

The Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

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



MEN & MAGIC
VOLUME 1 OF FIVE BOOKLETS

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Assassin Class

By Julian Bernick



You are a lawless angel of death, a silent killer, a free agent in the war between the living and the dead. You take an artist's pride in your repellent work and you count no living man among your allies. You take many shapes and wear many faces, but all men know you as death-for-hire.

Even among the backstabbing, treacherous orders of thieves, the assassin stands alone as the most vile and antisocial. To be an assassin is to forswear society and to walk the road of the damned alone forever.

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

Weapon training: As a master in all ways of dealing death, an assassin may use all weapons. Assassins may wear any armor, although this affects the use of their skills such as Sneak Silently and Hide in Shadows.

Alignment: Though they sometimes work on behalf of lawful thieves or other powers, assassins themselves are chaotic, despising the laws and mores of civilization and trading in death.

Thieves' Cant: Assassins are fluent in all Thieves' Cants. In addition, assassins have their own cant, only spoken by the shadowy few devoted to murder. Only thieves of 5th level or higher know of the secret assassins' tongue and they may recognize it, but never understand it.

Hidden Weapon: Each assassin travels with one concealed weapon that may be drawn and used in one round. This is typically a stiletto in the boot, a long needle in a belt sash, a dagger-hairpin or some other item easily concealed but within quick reach. The small nature of these weapons means that they are limited to doing 1d4 of damage (all other damage modifiers apply).

Skills: The assassin has the following skills exactly as listed for the thief class: Backstab, Sneak Silently, Hide in Shadows, Disguise Self.

Unlike the thief, the assassin is a master of poison and requires no Poison Handling skill roll to properly handle and administer poisons. However, on a fumble, it is possible that a poisoned weapon may affect the assassin's allies. The assassin is immune to his or her own poisons because of the rigorous conditioning to withstand the ones he handles.

Gift of Venom: Assassins rarely fight without having ensured the odds are in their favor. To this effect, assassins frequently poison their blades to inflict additional damage upon their foes. When the assassins attack, they roll an extra Poison Die and add this die to their attack die and damage die. On a roll of 3 or higher, a man-sized creature will be poisoned.

The victim must roll a fortitude save against the total attack roll value or be poisoned, with a result from the following table. (Roll d7, modified by the assassin's luck.)

d7 Roll	Poison Effect Result
1	Slowed: Opponent half movement for d20 rounds.
2	Dazed: Opponent is mildly stunned and all skills and attacks are at -4 penalty.
3	Weakened: the opponent can move but not attack, and use no skills requiring Strength.
4	Inflict d7 extra hp of damage - opponent foams at mouth and wound.
5	Opponent completely immobilized by nausea and dizziness for d14 rounds, can not attack or move.
6	Poison causes shock, opponent completely stunned for 1d4 rounds and suffers additional 1d7 damage.
7	Opponent is slain.

Note: Poison affects opponents of different sizes in different ways. Generally, the more mass an opponent has, the less likely it is to affect the victim. In this case, the assassin should use +1d for the Poison Die when fighting smaller opponents, no modifier for roughly man-sized opponents, and -1d for the Poison Die when fighting larger opponents. For huge opponents (dragons and giants), the Judge will rule on the penalty and whether the Poison Die affects the creature at all.

There is no Poison Effect Result on creatures that are categorically immune to poison.

If the assassin chooses not to fight with poison, he treats the Poison Die as a modifier to attack and damage only; it represents the assassin's training in ruthless accuracy and anatomical prowess. There is no extra effect on a hit, and no saving throw required.

Poisons are expensive, exotic and hard to acquire. The Judge may decree that an assassin must quest for poison ingredients or must undertake dangerous negotiations to buy the reviled stuff. Generally, upon reaching a new level, the assassin must spend the amount of gold equal to his level multiplied by 100 to purchase an amount of poison that will last him until the next level. The escalating cost reflects the increasing intensity of the venom acquired.

Assassinations

When given time to plan and prepare, an assassin is a most lethal practitioner of his deadly art. When the assassin is able to deal a blow against a target outside of normal combat, thereby taking the victim by complete and total surprise, the assassin inflicts all normal damage, and if he achieves success on his Poison die, any victim of equal or lesser level or hit dice to the assassin's own must make a Fortitude save against the Assassin's to-hit roll or die instantly.

Note: This is not merely "surprise." In combat, individuals are braced for attacks from all sides and can not be assassinated. Assassins may only act thus when taking a victim completely unawares. In rare circumstances, the assassin might even be near the victim but not even vaguely imagined by the victim to be a threat. At his or her discretion, the Judge may modify the attack roll or saving throw according to the victim's circumstances and some creatures and individuals may be completely immune to this power.



Level	Attack (Poison Die)	Crit Die/ Table	Action Dice	Fort	Reflex	Wis
1	+d3	d10/II	1d20	+1	+1	+1
2	+d4	d12/II	1d20	+1	+1	+1
3	+d5	d14/II	1d20	+2	+2	+2
4	+d5	d16/II	1d20	+2	+2	+2
5	+d6	d20/II	1d20	+3	+3	+3
6	+d6	D24/II	1d20+1d14	+3	+3	+3
7	+d7	d30/II	1d20+1d16	+4	+3	+3
8	+d7	d30+2/II	1d20+1d16	+4	+4	+4
9	+d8	d30+4/II	1d20+1d20	+4	+4	+4
10	+d10	d30+6/II	1d24+1d20	+5	+4	+4

Level	Title
1	Clipper
2	Butcher
3	Dropper
4	Eliminator
5	Assassin
6	Liquidator
7	Problem-Solver
8	Maestro
9	Paragon of Death
10	Destroyer



The Dervish

By Edgar Johnson



The Dervish is, at heart, a warrior; but it shares some aspects of the ranger and paladin classes, and even a bit of the monk class, for it is, most importantly, a holy warrior. The dervish is on a quest for the perfection of self, through addition of those traits that are praise-worthy and purging of those that are corrupt.

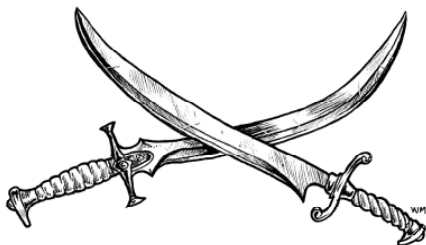
They believe that all gods are but aspects of a unified godhead, and that through study, diligent practice of bodily disciplines, and asceticism, they may attain unity with the godhead in life. It is of no small consequence that such an attainment leads to extremely long life (for a human), and perhaps, it is said of the greatest dervish master, Larkun Ba'Davi, immortality. However, dervishes are best known to outsiders as implacable holy assassins, men and women who track and bring to justice any who transgress against the godhead, in any of its worldly aspects. Those who defile a holy site, destroy a holy artifact, or loot a tomb on hallowed ground (no matter what weird cult might consider it "holy") should be careful to remain anonymous, lest a dervish band undertake a geas to bring the miscreants to account for their blasphemies.

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

Alignment: Dervishes are of Neutral alignment in their dealings with those outside their orders, but that's only in matters of religion. They have a very strict code of ethics regarding the sanctity of religion, worship practices, and things and places considered holy, by whatever religion they are considered to be so. Should anyone desecrate, destroy, or otherwise defile something holy (including any burial places), a dervish from the order will swear an oath to bring that person to account. In that sense they are Lawful.

Weapon Training: Dervishes may use any melee weapon, but specialize in the weapon of their particular order. Swords are most common, but some orders use axes, spears, polearms, or even whips or nets. They may use a Deed Die when using this designated weapon, but not when using any other. However, they shun missile weapons, as ranged weapons separate the dervish from the visceral experience of divine justice. Dervishes may wear any armor. Note that the Dervish's Deed Die is a d2 at 1st level. This die will affect attack rolls and damage, but cannot produce a "3" roll, so no Mighty Deed can be accomplished until the Dervish reaches 2nd level.

Holy Rite: Each dervish order (there are many) has a particular Holy Rite sacred to its physical disciplines. Some engage in self-flagellation, some in martial practice with holy weapons, some dance their sacred dances, and some seek the Divine through musical performance. Any player who decides on the dervish class must designate such a physical discipline as his or her Holy Rite.



Lay on Hands: A dervish may Lay on Hands as a cleric, once per day, per level. If the attempt fails, the dervish may not use this power again until he or she conducts a Holy Rite for an hour. Successful attempts will always be applied as if the target is the same alignment as the dervish. However, a dervish also may do so for him- or herself at will, but must take an hour's time to perform his or her Holy Rite (see above). Doing so allows the dervish to heal 1d6 damage per level, or restore 1 point of ability damage per level.

Thieving Skills: The dervish may choose two Thieving Skills from the following list: Sneak Silently, Hide in Shadows, Climb Sheer Surfaces, Pick Lock, Find Trap, Read Languages, Handle Poison, and Cast Spell from Scroll. When attempting these skills, the dervish character applies his or her Deed Die to the roll.

Tracking: A dervish is adept at tracking, and may add the Deed Die to any roll to track a target of divine retribution. Such tracking may involve a physical search for tracks and traces of passage (Intelligence modifier applies), but it also might involve inquiries among those who might have seen or encountered what the dervish seeks (Personality modifier applies). Tracking doesn't just apply to attempts to track down a defiler of something holy, but to any attempt to seek out a place or thing. Succeeding in this quest grants the dervish a significant boon of some sort. Some examples might include an additional Luck point, aid from the Power(s) for whom retribution was made (e.g., a free use of the Invoke Patron spell), or some other boon appropriate to the circumstances. Failure means that the dervish must continue the quest for retribution until he or she either succeeds or dies trying.

Survival: Dervishes are adept at determining location, finding shelter, starting a fire, and seeking out food and water, even in the most desolate and inhospitable climes. They may add their Deed Die to any attempt to do so.

Asceticism: A dervish cares little for material possessions, and what possessions they retain are of a utilitarian nature, usually their holy weapon, some useful equipment, and simple foodstuffs. They do not retain wealth beyond what is required for sustenance, at a meager level, and give away any surplus wealth to those in need (e.g., the poor, an impoverished temple or shrine, a library or repository of knowledge, etc.). A dervish who covets wealth will have his or her Luck reduced by 1 per day until he or she is able to dispose of the surplus treasure in question, and may not simply give it to another party member.

Languages: Dervishes are found in every land, and are renowned travelers. As such, they are able to learn 1d3 additional languages per level, beyond those granted by their Intelligence.

Table D-1: Dervish

PC Level	Deed	Crit	Action Die	Ref	Fort	Will
	Die	Die/Table				
1	d2	1d8/III	1d20	+1	+1	+1
2	d3	1d10/III	1d20	+1	+1	+1
3	d4	1d12/III	1d20	+1	+2	+2
4	d5	1d14/III	1d20	+2	+2	+2
5	d6	1d16/IV	1d20+1d14	+2	+3	+3
6	d7	1d20/IV	1d20+1d16	+3	+3	+3
7	d8	1d20/V	1d20+1d20	+3	+4	+3
8	d10	1d24/V	1d20+1d20	+4	+4	+4
9	d10+1	1d30/V	1d20+1d20	+4	+5	+4
10	d10+2	2d20/V	1d20+1d20+ 1d14	+5	+6	+5

Dervishes do not use titles, though each is a student to someone who is his or her master. He or she will call that person by the title "master."



Gold and Glory Beyond the Grave
Un-dead PC's in DCC RPG
By Taylor Frank

Adventuring is a hazardous path to follow. Though the rewards may be great, the risk of death is far greater. Such a path is fraught with danger and death may lurk around each corner. Most adventurers are sure to meet their end, often in grim and grisly fashion. Those few who manage to survive may only hope to prolong the inevitable, for death haunts the shadow of all who ever breathed a living breath. There are some, however, who have come to walk a different path... For these cursed few, death is not the end to their adventuring. Death is where the adventure begins...

Ghost

You are a tortured soul, cursed to live beyond the grave. You have returned from the next world to seek revenge or atonement for your past life. You are a supernatural being whose physical form is composed of pure phlogiston bound by ectoplasm, ethereal and partially incorporeal. Although you possess a mostly physical form, the world of the living is something you feel forever apart from, destined to roam for an eternity lest you complete your ghostly quest. You may appear in your living form if you wish, although you may just as easily fade into the background. You have the power to possess the forms of others or make yourself fully incorporeal for short periods of time. You do not require food or drink, although you do still require air, which you exhale in cold, icy breaths. You also require sleep, preferring to slumber in graveyards and burial grounds.



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

Weapon training: A ghost is trained in the use of the dagger, javelin, lance, longbow, long sword, shortbow, short sword, staff, spear, and two-handed sword.

Alignment: Many ghosts find themselves wandering aimlessly, avoiding the task which has brought them back from beyond and seeking a life of distraction or passive observation. Because of this, most ghosts tend towards a neutral alignment, bothering to take sides only when it suits their whims.

Ghostly weapon: All ghosts are able to produce and wield a supernatural weapon of the same phlogisticonic ghost-stuff as their own partially physical form. Despite the varied forms these weapons may take, the damage they deal increases with the level of the ghost as noted on the ghost class table. Ghostly weapons count as magic weapons, and may not be used on the living while a ghost is fully incorporeal. Also, a ghost may not be disarmed in the traditional fashion whilst wielding a ghostly weapon.

Stealth: Ghosts are quite good at disappearing. They receive a bonus to sneak silently and hide in shadows depending on their class level. This can be used in the same manner as a thief's skills.

Silver vulnerability: A ghost is vulnerable to Silver as per the Elf "Iron Vulnerability" rule (see core rulebook, page 57).

Possession: A ghost may attempt to possess the physical form of most other creatures, at the judge's discretion. While making physical contact with the target creature, the target must pass a Will save with a DC equal to the ghost's Intelligence score+level. If the target fails, the ghost enters and controls the target for 1 hour per the ghost's level. A possessed

creature retains their physical capabilities and voice. The ghost's presence causes the creature's skin to pale and become cold to the touch.

Incorporeal: A ghost may become fully incorporeal once per combat encounter to provide +3 AC for 1d4 rounds. During exploration this ability may be used to phase through solid objects. At level 0 this is limited to passing through a keyhole or doorjamb. At higher levels, it provides 5' of movement per level. Ghosts are composed of enough phlogiston to make their personal arms and equipment incorporeal as well as themselves, but this may have limits at the judge's discretion.

Un-dead: A ghost is an un-dead creature. As such, it may be turned by clerics, may cause fear to simple-minded folk, and has no need for nourishment beyond sleep and air. Un-dead adventurers do not gain immunities to *sleep*, *charm*, *paralysis* or any of the other special un-dead immunities of their less sentient brethren. When scoring a critical hit, a ghost may choose to roll on Crit Table U: Un-Dead (see core rulebook, page 390).

Ghost Class Table

Lvl	Attk	Crit Die/Table	Action Die	Weapon	Ref	Fort	Will	Sneak & Hide
1	+1	1d8/III*	1d20	1d3	+1	+1	+1	+3
2	+2	1d8/III*	1d20	1d4	+1	+1	+1	+5
3	+2	1d10/III*	1d20	1d5	+2	+1	+2	+7
4	+3	1d10/III*	1d20	1d6	+2	+2	+2	+8
5	+4	1d12/III*	1d20	1d7	+3	+2	+3	+9
6	+5	1d12/III*	1d20+1d14	1d8	+4	+2	+4	+11
7	+5	1d14/III*	1d20+1d16	1d10	+4	+3	+4	+12
8	+6	1d14/III*	1d20+1d20	1d10+1	+5	+3	+5	+13
9	+7	1d16/III*	1d20+1d20	1d10+2	+5	+3	+5	+14
10	+8	1d16/III*	1d20+1d20	1d10+3	+6	+4	+6	+15

* or Crit Table U: Un-Dead.

Skeleton Warrior

You are a warrior of a bygone age, a casualty of a battle long-forgotten. You have been risen from your grave to fight once more by some foul necromancy, and you march on to battle without fear of death. You retain your ancient weapons and knowledge of the lost arts by which they may be used to deal death to your foes. You have no need for nourishment or air, although you have a supernatural thirst for strong drink and you slumber as would a living warrior. You are met with fear by most living folk, although some commoners from particularly war-torn lands may be used to the sight of your kind and instead meet you with distrust and disdain. You are bound to un-life by unholy sorcery and as such you are not easily slain in battle, for enchanted bones cling to their un-death with supernatural will.

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

Weapon training: A skeleton warrior is trained in the use of the same weapons as a living warrior, and may wear all forms of armor.

Alignment: Most skeleton warriors have denied the sorcerous will of whichever master had sought to resurrect and control them and, as such, are fiercely neutral. Some skeleton warriors may remember their loyalties to ancient oaths and gods of other alignments and may follow law or chaos even in un-death.

Ancient warrior: A skeleton warrior is first and foremost a warrior. As such, a skeleton warrior uses a deed die, may attempt to perform mighty deeds of arms, has extended critical hit range, and has all other class features of a living warrior. Although they are un-dead creatures, skeleton warriors roll on the same critical hit tables as mortal warriors.

Favored weapon: A skeleton warrior is resurrected with their chosen weapon in hand and retain knowledge of its effective use in battle. As opposed to choosing a lucky weapon as would a living warrior, a skeleton warrior always gains a +1 to attack rolls with their weapon of favor.

Bound by will: A skeleton warrior's bones are bound to un-life by an unholy will, affording a Will save when any attack would cause them to drop to 0 hp or below. The DC of the saving throw is equal to the un-modified attack roll of the blow which caused the damage. If successful, the skeleton warrior will crumble and then return to form at the beginning of their next turn with a number hit points equal to the skeleton warrior's deed die. For example, a level five skeleton warrior would return with 8 hit points when using this ability, as its deed die is a d8.

Skeleton traits: A skeleton warrior may have special traits at the judge's discretion. As an optional rule, a level one skeleton warrior may roll on the skeleton traits table (*See core rulebook, page 426*).

Un-dead: A skeleton warrior is an un-dead creature. As such, it may be turned by clerics, and may cause fear to simple-minded folk. Un-dead adventurers do not gain immunities to *sleep, charm, paralysis*, or any of the other special un-dead immunities of their less sentient brethren. A skeleton warrior has no need for nourishment beyond a supernatural craving for ales, wines, and other libations. This craving is merely a strange effect of the magic which binds these un-dead warriors, as a skeleton warrior may become intoxicated by simply pantomiming the act of imbibing with an empty flask in hand (though they much prefer the real thing). This proclivity for strong drink often finds skeleton warriors and dwarves making fast friends... and even faster foes.



Skeleton Warrior Class Table

Lvl	Attack (Deed Die)	Crit Die/Tbl	Threat Range	Action Die	Ref	Fort	Will
1	+d3*	1d12/III	19-20	1d20	+0	+1	+1
2	+d4*	1d14/III	19-20	1d20	+0	+1	+1
3	+d5*	1d16/IV	19-20	1d20	+1	+2	+1
4	+d6*	1d20/IV	19-20	1d20	+1	+2	+2
5	+d7*	1d24/V	18-20	1d20+1d14	+1	+3	+2
6	+d8*	1d30/V	18-20	1d20+1d16	+2	+4	+2
7	+d10+1*	1d30/V	18-20	1d20+1d20	+2	+4	+3
8	+d10+2*	2d20/V	18-20	1d20+1d20	+2	+5	+3
9	+d10+3*	2d20/V	17-20	1d20+1d20	+3	+5	+3
10	+d10+3*	2d20/V	17-20	1d20+1d20+1d14	+4	+6	+4

Vampire

You are an un-dead being cursed to feed upon the blood of the living. You were human once, but in death you have been changed to something far more dreadful. Although plagued by the light of the sun, you may survive to gain great power, wealth, and superhuman abilities. You require no nourishment beyond blood and cast no reflection, but you do require sleep and must

do so during the day within a crypt, coffin, mausoleum or other place fit for the dead. A vampire will find that he cannot know sleep in any other place. The wicked shall find no easy rest...



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

Weapon training: A vampire is trained in the use of the battleaxe, crossbow, dagger, handaxe, javelin, lance, longbow, long sword, shortbow, short sword, staff, spear, two-handed sword, and may wear all forms of armor.

Alignment: A vampire is a selfish creature by nature... one who takes from the living to feed his urges. Younger vampires may retain a memory of their living alignment, but most vampires embrace the path of chaos as the centuries pass and their humanity grows distant.

Silver vulnerability: A vampire is vulnerable to silver as per the Elf "Iron Vulnerability" rule (See core rulebook, page 57).

Blood magic: A vampire may learn and cast spells. Each time a vampire wishes to attempt to cast a spell they must sacrifice a small amount of blood in the form of 1 hit point. Vampire's may not spellburn as would a mortal caster, but must instead offer up more of their precious vitae. For the first +1 a vampire wishes to add to their spell check, they must sacrifice 3 hp, the second 4 hp, and so on using the numbers of the die chain. For example, a vampire wishing to add +4 to a spell check would need to burn 18 points of hp= 3 hp for +1, 4 hp for the second +1, 5 hp for the third +1, and 6 hp for the final +1.

Creature of the night: A vampire cannot bear the light of the sun. Every round a vampire spends exposed to direct sunlight will cause them 1d8 points of damage. If a vampire spends more than two consecutive rounds exposed to sunlight they must also make a DC 18 Reflex save each round or catch fire as if set ablaze by a torch! While extremely uncomfortable, a vampire may travel in the sun safely whilst wearing a heavy, hooded cloak.

Thirst for blood: A vampire must consume at least 1 hp of blood per level, per day to survive. Any blood consumed beyond this amount heals 1 point of hp for each point of hp consumed. Unwilling targets must be successfully grappled. Blood is drained at 1 hp per level for every round spent drinking.

Unholy strength: A vampire receives +1 to any of the core ability scores with each advancement in level at the choice of the player. This excludes Luck.

Un-dead: A vampire is an un-dead creature. As such, it may be turned by clerics, may cause fear to simple-minded folk, and has no need for nourishment beyond blood and rest. A vampire may only regain hp through rest if they have consumed at least one hp of blood and rest during the light of day. Un-dead adventurers do not gain immunities to sleep, charm, paralysis or any of the other special un-dead immunities of their less sentient brethren. When scoring a critical hit, a vampire may choose to roll on Crit Table U: Un-Dead (*See core rulebook, page 390*).

Undying: A vampire does not die or bleed out when brought to 0 hp, but instead falls prone and is completely paralyzed until given blood or otherwise healed. A vampire may be slain while at 0 hp only by decapitation, immolation, or by driving a wooden stake through its heart.

Vampire Class Table

Lvl	Attk	Crit Die/Tbl	Action Die	Known Spells	Max	Ref	Fort	Will
					Spell Lvl			
1	+1	1d8/III*	1d20	1	1	+1	+1	+1
2	+1	1d10/III*	1d20	2	1	+1	+1	+1
3	+2	1d12/III*	1d20	3	2	+1	+1	+2
4	+2	1d14/III*	1d20	4	2	+2	+2	+2
5	+3	1d16/III*	1d20+1d14	5	3	+2	+2	+3
6	+3	1d20/III*	1d20+1d16	6	3	+2	+2	+4
7	+4	1d24/III*	1d20+1d20	7	4	+3	+3	+4
8	+4	1d30/III*	1d20+1d20	8	4	+3	+3	+5
9	+5	1d30+2/III*	1d20+1d20	10	5	+3	+3	+5
10	+5	1d30+4/III*	1d20+1d20 +1d14	12	5	+4	+4	+6

* or Crit Table U: Un-Dead.



THE LUCHADOR

BY REID "REIDZILLA" SAN FILIPPO



A mystical, bravado-fueled, unarmed warrior from the southern reaches of post-apocalyptic Umerica.

Blessed by the Bueno-god El Santo, patron of all monster slaying wrestlers, Luchadores channel the hope of their peoples and their indomitable will through outlandish mystical masks to empower their ancient unarmed fighting techniques.

Hit points: A Luchador gains 2d5 hit points at each level. These are always used as a set so when rolling a hit die, they would roll 2d5.

Weapon Training: Luchadores, by their very nature, are dedicated to fighting with their bare hands. As such they will only arm themselves when absolutely necessary. They are proficient with knives, clubs, maces, axes, crossbows, and pistols. Also, they suffer no penalties for using found heavy objects as improvised clubs. Luchadores disdain armor of all types other than belts and bracers, preferably of a highly ornamental nature. These rarely confer an AC bonus greater than +2 and have a Fumble die of d5.

Alignment: Luchadores follow an ancient code of behavior that is very black and white. Lawful Luchadores are known by their brethren as Tecnicos and chaotic Luchadores are called Rudos. There are no neutral Luchadores.

Masks of Power: Every Luchador wears a mask that symbolizes their connection to El Santos and their home community. It is the source of their strength and should it be removed they will not be able to use any of their special class abilities. In fact, the mask bond is so strong that if it is forcefully removed it will stun the Luchador for 1d5 rounds. All bonuses and abilities return after the mask is donned again. Should their mask be destroyed, it will take 2d3 days of concentrated effort and 10d6 gp of materials to construct a new one and properly dedicate it to El Santos. Many experienced and wealthy Luchadores have a spare mask, already finished and dedicated, stashed in

their packs for emergencies. Legends speak of greater masks that are artifacts of considerable magical power that many Luchadores long to find.

Unarmed Combat: The body of a Luchador is a living weapon. Unlike other warriors, their base unarmed attacks do full normal damage based on their level. Agile Luchadores may strike with both hands, per the Two-Weapon Fighting rules (DCC RPG rulebook, pg. 95). They also reduce the grappling attack roll bonus large monsters receive (DCC RPG rulebook, pg. 96) by their level, to a minimum of 0. The chance of an ally striking the Luchador when attacking a grappled foe is reduced by 5% per level the Luchador has attained. All critical hits scored while fighting unarmed roll on the Unarmed (Lucha) Crit Table.

The Power of Lucha: Luchadores all have a Lucha die they can use enhance certain rolls, but which rolls depends on whether they walk the path of the Tecnicos or the Rudos.

- * **Tecnicos Luchadores** add their Lucha die to all unarmed attack and damage rolls, and may attempt any of the Mighty Deeds of Wrestling listed below. In addition, the Tecnicos' AC is increased by 1/2 of the rolled value, rounded up, until their next action. Finally, the Tecnicos may add their Lucha die to attempts to sway lawful people to assist them or see their point of view (usually via Presence rolls).
- * **Rudos luchadores** add their Lucha die to all unarmed attack and damage rolls, and may attempt any of the Mighty Deeds of Wrestling listed below. In addition, the Rudos' Unarmed Critical Threat range is increased by 1/2 of the rolled value, rounded down, until their next action. Finally, the Rudos may add their Lucha die to attempts to sway or bully chaotic people to do their bidding or join them in their nefarious goals (usually via Presence rolls).

Table LU-1: Luchador

Lvl	Attack	Crit Die/ Table	Action Die	Unarmed Dmg Die	Ref	Fort	Will	Lucha Die
1	+0	1d10/III	1d20	1d6	+1	+1	+1	1d3
2	+1	1d12/III	1d20	1d6	+1	+1	+1	1d4
3	+2	1d14/III	1d20	1d7	+2	+1	+1	1d5
4	+2	1d16/III	1d20	1d8	+2	+2	+2	1d6
5	+3	1d20/III	1d20+ 1d14	1d8	+3	+2	+2	1d7
6	+4	1d24/IV	1d20+ 1d16	1d10	+4	+2	+2	1d8+1
7	+5	1d30/IV	1d20+ 1d20	1d10	+4	+3	+3	1d8+2
8	+5	1d30/IV	1d20+ 1d20	1d12	+5	+3	+3	1d8+3
9	+6	2d16/IV	1d20+ 1d20	1d12	+5	+3	+3	1d8+4
10	+7	2d20/IV	1d20+ 1d20+ 1d14	1d14	+6	+4	+4	1d8+5

Mighty Deeds of Wrestling**Acrobatic Strike**

Roll Result

- 3 The Luchador can move an extra 10 feet this round by rebounding off of surrounding terrain.
- 4 The extra movement is increased by 15 feet and can incorporate up to 8 feet of vertical movement.
- 5 The extra movement is increased by 20 feet and can incorporate up to 12 feet of vertical movement.
- 6 As above, but all strikes next round do +1d4 damage due to added momentum.
- 7+ As above, but the momentum damage bonus is increased to +1d6.

Blinding Attacks: (DCC RPG rulebook, pg. 89) (Rudos only)

Choke-out

Roll	Result
-------------	---------------

- | | |
|----|--|
| 3 | The Luchador can grapple the neck of a creature no larger than himself. The creature rolls future grapple checks to break free with a reduced die (based on the dice chain). |
| 4 | As above, but the hold now inflicts 1d2-1 Sta damage per round against foes of equal size. |
| 5 | As above, but the Luchador can inflict 1d2 Sta per round against equal size foes and 1d2-1 Sta per round against foes up to 150% his size. |
| 6 | As above, but the Luchador can hold up to two foes equal to his size at the same time. |
| 7+ | As above, but foes are held for 1d3 Sta damage per round regardless of size. |

Demoralizing Taunt

Roll	Result
-------------	---------------

- | | |
|----|--|
| 3 | Foe is wary and suffers a -1 to its next action |
| 4 | Foe is intimidated and suffers -1 to all actions next round |
| 5 | Foe is intimidated and suffers -1 to all actions for the next 1d3 rounds |
| 6 | As above, but action penalty is -2. |
| 7+ | As above, but all other foes within 20 feet must make a Will save (DC 10 + PC level) or suffer -1 to all actions next round. |

Pushbacks: (DCC RPG rulebook, pg. 90)

Trips and Throws: (DCC RPG rulebook, pg. 90)

Unarmed (Lucha) Crit Table

Roll Result

- 0 A very risky maneuver that inflicts +1d10 damage to the foe and 1d3 damage to yourself.
- 1 Clever jab! Inflicts +1d8 damage.
- 2 Attack knocks foe off his feet. Foe is prone until its next move action.
- 3 Foe knocked prone. Immediately make an additional attack against this foe.
- 4 Head slam! Inflicts +2d4 damage plus 1d3 temporary Int damage. Foe stunned for 1d3 rounds.
- 5 Forceful disarm. Foe's weapon is knocked away 2d6 feet and must make a Fort save (DC 10 + PC level) or hand is useless for 2d14 minutes.
- 6 Torso slam! Inflicts +2d6 damage and foe must make a Fort save (DC 12 + PC level) or drop action dice by one type for 1d5 rounds.
- 7 Piled-river! Inflicts +2d7 damage and foe is pushed back 2d3 feet.
- 8 Foe is knocked senseless. They are stunned for 1d4 rounds and then dazed for 1d8 more rounds.
- 9 Knee slam! Inflicts +2d6 damage and foe's movement is reduced by half.
- 10 Eye gouge! Foe must make a Fort save (DC 14 + PC level) or be blinded by pain for 1d4 rounds.
- 11 Head slam! Blow causes massive cranial bleeding. Unless foe receives magical healing, they die in 1d3 hours.

- 12 Choke-slam! Inflicts +1d10 damage and foe must make a Fort save (DC 14 + PC level) or stagger about gasping for air for 1d4 rounds.
- 13 You go loco! You are overcome by battle rage and must immediately make an additional attack against this foe.
- 14 Back cracker! Inflicts 1d4 Agi damage and foe's movement is reduced by half.
- 15 Shoulder slam! Inflict +1d12 damage and a randomly determined arm hangs loosely in its socket and is useless until healed.
- 16 Leg breaker! Inflicts +2d8 damage and foe's move is reduced to 5 and AC is lowered by 4.
- 17 Below the belt! Inflicts +3d5 damage and foe cowers prone for 1d5 rounds.
- 18 Face smash! Inflict +1d10 damage with this blow plus the foe suffers 1d4 points of Per loss and is dazed for 1d6 rounds.
- 19 Devastating hit! Inflicts +2d12 damage.
- 20 Back breaker! Inflict +3d7 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer permanent paralysis.
- 21 Organ rupture! Foe loses 50% of his remaining hit points and vomits copious amounts of blood.
- 22+ Ultimo slam! Inflict +5d7 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die in 1d3 rounds.

MARTIAL GRANDMASTER

Init +8

Move 40

Melee Atk

- to damage +5 (1d14)
- to knock prone +6 (target is in a heap)
- to impair +3 (special; see below)
- to stun +3 (1d6 + special; see below)
- to guard +3 (1d6 + special; see below)
- by weapon +5 (by type +4)

Ranged Atk

- by weapon +5 (by type +1)

AC 11+

HD 5d10+7

Act 1d24 + 1d20 + 1d16 + 1d14

SP badass, special AC

Fort +4 – Ref +5 – Will +6

AL N

Crit M/1d16



Whether using Kung-Fu, Baritsu, Venusian Aikido, Llap-Goch, Omni-te, or another esoteric fighting style appropriate to your campaign, a Martial Grandmaster is a highly dangerous opponent. Moving with lightning speed, and deadly accuracy, the Grandmaster can take on multiple opponents at once and emerge victorious. Masters of all weapons, they pick up proficiency in even the most foreign weapon within 1d6 rounds of hands-on use. The Martial Grandmaster's melee attacks are listed by the effect he wishes to create, and can be delivered by punch, chop, kick, roundhouse, elbow-drop, eye-poke, etc. The special results are as follows:

IMPAIR: The target of this attack loses 1d3 off of their base attack bonus for 2d4 rounds, returning at 1 point per round after the rolled time has elapsed. If used against a foe with an attack bonus Die (e.g., Deed Die), the die size drops one step down the Dice Chain on each successful hit. This attack can be used multiple times against a target, at most reducing them to a zero bonus.

STUN: The target loses their largest Action Die on their next turn. If this attack exceeds the target's AC by more than 5, they lose their next 1d3 Action Dice.

GUARD: If this attack is successful, the Grandmaster gains a maximum 2-point bonus to their AC regarding the target struck until the top of MG's next round.

AC SPECIAL: The amount by which the Grandmaster's d24 attack roll exceeds that target's AC is added to the Grandmaster's base AC until the top of his next round – the better he fights, the better he is defended. Also, a Grandmaster can burn any Action Die to gain +1d4 to AC for a round. In surprise situations, the Grandmaster adds 2d4 to his AC base as an instant effect.

BADASS: The Martial Grandmaster starts each and every fight with 1d8 Luck points that he can spend freely to add to attack rolls, damage rolls, effect rolls and effect durations. A "killed" Grandmaster gets a Roll the Body check on a d10 vs. his unspent Luck to return at a later date for revenge (unless he was disintegrated, disemboweled, etc.).

– bygrinstow

The Sword Monger A DCC Optional Class

"Once the head leaves the neck.."

By David Baity



The Gods are a fickle lot, constantly challenging and arguing amongst themselves in the far realms that host them. Most view humanity as a simple tool for the energies of belief, which in turn fuel their God-fires; the power to create and destroy those on the Prime.

During a court gathering of minor and major powers centuries ago, the topic of human greed became the topic of much debate. With no concise answer to prove one side over the other, a suggestion for a game was made. The Gods are known for their love of games involving those trying to survive the day to day struggle of life on the Prime, and so rules were formed to truly test mankind and the question of their inherent greed through contest.

Each Patron would be allowed to choose 777 humans to represent them. The chosen would be given gifts to elevate them high above their kin, in addition to the knowledge that slaying others of their kind would give them even greater power while moving them one step closer to the ultimate prize.

Would the chosen slay one another in the quest for power? Or look for peace and use their abilities to better serve their fellow man."

You are a warrior chosen by a higher power. You started your life learning early of fortunes to be had by selling your blade for the right price, or perhaps you fought for a cause, lending your skill to fight for the commoner.

However you started would come to an abrupt end upon being visited by the divine. The Patron swallowed you, allowing you to swim in the secrets of the cosmos, forever changing you at the core and leaving you with a slight spark of the God Seed. In the blink of an eye you were spat back out, retaining knowledge of a secret game. A game you have been recruited to be a participant in willing, or not. Kill or be killed, as only one will remain in the end and the champion of Gods will be rewarded with power beyond comprehension when only one remains.

Hit Points: Sword Mongers gain 1d10 hit points at each level.

Weapon Training: A sword monger must abide by the tenet of the blade. Gods want their pawns to settle the contest by combat, and swordplay was decided to be the chosen tool for severing the silver cord. Sword mongers are only allowed to use swords (Any type) as their weapon of choice. Use of any other weapon results in -1d on the chain and is viewed cowardly by others of their creed.

Alignment: Sword mongers should first choose the Patron that recruited them to play the game. They were chosen because their belief structure fell in line with their cosmic benefactor and alignment should be reflected as such.

Attack Modifier: Unlike other classes sword mongers do not receive a fixed attack modifier. At first level the sword monger receives a random die roll to add to each attack and damage roll, called a deed die. This ability is only given if the sword monger uses a sword. This is similar to the warriors deed die, but different in that it starts at a higher die type while suffering the tenet of the blade that all sword mongers are engrained to follow. The d4 is used at 1st level.

Blade Deed: Prior to any attack roll, the sword monger made call for a blade deed. The deed represents the sword monger's constant training with their sword of choice. The constant training and use of the sword is almost religion to each chosen, and each is quite capable of extraordinary feats. Successful blade deeds do not add additional damage on top of the bonus listed under the attack modifier, but it may result in additional effects. For example, cutting above an opponent's eye could cause the resulting blood to blind the target, or cutting through an armor strap might factor towards a lowered armor class. Keep in mind, the sword must me integral to the execution of the deed.

Critical Hits: As with warriors, sword mongers excel in the art of combat and have the innate ability to cause more damage from years of training and experience. Sword mongers are more likely to score critical hits, and at 1st-3rd level, a sword monger scores a critical hit on a natural roll of 19-20. The threat range increases to a natural roll of 17-20 at 9th level.

Initiative: The sword monger adds his class level to his initiative roll.

Blade Luck: The sword monger gains their Luck modifier to all attacks when using a sword of any type. This bonus is fixed and will never increase, or decrease throughout their lives.

Action Dice: A sword monger uses his action dice for attack rolls. At 5th level the sword monger gains a second attack with their second action die.

Immortality: As long as the sword monger has not suffered a decapitation result, they will not die. A sword monger may drown, be thrown from a cliff, or burned alive, but he will not suffer true death unless their silver cord has been severed (The term for the soul's tether to Patron who has chosen the sword monger. Decapitation severs this link.) This is represented by the sword monger automatically passing any recover the body checks. In addition to the random ability point loss a sword monger's personality will also be reduced by one to represent horrific battle scars. Once a negative modifier is achieved to Personality they negative can actually be used as a bonus when threats and intimidation are used.

Sense Sibling: Soul mongers have the innate ability to sense their own. The range is 100 miles x level (A 3rd level sword monger can sense others of their kind for 300 miles) The Gods want the contest to end within a reasonable time, hence the long range ability to sense. Sword mongers may track others by spending one round concentrating.

Cutting the cord: Combat between sword mongers is nothing short of epic, as blades dance in a cosmic struggle to move one step closer to the prize. Only one will walk away, and it is assumed a decapitation is scored when the loser reaches zero hit points.

The benefits of slaying a brother/sister are instantaneous. The sword monger absorbs a trace of his slain opponent's vitality before they pass on to the great beyond.

In game terms, the sword monger takes 20% of the loser's total hit points rounding down and adds them to their own. In addition to the immediate hit point increase, the sword monger's stats will all increase by 25%. Every four victories against one of their kind will result in all physical stats increasing by +1 to represent siphoned power from the fallen.

Judges are encouraged to place a fellow sword monger into game play irregularly to keep the class balanced. The Gods gave sword mongers the ability to cut the cord to tempt and give a taste of ultimate power each is destined to fight for thereby settling the debate over human greed.



Table 1: Sword Monger

Lvl	Attack (Deed Die)	Crit Die/ Table	Threat Range	Action Dice	Ref	Fort	Will
1	+d4	d12/III	19-20	1d20	+1	+1	+0
2	+d5	d14/IV	19-20	1d20	+1	+1	+0
3	+d6	d16/IV	19-20	1d20	+1	+2	+1
4	+d7	d20/V	19-20	1d20	+2	+2	+1
5	+d8	d24/V	18-20	1d20+ 1d14	+2	+3	+1
6	+d9	d30/V	18-20	1d20+ 1d16	+2	+4	+2
7	+d10	2d20/V	18-20	1d20+ 1d16	+3	+4	+2
8	+d10+1	2d20/V	17-20	1d20+ 1d16	+3	+5	+2
9	+d10+2	2d20/V	17-20	1d20+ 1d16	+3	+5	+3
10	+d10+3	2d20/V	17-20	1d20+1d16 +1d14	+4	+6	+3



Table 2: Sword Monger Titles

Level	Lawful	Neutral	Chaos
1	Condignist	Harmonizer	Insatiate
2	Concordian	Selfsame	Esurient
3	Altruist	Balance Blade	Greedkin
4	Martyr	Cord Proctor	Cord Biter
5	Blade Saint	Meridan	Godwhore

Blood Splash
By Reece Carter

Level: 1
Range: 10' or more
Duration: Instantaneous
Casting Time: 1 action
Save: None

General: By cutting and speaking the sacred words, the wizard feels the power of the ancients flow through his veins, straining against the small tubes inside of him



for release. The caster cuts themselves (1d3 damage) and flicks the blood from the wound or blade onto his enemies.

Manifestation: Roll 1D6: (1) the blood splashes out from the wound in small droplets; (2) blood runs down the wizard's body and across the ground; (3) the blood gushes out of all the wounds on the wizard's body like an old 80s slasher flick when someone loses a limb; (4) the wizard vomits a mixture of coagulated and uncoagulated blood; (5) the blood flows out of the wizard and forms into a fist flying through the air; (6) the wizard has a small amount of blood trickle onto the ground which bounces towards his foes.

Corruption: Roll 1D8: (1) the caster's blood turns to acid; DC 17 Fort save or take 3D8 damage (the caster's blood now acts as acid per the core rules); (2) the wound never closes (-2 to any roll that uses that part of the body); (3) the wound never heals and the caster is constantly bleeding; anything that can smell/taste blood knows where the caster is within 100'. The caster cannot use this wound to cast this spell; (4) severed a major artery; reroll for spell effect; the caster also begins to lose a lot of blood; DC17 Fort save or start to bleed out (1D10 rounds until death); healing magic will not stop this, must be stopped using normal first aid and medicine; (5) the caster's skin becomes albino white as blood leaves through every pore in the skin; (6-7) minor corruption; (7) minor corruption; (8) major corruption.

Misfire: Roll 1D4: (1) the wizard's blood splashes onto him instead of the intended target (take 1D6 damage); (2) the blood splash spell take 1D4 rounds longer to have an effect; the blood will spring forth from a new wound in a randomly determined direction (take 2d3 damage from the new wound on the round the spell goes off); (3) the blood leaps out of your body in a randomly determined direction; anyone within range of the spell suffers 1D4 damage; (4) the caster begins to bleed from the eyes and ears (-2 to all vision and hearing based rolls for 1d3 hours).



- 1 Lost, failure, and worse! Roll 1D6 modified by luck: (0 or less) corruption and misfire; (1-3) corruption; (4+) misfire.
- 2-11 Lost. Failure.
- 12-13 A small amount of blood lands upon a foe up to 10' away, dealing 1D4+1 damage.
- 14-17 The caster's blood lands upon a target up to 10' away, dealing 2D6 damage.
- 18-19 The caster's blood lands upon the intended target up to 10' away and splashes 5' to either side, dealing 3D6 damage to the target (half damage for anyone in the splash radius).
- 20-23 The caster's blood fans out in a 30'x10' cone, dealing 3D6 to everything in the cone.
- 24-27 The caster's blood hits a target up to 10' away and then bounces off it to a different target of the caster's choosing within 20', dealing 2D8 damage to each creature.
- 28-29 The caster's blood splashes up to 50' away and hits one target, dealing 4D6 damage.
- 30-31 The caster's blood coagulates in mid-air and bursts when it hits the ground; choose a spot within 30', anything within 10' of that spot is dealt 4D6 damage.
- 32+ The caster's blood fans out in a large 50'x10' cone, dealing 4D8 damage to everything within it.

Healing Spellburn

By Gabriel Pérez Gallardi

By making a spell check, a cleric may attempt to heal ability points spellburned by any magic-wielding living creature. The cleric must physically touch the subject and concentrate for 1 action.

The spell check is made as follows: roll 1d20 + Personality modifier + caster level.

The damage healed varies according to the result. Before rolling his spell check the cleric must declare the order in which the damaged abilities are healed. If an ability is fully healed and there still are points to spend, those points go to the next ability in the previously declared order. Repeat the process until there are no points left to assign. No ability can be healed beyond the original value.

The cleric and subject alignment and god further influence the results:

- * If cleric and subject are the same alignment or have the same god, they count as "same" on the table below.
- * 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 below. Such a healing action *may* constitute sin if not done in service of the faith.
- * If cleric and subject are of opposite alignment (e.g., one is lawful and one is chaotic), or have rival gods, they count as "opposed" on the table below. Such a healing *almost* always counts as a sin unless it is an extraordinary event in the service of the deity.

Then have the cleric make a spell check and reference the table below.

	Same Alignment	Adjacent Alignment	Opposite Alignment
1	Failure! Cleric increases his disapproval by 1. Subject suffers a Minor Corruption. Both roll next spell check at -2.	Failure! Cleric increases his disapproval by 2. Subject suffers a Major Corruption. Both roll next spell check at -3.	Failure! Cleric increases his disapproval by 4. Subject suffers a Greater Corruption. Both roll next spell check at -4.
2 - 11	Failure! Both roll next spell check at -1.	Failure! Cleric increases his disapproval by 1. Subject suffers a Minor Corruption. Both roll next spell check at -2.	Failure! Cleric increases his disapproval by 2. Subject suffers a Major Corruption. Both roll next spell check at -3.
12 - 13	Cleric heals the subject 1d5+CL points of ability damage.	Cleric heals the subject 1d2 point of ability damage. Both roll next spell check at -1.	Failure! Cleric increases his disapproval by 1. Subject suffers a Minor Corruption. Both roll next spell check at -1.
14 - 17	Cleric heals the subject 1d6+CL points of ability damage.	Cleric heals the subject 1d3 points of ability damage.	Cleric heals the subject 1 point of ability damage. Both roll next spell check at -1.
18 - 19	Cleric heals the subject 1d7+CL points of ability damage.	Cleric heals the subject 1d4-1 points of ability damage.	Cleric heals the subject 1d2-1 points of ability damage.

	Same Alignment	Adjacent Alignment	Opposite Alignment
20 - 23	Cleric heals the subject 1d2-1 points of ability damage.	Cleric heals the subject 1d4 points of ability damage.	Cleric heals the subject 1d2 points of ability damage.
24 - 27	Cleric heals the subject 1d10+CL points of ability damage.	Cleric heals the subject 1d5 points of ability damage.	Cleric heals the subject 1d3-1 points of ability damage.
28 - 29	Cleric heals the subject 1d12+CL points of ability damage.	Cleric heals the subject 1d6 points of ability damage.	Cleric heals the subject 1d3 points of ability damage.
30 - 31	Cleric heals the subject 1d14+CL points of ability damage.	Cleric heals the subject 1d7 points of ability damage.	Cleric heals the subject 1d4-1 points of ability damage.
32+	Cleric heals the subject 1d16+CL points of ability damage.	Cleric heals the subject 1d8 points of ability damage.	Cleric heals the subject 1d4 points of ability damage.



It is strongly recommended that the GM and players use this game mechanic carefully.

Every time the *Healing Spellburn* succeeds, a peculiar affinity bond is created between the healer and the one healed. How this manifests itself is up to the GM and players. It is suggested to use a geas of some kind, which forces the healer, the one healed, or both, to undertake a mission for the cleric's god(s). The quest should include situations and encounters worth a number of experience points equal to at least the number of ability points healed. More experience points should be at stake if the one healed varies in alignment from the healer.

Remember that until the quest is completed, the cleric cannot cast *Healing Spellburn* again and the subject cannot receive this kind of healing from any other source.

Roll a d11 on the table below to determine the quest.

d11 Result

- | | |
|---|---|
| 1 | Sacrifice a number of worshippers of the rival god equal to the number of points healed. |
| 2 | Damage the cult of the rival god for 1000 sp times the number of points healed. |
| 3 | Convert as many new followers to the cleric's god as the number of points healed. |
| 4 | Each make a donation to the cleric's god of 100 sp times the number of points healed. |
| 5 | Desecrate a number of tombs of major former worshippers of the rival god equal to the number of points healed. |
| 6 | Publicly embarrass a major figure of the rival god on their next holy day. |
| 7 | A prominent follower of your god has fallen into the hands of the rival cult. The number of points healed equals the time limit in hours to rescue him. |

- 8 Defile the nearest altar of the rival god. The number of points healed equals the time limit in days to complete the quest.
- 9 Find and destroy a relic of the rival god. The number of points healed equals the time limit in weeks to complete the quest.

- 10 Kill the head of the cult of the rival god in the nearest city. The number of points healed equals the time limit in months to complete the quest.
- 11 Kill the rival god! The number of points healed equals the time limit in years to complete the quest.

Needless to say, the consequences of failing to complete the quest should be dire. By failing, the cleric's god(s) wrath is unleashed.

Roll a d11 on the table below to determine the punishment.

d11 Result

1 Lose the number of points healed.

2 Minor Corruption.

3 Major Corruption.

4 Permanently lose 1 point of strength.

5 Permanently lose 1 point of agility.

6 Permanently lose 1 point of stamina.

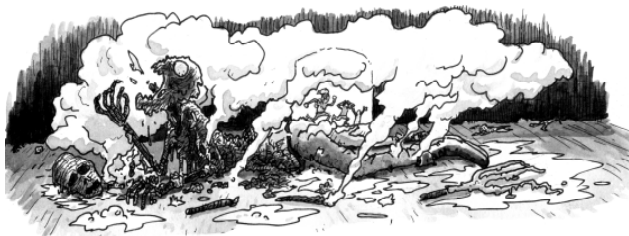
7 Permanently lose 1 point of personality.

8 Permanently lose 1 point of intelligence.

9 Permanently lose 1 point of luck.

10 Cursed!

11 Roll twice on this table. Do not ignore repeats.





Sacrifice

By Doyle Wayne Ramos-Tavener

Level:	1
Range:	Self or Other
Duration:	Varies
Casting Time:	1 hour
Save:	None

General

This is a special ritual which the cleric performs in a temple or other holy place of their deity.

The ritual requires a sacrifice on the part of the individual receiving the benefit, which may be the caster or another person that the caster performs the ritual for, called the benefactor. Each deity has its own preferred sacrifices and areas of influence. The effect of the sacrifice depends on the Idol chosen from the list below, and what Idol the caster can choose depends on what deity the caster worships (Judge's discretion). The effect is capped by the value of the sacrifice. 1-500 gp = +1, 501-2,000 gp = +2, 2,001-5,000 gp = +3, 5,001-10,000 gp = +4, 10,001 gp and greater = +5.

Alternately, the benefactor of the sacrifice may receive a permanent Luck bonus equal to the result. If this latter function is used, the spell may not benefit from Spellburn. Only one blessing may be sacrificed for at a time, and no others may be gained until the blessing is used.



Idols:

The King	Any damage bonus to a single weapon. Spell check for any spell that commands others or does damage.
The Wave-Rider	Spell check involving spells to command sea life, horses and weather at sea, skill checks involving travel by sea.
The Soldier	Attack bonus for any weapon, damage bonus for any weapon.
The Smith	Any craft skill check, any spell check that involves repairing or creating permanent items.
The Sun	Any <i>Lay on Hands</i> check, archery attack or damage bonus.
The Trickster	Any spell check, any single thief skill check, any Will save.
The Huntress	Any Agility check, any hunting skill check, any Reflex save.
The Wife	Any Stamina check, any Fortitude save.
The Mother	Any Spell check involving plants.
The Lover	Any Personality check.
Thought	Any skill check (not including thief skills), any skill check involving strategy or tactics.
The Drunk	Any Spell check involving music or charming, any skill check involving performing.

Manifestation At the conclusion of the ritual, the person for whom the sacrifice is performed receives a blessing, which is dormant until invoked by the sacrifice benefactor. This invocation may be performed at any time, and does not require an action to accomplish. No magical effects are generated at this time. The effect may not be dispelled, and does not involve any unnatural sides effects such as a magical glow or strange sounds, for the magic has already taken place at the time of the sacrifice.

1-11	Failure.
12-13	+1 to a single roll associated with the chosen Idol for 1d3+CL rounds.
14-17	+2 (or cap) to a single roll associated with the chosen Idol for 1d4+CL rounds.
18-19	+3 (or cap) to a single roll associated with the chosen Idol for 1d5+CL rounds.
20-23	+4 (or cap) to a single roll associated with the chosen Idol for 1d6+CL rounds.
24-27	+5 (or cap) to a single roll associated with the chosen Idol for 1d7+CL rounds.
28-29	+5 (or cap) to two of the rolls associated with the chosen Idol for 1d8+CL rounds.
30-31	+5 (or cap) to three of the rolls associated with the chosen Idol for 1d10+CL rounds.
32+	+5 (or cap) to four of the rolls associated with the chosen Idol for 1d12+CL rounds.



Temporary Creation

By Terry Olson



Level: 1 (Cleric spell)
Range: Self to 5'
Duration: 1 turn or more (see below)
Casting time: 1 turn
Save: N/A

General: The cleric calls upon the power of his deity to draw magical energy from the void and create non-magical (mundane) non-living items for brief moments in time, after which the items vanish into nothingness. There must be a reasonable amount of space for the item to exist (one cannot create a large structure in a dense forest, or a 10' pole in a 5' by 5' by 5' cell, etc.); if there is not enough space, the item cannot be created. Although the items are mundane, the cleric must treat them as holy gifts from his god and physical manifestations of his god's power. The gods intend for items to be used to directly further their causes (e.g., creating a weapon to smite an unholy creature); it is sinful to use a created item in any other way (judge's discretion, of course). Selling temporarily-created items is also sin, as is creating currency to buy items, bribe officials, etc. Sinful use of created items may incur luck penalties, deity disfavor, or worse.

Items created are classified as small, moderate, or large. Examples follow:

Small Items: dagger, dart, garrote, sling, candle, arrow, sling stone, flask, iron spike, etc.

Medium Items: all one-handed weapons not listed as small item, shield, short bow, torch, lantern, 50' rope, grappling hook, crowbar, thieves' tools, small sack, quiver, armor with d8 fumble die, etc.

Large Items: all 2-h weapons not listed as moderate items, 10-foot pole, 10' chain, large sack, armor with d12 or d16 fumble die, backpack, etc.

In the casting effects below, one medium item "counts as" four small items, and one large item "counts as" two medium items.

Manifestation: Roll 1d4: (1) bluish mist forms in the air and condenses into the shape of the item; (2) a miniature black sphere appears and implodes, producing the item; (3) the earth is torn asunder as the item rises from cracks in the ground, then the cracks close; (4) a cloud of fire appears that gives off no heat, and the item falls slowly from the cloud.

1-11 Failure.

12-13 The caster invokes the powers of creation to create a small-sized mundane item. This item will cease to exist after one turn.

- 14-17 The caster invokes the powers of creation to create up to 2 small-sized mundane items. These items will cease to exist after one turn.
- 18-19 The caster invokes the powers of creation to create up to either 1 medium-sized item or 4 small-sized mundane items. These items will cease to exist after one turn.
- 20-23 The caster invokes the powers of creation to create up to either 1 large-sized, 2 medium-sized, or 8 small-sized mundane items. Alternatively, he may create 1 medium-sized and 4 small-sized mundane items. These items will cease to exist after one turn.
- 24-27 The caster invokes the powers of creation to create an item large enough for up to two people (cart, canoe, tent, etc.) or he may create up to twice the number of items listed for result 20-23. These items will cease to exist after one hour.
- 28-29 The caster invokes the powers of creation to create an item large enough for up to four people (wagon, large rowboat, large tent, unfurnished house /structure /shelter, etc.) or he may create up to four times the number of items listed for result 20-23. These items will cease to exist after four hours.
- 30-31 The caster invokes the powers of creation to create an item large enough for up to eight people (large wagon, boat, unfurnished house/structure/ shelter, etc.) or he may create up to eight times the number of items listed for result 20-23. These items will cease to exist after eight hours.

32+

The caster invokes the powers of creation to create an item large enough for up to sixteen people (large wagon, boat, unfurnished house/ structure/ shelter, etc.) or he may create up to sixteen times the number of items listed for result 20-23. These items will cease to exist after 1 day.



Vacuity
By Chris Fassano



Level: 3
Range: 120' + 10' per CL
Duration: Instantaneous
Casting Time: 1 round
Save: Fort or Will (see below)

General

Expels oxygen from lungs or area of effect; drains life force and thoughts from creatures; and can create a black hole, potentially transporting objects randomly across the universe or crushing everything in reach to an infinitely small point in space. On a successful casting, the caster may choose to invoke any effect of equal to or lesser than his spell check, allowing a range of options with every successful casting to produce a weaker but potentially more useful result. Use the original spell check result as the save DC when selecting lower spell results. At least 1 point of spellburn is required to cast this spell.

Manifestation Roll 1d3: (1) Bubbles shoot out of your mouth that rapidly fly towards the target; (2) The caster's eyes momentarily become an empty void that allow hundreds of spectral bees to fly forth and manifest the spell effect; (3) From a distance the caster pretends to crush the target's head with his thumb and index finger.

Corruption Roll 1d8: (1) The caster ages 1d8 years for every point of spellburn used to cast the spell; (2) The caster has altered how his body reacts to gravity. -5' MV; (3) A small portion of your internal organs was teleported across the cosmos. -1 to Fort saves; (4-5) Minor corruption; (6-7) Major corruption; (8) Greater corruption.

Misfire Roll 1d3: (1) The caster inadvertently damages his ear drums. -2 to spell check and defend, both, for 24 hours or until deafness is healed; (2) Caster targets himself. Roll 4d6 to determine spell result; (3) The caster becomes a super magnet for a limited number of objects. 1d4 of the nearest metal objects not already on the caster's person come flying at him. +6 missile fire attack (damage determined by object); (4) Caster catches a glimpse of a realm of existence not meant for mortal eyes. For 1 week caster receives +1d to spell checks but each casting may cause the caster to gain a mental illness (illness determined randomly by judge, Will DC 15).



- 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.
- 12-15 Failure, but spell is not lost.
- 16-17 The caster creates a force within the target's lungs that immediately removes all air (or liquid, depending on the target). The target is caught off guard by this and spends the next 1d3+1 rounds grasping for air, unable to take other actions besides movement. Effect lasts 1d5+1 rounds if target failed a Fort saving throw and only half movement. Creatures that do not breath are not impacted by this effect. Air (or liquid) in inanimate objects may be impacted by this spell also (Judge's discretion).
- 18-21 The caster creates a force within the target's lungs that immediately removes all air (or liquid). The target is caught off guard by this and spends the next 1d5+1 rounds grasping for air, unable to take other actions. 1d8+1 rounds if target failed the initial Fort saving throw and only half movement. Targets that are impacted by this effect for 5 rounds or more will need to roll under their stamina score at the end of the round. Every failed stamina check causes permanent brain damage (1d3 int) from the lack of oxygen. Creatures that do not breathe are not impacted by this effect. Air (or liquid) in inanimate objects may be impacted by this spell also (Judge's discretion).

22-23

As any above result but targets all creatures/objects in a 20' radius at any point within range.



24-26

The caster attempts to crush the very core of the target's life force. A single target within range has an ability score damaged (caster's choice, except for Luck) for 1d6 points, additional 1d6 per point of spellburn used to cast the spell. The spellburn required to cast this spell counts for the first 1d6. Creatures of 3 HD or less receive no save; others receive a Will save (or Fort for physical stats).

27-31

As result "24-26", but the caster also gains half of the ability score damage (rounded down) for a number of turns equal to the number of points of spell burn used to cast the spell. Creatures of 4 HD or less receive no save; others receive a Will save (or Fort for physical stats).

32-33

Emanating from a person or point in space within range, the caster creates a gravitational vortex that causes all objects and living creatures within a 40' radius to be pulled towards its center with great force. Objects and creatures that "fall" toward the selected point take 1d6 "falling" damage for every 10' that they "fall" to this

location, +1d6 damage for each other creature or object with relatively significant mass that is pulled into the vortex. Creatures of 3 HD or less receive no save; others must roll under their strength score to remain in their current location. For every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility.

34-35

As result "32-33" but the radius increases to to 50'; the gravitational pull increases the falling damage to 2d6 per 10' of falling; creatures of 4 HD or less do not perform a roll-under strength save.

36+

The caster creates a "black hole", pulling in everything within a 50' radius, emanating from a point within the spell's range. There is a 50% chance that everything sucked into the black hole is crushed to an infinitely small point in space or transported via wormhole to an alternate universe. If the caster spell burned 20 points then he gets to choose if everything is crushed or transported via wormhole to an alternate universe, reality, planet, etc. Roll 1d7 to see where the wormhole goes or judge's choice. (1) *Purple Planet*; (2) *Crawljammer Universe*; (3) *Crawling Under a Broken Moon Universe*; (4) *Star Wars Universe*; (5) Just outside the main entrance to *Rappan Athuk*; (6) *Island of Kalmatta*; (7) Any time and/or place of caster's choice.



Dungeon Crawl Classics Character Record Sheet



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Equipment and Notes

Occupation Class

Languages

Alignment

Strength

Personality

Agility

Luck

Stamina

Intelligence

Lucky Roll

Fort Reflex Will

Combat!

weapon in hand



armor worn

Fumble Die Check Pen.

Action Dice

Crit table + Die

Hit Points Speed

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