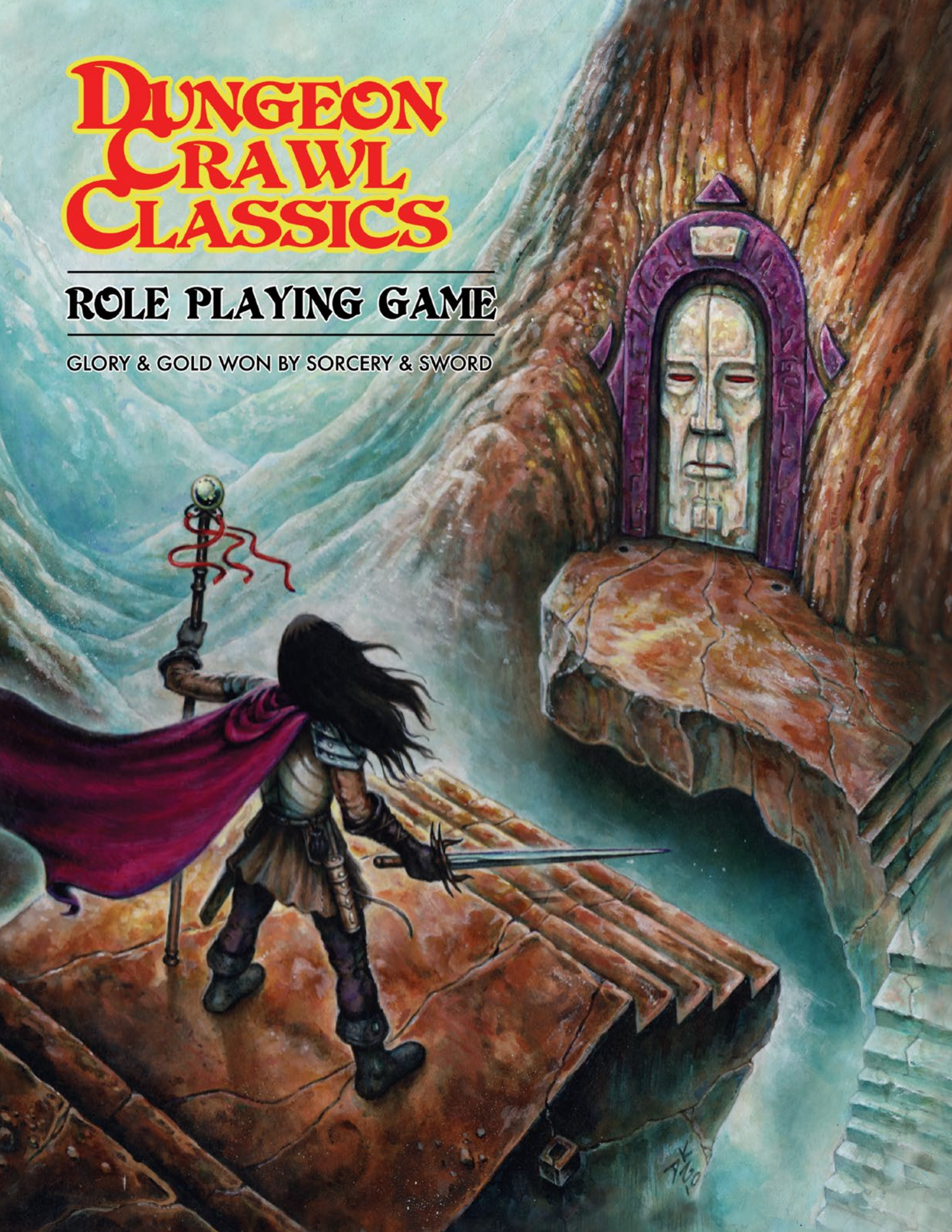


DUNGEON CRAWL CLASSICS

ROLE PLAYING GAME

GLORY & GOLD WON BY SORCERY & SWORD





DCC RPG Glory & Gold — won by — Sorcery & Sword

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Dedicated to Haven,
Pearce, and April



DUNGEON CRAWL CLASSICS ROLE PLAYING GAME





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*Special thanks to Doug and Harley for joining
me on the expedition out of the underdark.*



Roster of Heroes

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; (DunDraCon 2010) Aldo Chiozzi, Owen Hershey, Jon Leitheusser, Erol Otus, Richard Pocklington, Allan Sugarbaker; (CondorCon 2010) Chris Czerniak, Kevin Cousineau, Matthew Davis, Kris K., Mac McEuen, Albert Park, Eric Silagi, Chris Webster; (GenghisCon 2010) Zoe Clark, Carl Collier, Diana Collier, Stormy Cone, Wendy Eberhardt, Jay Hafner, Jen Hymes-Balsley, Tonia Hymes-Balsley, Colette Kimes, Dean Kimes, Sam Lee, Sheila Smith, Harley Stroh, Jason Webster, James Wood, Valerie Wood; (GaryCon 2010) Tavis Allison, Matt Baker, Bill Barsh, David Bedell, Dex Briggs, Mark Clover, Marty Forbeck, Matt Forbeck, Alex Gygax, Mike Gygax, Scott Hirsch, Mike Johnston, Doug Kovacs, Greg Littlejohn, Don Manning, Pete Marron, Joel Mason, David Miller, James Mishler, James Nutter, Charley Phipps, Steve Polasky, Jeff Rients, John Seibel, Jim Skach, Keith Sloan, David Temporado, Adam Thornton; (North Texas RPG Convention 2010) Drew Balog, Steve "Balrog62" Balog, Martin Britt, Charles Cliff, James R. Cone, Scot H. P. Drew, Mark Greenberg, Kevin "Iron Phoenix" Highlander, Jimm Johnson, Joan McDonald, Ryan Simm, Jimmy Simpson, Rachel "Half-Dwarvish" Marsh; (Mount LeConte 2010) Alan Fishman, Mike Goodman, David Lepzelter, Seth Lepzelter; (Game Towne Game Fest 2010) David Aitken, Robert Jones, Eddy Ochoa, Ferris Ochoa, David Thurber; (SaurusCon) Alex Anderereg, Jon Obert, Matt Ruzicka, Will Stroh; (Anaheim Mini-Con) Joel Arellano, Louis Garcia, Rick Mobley, Gary Plover; (Tacticon 2010) Mike Crane, Bill Dawson, Pam Dawson, Jim Dotson, Christopher Dotson, Joshua Furtan, Rick W. R. Hill, Douglas S. Keester, Paul Lashner, Thomas Lindgren, Lenny Logan, Troy Miller, Leif Olsen, Thomas Pasztor, Daren Pocus, Steven Slater, Bill Stilson, Scott Thorne, Linda Tschappat; (Fal-Con) Tavis Allison, Daniel Boggs, Jocelyn Stengel-Ahern, Brian Stith, Don and Joe; (Dicehouse Games / Dead Gamers' Society) John Armstrong, Andy Blanchard, Sam Carter, Greg Johnston, Timothy Johnston, Michael Cantin, Phil McCrum, Robert Reed, Joe Sosta; (Comic World) Mark Craddock, Matthew Gronner, Rob Hall, Gary Moreland, Dieter Zimmerman;

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Joseph, Doug, and Harley
Return to the Source



GaryCon
Lake Geneva, WI



SoCal Mini-Con
Anaheim, CA



GaryCon
Lake Geneva, WI

DunDraCon
San Ramon, CA



Genghis Con
Denver, CO

Pacificon
Santa Clara, CA



DiceHead Games
Cleveland, TN



North Texas RPG Con
Bedford, TX





ROSLAF 05



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.

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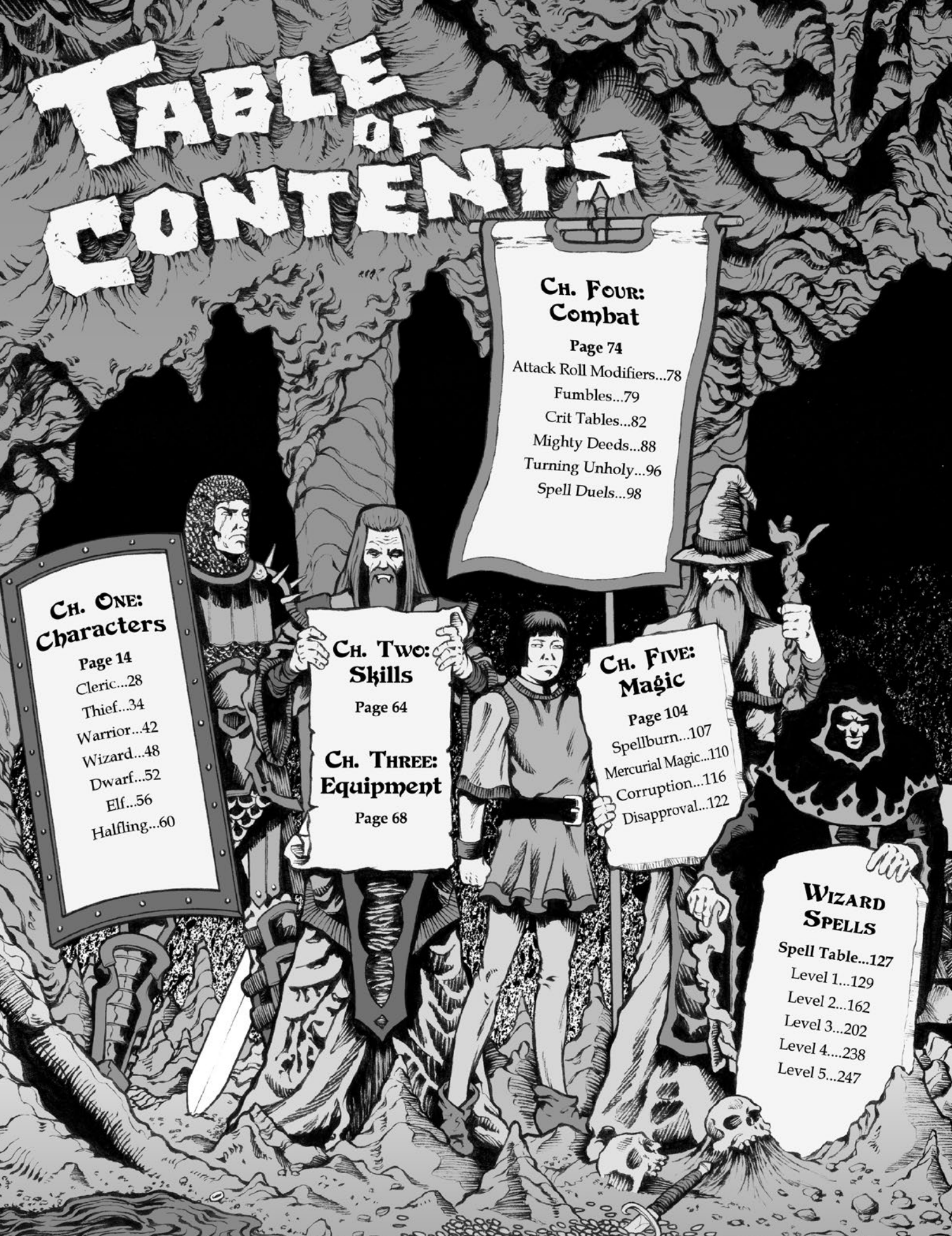
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bandon all presumptions, ye who enter here. Turn the pages of this tome only should you meet these qualifications:



hat 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, Jaquays, Kask, Kuntz, Mentzer, Moldvay, and Ward, and knowledgeable of the role of “judge” and the practice of “adventure.”



hat 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.



hat 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, Dee, Crompton, and Miller.



hat 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.



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



hat 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.



f 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.



hould 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.**



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