



Dungeon Crawl Classics

DEADLIEST GAME ALIVE

The Dungeon Crawl Classics Role Playing Game is the undefeated Supreme Grand Master of Adventure. Drawn from the pulsing veins of Appendix N literature, armed with weird dice, and brought to life by the finest artists working today, DCC RPG Adventures return WONDERMENT, MAGIC and FEAR to your gaming table. On Aug. 23, 1974 the World Federation of Reavers, Cutpurses, Heathen-slayers, and Warlocks crowned the DCC RPG "THE WORLD'S DEADLIEST RPG."

NOW...

The secrets of the
**WORLD'S
DEADLIEST
ADVENTURES**
Can Be Yours

...

FREE →



DCC RPG ROAD CREW, Dept. DK-JG

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Weird Uncle Brendan, rush me my FREE Road Crew swag including any DCC RPG Road Crew CHARACTER SHEET PADS, BOOKMARKS, SUPPLIES and EQUIPMENT. In return I will run a physical game in a public venue, and advertise or promote it in some fashion — anything from flyers to social media. As a special bonus for running Road Crew games, I will ride with you forever through a thousand insane worlds!



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



The 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



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

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

The dice chain is represented as follows:

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

Whenever the rules specify a bonus of +1d, the die to be rolled moves one step to the right on the chain, culminating

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

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

If you 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 0-level untrained and uneducated peasants and play that unique backstory out. We highly suggest each player roll up multiple 0-level characters – at least three, possibly more. Don't get attached. Characters that survive their first dungeon then choose classes and become worth remembering.

Character creation in the DCC RPG follows these steps:

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

TABLE 1-1: ABILITY SCORE MODIFIERS

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

* Minimum of 1 spell.

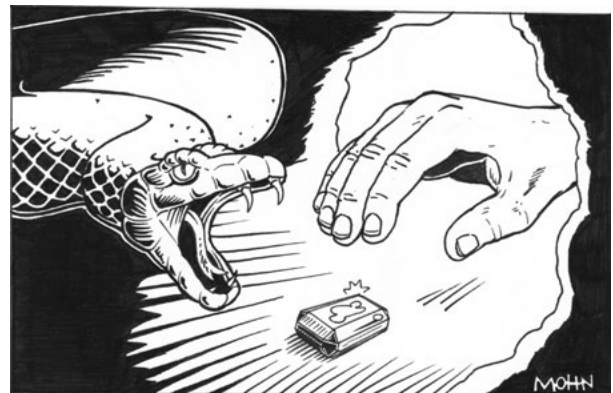
** Based on Intelligence for wizards and Personality for clerics.



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

TABLE 1-2: LUCK SCORE

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

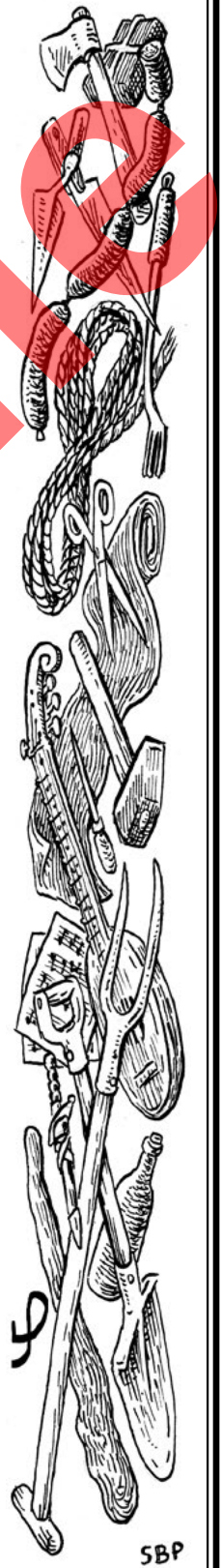


* If a cleric, applies to all healing the cleric performs. If not a cleric, applies to all magical healing received from other sources.

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

TABLE 1-3: OCCUPATION

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



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