aura. Allies within 5' also receive the same blessing, as long as they remain within the aura.	The ally receives a +2 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks for 1 turn.	The cleric can create holy water (as result 14-17 above), a holy amulet (as result 18-19 above), or bless a weapon. A blessed weapon grants a +1 bonus to all attack and damage rolls <i>or</i> a +2 bonus to attack and damage rolls against unholy creatures. The weapon remains holy for 1 day and is considered magical.
24-27	The cleric receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the cleric radiates a holy aura. Allies within 10' receive the same blessing as long as they remain within the aura.	The ally receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn.	The cleric can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus, and holy weapons grant a +2 <i>or</i> +3 bonus. However, the cleric asks much of his deity and loses the ability to cast this spell for the remainder of the day.
28-29	The cleric radiates an aura of exquisite holiness. All allies within 30' of the caster receive a blessing that grants a +4 bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus lasts for one hour.	The ally receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the ally radiates a holy aura. Allies within 5' of the ally receive the same blessing as long as they remain within the aura.	The cleric can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus for one month, and holy weapons grant a +2 <i>or</i> +3 bonus for one month. The cleric asks much of his deity and loses the ability to cast this spell again for 1d7+1 days.
30-31	At this level of power, the blessing applies to the cleric and to an enterprise he serves in the name of his deity. This can be an army, a mission to liberate a princess, a castle, a sea voyage to new lands, or other such endeavors. The judge's discretion governs this power. All persons involved in the enterprise with the cleric receive a +1 bonus to all activities associated with the enterprise, as long as it remains in the service of the cleric's deity. In addition, the cleric can designate a number of individuals equal to his CL who receive an expanded bonus of +CL to all activities associated with the enterprise. The bonus lasts for 7 days. This is such a mighty drain of strength the cleric loses the ability to cast this spell for the same 7 days. If at any point the cleric falls out of favor with his deity, the blessing is revoked. The blessing is magical in nature and can be dispelled temporarily.	The ally receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the ally radiates a holy aura. Allies within 10' of the ally receive the same blessing as long as they remain within the aura.	The cleric can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus for one year, and holy weapons grant a +2 <i>or</i> +3 bonus for one year. The cleric asks much of his deity and loses the ability to cast this spell again for 1d4 weeks.
			

32+	At this level of power, the blessing applies to the cleric and to an enterprise he serves in the name of his deity. Moreover, the blessing bestowed to an ongoing enterprise is <i>permanent</i>, as long as it is favored by the cleric's deity, until either the completion of the enterprise or its dissolution. Note that there is a "reasonableness factor" in the deity's granting of this blessing. Attempting to abuse the definition of a "permanent enterprise" risk a deity's wrath. The enterprise can be a pilgrimage to a distant shrine, an army with a certain holy goal, a mission to liberate a princess, a sea voyage to encounter new lands, or other such endeavors. All persons involved in the enterprise with the cleric receive a +1 bonus to all activities associated with the enterprise, as long as it remains in the service of the cleric's deity. In addition, the cleric can designate a number of individuals equal to his CL who receive an expanded bonus of +CL to all activities associated with the enterprise. This is such a mighty drain of strength the cleric loses the ability to cast this spell for 1d20+10 days. If at any point the cleric falls out of favor with his deity, the blessing is revoked. The blessing is magical in nature and can be dispelled temporarily.	The ally receives a bonus to all attack rolls, damage rolls, saving throws, skill checks, and spell checks. The bonus is equal to 1d3+CL (rolled at time of casting) and lasts for 1 turn. In addition, the ally radiates a holy aura. Allies within 20' of the ally receive the same blessing as long as they remain within the aura.	The cleric can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus permanently, and holy weapons grant a +2 or +3 bonus permanently. The duration is increased to permanent as long as the object remains in the service of the cleric's deity; if the object is used for an unholy purpose, its magic is revoked and forever lost. The cleric asks much of his deity and loses the ability to cast this spell again for 1d4 months.
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Darkness

Level: 1 Range: 20' radius or more Duration: 1 turn or more Casting time: 1 action or more Save: N/A

General The cleric extinguishes the light of the sun, demonstrating the great power of his deity. From a distance, the darkness appears to be a space of deepest night; no light will penetrate it. Creatures within are blinded.

Manifestation Roll 1d3: (1) shadowy cloud of darkness; (2) absolute blackness; (3) thick oily black mist.

- 1-11 Failure.
- 12-13 The space immediately surrounding the cleric, to a radius of 20', goes completely dark, as if all light had been extinguished. The darkness remains fixed to its location (it does not follow the cleric) and lasts for 1 turn.
- 14-17 The cleric can designate a point within 20' and create a 20'-radius sphere of darkness that remains fixed at that point for a duration of 1 turn.
- 18-19 The cleric can designate a point within 100' and create a 20'-radius sphere of darkness that remains fixed at that point for a duration of 1 turn.
- 20-23 The cleric can designate a point within 100' and create a 20'-radius sphere of darkness centered at that point. The darkness remains for a duration of 1 turn. By concentrating on future rounds, the cleric can move the sphere of darkness up to 40' per round, beyond the original 100' range if he so chooses.
- 24-27 The cleric can designate a point within 200' and create a sphere of darkness of up to 40' radius centered at that point. The darkness remains for a duration of 2 turns. By concentrating on future rounds, the cleric can move the sphere of darkness up to 80' per round, beyond the original 200' range if he so chooses.
- 28-29 The cleric can extinguish sources of light. He designates a point within 200', and a sphere of darkness up to 40' in radius appears at that point. The cleric can move this sphere at a speed of 80' per round. No concentration is required. The sphere lasts for 1 hour. In addition, all terrestrial sources of light within the sphere of darkness are extinguished. Torches go out, lanterns sputter and die, glowworms fade, and so on.

- 30-31 With a sweep of his arm, the cleric can cast an enormous space into darkness. The cleric can choose one of three effects: a cone extending 400' to a final width of 100'; a sphere up to 60' radius centered at any point within 300'; or a wide line, up to 1,000' long and 10' wide. Within the area of effect, total darkness reigns; no light source can penetrate. In addition, all terrestrial sources of light within the sphere of darkness are extinguished. Torches go out, lanterns sputter and die, glowworms fade, and so on. However, the cleric can see through the darkness. The dark space can be moved up to 100' per round without concentration. It lasts for up to 1 day or until dismissed.
- 32+ The cleric can blot out the sun, the moon, the stars, or other sources of light. This extraordinary display of divine power requires great concentration. If this result is achieved, the cleric may continue to concentrate. *All* light sources that illuminate a space 500' in all directions begin to fade. For every round the cleric concentrates, light sources fade by 1d20%. Torches still burn, but their flames seem to emit less light each round. The judge rolls each round the cleric continues to concentrate. When the total breaks 100%, all light sources have been completely extinguished, and the countryside around the cleric is completely darkened (at least to the eyes of all within 500' – the sun still seems to shine in other kingdoms). Once all light sources are extinguished, the radius of the effect begins to expand by another 1d20' per round of concentration. The maximum range is the cleric's CL x 1,000'. The effect continues as long as the cleric concentrates. When concentration is broken, the light reappears at the same rate it was extinguished; e.g., if it took 7 rounds to fade, it takes 7 rounds to reach full strength again.

Detect Evil

Level: 1 Range: 60' radius from cleric or more (see below) Duration: 6 turns Casting time: 1 action
 Save: Will vs. spell check DC (sometimes)

General The cleric holds up his holy symbol and detects emanations of evil within a ray that extends straight out 5' wide and 60' (or more) ahead of the symbol. 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 clearly harmful intent. Depending on the strength of the spell, it may detect even more subtle dangers. This spell does not reveal creatures that are otherwise hidden but does inform the cleric that evil intentions radiate from a certain position. This spell may be reversed to detect good, which means creatures of allied alignment, common deity, or similar holy goals.



Manifestation Roll 1d3: (1) evil creatures glow softly when viewed by the cleric; (2) a heavenly chorus trumpets strident tones of warning whenever the cleric views an evil creature; (3) evil creatures emit terrible, dark shadows in all directions, clouding their appearance with a deep shroud of darkness.

- 1-11 Failure.
- 12-13 Creatures of opposed alignment are potentially detected, as well as objects inherently dangerous in nature (such as traps and cursed weapons). Evil creatures receive a Will save vs. spell check DC to remain undetected by this spell.
- 14-17 Creatures of opposed alignment are automatically detected, as well as objects inherently dangerous in nature (such as traps and cursed weapons). Evil creatures do not receive a Will save to remain undetected.
- 18-19 To a range of 120' in all directions from the cleric, creatures of opposed alignment are automatically detected, as well as objects inherently dangerous in nature (such as traps and cursed weapons). Evil creatures do not receive a Will save to remain undetected.
- 20-23 The cleric is immediately aware of all evil creatures and objects within 180'. In addition, evil creatures and objects shine with a faint, unearthly glow that is obvious to the cleric's allies.
- 24-27 The cleric is immediately aware of all evil creatures and objects within 180'. In addition, evil creatures and objects shine with a faint, unearthly glow that is obvious to the cleric's allies. In addition, the cleric is also aware of creatures with intentions harmful to him, even if the creatures are not opposed in alignment. For example, a mindless but aggressive spider would be detected, as would a hungry bear thinking of eating the cleric.
- 28-29 The cleric is immediately aware of all evil creatures and objects within 180'. In addition, evil creatures and objects shine with a faint, unearthly glow that is obvious to the cleric's allies. In addition, the cleric is also aware of creatures with intentions harmful to him, even if the creatures are not opposed in alignment. For example, a mindless but aggressive spider would be detected, as would a hungry bear thinking of eating the cleric. The creatures detected by this spell are pained by the light of truth, suffering a -1 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws while in range.
- 30-31 The cleric is immediately aware of all evil creatures and objects within 240'. In addition, evil creatures and objects shine with a faint, unearthly glow that is obvious to the cleric's allies. In addition, the cleric is also aware of creatures with intentions harmful to him, even if the creatures are not opposed in alignment. For example, a mindless but aggressive spider would be detected, as

would a hungry bear thinking of eating the cleric. The creatures detected by this spell are pained by the light of truth, suffering a -2 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws while in range.

- 32+ The cleric is immediately aware of all evil creatures and objects within 300'. In addition, evil creatures and objects shine with a faint, unearthly glow that is obvious to the cleric's allies. In addition, the cleric is also aware of creatures with intentions harmful to him, even if the creatures are not opposed in alignment. For example, a mindless but aggressive spider would be detected, as would a hungry bear thinking of eating the cleric. The creatures detected by this spell are pained by the light of truth, suffering a -4 penalty to all attack rolls, damage rolls, skill checks, spell checks, and saving throws while in range.

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 his 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 his next round. If it succeeds, he causes normal damage and his 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 his 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, he 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 his deity to protect him from harm. He is protected even if he is 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 his 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 his 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 his 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).

LEVEL 1 WIZARD SPELLS

Charm Person	
Level: 1	Range: 120' Duration: Varies Casting time: 1 round Save: Will vs. check
General	The caster charms an enemy to become a friend! Any mundane living humanoid can be affected normally. Druids can also use this spell on animals. Wizards can attempt this spell on monsters and un-dead with a -2 check penalty and attempt to affect outsiders and demons with a -4 check penalty.
Manifestation	Roll 1d6: (1) flash of light; (2) lulling harmony; (3) black cloud; (4) glittering pixie dust; (5) black beam; (6) moonbeam from above.
Corruption	Roll 1d6: (1-3) minor corruption; (4-5) major corruption; (6) greater corruption.
Misfire	Roll 1d4: (1) caster falls in love with intended target; (2) 1d4 randomly determined nearby creatures fall in love with each other; (3) caster inadvertently puts intended target to sleep (Will save to resist); (4) target is not charmed but instead repulsed and angered by caster.
1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1-2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	A single target must make a Will save or be dazed for 1d4 rounds. Dazed targets can move at half speed but can perform no other actions.
14-17	A single target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. Unfortunately, the target's willpower must be forcibly subverted for the caster to exercise control, so it is but a shell of its former self, operating at a -2 penalty to all rolls, saves, checks, and ability scores while under the wizard's control. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15= one week; Int 16-17 = three days; Int 18+ = next day. While affected by the spell, the target is marked by a sign of the caster's control. Roll 1d4: (1) odd facial tic; (2) deep bags under eyes; (3) posture and facial expressions resemble caster; (4) hair stands straight up.
18-19	A single target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15= one week; Int 16-17 = three days; Int 18+ = next day. While affected by the spell, the target is marked by a sign of the caster's control, and its posture and facial expressions subtly change to resemble the caster's.



20-23 The wizard can target a number of creatures equal to his caster level. Each target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.

24-27 The caster can target a number of creatures equal to 1d6 + caster level. Each target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.

28-29 The caster can target a number of creatures equal to 2d6 + caster level. Each target must make a Will save or fall under the caster's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.

30-31 The caster can target a number of creatures equal to 3d6 + caster level. Targets of equal to or less HD than the caster do not receive a save. Those with greater HD than the caster must make a Will save or fall under the wizard's complete control, as if it were his friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. The target is able to operate at full normal functionality while charmed. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.

32+ The caster can influence the emotions of large groups of people, including crowds of public spectators or armies of angry warriors. The caster can attempt to charm up to 100 people at once, as long as they are within his line of sight – there is no effective range limit, and the targets need not be grouped together (e.g., if the wizard is using scrying means to observe multiple armies, he can target 20 people from each army). Targets of equal to or less HD than the caster do not receive a save. Those with greater HD than the caster receive a Will save. Failure indicates the targets fall under the caster's complete control and consider him their close friend. The targets receive another save to break the charm according to their original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day.



Enlarge

Level: 1 Range: Touch Duration: 1 turn per caster level Casting time: 1 round Save: None

General By touching a creature or object, or targeting himself, the caster causes the target to grow in size! In this manner, ropes can become longer, doors thicker, tables heavier, swords larger, and so on. Magical objects so increased retain their original magical potency; e.g., a +1 sword does not become a +2 sword, it simply becomes a larger magical sword. The caster can learn the reverse of this spell, *reduce*, which is used to make things smaller. Multiple castings of this spell do not stack, though *reduce* may be used to cancel *enlarge*.

Manifestation Roll 1d4: (1) target visibly enlarges; (2) target disappears then re-appears at greater size; (3) hundreds of tiny workmen appear to chop apart the target's body and re-assemble it in greater volume; (4) target reverse-ages to the size and appearance of a baby, then amazingly grows back to adult appearance at larger than its former size.

Corruption Roll 1d16: (1-6) one part of caster's body is permanently enlarged to (1d3+1)x normal size as follows: (1) eyes, (2) ears, (3) nose, (4) hands, (5) shins, (6) feet; (7-10) one part of caster's body is permanently reduced to half normal size as follows: (7) eyes, (8) nose, (9) arms (-1 Str), (10) legs (-5' speed); (11) hirsute: caster's body hair grows unstopably for 1d4 days, covering body in gorilla-like fur; (12) caster permanently enlarges in size, increasing his height by 2d6", his weight by (1d6+1)x10 lbs., and his Str by +1, but his equipment does *not* enlarge; (13) caster's fingers each grow by 1d6", determined randomly by finger, making grasping difficult and inflicting a -1 Agility penalty; (14) minor corruption; (15) major corruption; (16) greater corruption.

Misfire Roll 1d4: (1) nearest *enemy* is enlarged rather than ally by 50%, conferring a +2 bonus to Str (if no nearby enemy, ignore result); (2) all enemies within 50' are doubled in size, receiving a +3 bonus to Str; (3) target is *reduced* instead of enlarged, dropping in size by -25% and taking a -1 penalty to Str; (4) everything within 100', including living creatures, objects, plants, buildings, and other such things, is reduced to mouse-scale; i.e., humans drop to approximately 6" tall, buildings reduce in size to corresponding scale, weapons are the size of toothpicks, and so on; to those affected it appears the world beyond the range has just increased in size exponentially; affected creatures and objects remain affected even if they move beyond range and are restored to normal size in 1 day, but in the meantime they must survive as tiny creatures.

- 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 The target increases in size and mass by 10%. It becomes visibly larger and potentially intimidating, but not enough to confer statistical bonuses. Depending on the situation, this may be enough to reach a ledge that was previously out of reach, or otherwise pass some barrier. Armor and equipment worn by the target are similar enlarged.
- 14-17 The target increases in size by 25%, conferring a +1 bonus to attacks, damage, and AC due to greater size and strength.
- 18-19 The target increases in size by 50%, conferring a +2 bonus to attacks, damage, and AC due to greater size and strength.
- 20-23 The target doubles in size. A normal man becomes ogre-sized with this result, receiving a +4 bonus to attacks, damage, and AC due to greater size and strength. In addition, the target receives +10 hp from the new size. These hit points are lost first when the target is wounded, and damage suffered while giant-sized transfers to his normal hit point pool only if he first loses all 10 bonus hit points.
- 24-27 The target triples in size. A normal man becomes giant-sized with this result, receiving a +6 bonus to attacks, damage, and AC due to greater size and strength. In addition, the target receives +20 hp from the new size. These hit points are lost first when the target is wounded, and damage suffered while giant-sized transfers to his normal hit point pool only if he first loses all 20 bonus hit points.
- 28-29 The caster is able to select up to three targets, which all triple in size. Each receives a +6 bonus to all attack, damage, and AC due to larger size and strength. In addition, the targets receive +20 hp from the new size. These hit points are lost first when the targets are wounded, and damage suffered while giant-sized transfer to their normal hit point pools only if they first lose all 20 bonus hit points.
- 30-31 The caster is able to select up to three targets, which all triple in size. Each receives a +6 bonus to all attack, damage, and AC due to larger size and strength. In addition, the targets receive +20 hp from the new size. These hit points are lost first when the targets are wounded, and damage suffered while giant-sized transfer to their normal hit point pools only if they first lose all 20 bonus hit points. The duration is increased to one *day* per caster level, but can be individually ended by the decision of any target.
- 32+ The caster transforms himself or one target into a giant of truly godlike proportions. The target grows to a height of up to 100', at the caster's discretion. The target's statistics are similarly improved due to his new size, to a maximum benefit of +10 to attack, damage, and AC if he reaches the full 100' height. At that full height, he also receives a bonus of up to +100 hit points. These hit points are lost first when the target is wounded, and damage suffered while giant-sized transfers to his normal hit point pool only if he first loses all 100 bonus hit points. The duration of this extraordinary display of power depends on the size of the target: a target transformed to a 100' height stays at that size for only 1 turn, while sizes of progressively smaller 10' increments last 1 turn longer. For every 20' less in size, the benefit to attacks, damage, and AC drops by -1, and the bonus hit points drop by -10, but the duration is extended by 1 turn. For example, a height of 40' lasts 4 turns, and grants a bonus of +7 to attacks, damage, and AC, and +70 hit points.



Flaming Hands

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

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

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 di-

rection the flame gouts; 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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| <p>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.</p> <p>2-11 Lost. Failure.</p> <p>12-13 A single blast of fire strikes one target within range for 1d3 points of damage.</p> <p>14-17 Spell produces a blast of fire that burns a single target within range for 1d6 points of damage.</p> <p>18-19 Spell produces a blast of fire that burns a single target within range for 1d6+CL points of damage.</p> <p>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.</p> <p>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.</p> <p>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.</p> <p>30-31 Caster creates two blasts of fire 10' wide and 30' long. Each can be directed within a 180° arc of his position, doing damage equal to 3d6+CL to all caught in the blast.</p> <p>32+ Caster can blast fire in a 360° arc outward from his body. Within that complete radius he 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.</p> |  |
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Magic Missile

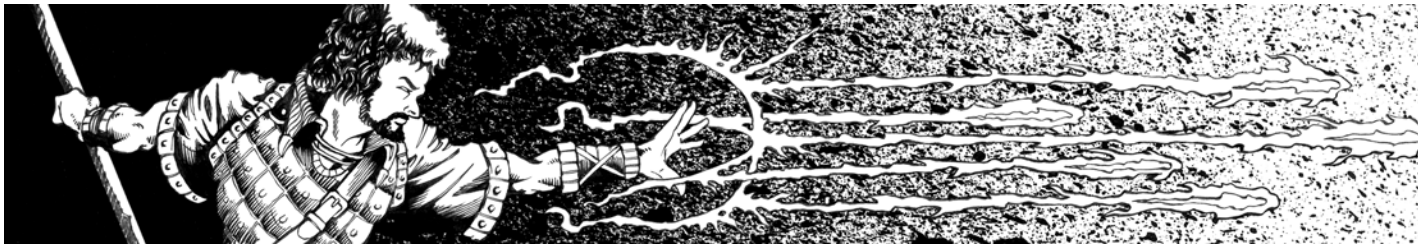
Level: 1 Range: 150' or more Duration: Instantaneous Casting time: 1 action or 1 turn (see below) Save: None

General The caster hurls a magical missile that automatically hits an enemy.

Manifestation Roll 1d10: (1) meteor; (2) flaming arrow; (3) force arrow; (4) screaming, clawing eagle; (5) black beam; (6) ball lightning; (7) splash of acid; (8) ray of frost; (9) force dagger; (10) force axe.

Corruption Roll 1d8: (1-4) caster's hands and forearms change color to match shades of most commonly cast magic missile: (1) electric yellow, (2) icy blue, (3) acid green, (4) vivid red; (5) pupils and irises vanish while eyes turn a chalky white; (6) fingertips turn translucent and nearly invisible, appearing ghost-like or as if they were composed of pure force energy; (7) from now on, every time he casts *magic missile*, the caster turns invisible for 1d6 rounds; (8) caster gains a permanent force stone that rapidly orbits his head, impacting with any creature that approaches within 3' to cause searing pain and 1 point of damage every round – which, unfortunately, includes allies attempting to heal or those who fight adjacent to the caster in melee.

Misfire Roll 1d6: (1) explosion of missiles sprays in all directions – all creatures within 100' (allies and enemies) are hit by 1d4-1 missiles, each doing 1 point of damage; (2) missiles launch then ricochet back on caster, who is hit by 1d3-1 missiles for 1 point of damage each; (3) explosion of force energy centered on caster, causing 1d6 damage to caster and all within 10' (DC 10 Ref save for half); (4) delayed blast – no effect now, but at a random point sometime in the next 24 hours, determined whenever the caster rolls his next 1 on *any* dice roll (not just a d20), a single magic missile bolts forth to strike one randomly determined character within 100' for 1d4 damage (strikes the caster if there are no other targets) – if no 1 is rolled in 24 hours, risk passes without damage; (5) caster becomes charged with force energy, such that the next creature or object he touches suffers a blast damage for 1d6+1 damage to target and 1 point of damage to caster; (6) force energy manifests in downward direction, burning a hole in the ground under caster – ground beneath him rapidly disintegrates to a depth of 1d20 feet, and he sinks with the falling depth of the ground to find himself at bottom of pit – there is no initial falling damage since he "rides" the drop in ground level but depth of pit may open to lower level of the dungeon (potentially causing damage), and he must now climb out.



- 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 The caster throws a single missile that does 1 point of damage. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., *magic shield*).
- 14-17 The caster throws a single missile that does damage equal to 1d4 + caster level. He must have line of sight to the target. The missile never misses, though it may be blocked by certain magic (e.g., *magic shield*).
- 18-19 The caster throws 1d4 missiles that deal damage equal to 1d4 + caster level. All missiles must be aimed at a single target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., *magic shield*).
- 20-23 The caster throws 1d4+2 missiles that do damage equal to 1d6 + caster level. Each missile can be aimed at a separate target to which the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., *magic shield*).
- 24-27 The caster throws a single powerful missile that does damage equal to 4d12 + caster level. The missile must be aimed at a single target to which the caster has line of sight, at a maximum range of 1,000'. The missile never misses, though it may be blocked by certain magic (e.g., *magic shield*).
- 28-29 The caster throws 1d6+3 missiles that do damage equal to 1d8 + caster level. Each missile can be aimed at a single target at any range, as long as the caster has line of sight. The missiles never miss, though they may be blocked by certain magic (e.g., *magic shield*).
- 30-31 The caster throws 2d6+1 missiles that each do damage equal to 1d8 + caster level. Each missile can be aimed at a separate target. Range is line of sight, regardless of whether a direct path exists; e.g., the caster may launch a magic missile through a crystal ball or other scrying device. These missiles have limited ability to defy *magic shield* and other protections; compare this spell check against the spell check used to create the *magic shield*. If the *magic missile* check is higher, the *magic shield* has only a 50% chance of absorbing the missiles (roll individually for each missile). Any missiles that make it through do damage equal to 1d8 + caster level, as noted above.
- 32+ The caster throws 3d4+2 missiles that each do damage equal to 1d10 + caster level. He may direct these missiles individually as a single action, or he may direct them *all* at a *single target* that is not present or visible, provided he has specific knowledge of that target. In this case, the caster must have a physical memento of the target (hair, fingernail, vial of blood, etc.) and spend 1 turn concentrating to cast the spell, then continue concentrating as the missiles seek their target. The missiles seek out this target even if it is concealed or invisible, though they have a maximum range of 100 miles. The missiles turn, curve, retrace their route, and make every effort to reach the target, although they cannot cross planes. The missiles can travel up to 10 miles per second provided no obstacles are present, but speed is much lower if, for example, they must navigate underground caverns. Provided a direct route exists, the missiles strike the target unerringly.

Sleep

Level: 1 Range: 60' Duration: Varies Casting time: 1 action Save: Will vs. spell check DC

General The caster lulls a target into a deep, sound sleep.

Manifestation Roll 1d4: (1) ray of shimmering dust; (2) swan's wings which rise from the earth to enfold target; (3) soft white clouds that engulf target's head; (4) waves of blue light.

Corruption Roll 1d6: (1) caster acquires persistent insomnia, which has no immediate obvious effect but manifests as an ongoing penalty to all rolls. As his sleep deprivation increases, starting with -1 and increasing to -2 after a week and -3 after a month; (2) caster emits a noxious odor that causes heads to turn within 20'; (3-4) minor; (5-6) major.

Misfire Roll 1d4: (1) caster immediately falls into a natural sleep; (2) caster plus 1d4 closest allies immediately fall into a natural sleep; (3) caster collapses into a coma, from which he can only be awakened with medical attention or magical means; (4) caster jolts all creatures within 50' to total alertness, cancelling all sleep (magical or otherwise) as well as all dazes, hallucinations, and other distractions.

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire; (1) corruption; (2+) misfire.
- 2-11 Lost. Failure.
- 12-13 One target within range must make its save or fall asleep for 1d6 turns. Target can be awakened through normal means. When casting the spell, the caster must specify an interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.
- 14-17 Up to two targets within range must save or fall asleep for 1d6 turns. Targets can be awakened through normal means. When casting the spell, the caster must specify an interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.
- 18-19 Up to three targets within range must save or fall asleep for 1d4 hours. Targets can be awakened through normal means. When casting the spell, the caster must specify an interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.
- 20-23 Up to four targets must save or fall into a normal sleep for 1d6 hours, or one target can be placed in a supernatural sleep for 1d4 hours. While normal sleep can be interrupted by normal means, the supernatural sleep can be disrupted only via dispel magic or similar cancellation effects. However, both normal and supernatural sleep must have a specified interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.
- 24-27 Up to eight targets must save or fall into a normal sleep for 1d7 days, or one target can be placed in a supernatural sleep for 1d3 days with no saving throw. While normal sleep can be interrupted by normal means, the supernatural sleep can be disrupted only via dispel magic or similar cancellation effects. However, both normal and supernatural sleep must have a specified interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. The caster must possess material components related to the interrupt condition.
- 28-29 With a range of 200', the caster can place a single target into a supernatural, ongoing, endless sleep with no saving throw; or normal ongoing sleep (with a save) to a group of up to 16 targets. While the normal sleep can be interrupted by normal means, the supernatural sleep can be interrupted only by one specified interrupt condition (e.g., the kiss of a prince or the fragrance of a rose) or anti-magic effects such as dispel magic.
- 30-31 The caster puts great crowds of people to sleep. All unfriendly creatures within a 200' radius must make a saving throw or fall asleep. The sleep is natural and the targets can be awakened with normal means (rough shaking, water on the face, etc.). The creatures remain asleep for 1d7+1 days if not awakened.
- 32+ Natural slumber to all things: the caster causes the world around him to slow and sleep. All creatures within 500 yards fall asleep. Creatures of 4 or fewer HD receive no save. The affected creatures include birds, insects, and small animals as well as people. Both friendly and unfriendly creatures are affected. Plants are also affected; those that close their petals or retract flowers at night behave as if it is nighttime. The effect is supernatural in aspect and cannot be disturbed. The affected world continues to slumber until a specific interrupt condition occurs (e.g., the new moon rises, or 100 years have passed). Only powerful magic can end the effect sooner.

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Dedicated with great affection to J. Eric Holmes.



THE PORTAL UNDER THE STARS

A Level 0-1 DCC RPG Adventure

INTRODUCTION



Seeking wealth and escape from their peasant lives, the characters investigate a supernatural portal that appears only once every half-century when the stars are right. The portal leads to the burial tomb of a war-wizard of eons past. The characters must fight iron men, a demonic snake, the living dead, and a variety of strange statues to recover the treasures left by the war-wizard.

This adventure is designed for 15-20 0-level characters or 8-10 1st-level characters. Remember that players should have 2-3 characters each, so they can continue enjoying the fun of play even if some of their PCs die off. In playtest groups of 15 0-level PCs, 7 or 8 typically survive. The author has playtested this adventure with groups of up to 28 PCs and experienced one complete TPK and several sessions with only a handful of survivors. The adventure focus is on traps and tricks rather than combat, as that ensures the greatest likelihood of low-level survival. Nonetheless, there should be an expectation of the lessons of mortality. The author recommends that the judge tweak the challenge of certain encounters on the fly depending on the size and skill of the adventuring party, particularly area 3 (which has the potential to wipe out the entire party if they cluster around the doors).

BACKGROUND



Eons ago, a primitive war-wizard ruled this land with the aid of barbarian tribes and strange creatures from beyond the stars. When his mortal form was close to expiration, his alien allies instructed him to seal himself away in a protected tomb. Within the tomb the war-wizard could then use astral projection to travel the stars beyond our world. He intended to return later to take possession of his mortal body, which his spirit could do when the stars were properly aligned. However, the war-wizard's extraplanar adventures did not go as planned. Now his body sits perfectly preserved in the tomb he built, protected by enchantments and the remains of his barbarian hordes. If these defenses can be bested, the treasures within are ripe for the taking.

INTRODUCTION

For long years, you labored in the fields like all the peasants, sweating hot and dirty in the summer, only to shiver under threadbare hides when

winter came. This year's harvest ended like all the rest, and autumn's work was hard on Old Man Roberts. When you visited his bedside at the end, he spoke in labored breaths of constellations that hadn't been seen since he was a young lad. The last time the Empty Star had risen in the sky, it was more than fifty winters past, he said. Under the light of that strange star a portal had opened by the old stone mounds. He'd seen jewels in there and fine steel spears and enameled armor, but he'd run when the iron men had attacked. Now, old and dying, he wishes he'd taken the chance on a life of adventure. The Empty Star is once more rising, and a young man with courage could be more than just another peasant – if only he'd take the chance Old Man Roberts hadn't.

You're taking that chance. You stand before the monolithic rocks of the old stone mounds, under the dark light of a starry sky. The Empty Star is clear and bright above you. Three of the large stone blocks lean haphazardly together to form an upright rectangular portal about the size of a man. They seem to be placed directly beneath the star's path. As the Empty Star ascends to its brightest point, its light catches in the portal, and a shimmering stone-lined corridor is visible through the stones, but only from one side of the opening. Grasping your pitchfork with white knuckles, you step into the starlit portal which was not there before today, thoughts of jewels and scorching wheat fields foremost in your mind.

THE DUNGEON

General Features: Unless otherwise noted, the dungeon is dark and dry. Doors are unlocked unless specified otherwise. Access to the tomb is restricted, so there are no wandering monsters.

Area 1-1 – Portal: *Even though the hallway is visible from only one side of the portal, you tread on solid flagstones. The starlight fades as it reaches into this hallway, which dead-ends ahead at a stout iron-banded door. Jewels or crystals in an odd assortment of star shapes are inscribed on the door.*

The hallway appears only under certain constellations related to the Empty Star. The star shapes on the door approximate the nighttime sky visible through the reverse end of the hallway.

If the characters wait two hours, movement of the nighttime sky makes the view back through the portal reveal the same star pattern as that inscribed on the door. (A character realizes this with a DC 14 Intelligence check.) The door swings open easily for this ten-minute interval.

Door: At any other time, the door will not budge. Treat as locked; DC 15 Strength

check to break down; DC 15 Pick Lock check for a thief.

Trap: If the door is forced, a searing light burns from the star-shaped inscription. The character in the lead takes 1d8 damage (DC 10 Reflex save for half). The trap is detected with a DC 20 Search (PC notices arcane arrangement of the star-shaped inscriptions).

Area 1-2 – Guardian Hall: *Across from this room is another stout door. Four iron statues flank the door, two to a side. Each statue depicts a different fighting man in a round iron helmet and thick scaled armor holding a long spear in a throwing position. All the spear-tips are aimed at the door through which you just entered.*

The statues are mechanical creations of the war-wizard. They wait for an opportune moment, then suddenly hurl their spears at the characters. Four spear attacks: +2 to hit (additional +2 if characters stand in doorway bull's-eye), damage 1d8.

The jerky spear-throws are clearly mechanical. The statues remain in the post-throw position and make no further movement. They can be attacked but are made of solid iron and only damage weapons used against them. Their scale mail armor is beautifully enameled with shining black stone. The armor can be removed from the statues and worn or sold for twice the usual price.

The spears can be recovered. The door is unlocked and not trapped.

Area 1-3 – Monument Hall: *This spacious chamber has marbled floors and a door on each wall. At the far end is a towering granite statue of a barbarian, one hand outstretched, index finger pointed toward you. The muscular savage wears animal hides, but his eyes are intelligent and his engraved neckline sports amulets and charms. A grimoire hangs beside a broadsword on the hip of the thirty-foot-tall monument.*

Observant characters (DC 12 Intelligence check) notice many fine scorch marks on the marble floor, as if campfires had been started there.

The granite statue weighs many tons but rotates freely on a well-oiled (but concealed) base. With a deep bass groaning sound, it swivels to track the characters' movements. If the party splits up, it tracks the largest group. The extended hand marks its line of sight.

If any character moves to exit the room (including opening a door or leaving as they arrived), the statue sends forth a scorching burst of flame from its fingertip: +6 to hit, 1d6 damage, 1d6 additional burning damage each round thereafter until a DC

10 Reflex save is made to put out the fire. Once provoked, the statue launches flames continuously, once per round, for up to 5 rounds, at which point its fuel supply is exhausted.

Strong characters who remove the doors from their hinges in areas 1 and 2 can use them as a shield against the statue. This full-body shield increases AC by +4 but reduces movement to half.

The statue can be placated by uttering the name of the war-wizard in whose likeness it is carved. But that name is lost to time. Otherwise, it is so large as to be beyond the ability of the characters to damage.

All doors are unlocked.

Area 1-4 - Scrying Chamber: *A wide stone throne faces you from the center of this square room. The walls are hung with primitive clay tablets, head-high and inscribed with strange symbols. Each tablet is a few feet wide and there are dozens hanging on the four walls. However, your attention is riveted to the enormous snake that has crawled out from behind the throne. It is ringed in crimson bands the color of hellfire and has a demonic horn in the center of its fanged head.*

The immortal demon-snake guards this scrying chamber. It speaks in a sibilant hiss: "I am Ssissuraaaaggg, and you intrude on my guardianship." Then, without parley or hesitation, it attacks.

Ssissuraaaaggg, the immortal demon-snake: Init +0; Atk bite +6 melee; Dmg 1d8; AC 13; HP 20; MV 20'; Act 1d20; SV Fort +8, Ref +4, Will +4; AL L.

When Ssissuraaaaggg is killed, its body dissolves into ash, leaving only the demonic horn behind. The horn can be used to commune with a demon, and when meditated upon (DC 12 spell check), confers access to the spell *invoke patron*.

A magical portal hangs on the back of the entry door. If the door is shut, someone seated on the throne looks directly upon the portal, which shows stars unlike any seen before in the night sky. The constellations slowly move across the "sky" shown in the portal. A powerful wizard can use this portal to see far-away places (DC 25 spell check).

Anyone who studies the tablets can make out their story. They tell of an alien race that came from the stars to bring magical implements to a barbarian tribe, who in turn conquered many lands with their new powers. The aliens will return when the stars are right. Many less significant events are foretold by the stars (and tablets) as well: droughts, plagues, the birth and death of kings, and so on.

Area 1-5 - Chieftains' Burial: *This musty room is clearly a burial chamber. Seven shrouded alcoves hold piles of loose bones. Rusty arms and armor adorn the walls beside each alcove and funeral masks are mounted beneath the loose skulls.*

The funeral masks show primitive, almost simian features on stern faces. Examination of the bones shows they are not quite human: the limbs are too thick, the spines too short, and the beetled brows jut out too far.

Each of the seven skeletons was a general in the army of the war-wizard. If the skulls in this room are destroyed, the spirits that animate the warriors in area 8 are released to find peace.

The bones are living dead that have decayed over the eons. They shake and rattle as characters approach; however, they can no longer animate into cohesive skeletons. The skulls clack, clatter, and attempt to bite, but are easily avoided and crushed through normal means.

Seven piles of living bones: Init -2; Atk bite +0 melee; Dmg 1d4-1; AC 8; HP 2; MV 5'; Act 1d20; SV Fort +0, Ref -4, Will +1; AL C.

Most of the weaponry and armor in this room is rusted and worthless, but a hand axe, a battle axe, and a set of chain mail can be recovered. Due to their age and brittleness the two axes are at -1 to attack, and the chain mail offers only +4 armor class for similar reasons.

Area 1-6 - Gazing Pool: *This enormous chamber is filled with a large, rectangular pool of water running the entire length of the room. Diffused light shines upward from the pool, illuminating wide pillars lining the walls. Strangest of all, however, are the man-shaped crystal creatures visible in the shadows. They shuffle about slowly, their strange crystalline bodies sparkling like jewels whenever they catch the light from the pool. There is a door in the far corner of this chamber.*

This room represents the war-wizard's vengeance against his enemies. He transformed his foes into living crystalline statues, then trapped them here. Now possessed of only animal intelligence, they are no longer capable of speech nor do they need sustenance. They have wandered this room for millennia, trapped in the unending hell of their crystal bodies.

There are six crystal statues. Their features are hard to discern because of their translucency, but they are perfect replicas of the eons-old proto-human warriors who were transformed to create them. They are attracted to light and shuffle toward torches and lanterns. They do not attack, but their approach may seem menacing, and they

will defend themselves. If they reach a torch or other light source unmolested, they simply stand next to it and absorb the warmth.

Six crystal statues: Init -2; Atk punch +2 melee; Dmg 1d4; AC 12; HP 8; MV 10'; Act 1d20; SV Fort -2, Ref -2, Will +0; AL N.

The pool is 3' deep. Its bottom is painted pitch black and encrusted with thousands of crystals forming the stars of a nighttime constellation that is unfamiliar. (It is in fact the sky as it will appear twenty thousand years from now, when the war-wizard's strange benefactors will return.)

The light shines through the crystal stars from area 8 below. Each crystal is worth 10 sp and takes 2 minutes to pry out. Prying out crystals causes the water in the pool to drain into area 8. Air bubbles rise, then a current starts, and after 10 crystals are pried out, the draining is obvious. After 50 crystals are removed, the floor buckles. After 100 crystals are removed, it collapses onto area 8, sending any characters within the pool crashing down into the room below in a sloshing mess (1d6 damage, DC 12 Ref save for half).

Area 1-7 - Strategy Room: *The spiral staircase leads to a long, narrow room with a door in the far wall. There are several ledges holding miniature clay soldiers and two tables with armies of opposing soldiers are laid out around buildings and hills.*

The war-wizard intended for this room to be a planning station for his afterlife conquests.

Four of the clay soldiers are solid silver. They are the generals, clearly the leaders of the four armies laid out on the two tables. DC 10 Search check; worth 20 gp each.

Area 1-8 - Clay Army: *The door opens upon a breathtaking scene. An enormous, three-tiered chamber spreads before you. An oversized throne rests upon a raised dais at the far end of the room. Seated on the throne is a clay warlord that resembles the giant statue you saw earlier. A pulsating light emanates from a crystal globe atop the throne.*

Below the dais at floor level seven statues of clay generals stand motionless. Below them, in a huge pit that runs the length of the room stands an army of clay soldiers. There are dozens of soldiers arrayed in marching formation, their clay armor and clay spears equipped for war.

A great stillness pervades the room. It is the stillness of death; the silence of a tomb. Then, suddenly, the stillness is broken as the clay warlord jerkily raises an arm toward his generals. Then, the entire army takes a lurching step forward, shattering the silence with the tramp of doom.

This is the warlord's elite guard, preserved and reanimated for eternity. The characters have no hope of defeating the 70 warriors, 7 generals, and warlord. All share these same stats: Init +0; Atk spear +4 melee; Dmg 1d8; AC 12; HP 9; MV 10'; Act 1d20; SV Fort +2, Ref +0, Will +0; AL N.

However, there are several clever ways to win passage:

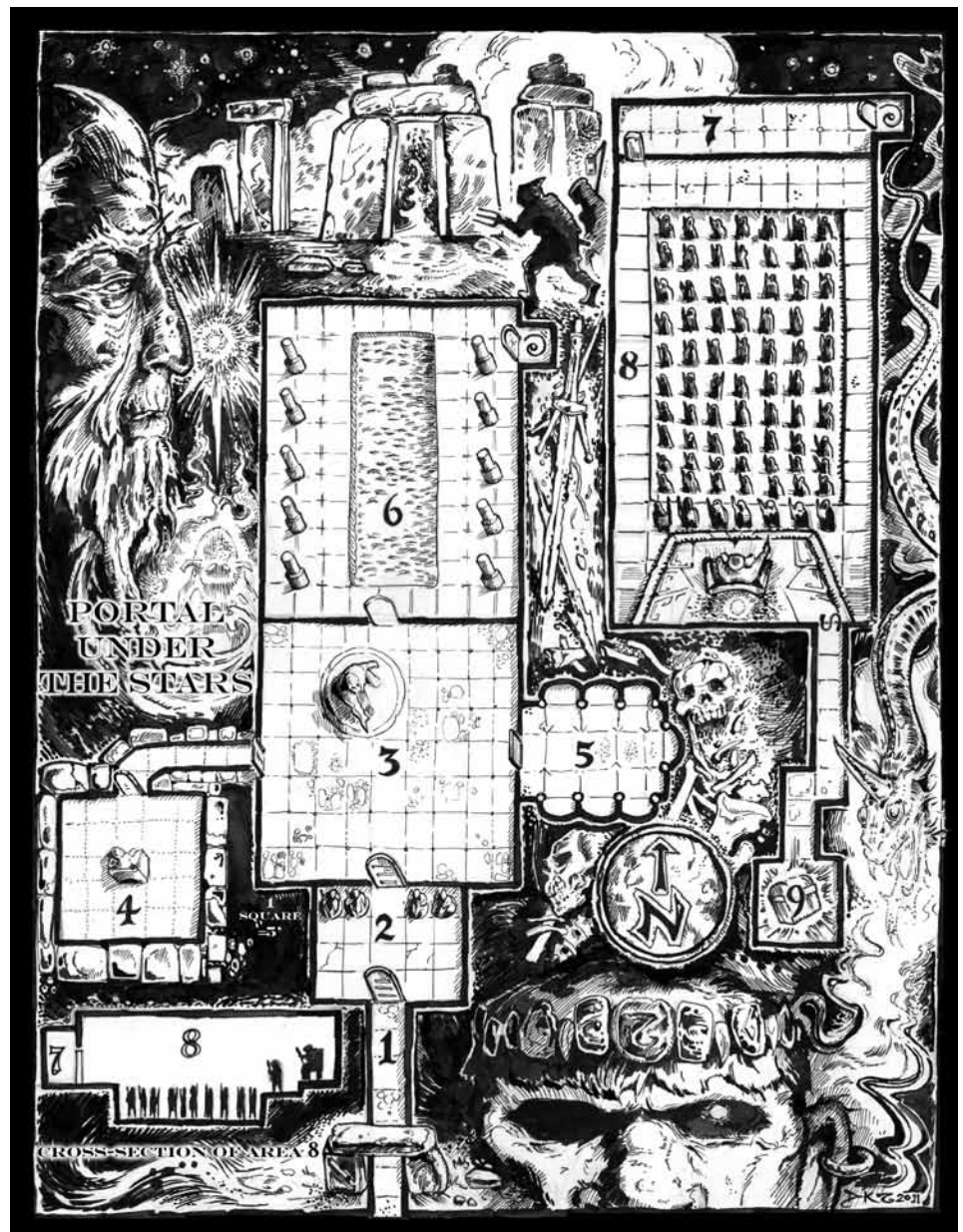
- If the clay army is submerged in water by removing crystals to sink the pool in area 6, all creatures in this room take 1d6 damage from falling debris as the ceiling collapses. Additionally, any surviving clay soldiers slowly turn to mud, taking an additional 1 point of damage each round until they dissolve into a puddle.
- The life force of the clay generals is linked to their skeletons in area 5. If the skulls there are destroyed, the clay generals' heads shatter to shards and dust. The characters may arrive to find the generals already destroyed.
- Smart characters may try to assassinate the warlord directly, which quickly ends the threat.

If the warlord and generals are alive, the warriors climb from the pit (1 action) and attack while the generals look on. If the generals are killed, the warriors lack organization and spend a few rounds milling about before moving forward to attack. If the warlord is killed, the entire army loses anima, becoming simply a set of clay statues.

The secret door is found with a DC 14 search.

The crystal globe emits an ongoing light. It is worth 200 gp as a work of art. A wizard who unlocks its secrets (DC 18 spell check plus study time and arcane consultation) understands that he can use it as a scrying ball. Such a wizard can view a location he has seen or has reference to (e.g., can view a creature whose lock of hair he possesses); DC 18 spell check to activate for 1d6 rounds; -2 penalty for each consecutive use in a day. However, once every 1d8 days, an alien countenance appears in the ball to look back at the wizard. These are the extraplanar benefactors of the war-wizard, who taught him to use this crystal globe to guide his astral projection, and who occasionally use it to look upon the mortal realm. See also area 9.

Area 1-9 – Treasure Vault: At the end of the long hallway is a spartanly appointed room containing simple wooden shelves, a camp chair, and a sleeping pallet. The wooden shelves hold a bronze rod, a copper brazier, fine weapons and armor, and a brass-bound tome. In the center of the floor is a large pentacle with a perfect crystal



circle at its center. Inside the circle is a stone table on which rests a wrinkled ancient body whose countenance matches the war-wizard's. At the head of the table is a concave depression.

Here are stored the trappings of the war-wizard:

- The bronze rod of rulership is engraved with half of a demon's face. It is worth 150 gp, but read on.
- The copper brazier is worth 10 gp.
- The assortment of weapons includes a longsword, a long bow, 40 arrows with quiver, a mace, a spear, a battle axe, a dagger, and a hand axe.
- There is a suit of scale mail.
- The tome is written in a language so ancient it is indecipherable to modern man. A wizard who studies it may discover (with a DC 14 spell check) a spell of the judge's choosing.

If a character places the crystal ball in the depression on the table, he sees this:

Gazing into the crystal ball, you see an endless field of bright stars on a faint gray background. A ghostly image of the war-wizard drifts in the star-strewn ether, perfectly still. Then a harsh goat-like face fills the full sphere, staring intently at you. "I have waited a long time for someone to take the warlord's place," says the strange goat-man in a deep voice. "His astral voyage was cut short before he could rekindle the spark of his mortal coil. I am still in need of an ally on your world. Fill this copper brazier with wood from a dryad's tree and ignite it with the spark of a living fire. The blaze will reveal the location of the other half of the rulership rod. Find that for me, and you shall be rewarded." Then the globe dims to mere crystal.

They say a dryad has been seen in the forests east of here...

Gnole House

A LEVEL 1 ADVENTURE

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Gnole House is a Dungeon Crawl Classics RPG adventure intended for 4-6 characters of 1st-level. The adventure concerns a secluded house deep in a dark forest, a lone home inhabited by those strange creatures known as gnoles. Local legends hold that the gnoles possess both an appetite for human flesh and a fortune in emeralds, but Gnole House holds other secrets as well. Will the party emerge with fabulous riches, or become another meal for the weird and inhuman gnoles?

BACKGROUND

The gnoles have lived in the forest for as long as anyone can remember. Most people give the deep forest as wide berth, fearful of the bizarre beasts that dwell in the arboreal shadows. On occasion, a robber or traveling merchant visits Gnole House, hoping to fill their pockets, but they are seldom heard from again. The party has learned both the legend that the gnoles prey on humans and demi-humans for food and that they are said to possess vast wealth in gemstones. Slaying them and claiming the emeralds for their own seems like a worthwhile proposition, and the party soon finds themselves in the dark forest, gazing upon the mossy walls of Gnole House.

A Note on Tone

Gnole House is inspired by the works of Lord Dunsany and Margaret St. Clair, both of whom are responsible for the creatures known as “gnoles.” Gary Gygax would incorporate the gnole (spelled “gnoll”) into *Dungeons & Dragons*, leading to the hyena-like humanoids gamers are most familiar with today. Dungeon Crawl Classics prides itself on going back to the literary roots of the role-playing hobby and asking “What if?” *Gnole House* presents a new, yet very old, take on the gnole and makes a seat for it at the table of DCC RPG. Gamers wishing to familiarize themselves with the gnoles’ origins are encouraged to seek out Lord Dunsany’s short story “*How Nuth Would Have Practiced His Art Upon the Gnoles*” and St. Clair’s “*The Man Who Sold Rope to the Gnoles*.”

In homage to Lord Dunsany and St. Clair’s original stories, *Gnole House* is intended to invoke a fairy tale-style atmosphere and that mentality is encouraged in both the judge and the players. Of course, there’s a house in the dark forest, seldom visited but known to harbor monsters. What else would one expect in a fairy tale? The gnoles live lives that are parodies of mankind’s existence, and both this and their alien, yet familiar surroundings should be played up whenever possible.

THE GNOLES AND THEIR HOUSE

The gnoles are aware of the party’s presence before they arrive at the house. The creatures know the forest like the back of their hairy hands and instantly notice when the animals of the woods react to the presence of outsiders. In addition, they have a lookout stationed outside the house. It’s nearly impossible for intruders to reach the house undetected.

The adventure key notes where the gnoles are hiding inside the house and where they’re most likely to spring upon the party. However, the judge should not take these encounters as gospel. The gnoles are crafty, cunning, and stealthy, and know their home better than the party. Using the secret passageway, they can travel almost anywhere inside the house to attack the PCs from many directions. If the party’s movements and actions inside the house present better circumstances for the gnoles to ambush them, the judge is encouraged to have the home owners attack them then and there, rather than where indicated in the text.

The house is ordinary in construction (albeit a little damp; see sidebar) and has two ground-level entrances, both of which are locked (DC 12 pick lock checks to bypass). The PCs can also enter through windows if they succeed in a DC 10 Strength check to pry open the warped and seldom-opened sashes or simply smash the window glass. Climbing the side of the house to reach the second story is a DC 10 Agility or climb sheer surfaces check.

The interior of the house is gloomy if the PCs enter during the day and almost entirely dark if they trespass at night. The judge should have low Luck characters occasionally stumble into things in the dark and otherwise make a lot of noise if the party insists on creeping around without a lit candle or other light source.

BEGINNING THE ADVENTURE

The adventure starts with the party standing at the verge of a clearing, deep in the forest. In the center of the open space lies Gnole House. Read or paraphrase the following:

Your long walk through the dark forest has come to an end. Before you, ringed by ancient trees, is a grassy clearing, half-covered in shadow. A narrow, high, two-story home stands in the center of the clearing like the stump of some long-fallen titanic tree. Its swaybacked roof is missing shingles, the shutters flanking the windows are crooked, and the short flight of stairs leading to the front door is missing a step. The house’s roof and clapboard walls are green with moss, and the building is dark and quiet, as silent as the surrounding woods. Even the birds have hushed their singing as if awaiting to see what you shall do next.

BURNING DOWN THE HOUSE

Beginning characters (OK, every character) can be borderline pyromaniacs. With few hit points and no powerful spells, the tendency for them to use fire as a weapon is a common one. Someone may suggest just setting the house on fire and raking through the ashes for emeralds. While not the worst plan, it has some problems.

The Gnole House is moss-covered and the wood tends to be damp due to rains and a lack of sunlight in the forest gloom. Simply hurling a torch at the building won’t start a fire. A decent amount of kindling and firewood would have to be placed against the house and set alight. As the PCs do so, the house’s inhabitants, alerted by the lookout or the gibbelins, would unleash withering missile attacks on the party. Hurling flaming flasks of oil through the house’s windows would have a better chance of success, but the gnoles could quickly organize a bucket brigade to put out the fires.

Arson could work, but it won’t be easy. If the PCs prove a large enough threat, the entire occupants of the house might even all attack them at once, overwhelming them with numbers.

It is assumed the party has heard tales of the flesh-eating gnoles and their emerald fortune, and now seek to put an end to their depraved appetites and liberate the wealth for their own. If the party requires more noble purposes for entering Gnole House, they've heard rumors that a peddler of rope and cordage recently took it upon himself to try and sell his wares to the gnoles. He has (unsurprisingly) vanished, and his business partner is eager to learn his fate. A reward of 50 gp is being offered for his safe return or evidence of his fate.

FIRST FLOOR AND EXTERIOR



This level contains utility rooms and common spaces. Outside the home, a secret watch gnole keeps an eye out for intruders. There are several means of entry and the judge should refer to "The Gnoles and their House" section above to familiarize himself with the process of picking door locks and breaking windows.

Area 1-1—The Clearing: The clearing about Gnole House appears deserted, but it hides a secret observation post. A tree along the verge of the clearing is hollow and houses a cleverly-concealed cavity occupied by one of the house's residents. This lesser gnole, one of the younger family members, observes the party as they approach the house. It uses a simple pull cord system connected to the house through a buried pipe to alert the rest of the family of the party's numbers, means of entrance, and similar details using a code of bell rings. PCs outside the house hear the faint sound of chimes coming from deep inside the building if they succeed in a DC 15 Luck check.

Lesser Gnole (1): Init +2; Atk bite +1 melee (1d4) or spear +1 melee or +1 ranged (1d8); AC 13; HD 1d8; hp 5; MV 30'; Act 1d20; SP infravision 60'; SV Fort +1, Ref +1, Will +1; AL C.

Gnoles go through two distinct life phases and lesser gnoles are the first stage. Lesser gnoles are man-sized, hulking creatures with a physique reminiscent of an ape. They have rubbery flesh covered with coarse, dark hair, and beady, piggish eyes of bright red. Lesser gnoles don't typically wear clothing, but enjoy accessories such as hats, scarves, sashes, and oversized boots when they can find them. Their tongues are long and ribbon-like, and they can understand but not speak the Common tongue, communicating with one another in a complex language of purrs, whines, whistles, trills, and grunts. All gnoles live in family groups that mimic human society to the point of parody. They fight with clubs, axes, spears, and other brutal but simple weapons.

If a solitary adventurer decides to reconnoiter the house's exterior by herself, the gnole may emerge from its hiding place and attempt to capture or kill the trespasser. Otherwise, it remains hidden while alerting its brethren inside the house. It fights if its hiding place is discovered. The gnole may later emerge to attack the party once they enter the house or to reinforce its family at the judge's discretion.

The secret watch post can be discovered with a DC 15 Intelligence check. A bark-covered door with a knothole peephole opens into a 3' diameter, 7' tall cavity. Inside the cavity is a three-legged stool, a half-full waterskin hanging on a peg, and a short length of thin cord leading to a hole in the floor. Carved doodles, games of tic-tac-toe, and other graffiti made by bored watch gnoles decorate the inside of the cavity. Pulling the cord rings a bell in the house's kitchen (area 1-7). Randomly tugging on the cord causes it to jangle meaninglessly, alerting the gnoles that their watchman has been discovered.

Area 1-2—Hall: A plain entrance hall resides behind the house's front door. The walls are decorated with faded rose-colored wallpaper and dark wainscoting. A staircase descends into the hall from above, and doors stand in the west and south walls. A grimy window looks outside from the north wall. A coat rack holding weather-beaten hats, several woolen scarves, and an umbrella stands by the door. An ancient, silent grandfather clock watches the room like a decrepit sentinel.

The coat rack holds three floppy cloth hats (one of which bears a jaunty feather in the band), five scarves in various colors, and an umbrella that no longer opens properly.

The grandfather clock is broken. Anyone attempting to move the clock discovers it is affixed to the wall behind it. It is in fact a secret door leading to the hidden corridor that winds through the house. Pulling on the two counterweights inside the clock in a left-right-right-left fashion opens the door. A DC 20 Intelligence check to find secret doors also reveals a thin crack in the wainscoting and wallpaper behind the clock.

Area 1-3—Secret Passage: A dark, dusty, narrow corridor lies behind the walls of the house. Lathe boards and studs line the walls.

This passage connects to many rooms in the house, and the gnoles use it to watch and stalk intruders. The secret entrances are concealed from outside the passage, but they are clearly noticeable (handles and hinges are visible) inside the corridor. Ladders inside the passage grant access to floors above and below through open holes between the house's first and second levels.

Due to the narrow nature of the secret passage, combat is inhibited should it occur in this area. Only the lead (or rearmost character if the attack comes from behind) can engage in melee combat, and all combatants lose any AC bonus due to high Agility. The chance of a missed ranged attack hitting an ally increases to 75%.

Area 1-4—Parlor: A soot-darkened fireplace stands in the northwest corner of this parlor, its embers throwing a crimson glow over the warm room. A bedraggled divan rests beneath the windows in the east wall, and three overstuffed armchairs face it across a low table. A dirty rug covers the floor. Empty bookcases stand against the walls and a crowded, glass-faced curio cabinet stands in the southwest corner. The walls of the room are decorated with thin faceted crystal sheets hanging from hooks. Each is the size of a dinner plate and are clear green in coloration. They appear to be made from giant emeralds!

The green, faceted, crystal panes are unfortunately not emeralds, but a green quartz the gnoles acquire from their goblin allies (see area 2-2). There are a total of 15 sheets and each is worth a mere 5 gp.

The curio cabinet contains a collection of bric-a-brac. Several old tobacco pipes, a brass swan paperweight, a bird's nest, stray chess pieces, a broken folding knife, a pin cushion with a dozen bent pins, a cracked phrenology head bust, and a small velvet-covered box sits on the cabinet's shelves. Inside the box, resting on red velvet, is a pair of faceted, dark green gemstones. These are the eyes of the elder gnole, and are cut from true emeralds. Each is worth 200 gp, but have magical properties as well (see appendix).

The judge should note who takes possession of the eyes of the elder gnole if the party claims them. The elder gnole in area 3-2 will sense the presence of its spare eyes if the PCs enter that area and the greater gnole will attack those brazen enough to steal its spare optics over all other opponents.

The furnishings are ordinary and, aside from a few shed gnole hairs, uninteresting. The bookcases are empty, but the one against the north wall is actually a secret door leading to area 1-2. The door can be found with a DC 20 Intelligence check. Lifting the bottom-most shelf causes it to open.

Area 1-5—Dining Room: A large table, brightly polished and decorated with a vase of fading wildflowers, occupies this dining room. Eight chairs are placed around the table and an unlit chandelier of fat, yellow candles hangs over it. Windows in the south wall look out upon the forest outside. A number of paintings depicting bulbous, hairy creatures hang on the east and north walls.

The gnomes gather here for evening meals. The candles are made from rendered human fat and give off a faint, unpleasant odor. The wildflowers are ordinary but colorful.

There are six portraits in total, with each depicting the lesser gnomes engaged in ordinary activities (celebrating a birthday complete with cake and candles, having a picnic, flying a kite, carving up a human torso for Christmas dinner, etc.) One of the portraits is a family one and shows eight lesser gnomes (two of whom are wearing hats) posed in front of the house. The signature on this painting is "E. Plunkett." A PC making a DC 12 Intelligence check or possessing the elven artisan occupation recognize the name as belonging to a moderately famous painter who vanished mysteriously while traveling three years ago.

Area 1-6—Mudroom: The smell of dirt and sawdust hangs heavy in the air of this small, simple room. A rough-hewn bench and work table stand by the south and west walls respectively. A board with pegs hangs next to a door in the north wall, holding three oiled-canvas raincoats. Three sets of overlarge soft boots, dirty with dried mud, rest beneath the bench. The worktable is covered with stray tools, scraps of wood, and mounds of sawdust. Other doors exit the room to the east and west.

A hidden trap stands in front of the northern door leading outside. It is a covered 2' deep, spike-filled pit. Anyone stepping through the space triggers the trap, causing the hinged floorboards to swing down, dropping their legs into the pit. This inflicts 1d4 points of damage, causes 1d3 points of temporary Agility damage, and reduces the victim's speed by -5' until healed. They must also succeed in a DC 10 Fortitude save to avoid screaming in pain.

A DC 15 Intelligence or find trap check notices the floorboards over the trap appear strangely squared. The trap can be armed and disarmed by turning the handle on the table vice clamped to the worktable near the door (the vice is actually a dummy, a fact a character making a DC 12 Intelligence check or who possesses a carpentry-related occupation such as a cooper, dwarven chest-maker, or wainwright notices).

The worktable has a collection of woodworking tools, all in poor shape. Mixed in among the sawdust is a rotting, severed human finger. The boots under the bench are all large enough for gnome feet and reek terribly.

Area 1-7—Kitchen: A cozy kitchen occupies the rear of the house. The scent of baking bread hangs in the air. A large oven stands against the east wall and a massive table fills the center of the room. The table's surface is marred by cleaver and knife marks. A hand-cranked sausage grinder and a bowl filled with ground meat sits atop the table. One counter is covered with flour and scraps of fresh dough. A tin canister rests there as well. A small brass bell dangles from a wrought-iron arm set into the wall, its cord running down to the ground and disappearing through a hole in the floor. Three doors stand about the room: one in the south wall, one in the northwestern corner, and the last in the east wall beside the oven. A flight of stairs descends from the room in the southwest corner.

One of the lesser gnomes was baking when the bell alarm sounded. It is now hiding in the pantry (the northwest door) with a large cleaver, waiting to surprise intruders. It leaps out whenever someone gets close to the pantry. Have one PC make a Luck check the moment before the gnome springs from its hiding place. If they

avoided the trap in 1-6, the PC with the best Luck must make the check. If they triggered the trap and the victim screamed, have the PC with the worst Luck make it. If the check fails, the gnome surprises the party; otherwise initiative is determined normally.

Lesser Gnome (1): Init +2; Atk bite +1 melee (1d4) or cleaver +1 melee (1d6+1); AC 13; HD 1d8; hp 8; MV 30'; Act 1d20; SP infravision 60'; SV Fort +1, Ref +1, Will +1; AL C.

This kitchen may look homely, but it bears hidden horrors. The ground meat in the bowl is human in origin and the loaf of bread baking in the oven is made from bone meal the gnomes grind from their dinner guests' remains. The tin canister contains a mixture of flour and human bone meal, and is off-gray in coloration.

The pantry contains jars of pickled vegetables and meats (much of it human and demi-human), sacks of grain and rice stolen from merchants, potatoes, carrots, and radishes. A small jar contains paprika and is worth 20 gp.

The door at the bottom of the stairs is locked and leads to area 3-1. See that room's description for details about bypassing the door.

SECOND FLOOR



he lesser gnomes all sleep on this level. In addition, they maintain one room for guests and a group of gibbelins is currently visiting the gnomes and occupying that room. Unaware of the gnomes' defensive preparations, the gibbelins remain in their quarters regardless of what occurs in the rest of the house.

Area 2-1—Stair Landing: The stairs ascend to this landing, an open space at the end of a hallway that appears to run the length of the house. A small table stands next to the top of the stairs, holding a plain but dusty vase. A door stands to the left at the end of the hallway, and another faces the top of the stairs. You can see three more doors further down the hall to the west. All are currently closed.

This landing hides a specially-prepared floorboard that creaks loudly when stepped on, alerting the gnomes to trespassers' current position. The board is noticeable with a DC 15 Intelligence or find traps check. If the party fails to find it, the PC with the worst Luck steps on it, sending a loud creak echoing down the corridor. This has no discernible effect, but has an impact on a later encounter (see areas 2-3 and 2-4). The board is easily avoided if noticed.

Area 2-2—Guest Room: The door to this room is locked from inside. A DC 12 Strength check or DC 10 pick locks check (or somehow bluffing the room's occupants to open the door) is required to enter. If accomplished, read the following:

A small bedroom awaits you behind the door. A pair of bunk beds stand on opposite sides of the room, and an open closet is set into the south wall. Two windows provide views of the forest outside. The room is occupied by a quartet of strange creatures: short, ochre-colored humanoids with broad noses, catlike ears, and four-fingered hands face you. Each is dressed in a white broad collared coat and short pants. Pail-shaped hats are perched atop their heads. They clutch an assortment of spears, swords, and crossbows, and look prepared to use them.

The creatures are gibbelins, a race of short humanoids said to be related to gnomes. Gibbelins dwell in the darkest of forests and in shallow caves under hills. They are intrigued by all manner of tools, weapons, and fancy clothing. The gnomes accumulate all these items from their victims and trade regularly with the gibbelins to acquire the green crystals they admire.

Gibbelins (4): Init +0; Atk bite +0 melee (1d3) or spear +0 melee



(1d8) or short sword +0 melee (1d6) or crossbow +1 ranged (1d6); AC 11; HD 1d6; hp 4 each; MV 30'; Act 1d20; SP infravision 60'; SV Fort -1, Ref +1, Will +0; AL N.

The gibbelins are here on a trading trip and were prepared to head back to their den in the morning. They now find themselves huddled inside Gnome House, waiting for their hosts to deal with the party. The gibbelins will fight if attacked, but would rather negotiate their way out of their predicament. The leader speaks a broken, high-pitched Common and takes advantage of any lull to parley. The gibbelins would prefer to leave with as much of their loot as possible, but value their lives more highly. They are loathe to take up arms against the gnomes and would require a great deal of weapons, tools, and other goods before they'd agree. Even then, they'd be prone to running away (make a morale check each combat to determine if they stay or flee).

The closet currently contains the gibbelins' most recent payment from the gnomes. In an assortment of sacks are two crossbows, four cases of 20 crossbow bolts each, a set of hand bellows, a full helm, a blacksmith's hammer and tongs, a morning star, three horseshoes, and a watering pail. A small wicker box holds three broken green quartz plates (3 gp value each) the gnomes didn't want. The gibbelins are unaware of the secret door in the closet leading to 2-3. This door can be found with a DC 20 Intelligence check.

Area 2-3—Bedroom: A bunk bed made from rough-hewn timbers and a second single bed take up much of this room. Each sleeping pallet is covered with a drab blanket and the floor sports a dirt-encrusted rug. A surprisingly ornately carved wardrobe stands against the north wall and a bare bookcase is propped against the western wall. Three windows, one to the east and two to the south, look out upon the forest outside.

Three of the lesser gnomes call this room their own. They are currently hiding in the secret passage between this room and area 2-3, waiting to surprise the party. If the PC stepped on the creaky board on the landing outside, they're waiting motionlessly to ambush the intruders. If the party enters this room or area 2-4, they spring from the secret door leading into the appropriate room and attack.

When the attack occurs, one PC must make a Luck check. If the party avoided the creaky board in 2-1, the PC with the best Luck must make the check. If they stepped on it, have the PC with the worst Luck make it. If the check fails, the gnomes surprise the party; otherwise initiative is determined normally.

Lesser Gnomes (3): Init +2; Atk bite +1 melee (1d4) or club +1 melee (1d4) or spear +1 melee or +1 ranged (1d8); AC 13; HD 1d8; hp 6 each; MV 30'; Act 1d20; SP infravision 60'; SV Fort +1, Ref +1, Will +1; ALC.

The beds here are smelly and lumpy, fit only for a gnome's night sleep. The wardrobe holds a battered stovepipe hat, a gentleman's walking stick with a mahogany handle and silver tip (10 gp value), and an empty sack. The back of the wardrobe is a secret door leading to area 2-2. The door is detectable with a DC 15 Intelligence check. Attempts to move the wardrobe reveal it is affixed to the wall to accommodate the secret door's function.

The empty bookcase likewise attached to the western wall and conceals a secret door (DC 20 Intelligence check to find). A pair of hidden hinges allows the entire bookcase to swing open to reveal the passageway behind it. Lifting the topmost shelf activates the door from this side.

Area 2-4—Bedroom: Three plain wooden beds are situated in this room, occupying much of the floor space. Two windows in the south and

western walls provide light and a pleasant view of the forest beyond. A large trunk sits by the north wall and a grand wardrobe stands against the eastern wall. A macabre musical instrument resembling a 6' tall harp made from bones and sinew is propped near the south window.

If the party explores this room before they enter area 2-3 the gnoles hiding in the secret passage ambush them when they enter (see area 2-3 for details).

The trunk contains only a folded blanket. The rear of the chest is actually a hinged panel leading to area 1-3 and the ladder down to the house's first floor. Thumping on the back of the trunk quickly reveals the concealed trapdoor, as does a DC 15 Intelligence check. The trunk is nailed to the floor to accommodate the secret trapdoor's function.

The wardrobe is also affixed to the wall and conceals a secret door like the one in area 2-3. A DC 20 Intelligence check notices the secret door (assuming the gnoles haven't charged through it, revealing its presence). The wardrobe is otherwise empty.

The harp is a crude affair and produces jangled notes if played. Strumming the harp causes fresh blood to form on the strings, slowly oozing down the sinew to stain the player's hands. This manifestation is caused by the restless spirits of those whose bones were used to form the instrument. The spirits do not otherwise manifest or make their presence known, but the blood radiates magic if the proper divination spells are cast upon it. Any item bearing the touch of the supernatural gore inflicts +1 damage when it strikes a gnole (either lesser or greater). This effect lasts for 24 hours.

The harp is of flimsy construction and weighs 150 lbs. However, if it is carefully transported back to civilization, wizards or macabre musicians may pay up to 200 gp for the curiosity.

Area 2-5—Bathroom: *This simple room contains a tin washtub, a fired clay wash basin affixed to the western wall under a cracked, dirty mirror, and a wooden chest with a cloth draped over it. Several coarse towels hang from the walls and a slab of scum-covered soap rests on the wash basin. A single window in the north wall looks outside.*

The tin washtub is filthy and many dark hairs litter its bottom. The chest contains spare towels, an unused slab of soap, a wicker box containing combs with missing teeth, rusty scissors, and a straight razor (damage as dagger). There is also a bottle of hair oil at the chest's bottom, noticeable only if a thorough search is performed. The oil gives the user's hair a glossy sheen. If used on a beard, the oil grants the user a temporary +1 bonus on all social interaction rolls with dwarves and other species who prize an impressive beard. This bonus lasts for 12 hours. If sold, the oil is worth 5 gp.

Area 2-6—Bedroom: *Two beds, one of which is well-constructed, occupy this back room. An open closet is visible in the northeast corner of the room and a pair of windows stand in the north and west walls. A chest of drawers is placed against the south wall, a litter of odds and ends covering its top. A closed wardrobe rests against the east wall.*

The two largest lesser gnoles live here. It is their responsibility to keep their siblings in line and ensure the greater gnole's commands are obeyed. Both are in the cellar with the family patriarch.

The closet contains several wooden pegs hammered into the wall. A woolen cap and a woman's embroidered silk cape (50 gp value) hang on two of the pegs. The wardrobe is empty and conceals a secret door leading the area 1-3 as described in area 2-4 above.

The clutter atop the chest of drawers is comprised of a few old bones, an empty perfume vial, a lady's hairbrush, a large pewter spoon, and a spare keyring holding four keys. These keys unlock the exterior doors at areas 1-2 and 1-6, as well as the interior doors to 3-1 and 3-3.

CELLAR



his dark, dank space is where the gnoles keep their future meals, treasure, and the patriarch of the family. Great wealth—along with grisly discoveries and great dangers—awaits those who enter this place.

Area 3-1—Root Cellar: The door leading to this room from the kitchen (1-7) is locked. Either the key ring from area 2-6 or a successful DC 15 pick locks check is required to bypass the lock. If the party picks the lock, the gnoles inside are alerted to their presence and hide inside the room's darkened cubbies. Unless at least one PC makes a successful DC 20 Intelligence check upon entering to spot the stealthy gnoles, the party is surprised. If the key is used or a PC makes his Intelligence check, determine initiative as normal.

The walls of this dank chamber are constructed of ill-fitting fieldstone. The floor is dirt and the low ceiling is one of exposed timbers. A lantern with a thick candle burns on a long cluttered table, providing the room's only light. In the center of the chamber is a stout wooden chair. Leather bands are attached to the chair's arms and legs. A door exits the room through the far wall.

If the PCs use the key to enter the room, add the following:

Two hulking creatures with rubbery flesh, coarse dark hair, and burning red eyes occupy the room, large wood-splitting axes in their clawed hands.

The gnoles hold their dinner guests here for tenderizing and butchering. They are currently between dinner guests, but will gladly add the PCs to the menu if they defeat them.

Lesser Gnoles (2): Init +2; Atk bite +2 melee (1d4+2) or wood axe +2 melee (1d6+2); AC 13; HD 1d8; hp 8 each; MV 30'; Act 1d20; SP infravision 60'; SV Fort +0, Ref +1, Will +1; AL C.

These gnoles fight viciously to protect the family patriarch in area 3-2, laying down their lives in its defense. They gain a +1 bonus to attack rolls and +2 to damage due to their ferocity. One of the gnoles carries a ring of keys identical to that found in area 2-6 hung on a crimson sash it wears around its waist.

The chair is sturdily constructed and the leather restraints are strong. Anyone imprisoned in the chair would need to succeed in a DC 20 Strength check to break free. The wood is stained with old blood and the occasional knife or bone saw gouge.

The table holds a collection of saws, filleting knives, pliers, and a jug containing a smoky-flavored marinade. Next to the lit lantern is a battered leather peddler's case. It contains an assortment of sample ropes, twine, cordage, and yarn, each no more than 4' in length. A piece of parchment containing a slightly bloodstained written order for 500' of both 3/16 and 5/8 inch abacá fiber rope is stuffed in the bag. This case belonged to the missing peddler and is the sole evidence of his unfortunate fate.

Area 3-2—Patriarch's Room: *A rank odor, like something left to age in the earth but long forgotten, fills this room. Bones are strewn everywhere. At first glance, the grisly remains appear haphazard, but a second look reveals they are actually fashioned into a large bedstead, a tremendous chair, and a low table covered with bone plates and goblets. Thick, pallid candles burn on shelves set into the fieldstone walls. From the gloom, lumbers a bulky creature with slate gray, rubbery flesh, flailing tentacles, and gemstone eyes!*

This dark, damp chamber houses the gnole's patriarch, a senior specimen that has gone through the transformation that affects long-lived gnoles. A lesser gnole, one possessing a curious trait, is also present and intent on defending the family's leader. Both have

been alerted to the party's immediate arrival by any commotion in area 3-1. When combat begins, roll initiative separately for the two gnoles.

Greater Gnome (1): Init +4; Atk bite +2 melee (1d5+1) or tentacle +2 melee (1d8+1); AC 14; HD 3d8+3; hp 25; MV 30'; Act 1d20; SP infravision 60'; SV Fort +3, Ref +1, Will +2; AL C.

If a gnome is lucky enough to survive a century or more, it undergoes a metamorphosis, transforming into a greater gnome. Greater gnoles typically stand 7' tall, but can grow up to twice that size. Their bodies are oval in shape, with nodules of rubbery flesh protruding from their torsos and abdomens. Greater gnoles lose their coarse fur, revealing its naked, slate gray skin. Their arms become tentacles and their ears are grown over with folds of flesh, rendering them largely deaf. Even stranger, the eyes of a greater gnome transform into faceted gemstones and can be removed from their sockets.

Lesser Gnome (1): Init +2; Atk bite +1 melee (1d4) or club +1 melee (1d4); AC 13; HD 1d8; hp 8; MV 30'; Act 1d20; SP infravision 60', hurl spell dart (+6 attack, 1d4+1 damage; can produce this effect up 4 times/day), shatter (effect breaks an object up to the size of a shield; DC 10 Fort save to avoid; can produce this effect up to 4 times/day); SV Fort +1, Ref +1, Will +1; AL C.

This gnome once ate a wizard the family captured and somehow gained a portion of that sorcerer's power. It can produce its magical effects a cumulative total of four times a day (hurl spell dart twice and shatter twice, for example) without the need for preparing spells or performing incantations.

The greater gnome charges into the midst of the party, concentrating its attacks first on the PC(s) possessing the *eyes of the eldest gnome* if applicable. The lesser gnome hangs back and uses its spell-like powers as long as possible. If the greater gnome is slain before it is, it goes into a rage, gaining a +1 bonus to attack rolls and a +2 damage bonus.

The ghastly room contains furnishings made from bones—most of them human and demi-human—and a few choice morsels of recent meals are still present on bone plates. Black flies buzz about the room once any commotion has died down.

While all normal valuables are secured in the strong room beyond the room's rear door, the gemstone eyes of the greater gnome are worth 50 gp each. The lesser gnome carries nothing of value.

The door to area 3-3 is locked and requires either a DC 15 pick locks check, a DC 20 Strength check, or one of the gnome keyrings to bypass.

Area 3-3—Strong Room: *Two solid-looking wooden chests are placed opposite one another against the north and south walls of this small, stonewalled room. It is otherwise empty.*

The closest (southern) chest is a trap. It bears no lock or latch. Opening the chest causes the covered pit to open, dropping anyone in the indicated area into a 10' deep, spear-lined pit. A DC 10 Reflex save avoids the fall; otherwise 1d6 damage is inflicted from the fall and each PC must make a Luck check or suffer an additional 1d6 damage from one of the spears. The trap is noticeable with a DC 15 find traps check.

The second chest is unlocked and contains three small bags and a silver coffer (50 gp value). The first bag contains 367 cp. The second bag holds 145 sp and 76 ep. The third bag is filled with 44 gp and 2 pp. The coffer contains six emeralds the size of a man's thumbnail. Each is worth 150 gp.

ENDING THE ADVENTURE

Slaying the gnoles puts an end to their predations, although the forest continues to have a dark reputation. The house slowly decays in the woods, the sole legacy to the gnoles' reign of terror. In time, it may collapse or become the home of some new evil. The PCs may find themselves drawn back here later in their adventuring careers.

If the PCs investigated the house to learn the fate of the rope merchant, returning his sample case to his partner gains them the promised reward of 50 gp. His partner agrees that the peddler would never have willingly parted with his sample case and must indeed have fallen prey to the gnoles' foul appetites.

Judges desiring to build upon this adventure may wish to further detail the den of the gibbelins. With their suppliers of man-made tools and clothing slain, the gibbelins might grow bolder in their efforts to acquire these desired goods, attacking travelers and outlying farms to gain them. The party could be required to return to the woods and put an end to these raids. If anything is certain, there's never a lack of opportunities for new dangers and adventures in a game of *Dungeon Crawl Classics*!

APPENDIX: THE EYES OF THE ELDER GNOME



These curious artifacts are passed down family lines of gnoles, presented to the next eldest gnome when the previous patriarch dies. Their origins are shrouded in the mists of time, but gnome legend holds each pair of eyes was created by the first gnome when it shambled out of the primordial forests of the antediluvian age.

Each pair of *eyes of the elder gnome* appears to be a matched set of deep green, facet-cut emeralds about the size of a walnut. While they possess monetary value (200 gp value each), their magical properties are far greater.

To utilize a pair of eyes of the elder gnome, the user must have one or both eyes removed and the emerald(s) set into the vacant socket. If the wearer isn't already missing an eye, he can surgically remove one or both (inflicting 1d4 damage and 1 permanent point of Personality loss), but doing so earns him the following penalties whenever he isn't using the eyes of the elder gnome as a prosthesis: -2 penalty to ranged attacks and sight-related checks such as find secret doors (if missing one eye) or total blindness (if the PC removed both eyes).

A single eye grants the wearer infravision with a 60' range in that eye only. He may also call upon its power to see invisible creatures and objects once per day as if employing a *detect invisible* spell with a spell check result of 20-21.

If the wearer uses both eyes, he gains infravision with a 60' range and can decipher written terrestrial languages with a DC 10 Intelligence check. He can *detect invisible* as above twice per day. Lastly, the eyes of the elder gnome provide incredible depth perception, granting a +1 bonus to ranged attacks and to find secret doors.

GNOLE HOUSE

EXTERIOR

15'

GNOLE HOUSE

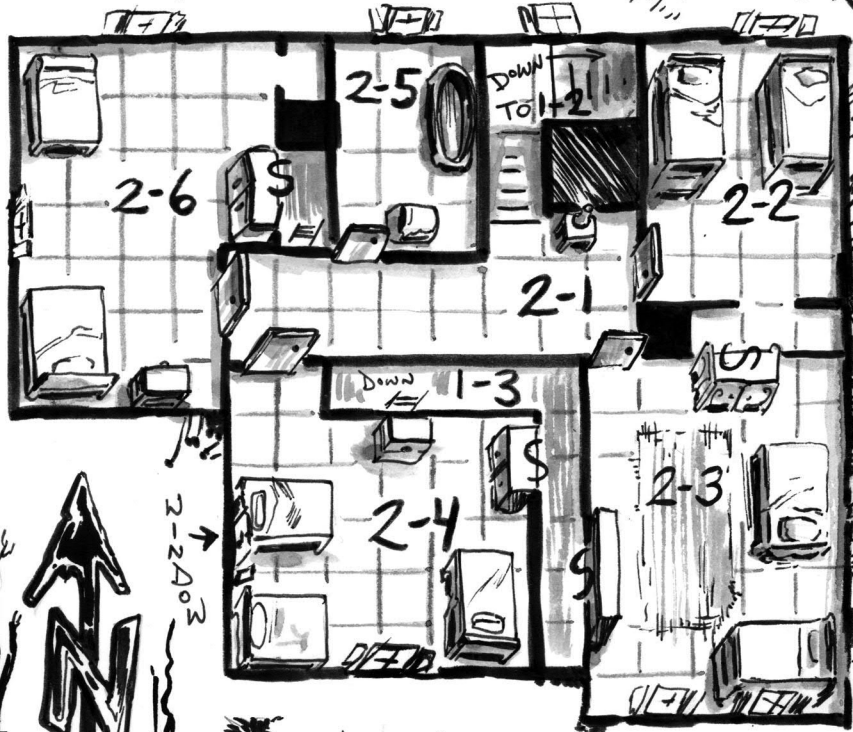
WATCH POST



FIRST FLOOR

CELLAR

SECOND FLOOR



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...

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