Dungeon Crawl Classics

Role Playing Game

Glory & Gold Won by Sorcery & Sword
Credits

Design and Writing: Joseph Goodman
Additional Design: Tavis Allison, Andy Frieling, Todd Kath, Doug Kovacs, Harley Stroh, Steven Thivege, Dieter Zimmerman
Additional Writing: Michael Curtis, Harley Stroh, Dieter Zimmerman
Editing: Aeryn “Blackdirge” Rudel
4th Print Proofing: Terry Olson
Art Direction and Graphic Design: Joseph Goodman
Cover Art: Doug Kovacs (blue, foil) and Peter Mullen (LE)
Endsheets: Doug Kovacs (front), Peter Mullen (back)
Interior Art: Jeff Dee, Jeff Easley, Jason Edwards, Tom Galambos, Friedrich Haas, Jim Holloway, Doug Kovacs, Diesel Laforce, Brad McDevitt, Jesse Mohn, Peter Mullen, William McAuland, Erol Otus, Stefan Paag, Jim Roslof, Chad Sergesketter, Chuck Whelon, Mike Wilson

Special thanks to Doug and Harley for joining me on the expedition out of the underdark.
DCC RPG was released as a beta version in June 2011. More than 20,000 gamers downloaded, played, and provided their feedback, which helped shape the final product. For two years prior to the public beta rules, hundreds of private playtesters assisted with their own input at conventions, stores, and private sessions. We give our thanks to these brave playtesters, each of whom sacrificed several player characters to ensure this game is thoroughly entertaining.

**Roster of Heroes**

**DCC RPG**

- Zane Mullally
- Eric Musselman
- Issac Musselman
- Monte Musselman

**Roster of Heroes**

- Andy Barnett, Clint Black, Jason Dante, Shawn Davis, Jenni Hise, Zach Hodgens, Christopher Krieger, Tom Lindgren, Robert Potts, B. K. "The Wolf King" Ringenschad, Mac Rogers, Keith Schooler; (Abbot of the Wooden) Zane Mulhall
- Eric Musselman, Issac Musselman, Monte Musselman
DCC RPG is dedicated to

Jim Roslof

1945-2011
TSR class of 1979

One of the great fantasy illustrators, who is already missed. His work for DCC RPG includes his last four illustrations, which appear on pages 76, 88, 110, and 205, as well as prior illustrations appearing on pages 13 and 375.
Ch. Six: Quests & Journeys
Page 304

Ch. Seven: Judge's Rules
Page 312
Patrons...320
Cleric spells...357
XP and Luck...359

Ch. Eight: Magic Items
Page 362

Appendix C: Curses...438
Appendix L: Languages...440
Appendix N: Inspirational Reading...442
Appendix O: OSR Resources...444
Appendix P: Poisons...446
Appendix R: Rules Complexity...447
Appendix S: Sobriquets...447
Appendix T: Titles...449

Cleric Spells
Spell Table...128
Level 1...255  Level 2...269
Level 3...285  Level 4...295
Level 5...301

Ch. Nine: Monsters
Page 376
Making Monsters Mysterious...378
Monster Crit Tables...385
Treasure...393
Cyclopedia of Creatures...394
Men and Magicians...432

Adventures
Level 0-1 Adventure: The Portal Under the Stars...452
Level 1-3 Adventure: The Abbot of the Woods...457
Index...466
bandon all presumptions, ye who enter here. Turn the pages of this tome only should you meet these qualifications:

That you are a fantasy enthusiast of imaginative mind, familiar with the customs of role playing, understanding the history and significance of the Elder Gods Gygax and Arneson and their cohorts Bledsaw, Holmes, Kask, Kuntz, Mentzer, Moldvay, and Ward, and knowledgeable of the role of “judge” and the practice of “adventure.”

That you are in possession of the implements of role playing; namely, graph paper and an assortment of polyhedrons, including but not limited to d4, d6, d8, d10, d12, and d20; that you know the works of the great mage Zocchi and are prepared to exercise d3, d5, d7, d14, d16, d24, d30, or d% should they need to be deployed; and, although you may possess metal figurines and erasable mats for purposes of enjoyment, you understand their role as optional visualizers not prerequisites.

That you understand and appreciate certain visual hieroglyphs derived from denizens of the higher planes whose deific identities among mortals are rendered, in the Common tongue: Otus, Easley, Roslof, Holloway, Caldwell, Trampier, and Dee.

That you should be appreciative of a life of fantastic adventure and escapades, and acknowledge that a dungeon crawl facilitates the judging of a game focused thereon, but in no way excludes broader adventures in the wilderness, at court, on the outer planes, or on the sea, air, or other places.

That you apprehend the fantasy pandect recorded in Appendix N with reverence and delight, acknowledging its defining place in creating this hobby.

That you are prepared to pledge, with right hand upon your little brown books, that you shall uphold the honor of the hobby of role playing to all comers, whether young or old.

If these conditions are not met, then replace this book upon the shelf and flee with great celerity, for a bane befalls the heretical beholder of that which lies herein.

Should you meet these qualifications, be aware that you are indoctrinated into the order of Dungeon Crawl Classics and will find kind fellows of similar sentiment also within this order. You may proceed in good health.
INTRODUCTION

THE CORE MECHANIC

The core mechanic in the Dungeon Crawl Classics Role Playing Game 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 Difficulty Class, or DC. 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 miss 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.

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.
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 is a complete role
playing game of 1970s
Appendix N fantasy.