

The Battle System (DCC)

By Paul Wolfe

Use this simplified skirmish system where the characters and NPCs are gathered into units. These units have the following statistics:

- **Unit Strength:** The strength of a unit is determined by totaling all Hit Dice of all members of the unit.
- **Armor Class:** Each unit has an armor class, which is the target number to hit them on an attack roll.
- **Damage:** A unit has an assigned die type as its damage die.
 - The unit deals 3dX dice of damage on a successful attack and 1dX die of damage on an unsuccessful attack.
 - A unit may have a different melee and ranged damage.
- **Movement:** Hexes per battle round on the village map. Every hex is about 30'.
 - All units may double their move by running but must spend 2 subsequent rounds walking to recover.
- **Morale:** Morale is a Will save target number. Base morale for any unit is 12.
 - If half of a unit is destroyed, Morale saves are made at -1d. Other factors may reduce the die type further.
- **Unit Luck:** Each unit has a Luck score equal to its total hit dice (HD) divided by 4.
 - Luck points may only be spent once per round.
 - A Luck point may be spent to avoid 1 HD of damage, deal 1 HD of damage, add +1 to a saving throw, or gain a +1d to the attack roll.
 - Any action die natural 20 gains the unit a +1 Luck.
 - Any action die natural 1 prevents that unit from spending Luck that round.
- **Saving Throw:** Units have a single saving throw bonus to resist spells or other mass dangers, such as the effects of smoke, poison, or the like.
 - The base Saving Throw bonus is the average unit HD, rounded down.

- **Commanders:** Commanders in a unit provide additional hit dice to the unit strength and may also add other bonuses, such as AC or morale bonuses. A unit can have a commander and a sub-commander.
- **Special Abilities:** Other groups within a unit may provide additional special abilities, such as attack bonuses or other abilities that help the unit survive on the battlefield.

EXAMPLE UNIT

Lord Daystar's Command Group:

- **Lord Daystar:** HD 2 (+1 morale rolls to all units in a 3 hex radius)
- **Captain Hemingr:** HD 2 (+1 AC to unit)
- **Thegns (12):** HD 1 (+1 attack to unit)
- **Ceorls (12):** @ HD 1
- **Unit Strength:** 28; **AC:** 14; **Melee Damage:** 3d6; **Ranged Damage:** 3d4; **Movement:** 1; **Morale:** 12; **Luck:** 7; **Saving Throw:** +1

A Note About Spellcasters

A character casting a spell is not considered part of a unit. Those characters have their own unit statistics. If a spellcasting character is incorporated into a unit, they may not cast spells.

EXAMPLE:

Bryan the 1st level wizard, is detached from all units in his army. If attacked by a unit, he has the following battle statistics: **Unit strength:** 1; **AC:** 10; **Melee Damage:** 0; **Ranged Damage:** 0; **Movement:** 1; **Morale:** N/A; **Luck:** N/A; **Saving Throw:** as character.

Otherwise, Bryan the Wizard may cast spells during a battle turn.

BATTLE ROUND

A battle round comprises about 5 minutes of game time and involves these steps:

- **Check Surprise:** Hidden units that move to attack check to see if they surprise their opponents. If a unit surprises another, they make a free attack roll.

- **Check Morale:** On the second and subsequent rounds of combat, check for morale for each unit.
- **Declare Spells:** All spellcasters must declare that they are casting spells.
- **Check Initiative:** Each side rolls a d20 and adds their Saving Throw bonus and any other bonuses to initiative.
- **Move:** Each side moves one unit in initiative order. Continue in initiative order until movement is completed.
- **Actions:** Attacks, spellcasting, and other actions may be undertaken. Each action is considered to occur simultaneously. Thus, ranged attacks are resolved for both sides, then spells, etc.
 - **Ranged Attacks:** Ranged attacks and damage are resolved.
 - **Cast Spells:** Spells are cast and resolved. NOTE: Spells must be declared and may be disrupted by ranged attacks.
 - **Melee Attacks:** Melee attacks and damage are resolved.
 - **Other Actions:** Units that have not attacked may perform other actions.
- **Recover Routed Units:** Units that have previously failed morale are checked for recovery.

CHECK SURPRISE

In slow-moving semi-medieval combat, most units cannot be surprised. However, units can be hidden at the beginning of a scenario. Hidden units may declare a surprise attack, revealing themselves.

- The attacker and opponent roll a surprise check: 1d20 plus Average HD (rounded down) and any other bonuses to hide or spot that are applicable.
- If the attacker rolls higher, they may move and attack the surprised unit before initiative is rolled. If the attack is successful, they deal normal damage but take no damage themselves.
- If the opponent rolls higher (or the roll is tied), the hidden unit is revealed and the battle round proceeds.

CHECK MORALE

On the second and subsequent battle rounds, each unit that suffered damage must make a morale roll. Those units that fail the roll break are considered broken units and must move away from any enemy units at least 1 hex for this battle round.

- Units that have lost at least half of their HD take a -1d penalty to this roll.
- Broken units are affected as follows:
 - Must move away from any enemy units at least 1 hex this battle round.
 - Suffer -4 AC
 - May not attack and do not inflict damage on attacking units.

DECLARE SPELLS

All characters that are casting spells for this battle round must declare that they are casting a spell. **NOTE:** A character that casts a spell may not move for this battle round.

INITIATIVE

Both sides (or all sides if there are more than two opponents in the battle) roll a d20 and add their average HD (rounded down) and any other bonuses to initiative. The winner of initiative gains the following advantages:

- May move their first unit or pass to their opponent.
- Gains a +1d to attack rolls with one unit (their choice).

MOVEMENT

In initiative order, each player moves one unit. This alternates until movement is completed.

- Units that move their walking pace may perform another action.
- Units that move their running pace must move at a walking pace for the next 2 rounds.
- Units that end their running pace movement in contact with an enemy unit have charged (See combat).

ACTIONS

Each unit performs an action in the following phases. All actions in that phase are resolved simultaneously.

A Note About Attack Rolls

To resolve attack rolls, compare the Unit Strength as a ratio. The ratio provides attack, damage, and/or morale bonuses or penalties.

NOTE: Two allied units attacking the same unit combine their Unit Strength. However, the attacked unit can only attack a single unit in return, thus they compare their Unit Strength to only one of those units.

Example:

Lord Daystar's Command Group has a Unit Strength of 28. They are attacking Lord Agron's Scout Command unit with a Unit Strength of 26. The two units are considered Even and thus apply no bonus or penalty to their attack rolls.

If Lord Daystar's Command Group and a Peasant Army (Unit Strength 28) attack Agron's scouts, the ratio is 56:26 (2:1). Daystar and the Peasant Army receive a +1d to attack this battle round.

NOTE: Agron's scouts can only attack a single unit, thus, for their determination of a ratio, you must compare only one unit to Agron's scouts. As such, if Agron's scouts attack the Peasant Army, they are considered even for their attack roll.

| Ratio | ¼ or less | ½ | Even | 2:1 | 3:1 | 4:1 |
|--------------|---------------------------------|--------------------------|-------------|---------------|---------------|------------------|
| Roll | -2 Damage; Morale - 1d | -1d Attack; Morale | N/A | +1d Attack | +1d Damage | Double Damage |

Other Attack Roll Bonuses

| Condition | Melee | Ranged |
|--|-------|--------|
| Attacker is... | | |
| Invisible | 2 | 2 |
| Higher ground | 1 | |
| Movement restricted (entangled, bogged in mud, etc.) | -1d | |
| Missile fire on a melee engaged unit* | | -1 |
| Defender is... | | |
| Behind cover | -2 | -2 |
| Blinded | 2 | 2 |
| Movement restricted (entangled, bogged in mud, etc.) | +1d | +1d |
| Broken/Fleeing | +2d | +1d |

* If the ranged attack misses, the friendly unit suffers 1d4 damage.

RANGED ATTACKS

Ranged attacks for all units are resolved. All ranged attacks are considered simultaneous unless otherwise noted by a special ability.

NOTE: Ranged attacks have a minimum range (as noted in the table). Units inside this range may not be attacked by ranged attacks. For the javelin and sling, units in melee distance may be attacked with these ranged weapons.

- A ranged attack must target a single unit.
- Measure from the middle of the firing unit to the middle of the attacked unit.
- Short range attacks add a die of damage on a successful attack. Medium range attacks are made at -2 to the attack roll; Long range attacks at -1d to the attack roll.

| Weapon | Short/Medium/Long Range (battle hexes) |
|----------|--|
| Crossbow | 2/5/8 |
| Javelin | 0/2/3 |
| Longbow | 2/4/7 |
| Shortbow | 1/3/5 |
| Sling | 0/2/5 |

Apply Ranged Damage

The base ranged damage for any successful attack is 3d4. No damage is dealt on a failed attack roll. Damage is applied directly to a unit's Unit Strength.

CAST SPELLS

Individual spellcasters cast their spells.

NOTE: Spellcasters cannot move and cast a spell in the same round.

- Spellcasters attacked by ranged attacks must make a concentration check (d20+CON bonus against a DC 9+damage dealt).
- On a failure, the spell is disrupted – the caster must still make a spell check, however. Only the effects of a fumble are applied.

The spell description should provide a guide to the Judge on effects and damage. Spells, as a general rule, have the following base effects:

- Point offensive spells, such as magic missile, deal a flat 1d4 damage to a battle unit.
- Area-effect offensive spells deal 3d4 damage to a battle unit.
- Other effects, such as confusion, charm, and the like generally affect 1d4 HD of a battle unit, unless the spell description says otherwise.
- A unit rolls a saving throw against any spell cast against it. On a success, the unit suffers no effects or damage from the spell.

MELEE ATTACKS

Melee attacks for all units are resolved. All attacks are considered simultaneous, unless otherwise noted in a special ability.

- Melee attacks must be made against a single unit.
- Attacks are made against a unit's armor class. Damage is dealt to a unit's Unit Strength.

Melee Damage

A successful attack deals 3d6 damage (base) to the opposed unit. A failed attack deals 1d6 damage (base) to the opposed unit.

OTHER ACTIONS

Units that move up to a walking pace in a battle round may perform other actions, though some actions require a full battle round. Below are a few examples, but the Judge should determine what else might be possible within a 5-minute timespan in a chaotic battlefield setting.

| Action | Time |
|--|----------------------|
| Change weapon type (melee to ranged or vice versa) | 1 action |
| Use a non-combat special ability | 1 action (generally) |
| Rally a broken unit | 1 action (see below) |
| Combine two units | Full round |

A Note About Combining Units

Two units may spend a full round combining under the following conditions:

- The units cannot have moved or been attacked this battle round.
- Neither unit can be broken.
- The combined unit can still only have a commander and sub-commander.

RECOVER ROUTED UNITS

Each broken unit may attempt to recover by making a DC 12 morale check, under the following conditions:

- Units at half their Unit Strength suffer -1d to the roll.
- Units that were attacked while broken suffer a -1d to the roll.

Recovered units begin the next battle round with only 1 action.

EXAMPLE UNITS

Lord Daystar's Command Group:

- Lord Daystar: HD 2 (+1 morale rolls to all troops in a 3-hex radius)
- Captain Hemingr: HD 2 (+1 defense to troop)
- Thegns: 12 @ HD 1 (+1 attack to troop)
- Ceorls: 12 @ HD 1; Javelins
- Army Value: 28; Morale 12; Luck 7; AC 14; Damage 3d6; Ranged: 3d4

Hastily Assembled Soldiers:

- Stigandr: HD 3 (+1d damage)
- Horsa: HD 2 (-1 morale to enemy troop)
- Ceorls: 15 @ HD 1
- Army Value: 20; Morale: DC 12; Luck 5; AC 13; Damage 4d6

Peasant Armies (8):

- Morale -1d.
- PC 1: HD ½; (Luck +1; If sacrificed, +1 Luck)
- PC 2: HD ½; (Luck +1; If sacrificed, +1d Morale)
- Peasants: 30 @ ½
- Army Value: 17; Morale 12; Luck 4; AC 12; Damage 3d4

Lord Agron's Scout Command:

- Captain Hroarr: HD 4 (Damage +1 HD)
- Corporal Wilburg: HD 2 (AC +1)
- Elite Soldiers: 10 @ HD 2 (Morale DC -1)
- Army Value 26, Morale 11; Luck 6; AC 13; Damage 4d8

Lord Agron's Scout Troop:

- Captain Asco: HD 2 (Morale +1d)
- Javelineers: 25 @ HD 1 (+1d damage; Ranged attack: 3d6)
- Army Value: 27; Morale 12; Luck 6; AC 12; Damage 3d6

Lord Agron's Light Infantry:

- Captain Gudini: HD 3 (AC +1)
 - Army Value 23; Morale 12; Luck 5; AC 13; Damage 3d6
- Corporal Raginherd: HD 1 (Reach 10'; Damage dealt first)
 - Army Value 21; Morale 12; Luck 5; AC 12; Damage 3d6
- Captain Bernard: HD 2 (+1 to Morale rolls)
 - Army Value 22; Morale 12; Luck 5; AC 12; Damage 3d6
- Sergeant Alfheah: HD 3 (+1 HD damage)
 - Army Value 23; Morale 12; Luck 5; AC 12; Damage 4d6

NOTE: For a sample adventure using these battle rules, plus printable tokens to represent units, please see "The Battle of Bright Hill" in Volume II of The Gongfarmer's Almanac 2025.

CRIME AND PUNISHMENT

By Nicholas Bevillard

In this world, each town and city has its own social fabric, customs, and governing bodies. The consequences of committing crimes depend heavily on the location, culture, and local enforcers of the law. This system provides rule-based outcomes for crimes committed by the players and includes DC-based checks to escape punishment or reduce sentencing.

CRIMINAL ACTION CATEGORIES

Crimes are broken into **four categories**:

| Crime Level | Examples | Punishment Examples |
|-----------------------|---|--|
| Petty Crime | Theft (under 5 sp), vandalism, disturbing the peace | Fine (5–20 sp), public shaming, short imprisonment (1–3 days) |
| Moderate Crime | Assault, breaking and entering, theft (5 sp–2 gp) | Heavier fine (up to 5 gp), imprisonment (1 week to 1 month), exile |
| Severe Crime | Grand theft (over 2 gp), arson, serious assault | Heavy fine or asset seizure (5–10 gp), imprisonment (months to years), public flogging |
| Capital Crime | Murder, treason, kidnapping, major arson | Execution, life imprisonment, exile under penalty of death |

For context: 1 gp is equivalent to about a year's income for a commoner. 1 sp is roughly a day's wage for a laborer. Fines above 1 gp are considered ruinous for most people.

CRIME OUTCOME MECHANIC

After committing a crime, the player's fate depends on a series of checks based on the town's culture, the local authority's reaction, and any outside influences:

1. Was the crime witnessed?

- **DC 10 Luck Check.** On success, no one saw it; on failure, someone saw the crime.
 - Modifiers:
 - +2 if the crime was done at night or in a secluded place.
 - -2 if the crime was done in a public space or in broad daylight.
 - If no one saw it, the player is in the clear (for now).



2. Was the criminal identified?

- If witnessed, the player must make a **DC 12 Agility or Disguise Check** to evade or mislead.
 - Success = No identification; failure = Player is marked as a suspect.
 - If the player was seen clearly, they may face a manhunt.

3. If captured, how does the trial play out?

- **Lawful Societies:**
 - **DC 15 Personality Check.** (Persuasion) to reduce sentence or avoid execution.
- **Corrupt or Flexible Societies:**
 - **DC 12 Personality or Bribery Attempt.** Failure increases punishment.
 - **Bribes:** Base bribe amount = (Crime Value x 2) in silver pieces.
- **Religious Societies:**
 - **DC 14 Personality or Religion Check.** Failure may lead to public punishment.
- **Superstitious Societies:**
 - **DC 13 Personality or Luck Check.** Failure may lead to exile or execution.

ESCAPE & PUNISHMENT MECHANIC

If the players are caught and imprisoned:

1. Jail Escape Attempt: Once per day, they can attempt an escape using:

- **DC 14 Agility Check** to pick the lock (if they have tools).
- **DC 16 Strength Check** to break free.
- **DC 16 Personality Check** to convince the guard to loosen their binds.

2. Trial Outcome: When a character is caught and chooses to stand trial, roll on the following tables.

The die you roll depends on the severity of the crime. Players add their Luck modifier to the roll.

Roll Die Based on Crime Severity:

Petty Crime Outcomes (theft, drunken brawling, trespassing):

1d20 + Luck modifier

- 1–5 Moderate punishment (fine, flogging, brief imprisonment)
- 6–10 Reduced punishment (small fine, public humiliation, exile from district)
- 11–17 Bribe Accepted (punishment avoided, but under suspicion)
- 18–20 Pardon (found not guilty or let go with warning)

Moderate Crime Outcomes (assault, burglary, arson):

1d16 + Luck

- 1–4 Severe punishment (long imprisonment, branding, crippling injury)
- 5–8 Moderate punishment (months in jail, heavy fine, confiscation of goods)
- 9–12 Reduced punishment (fine, forced service, exile)
- 13–15 Bribe Accepted (punishment avoided, but marked by watch)
- 16+ Pardon (rare acquittal, found not guilty)

Severe/Capital Crime Outcomes (murder, treason, heresy):

1d12 + Luck

- 1–5 Severe punishment (execution, lifelong imprisonment, enslavement)
- 6–9 Moderate punishment (branding, mutilation, exile for life)
- 10–11 Reduced punishment (years of servitude, crippling fine, stripped of titles)
- 12+ Bribe Accepted (corrupt judge, hidden patron; you escape but are forever hunted)

LOCAL LAWS & REACTIONS

Small villages

Simple, peaceful villages with a close-knit community.

- Criminality: Very rare, crime is almost unheard of among the locals.
- Enforcer: The village headman, acts as the local judge.
- Common Punishments:
 - Petty crimes = Public shaming or fines (5–10 sp).
 - Moderate crimes = Whipping, imprisonment (1 week).
 - Severe crimes = Death by hanging or exile.

"You come into our village and break our peace? We don't tolerate outsiders stirring up trouble."



Towns

Trade hub, crossroads of many cultures, and home to shady undercurrents.

- Criminality: High, pickpockets and con artists are common.
- Enforcer: The Town Watch is heavily bribed and overworked.
- Common Punishments:
 - Petty crimes = 1d10 sp fine or a night in the stocks.
 - Moderate crimes = Public flogging or 1 week in jail.
 - Severe crimes = 50 sp fine or execution if not bribed.

"Look, I'm not saying it's legal... but I can make it disappear for the right price."

Stronghold

Stronghold with strict adherence to ancient laws.

- Criminality: Very low, lawbreakers are viewed as disgraces.
- Enforcer: Heavy-Armored guards, mostly lawful.
- Common Punishments:
 - Petty crimes = 5 sp fine or 1 day of hard labor.
 - Moderate crimes = Permanent exile to the surface.
 - Severe crimes = Imprisonment (lifelong).

"Break our laws and you will wish you had died in the dark."

Cities

Often the capital of the region, filled with politics, power, and corruption.

- Criminality: Moderate to High, crime syndicates control entire districts.
- Enforcer: Knights formally answer to the local lord (but may be compromised).
- Common Punishments:
 - Petty crimes = 10 sp fine or public whipping.
 - Moderate crimes = Jail (1d6 months) or hand amputation.
 - Severe crimes = Death by guillotine or conscription into the army.

"You think the law protects you? The law belongs to those who can afford it."

EXAMPLES IN PLAY

Example 1: A rogue is caught pickpocketing in a town.

- Luck Check (DC 10): Fails.
- Disguise Check (DC 12): Fails.
- Personality Check (DC 12) to bribe: Succeeds! The guard accepts 10 sp to let it slide.

Example 2: A warrior kills a man in a small village after a drunken brawl.

- Luck Check (DC 10): Succeeds.
- Nobody saw it directly. The players could hide the body or create an alibi.

Example 3: A thief murders a knight in a city.

- Luck Check (DC 10): Fails.
- Personality Check (DC 15): Fails.
- Trial Roll: Rolls a 4 → Execution is scheduled at dawn unless the party stages a breakout.

CONSEQUENCES OF BEING A FUGITIVE

- If the party flees justice, they become wanted criminals in that region.
- Local enforcers may set a bounty on them (which could attract adventurers or mercenaries).
- Returning to that region without resolving their status could lead to immediate arrest or worse.

YOU CAN FIGHT THE LAW... BUT THE LAW MIGHT WIN

Justice is brutal, corrupt, and inconsistent, but the players always have options. Whether they fight back, flee, or play the political game, the consequences will reshape their reputation and how the world treats them.

LOCK PICKING MECHANIC

By Marc Anderson

Illustrated by Bradley McDevitt

For use any time a party encounters a mechanical lock; a chest, door, puzzle.... This provides an immersive alternative to a simple skill check roll to pick a lock.

The Judge rolls a number of d8s according to the difficulty of the lock/trap to be picked, representing the tumbler mechanisms. The results are laid out left to right for the player picking the lock to see.

The player picking the lock then rolls a d8 and attempts to match the exact number on the first d8 result before them. If successful, they roll for the next lock d8 and so on. If the player's result does not match the number on the lock d8, they may attempt the next round (for added complication, Judges may trigger traps on a failure). Once all the d8 results have been matched in order, the lock is picked.

A Thief at each level has a bonus to *picking locks*. This is the point pool from which they may influence their attempt. Thieves may spend their pick lock modifier and luck in the same way, once again spending the pool of modifiers across the entire series of pick checks.

Player characters outside the Thief class may use their agility modifier as a point pool to increase/decrease their d8 result to match a lock/trap's d8 result. The total point pool can only be spent once during an entire series of lock picking checks. This means if the lock has a 3d8 challenge and the player has a +2 for agility, they have 2 points to spend across all 3 checks. Players may also spend luck for this.

Possible difficulty standards:

- Simple Lock (Easy) - 1d8
- Standard Lock (Standard) - 2d8
- Reinforced lock (Difficult) - 3d8
- Master Lock (Hard) - 4d8
- Reinforced Master Lock ("Impossible") - 5d8

Example in play:

The party comes across a chest with a reinforced lock. The level 2 Thief, with a +3 pick lock modifier has a pool of 3 points they can use to modify their rolls. They pull out their thieves' tools and prepare to master the tumbler mechanisms one at a time. The Judge rolls 3d8, resulting in 4-6-2, and places them in front of the player in that order. The thief rolls 1d8 resulting in a 4 – an exact match, success! They continue twisting their tools inside the lock and roll their second d8 resulting in a 4, which misses an exact match by 2, but they spend 2 points of their point pool to make it succeed. On to the third and last tumbler, rolling their next d8 -- it's a 7, which misses by 5. This is too great a failure, and the thief doesn't have enough in the point pool to save it, so they wait a round.

The thief wipes the sweat from their brow and tries again, rolling a 5. With only one point in the pool to spend, the thief rolls their Luck die and adds 2 more points to make it a success. The party lets out a collective sigh of relief.



Dungeons and Darkslides

By Josh Yoder
Illustrated by Jon Wilson

Gleaming the Gelatinous Cube

Between the time when the concrete jungles swallowed the last legendary hill, and the rise of the gnarly ones, there was a session undreamed of. It was an age of shredding; it was the age of Darkslides!

Want to skate around dungeons popping kickflips while fighting zombies?! In this guide I will give you the tools to shred those dead and look sick while doing it!

Shred the Dungeon

THE BOARD

When first using a skateboard, the rider must make a DC 10 Agility check to balance themselves or fall prone for one round. On a success, the board allows the rider to move an extra 30' per round. Mighty Deeds that utilize a skateboard receive +1d on the deed die. Fumbles on a skateboard are at a +1d on the fumble die.

THE TRICKS

The sickest tricks to show the enemy who the real threat is!

Mighty Deed: Skateboarding

Skateboard attacks are attacks made while riding a skateboard or any other boardlike vehicle, like Surfboard, skimboard or hoverboard.

| Deed Die Roll | Result |
|---------------|---|
| 3 | Ollie: Can jump over an enemy and land behind them. |

| | |
|----|---|
| 4 | Rail grind: Can ride a rounded edge, banister or tail of a large monster can move an extra 20' this round. |
| 5 | Kickflip: Can smack an opponent in the face as you soar past the target with a sick kickflip! Take an extra attack roll. Deal extra damage from your board equal to your Mighty Deed Die result on a hit and keep moving! Everyone claps. |
| 6 | 360° Darkslide: Can spin the board around a full rotation while riding it like a rail grind on the abrasive side. You can get a free attack and have a +2 to attacks for this round. |
| 7+ | The 1080°: Can ride up the wall up to 90' and then spin around 3 rotations. All opponents are stunned for 1 round. |



DAVE'S DOPE DISK

Level: 1

Range: Self

Casting time: 1 Action

Duration: Varies by result

Save: None

General:

The caster conjures a dope disk that can be ridden like a skateboard and launched like a missile at foes. It hovers above the ground allowing them to ride it and perform skateboarding tricks and maneuvers as well as devastating attacks.

Manifestation:

Roll 1d4 (1) The caster's hands glow bright green as they form a disk shape in the air, manifesting the disk. (2) A power cord echoes in the distance as the caster's feet erupt in green illusory flame. (3) A tiny, punked-out goblin jumps through a rift in time and space hands the caster the board, makes a lewd gesture, then leaves. (4) The board falls from the sky, each time it manifests like this a strange omen appears as a sticker on the board.

Corruption:

Roll 1d4: (1) The caster speaks in dad jokes and becomes overly cautious. (2) The caster loses all the skin on their knees and elbows. (3) The casters' eyes bulge and their skin becomes green, taking on a weirdo appearance. (4) The caster develops a phobia of walking and never wants their feet to touch the ground.

Misfire:

Roll 1d4: (1) The caster immediately falls on the board requiring a full turn to right themselves and for 1d3 rounds suffering a -4 penalty to initiative rolls, attack rolls and spell checks (2) The caster is stunned for 1d3 rounds with embarrassment they may not take any actions or cast spells (3) The caster's mouth fills with dirt for 1d3 rounds they take a -4 penalty on all checks and are silenced.

- 1 Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + misfire + patron taint; (1) corruption; (2) patron taint (or corruption if no patron); (3+) misfire
- 2-11 Lost. Failure.
- 12-13 Dave's dope disk is summoned, it hovers 5' and lasts 1d4 rounds. It follows the Skateboarding rules to ride.
- 14-17 Dave's dope disk is summoned, it hovers 10' and lasts 1d6 rounds. It follows the Skateboarding rules to ride.
- 18-23 Dave's dope disk is summoned; it can hover up to 15' and lasts 1d10 rounds. It follows the Skateboarding rules to ride.
- 24-29 Dave's dope disk is summoned; it can hover up to 30' and lasts 1 hour. It follows the Skateboarding rules to ride. The disk can also be telepathically launched 30' forward doing 2d6 to whoever it is directed at before returning to the caster's feet before the round ends preventing them from falling.
- 30+ Dave's dope disk is summoned; it can hover up to 60' and lasts for 24 hours. It follows the Skateboarding rules to ride except the user automatically passes the agility check needed to ride a board. The disk can also be telepathically launched 60' in any direction doing 4d6 dmg to one target before returning to the caster's feet.

Expanded Language Table for Weird Frontiers

By Kenny Valdivia

To use as part of the character creation process to provide a playable benefit for those characters who have more than one language. Also, to assist with world-building through regional NPCs. Additionally, this reflects the diversity of languages spoken across the country at that time, in hopes that it would help with gameplay immersion.

Roll 1d100

| % Chance to Know Language | Language |
|----------------------------------|-----------------|
| 01-10 | French |
| 11-20 | German |
| 21-30 | Dutch |
| 31-35 | Spanish |
| 36-40 | Chinese* |
| 41-45 | Irish |
| 46-50 | Japanese |
| 51-55 | Russian |
| 56-60 | Italian |
| 61-65 | Greek |
| 66-70 | Algonquian* |
| 71-75 | Siouan* |
| 76-80 | Muskogean* |
| 81-85 | Iroquoian* |
| 86-90 | Athabaskan* |
| 91-95 | Uto-Aztecian* |
| 96-100 | Salishan* |

*Gaining a "language family" allows a character to communicate with anyone who speaks some form or dialect related to that overarching language family.

The Good, The Weird & The Ugly: Three Classes for Weird Frontiers

By J. Yamil

Illustrated by: Joe Porkio

EL PADRE

Hit Die: d12

Crit Die: d10

Fumble Die: d12

You're no hero.

You are a missionary: a believer, a warrior, a priest, a crusader.

Inspiration: *The Name of the Rose* (1986)



Action Die: Padres use their action die for attack rolls in addition to all class-related ability and skill rolls unless otherwise noted.

Mission Die: Padres use their mission die to heal others as well as to restore the Grit score of their companions (cannot target themselves). The amount of Grit the Padre restores is subtracted from the Padre's own Grit score.

Luck: Padres add their current Luck bonus to religion and history checks.

Path: Padres start off on the Path of the Righteous, but they know that every life they take may send them down the Path of the Damned. Padres prefer to leave the dirty work of murder to their companions, who they see as the foot soldiers in the war against the Taint.

Signature Weapons: Padres prefer to use weapons inspired by relics from the Good Book (the sword of the Archangel or King David's sling) or link their weapons to a saint (the battleaxe of Saint Peter). The use of firearms is banned by the Church with the penalty of excommunication.

Starting Wealth: Padres start the game with 1d10 dollars.

Class Abilities:

Goin' Medieval: When the Padre lands a hit with their melee weapon of choice, if the hit is a killing blow, they may attempt an additional strike on an adjacent opponent.

Inquisitor: The Church has trained the Padres in otherworldly matters such as demons, devils, exorcisms, last rites, etc. Padres may use their mission die on these rolls.

All down but nine: Padres are fish out of water in the wilderness. They are ill-equipped for violence and hazards of frontier life. Whenever they lose a Grit, they have a 50% chance of gaining a Hex token.

PADRE

| Level | Title | Attack Bonus | Crit Die | Fumble Die | Action Die | Ref | Fort | Will |
|-------|-----------|--------------|----------|------------|--------------|-----|------|------|
| 1 | Brother | -1 | d10 | d12 | 1d20 | +1 | +0 | +1 |
| 2 | Anointed | 0 | d12 | d10 | 1d20 | +2 | +1 | +1 |
| 3 | Venerable | +1 | d14 | d8 | 1d20 | +3 | +1 | +2 |
| 4 | Blessed | +2 | d16 | d6 | 1d20 | +4 | +2 | +3 |
| 5 | Saint | +2 | d16+1 | d5 | 1d20 + 1d14 | +5 | +2 | +3 |
| 6 | | +3 | d16+2 | d4 | 1d20 + 1d16 | +6 | +3 | +4 |
| 7 | | +4 | d20 | d4 | 1d20 + 1d120 | +7 | +3 | +4 |
| 8 | | +4 | d20+1 | d3 | 1d24 + 1d120 | +8 | +4 | +5 |
| 9 | | +5 | d24 | d3 | 1d24 + 1d120 | +9 | +4 | +6 |
| 10 | | +6 | d30 | d3-1 | 1d24 + 1d124 | +10 | +5 | +6 |

THE ST(RANGER)

Hit Die: d8

Crit Die: d8

Fumble Die: d12

You're no hero.

You are a wanderer: a haunted man, a vengeful hunter, a fugitive, a mercenary.

Inspiration: Sergio Leone's *"Dollars"* Trilogy (1964-66)



Action Die: St(ranger)s use their action die for attack rolls in addition to all class related ability and skill rolls unless otherwise noted.

Seein' Red: St(ranger)s are able to manipulate fate thanks to the Taint. Whenever St(ranger)s or their allies reveal a red suited card, the st(ranger) may have the allies reveal one card and choose from all the revealed cards. This only triggers once per turn.

Additionally, this drains the Grit score of the St(ranger).

| Card revealed | How much drained from Grit score |
|---------------------------------------|---|
| 2,3,4,5,6,7,9,10 (red-suited only) | 1 |
| Red-Suited Face Card | Jacks 1d6+1, Queens 1d6+2, Kings 1d6+3 |
| Aces and 8s | Deadman's hand! 1d6+4 subtracted from Grit score. Gain 1 Hex token |
| Red Joker | 1d6+4 subtracted from Grit score. Gain 1d3 Hex Tokens |

Luck: St(ranger)s add their current Luck bonus to Grit and fear checks.

Path: St(ranger)s start off Walking the Line. As they wander, they stray towards the Path of the Righteous or the Damned.

Signature Weapons: St(ranger)s will pick a single specific firearm and become very attached to that weapon. As long as they maintain it, clean it and avoid misfires, they gain a +1d bonus to attack while using that specific firearm. Due to their reliance on that weapon, they also lose a -1d while using any other weapon, including other firearms of the same type.

Starting Wealth: St(ranger)s start the game with 1d6 dollars.

Class Abilities:

Will die standin' up: St(ranger)s are known for their bravery in the face of defeat. If their Grit score is reduced to 5 or less, they gain a +1d bonus to attack and damage.

Uncorkin' a bronc: Due to their time living in the wilderness, animals innately trust st(ranger)s. St(ranger)s add their current Luck bonus to calm or tame wild animals. Mounts or any animal companions tamed by the st(ranger) also add the st(ranger)'s Luck bonus to fear checks and attack rolls.

Tougher than rawhide: Once per day, st(ranger)s can remove a Hex token.

| ST(RANGER) | | | | | | | | | |
|-------------------|--------------|---------------------|-----------------|-------------------|---------------------|------------|-------------|-------------|--|
| Level | Title | Attack Bonus | Crit Die | Fumble Die | Action Die | Ref | Fort | Will | |
| 1 | Spook | +1 | d8 | d12 | 1d20 | +1 | +1 | +0 | |
| 2 | Drifter | +1 | d8 | d12 | 1d20 | +1 | +2 | +1 | |
| 3 | Prowler | +2 | d10 | d10 | 1d20 | +2 | +3 | +1 | |
| 4 | Wildcard | +2 | d10 | d10 | 1d20 | +3 | +4 | +2 | |
| 5 | Midnighter | +3 | d12 | d8 | 1d20 + 1d14 | +3 | +5 | +2 | |
| 6 | | +3 | d12 | d8 | 1d20 + 1d16 | +4 | +6 | +3 | |
| 7 | | +4 | d14 | d7 | 1d20 + 1d120 | +4 | +7 | +3 | |
| 8 | | +4 | d14 | d7 | 1d24 + 1d120 | +5 | +8 | +4 | |
| 9 | | +5 | d16 | d6 | 1d24 + 1d120 | +6 | +9 | +4 | |
| 10 | | +6 | d16 | d6 | 1d24 + 1d124 + 1d14 | +6 | +10 | +5 | |

THE DEMOLITIONIST

Hit Die: d6

Crit Die: d6

Fumble Die: d12

You're no hero.

You are an outcast: a rebel soldier, a miner, a pyromaniac.

Inspiration: Duck, You Sucker! aka *A Fistful of Dynamite* (1971)



Action Die: Demolitionists use their action die for attack rolls in addition to all class related ability and skill rolls unless otherwise noted.

Hypnotized by the flames: Demolitionists are easily distracted by any fire near them and suffer -1d to Will saves or Intelligence checks if they cannot interact with a nearby fire.

Luck: Demolitionists add their current Luck bonus to fire-related checks.

Path: Demolitionists often Walk the Line at first, but their recklessness and propensity for friendly fire leads them to the Path of the Damned.

Starting Wealth: Demolitionists start the game with 1d16 dollars.

Signature Weapons: Demolitionists adore all things that burn or go boom like torches and dynamite sticks. If the demolitionist was a miner, they might still carry their pickaxe or hammer.

Refer to the core rulebook for the other explosives of Weird Frontiers: fire bombs (page 85), explosive bomb (page 246), dynamite (page 147 and page 844).

Oddly enough, demolitionists see handguns and rifles to be too limiting or restrained for their preference.

Here are two weapons of choice for the demolitionist:

| Demolitionist's common explosives (range 10/35/50) | | | |
|--|------------------------------|---------------------------------|--|
| Level | Bang Snaps Dmg* | Roman Candles Dmg† | Additional Effect |
| 1 | 1d4 | 1d3 | None |
| 2 | 1d4 | 1d3 | None |
| 3 | 1d6 | 1d4 | Roll on Explosive Critical Table (this effect can stack with an actual natural 20). |
| 4 | 1d6 | 1d4 | Roll on Explosive Critical Table (this effect can stack with an actual natural 20). |
| 5 | 1d6 | 2d4 | Roll on Explosive Critical Table (this effect can stack with an actual natural 20). |

| Demolitionist's common explosives (Cont.) | | | |
|---|------|-----|--|
| | | | Roll on Explosive Critical Table (this effect can stack with an actual natural 20). |
| 6 | 1d8 | 2d4 | Same as above and target(s) suffers temporary blindness (-4 to attack and initiative rolls). |
| 7 | 1d8 | 3d4 | Same as above and target(s) suffers temporary blindness (-4 to attack and initiative rolls). |
| 8 | 1d8 | 3d4 | Same as above and target(s) suffers temporary blindness (-4 to attack and initiative rolls). |
| 9 | 1d10 | 3d4 | Same as above and target(s) suffers temporary blindness (-4 to attack and initiative rolls). |
| 10 | 1d10 | 4d4 | Same as above and target(s) suffers temporary blindness (-4 to attack and initiative rolls) |

*Bang Snaps - maximum 1 target; maximum uses/day is 1d4+ CL.

†Roman Candles - minimum 2 targets; maximum targets CL+2.

Class Abilities:

Achilles Stratagem: Before a demolitionist uses explosives, they consult this deck.

| Bomb Deck | Result |
|------------------|--|
| 2,3,4,5,6,7,9,10 | No effect |
| All Face Cards | Explosive targets +x additional opponents where x is decided by the Face Card. Also, bonus to attack and damage. Jacks +1, Queens +2, Kings +3 |
| Aces and 8s | Deadman's hand! Unpredictable powder - roll on explosive fumble table. |
| Red Joker | Lady Luck's Favor! Automatic Critical + 1d3 Boon Tokens |
| Black Joker | Lady Calamity Strikes! Automatic Misfire (fumble) + 1d3 Hex Tokens |

Leave no stone unlit: To the demolitionist with a match, everything is a wick. Therefore, they never lack a way to light a bomb or dynamite stick. This ability only applies to activating explosives.

DEMOLITIONIST

| Level | Title | Attack Bonus | Crit Die | Fumble Die | Action Die | Ref | Fort | Will |
|-------|------------|--------------|----------|------------|--------------|-----|------|------|
| 1 | Kindling | +0 | d8 | d14 | 1d20 | +1 | +0 | +1 |
| 2 | Firefly | +1 | d8 | d12 | 1d20 | +1 | +1 | +2 |
| 3 | Spitfire | +1 | d8 | d12 | 1d20 | +2 | +1 | +3 |
| 4 | Detonator | +2 | d10 | d10 | 1d20 | +2 | +2 | +4 |
| 5 | Demolisher | +2 | d10 | d10 | 1d20 + 1d14 | +3 | +2 | +5 |
| 6 | | +3 | d10 | d8 | 1d20 + 1d14 | +3 | +3 | +6 |
| 7 | | +3 | d12 | d8 | 1d20 + 1d116 | +4 | +3 | +7 |
| 8 | | +4 | d12 | d7 | 1d24 + 1d116 | +4 | +4 | +8 |

EXPLOSIVE CRITICAL TABLE:

| Roll | Result |
|-----------|---|
| 0 or less | It's just a small burn! Foe is hit for +2d8 damage and the ally nearest him is also hit by a rebounding blow for 1d4 damage. |
| 1 | That one had some extra spice! Inflict +2d12 with this attack. |
| 2 | Your target caught the explosive! Inflict +1d12 with this attack. |
| 3 | Blast knocks your target to the ground. Inflict +1d12 with this attack and make another attack on prone enemy. |
| 4 | Your foe lands headfirst. Inflict +1d12 with this attack, and the foe suffers 1d6 Int loss. |
| 5 | The blast ruins your foe's weapon. If the foe does not have a weapon, inflict +1d12 with this attack. |
| 6 | Your foe falls on the explosive. The foe must make a Fort save (DC 15+PC level) or fall unconscious as his guts spill. |
| 7 | The blast disorients your foe. Inflict +2d12 with this attack, and the foe forgoes his next attack. |
| 8 | Your foe is concussed. Inflict +1d8 with this attack and make a second attack. |
| 9 | Your foe lands face first. Their teeth are shattered, and their tongue is shredded. Inflict +2d12 with this attack, and the foe loses speech for 1d4 weeks. |
| 10 | Debris blinds your foe. Foe must make a Fort save (DC 15+PC level) or be blinded by pain and blood for 1d4 rounds. |
| 11 | Shrapnel cuts foes face to crimson ribbons. Inflict +2d12 with this attack and the foe has trouble making hard consonants. |
| 12 | The fire rises! Inflict +2d12 with this attack. |
| 13 | The flame is so beautiful! Inflict +1d12 with this attack and make two additional attacks. |
| 14 | Shrapnel twists your foe's spine. They suffer -4 penalty to AC. |
| 15 | The fire, the sounds of explosions, your laughter is too much. Foe cowers in fear, prone for 1d4 rounds. |

16 Surefire concussion! Inflict +2d12 with this attack. The foe is stunned for 1d4 rounds.

EXPLOSIVE CRITICAL TABLE (Cont.):

| Roll | Result |
|------|--|
| 17 | Paralyzing blowup. Foe's movement drops to 0', and you make another attack. |
| 18 | Mental burn scars. Inflict +3d12 with this attack. The foe must make a Fort save of (DC 15+PC level) or suffer amnesia. The foe is stunned for 1d4 rounds, regardless. |
| 19 | Disarming boom! Foe takes triple damage from his own weapon. Foe drops weapon. |
| 20 | Spinal outburst. Inflict +3d12 with this attack. The foe must make a Fort save of (DC 15+PC level) or suffer permanent paralysis. |
| 21 | Internal combustion. Death is inevitable in 1d8 rounds. |
| 22 | Overwhelming hellfire! The foe dies of shock in 1d6 rounds. |
| 23 | Eruption of fire! Inflict +3d12 with this attack. The foe must make a Fort save of (DC 15+PC level) or die instantly. |
| 24+ | Absolute devastation. Inflict +3d12 with this attack. The foe must make a Fort save of (DC 20+PC level) or die in 1d3 rounds. |

EXPLOSIVE FUMBLE TABLE:

| Roll | Result |
|-----------|--|
| 0 or less | Your explosive lets out a sigh and a small cloud of smoke emanates... |
| 1 | You don't know your own strength. You launch the explosive in the air and overshoot your target. |
| 2 | Explosive lands close to the party. Everyone makes a DC 10 Ref save or suffer damage. |
| 3 | Your hands are sticky. Are you nervous? You take -2 penalty on your next attack roll. |
| 4 | Explosive is faulty. Can be repaired with 10 minutes of work, but until then it is useless. |

EXPLOSIVE FUMBLE TABLE (Cont.):

| Roll | Result |
|------|---|
| 5 | Your wick or fuse falls out of your grip. You go prone searching for it. You must use an action to stand next round. |
| 6 | Your detonating cord is tangled in your chaps. You must spend your next round untangling it. Your AC bonus is reduced by 1 until you spend 10 minutes refitting the buckles and straps. |
| 7 | You drop your explosives. You must secure them or use your fists on your next action. |
| 8 | You accidentally spill water on your black powder. Your mundane weapons are ruined; magical weapons are not affected. |
| 9 | You knock your goggles askew, leaving yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll. |
| 10 | Your lighter is out of juice. Where did you put the fluid? You cannot move or make an attack for 1d3 rounds. |
| 11 | You stared too close to an explosion and now you are suffering from flash blindness and disorientation. You take a -4 penalty to your next attack roll. |
| 12 | Your explosive lands within range of an ally. Make an attack roll against an ally using the same attack die you just attempted to use. |
| 13 | You fall hard, suffering 1d4 damage in the process. You are prone and must use your next round to stand. |
| 14 | A wild spark knocks you on your back. You must fight from a prone position for the next round before you can recover your balance and rise. |
| 15 | Your fuse was too short, and you hurt yourself and 1d3 allies within range, all taking normal damage. |
| 16+ | You mistimed your fuse, and you hurt yourself and any allies within range, all taking normal damage. You all must fight from a prone position until you make a DC 16 Agility check. |

Minovean Sage:

A new class for DCC RPG

By Shane Madgett
Illustrated by Nick Hezall

“Wise One-Eyed Survivors of a Broken Age”

Minoveans are towering, solitary beings with a single, luminous eye set in the center of their foreheads. They are the last descendants of a forgotten race whose civilization vanished before history began. Gnomes, with their strange sense for divine oddities, revere them as holy remnants of the Survivor God—a being said to have walked untouched through the First Ending.

Minoveans embody both the stillness of deep time and the power of forgotten knowledge. They are warriors, but only when wisdom fails. They are spellcasters, but only when memory permits.

Hit Dice: d6

Attack Bonus: As Cleric

Action Dice: 1d20

Saving Throws:

- Fort: Medium
- Ref: Low
- Will: High

Class Abilities

1. Cyclopean Lore

Minoveans carry the echoes of long-dead civilizations in their minds. They gain a +4 bonus to Intelligence-based checks involving history, lost languages, ancient architecture, forgotten religions, and deciphering obscure texts.

2. The All-Seeing Eye

Once per day per level, a Minovean may open their mind’s eye and gaze beyond veils. This ability functions as *Detect Magic*, *Read Magic*, or *True Seeing* (Judge’s discretion), with a 30-foot range and a 1-minute duration.

3. Arcane Intuition

Minoveans do not "learn" magic. They *remember* it.

They cast spells through brief rituals, chants, or symbolic gestures.

They know fewer spells than Wizards (Judge's discretion).

Spellcasting carries risk: a natural 1 causes backfire—minor damage, confusion, or a psychic shock.

4. Unyielding Stance

When bracing for an incoming blow or planting themselves in place, the Minovean gains +1 AC until their next turn. This bonus applies only if they have not moved during that round.

5. Mighty Grasp

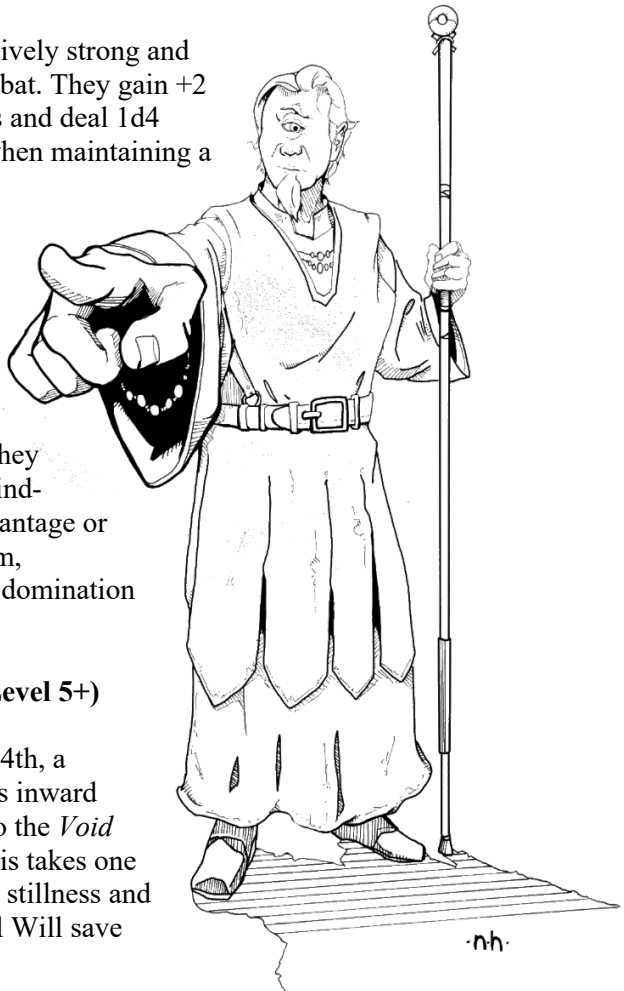
Minoveans are massively strong and precise in close combat. They gain +2 to all grapple checks and deal 1d4 damage per round when maintaining a hold.

6. Survivor of the Ancient Age (Level 5+)

Endless solitude and loss have hardened the Minovean's mind. They gain resistance to mind-affecting spells (advantage or +2 to saves vs. charm, confusion, fear, and domination effects).

Voidseer Ability (Level 5+)

Once per level after 4th, a Minovean may focus inward and open their eye to the *Void Between Worlds*. This takes one full round of intense stillness and requires a successful Will save



(DC 15 + half level). Roll on the **Voidseer Table** (d24):

| VOIDSEER TABLE | |
|-----------------------|--|
| d24 | Effect |
| 1 | The Eye Falters: Blinded for 1d6 rounds, overwhelmed by searing visions. |
| 2 | Void Sickness: Nauseated, -2 to all rolls for 1d6 turns. |
| 3 | Reality Fracture: Hallucinations for 1d4 hours. Disadvantage on perception checks. |
| 4 | Whispers of the Void: Confused (as spell) for 1d4 rounds. |
| 5-6 | Fleeting Glimpse: A momentary peek at another plane. No effect. |
| 7-8 | Dimensional Drift: Your movements warp unnaturally. Speed halved for 1d6 turns. |
| 9-10 | Ghostly Visions: +1 to next Intelligence-based roll within 24 hours. |
| 11-12 | Void Sense: Detect interdimensional beings, rifts, or portals within 500 feet for 1 hour. |
| 13-14 | Echoes of the Infinite: Receive a cryptic clue about an active quest. |
| 15-16 | Void Insight: +2 to one Wisdom check or save within 24 hours. |
| 17 | Void's Whisper: Gain +2 to a lore or research roll. |
| 18 | Planar Awareness: Sense major planar disturbances within 1 mile. |
| 19 | Glimpse of the Beyond: Immune to fear for 1 hour. |
| 20 | Fractured Reality: +4 to perception for 1d4 hours. |
| 21 | Void's Command: Compel an interdimensional entity to reveal itself (once in next hour). |
| 22 | Dimensional Doorway: Open a one-way portal (Judge determines location), 1d6 rounds. |
| 23 | Transcendent Vision: Project mind to another plane for 1d6 rounds; observe and learn. |
| 24 | Void Walk: Transport self and party to another dimension for 1d6 hours or until recalled. |

SPELLCASTING

Minovean spells are rarely flashy—they echo with the weight of ancient rites and planar scars. Spells are cast via ritual, chant, or eye-focused gestures.

Level 1 Spells

- **Gaze of Clarity:** +4 to perception and insight checks for 1 turn.
- **Echo of Memory:** Recall a forgotten piece of knowledge or hidden lore.

Level 2 Spells

- **Dimensional Blink:** Instantly teleport 30 feet to a visible space.
- **Seal of the Survivor God:** Enchant an area or object. +2 AC, resists planar intrusion.

Level 3 Spells

- **Eye of the Void:** See invisible and ethereal creatures (60 ft., 1 turn).
- **Reality Anchor:** Prevent planar travel or dimensional effects in a 20-foot radius for 1 turn.

Level 4 Spells

- **Astral Grasp:** Spectral hand grapples target (DC 18 to escape).
- **Riftwalk:** Partially phase out; resist non-magical damage for 1 minute.

Level 5 Spells

- **Echoes of the Old World:** Summon a spectral sage to answer a single question.
- **Planar Ward:** 20-ft-radius barrier blocks teleportation, summoning, and planar travel for 1 hour.

Level 6 Spell

- **Dimensional Tear:** Rip the veil open; 3d6 damage and disorients nearby creatures.

Level 7 Spell

- **Vision of the Abyss:** Gain true sight. Enemies nearby must save or be stunned by the revelation.

Level 8 Spell

- **Transcendence of the Last Eye:** Bring party into a stable dimensional refuge for up to 1 hour (safe from planar threats, heals double from rest).

EQUIPMENT AND WEAPONS

Preferred Weapons: Stone or metal hammers, rune-carved staves, ceremonial axes.

Armor: Light or medium armor only. Heavy armor disrupts their connection to the Void and restricts their movement.

ALIGNMENT

Typical: Neutral or Lawful.

Minoveans rarely act out of passion or whim. Their motives are long-viewed—focused on preserving knowledge, preventing cosmic imbalance, or completing tasks older than memory.

Spell Burn Mechanic (Minovean Version: *Memory Burn*)

Minoveans don't burn Strength, Agility, or Stamina to power their spells. Instead, they burn **Memory**—sacrificing ancient fragments of identity or history in exchange for greater magical force.

MEMORY BURN

- Before casting a spell, the Minovean may choose to burn **Intelligence or Personality** (player's choice per point).
- Each point burned adds **+1 to the spell check**, as normal Spellburn.
- **Burned points recover only after a full week of rest** or by visiting a site of deep psychic resonance (Judge's discretion).
- Whenever a Minovean uses Memory Burn, they lose a fragment of who they once were. The Judge or player may roll on the **Lost Memory Table** below.

LOST MEMORY TABLE (D10)

Each time the Minovean uses Memory Burn, roll once:

| d10 | Lost Memory |
|------------|--|
| 1 | The name of a sibling, long dead or never born. |
| 2 | A specific moment when they knew true peace. |
| 3 | The ability to recite a sacred hymn or chant. |
| 4 | The face of their teacher in the Age Before. |
| 5 | A vision of the Survivor God's left hand. |
| 6 | The words to a forgotten language. |
| 7 | The last time they tasted food for pleasure. |
| 8 | The coordinates of a vanished star. |
| 9 | The sorrow of a people whose city they failed to save. |
| 10 | A vision of their own death... now gone. |

***Optional Rule:** When a player records and roleplays this loss meaningfully, they may earn a point of **Hope** or **Insight**, depending on your campaign's tone.

MINOVEAN SPELLBURN VISUAL TABLE (Memory Burn Effects)

Roll (d12) each time the Minovean burns memory to fuel a spell.

| d12 | Visual Effect / Sensation |
|------------|---|
| 1 | The Minovean's single eye glows with a brief flash of iridescent light, then dims slightly for the rest of the day. |
| 2 | Ethereal runes swirl faintly in the air around the Minovean's head, shimmering like ghostly script. |
| 3 | A distant whisper echoes around them, as if ancient voices murmur forgotten secrets. |
| 4 | The ground near the Minovean cracks with thin, glowing fractures of void energy for a moment. |
| 5 | Their skin briefly takes on a pale, stone-like texture, as if turning to aged marble. |
| 6 | A flicker of a past memory flashes in their eye — a glimpse of a place, person, or event lost to time. |

| | |
|----|--|
| 7 | A faint, cold breeze swirls around them, carrying the scent of dust and old pages. |
| 8 | Their breath briefly appears as tiny sparks of violet light before fading. |
| 9 | Shadowy tendrils ripple outward from their eye, twisting like smoke before vanishing. |
| 10 | A soft hum resonates in the air, like the vibrations of a long-forgotten hymn. |
| 11 | For a moment, their voice carries the resonance of many voices layered together, briefly unintelligible. |
| 12 | The Minovean's eye sheds a single tear of liquid light that quickly evaporates. |

RITUAL MISFIRE TABLE: ANCIENT ECHOES

When a Minovean rolls a **natural 1** on a spellcasting check, roll on the following table in addition to normal misfire/backfire effects.

| d8 | Ritual Misfire (Ancient Echoes) |
|-----------|--|
| 1 | The Echo Answers Back: An ancient, sentient memory briefly possesses the Minovean. The player must act confused or speak in a forgotten tongue for 1d6 rounds. |
| 2 | Flare of Forgotten Power: The spell explodes in psychic feedback. Minovean & allies within 10 feet take 1d6 damage. |
| 3 | Voidlight Flicker: Shadows twist unnaturally. All enemies gain concealment for 1 round. |
| 4 | Burned Runes: All spellcasting is at -1 penalty until the Minovean redraws or restores lost sigil (1 hour ritual or rest). |
| 5 | Temporal Discord: The spell delays, going off at the end of the next round with extra force (Judge's choice on oddity). |
| 6 | Crossed Planes: A minor planar entity (gremlin, echo-wraith, or astral maggot) is drawn through. It's hostile, curious, or hungry (Judge's choice). |
| 7 | Eye Overload: The All-Seeing Eye flickers with false visions. Cyclopean is dazzled for 1d4 rounds and cannot use their Eye abilities until resting. |

- 8 The Ritual Rewinds: The spell consumes itself and resets the Minovean's position to where they stood at the start of the turn. Confusing, but safe.

***Optional Flavor:** If the spell was cast at a leyline, ruin, or ancient site, the misfire becomes even more dangerous—add +2 to this roll or consult a more catastrophic spell fumble table.

MINOVEAN ORIGIN TABLE (D20)

Roll or choose to discover the ancient roots and personal history of your Minovean Sage.

| d20 | Origin & Background Detail |
|-----|---|
| 1 | Last of the Forgotten: You are the sole survivor of a lost Minovean enclave destroyed by unknown horrors in the First Ending. You carry the guilt and knowledge of their fate. |
| 2 | Wanderer Between Ruins: Raised among ruins and relics, you grew up learning to read forgotten languages and commune with ghost echoes. |
| 3 | Survivor God's Chosen: As a child, you were marked by the Survivor God with a glowing sigil on your eye, granting limited prophetic visions. |
| 4 | Echo of the Survivor God: A fragment of divine essence dwells within you, granting unusual insight but also drawing planar attention. |
| 5 | Keeper of the Bone-Flute: You inherited an ancient bone flute said to summon spirits of the vanished. It is both a weapon and a sacred tool. |
| 6 | Seeker of the Lost Star: Your quest is to find a star that fell to the world ages ago, rumored to grant knowledge of the void. |
| 7 | Outcast from the Gnomeholds: You were once a guardian or advisor to gnomes but were exiled after refusing to share forbidden knowledge. |
| 8 | Survivor of the Sundering: Your clan was shattered by planar rifts, and you bear scars—both physical and psychic—from the event. |

- | | |
|----|--|
| 9 | The Silent Sage: You have taken a vow of silence, communicating only through your eye's visions and cryptic gestures. |
| 10 | Bearer of the Riftbrand: You carry a faint planar wound across your skin that sometimes leaks void energy. |

Minovean Origin Table Cont.

| | |
|----|---|
| 11 | Heir of the Ancient Library: You were raised among ancient tomes and eldritch artifacts, charged with guarding forbidden knowledge. |
| 12 | Child of the Voidstorm: You were born during a cataclysmic voidstorm that shattered the skies, believed to grant unique powers. |
| 13 | Last Voice of the Elder Tongue: You speak the long-lost language of your people, allowing you to commune with spirits and planar entities. |
| 14 | Bearer of the Stone Hammer: An ancient weapon forged from cosmic stone is bonded to your arm; it hums when planar energies are near. |
| 15 | Warden of the Dimensional Gate: You guard a hidden portal that connects this world with unknown realms. |
| 16 | Memory Seeker: You roam the lands to recover pieces of your shattered memory and the lost history of your race. |
| 17 | Haunted by the Void's Whisper: You hear a constant, barely comprehensible voice from the void that guides or torments you. |
| 18 | Disciple of the Last Sage: Your mentor was the last known Minovean Sage before you, who vanished under mysterious circumstances. |
| 19 | Bearer of the Ancient Curse: You are marked by a curse that weakens your body but strengthens your mystical sight. |
| 20 | Prophet of the Survivor God: You receive cryptic visions of future catastrophes and possible salvation, charged with preventing doom. |

Usage tips:

- Pick or roll this table during character creation for inspiration.
- Combine with the **Lost Memory Table** and **Voidseer Table** to deepen your Minovean's personal story.
- Judges can use these origins as hooks for quests or NPC motivations.

FORGOTTEN RELICS OF THE AGE BEFORE

Roll d12 or choose to determine the ancient artifact your Minovean carries or has recently recovered.

| d12 | Relic Description |
|-----|---|
| 1 | Bone-Flute of the Silent Echo: When played, it can summon ephemeral spirits or create disorienting sounds. |
| 2 | Shard of the Survivor God's Eye: A small crystal fragment that pulses with faint planar energy. |
| 3 | Stone Hammer of the Ancients: A heavy weapon etched with cosmic sigils; hums softly when near planar rifts. |
| 4 | Scroll of Lost Runes: Fragile parchment containing forgotten spells and warnings in an extinct script. |
| 5 | Phantom Cloak: A tattered cloak that seems to shift and ripple like smoke, offering slight concealment. |
| 6 | Echo Lantern: A lantern that emits a ghostly light revealing invisible or ethereal creatures. |
| 7 | Dimensional Compass: A device that always points toward the nearest planar breach or rift. |
| 8 | Voidshard Amulet: A necklace holding a jagged black gem that pulses with void energy; grants minor protection. |
| 9 | Ancient Rune-Charms: A carved stone talisman worn on a chain; wards against mind-affecting magics. |
| 10 | Mirror of Endless Night: A small hand mirror showing shifting images of other planes or forgotten moments. |
| 11 | Singing Bone: A polished bone that hums softly when held; used in ritual to focus spellcasting. |
| 12 | Tattered Tome of the First Ending: A half-destroyed book filled with fragmented lore and cryptic warnings. |

The Art of Ridiculous Yet Effective Combat

By Nicholas Bevillard

Illustrated by Ryan Kearins

“Dedicated to my player Dave, because every party has a Dave.”

Sometimes, stabbing just isn't enough.

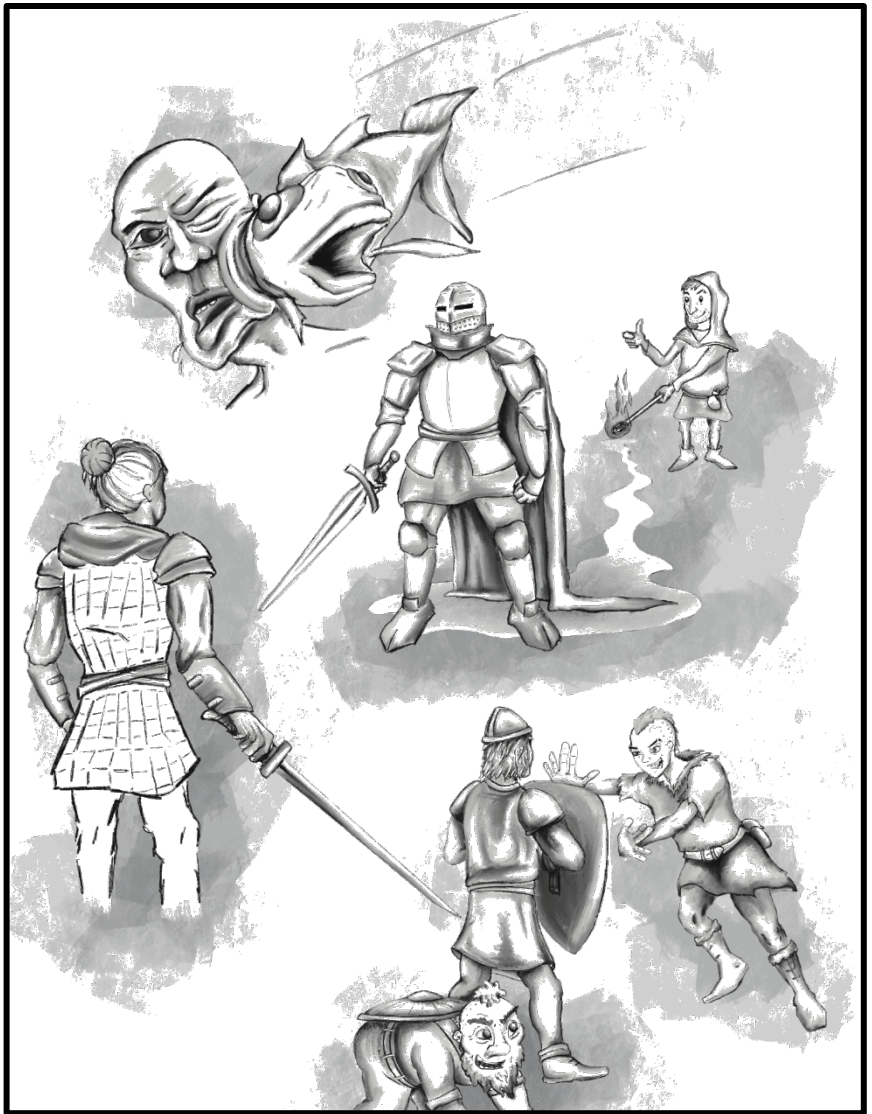
Welcome, cunning scoundrels, overconfident warriors, and deranged wizards who think, *“What if I just set everything on fire?”* If you've ever looked at a battlemap and thought, *“Can I trip that charging orc with my belt?”* or *“What if I tied a beehive to an arrow?”*, then congratulations, this system is for you.

Not every hero fights with honor. Some fight with rope tricks, questionable alchemy, and sheer audacity. The battlefield isn't just a place of bloodshed- it's a playground of improvised weaponry, hazardous furniture, and reckless ingenuity.

This isn't about breaking the game- it's about expanding it. Dungeon Crawl Classics thrives on creativity and chaos, and this system rewards players who think beyond "attack roll, damage roll, repeat." Whether it's rigging a barrel of oil to explode at the perfect moment or talking an ogre into attacking his own reflection, these mechanics make room for the unexpected.

UNORTHODOX COMBAT & ECCENTRIC TACTICS (DCC MECHANICS)

Not every adventurer fights with sword and spell alone. Some rely on cunning, trickery, or sheer lunacy to survive. This system allows players to attempt unorthodox maneuvers using ability checks, Luck burns, and situational modifiers.



CORE MECHANIC: "RISK & REWARD ACTIONS"

When a player attempts an unusual or creative action, follow these steps:

1. Determine the Governing Stat:

- **Strength:** Brute force and physical strength.
- **Agility:** Quick reactions, precise movement.
- **Personality:** Bluffing, persuasion, or distraction.
- **Intelligence:** Engineering and tactical use of the environment.

2. Set the Difficulty:

- **Simple (DC 10):** Something creative but not risky (throwing a torch to ignite oil).
- **Risky (DC 12-14):** Tripping an enemy with a rope during combat.
- **Daring (DC 16+):** Lassoing an enemy's weapon mid-fight.
- **Ludicrous (DC 18+):** Convincing a troll to eat his own foot.

3. Burning Luck:

- Players can burn Luck to improve the roll.
- **Burn 1 Luck:** +2 to the roll.
- **Burn 3 Luck:** Auto-success on DC 12 or lower.
- **Burn 5 Luck:** Pulling off a legendary move grants dice chain advancement on a follow-up roll.
- Thieves and Halflings regain Luck as normal. Other classes lose it permanently.

4. Mighty Deed Integration:

- **Warriors and Dwarves** can add their Deed Die to any unorthodox action that fits a combat situation.
- If they succeed, the result applies alongside their normal attack and damage.

5. Consequences:

- Failure doesn't mean nothing happens- it means something worse happens.
- Missed trip? Maybe you land flat on your face.
- Improvised poison fails? Maybe you poison yourself instead.
- The Judge should keep it entertaining but fair, reward creativity- but make failure sting.

WHY THIS WORKS

This system doesn't step on the toes of Mighty Deeds- it enhances them. Warriors and Dwarves still get to be the kings of combat while this opens up creative avenues for other classes. A Thief rigging a tripwire mid-fight, a Wizard setting off unstable alchemy, or a Cleric convincing a cultist to switch sides- it all creates dynamic, unpredictable gameplay.

Let your players be clever. Encourage wild ideas. And when they inevitably fail? Make sure it's hilarious.

GO FORTH AND BE RIDICULOUS

This system thrives on chaos and creativity. A well-placed oil flask, a clutch personality roll, or a desperate Luck burn could turn the tide of battle or leave your party covered in oil, on fire, and running for their lives.

If it's stupid and it works, it ain't stupid.

A DYNAMIC WEATHER SYSTEM

By Nicholas Belvillard

"Not every day is bright and sunny, and not every storm is a sign of doom, but in this world, you can never be too sure."

Adventuring isn't all swords and sorcery- there's trudging through knee-deep mud, trying to strike a match in the rain, and swearing at the sky when a cold wind blows out your torch. The weather isn't just window dressing, it's a living, breathing force that shapes the world and the choices of those who dare to walk its paths.

A gentle breeze might carry a sense of hope for the day, while a sudden downpour could turn an easy road into a treacherous trap. The weather affects movement, visibility, sound, and even combat, because nothing says "Epic" like trying to slay a troll in the middle of a lightning storm.

This is a land of moody skies, shifting winds, and unpredictable storms. The weather reflects the natural and magical forces of the world. Sometimes a gentle drizzle gives way to a rolling storm, while a bright day might darken beneath a foggy night.

So grab your cloak, keep your boots dry, and pray to Umannah, the sun god, that the skies stay clear. But don't count on it.

HOW IT WORKS

1. Roll for Daily Weather: Each morning (or once per adventuring day), the Judge rolls on the Daily Weather Table.

2. Adjust as Needed: The Judge can modify the result based on:

- Time of year (Spring, Summer, Autumn, Winter).
- Location (Forest, Mountains, Coastline, Open Plains).
- Evil Entities' Influence (As the curses strengthens, the weather will shift toward darker, more unnatural patterns).

3. Apply Conditions: The weather affects travel speed, perception, ranged attacks, and even NPC/monster behavior.

DAILY WEATHER TABLE (*Roll d20 once per adventuring day*)

| Result | Weather | Description | Mechanical Effect |
|---------------|----------------|--|--|
| 1 | Clear Sky | Bright and cloudless. Sunlight warms the earth. | +1 to Perception and Survival checks during travel. |
| 2-3 | Partly Cloudy | Thin clouds drift across the sky, but the sun remains visible. | No effect. |
| 4-5 | Overcast | A gray sheet of clouds blocks the sun | -1 to Perception checks (dim lighting). |
| 6-7 | Light Rain | A steady drizzle falls, muddying the ground. | Ranged attacks are at -1 penalty. Movement on muddy ground = half speed. |
| 8-9 | Heavy Rain | A downpour reduces visibility and creates puddles of mud. | -2 to ranged attacks. -2 to Perception checks. -5' movement speed. |
| 10 | Thunderstorm | Crashing thunder and flashes of lightning fill the sky. | -2 to ranged attacks. -1d on Perception and Stealth. Any metal weapon or armor worn = 1d4 lightning damage on a natural 1 attack roll. |
| 11-12 | Fog | Thick fog blankets the area, limiting visibility. | -2 to ranged attacks. -1d Perception checks based on sight. Stealth checks = +2 bonus. |

13-14

Windy

Strong winds
whip through
the trees and
fields.

-2 to ranged
weapon attacks
(except crossbows).
Flying creatures
suffer -2 AC.

| | | | |
|-------|---|--|--|
| 15-16 | Strong Winds + Light Rain | A cutting wind brings cold rain. | -2 to ranged attacks and Perception checks. Open flames have a 50% chance of extinguishing. |
| 17-18 | Snowfall <i>(Winter Only)</i> | Soft snow begins to fall, covering the ground. | -5' movement speed. Stealth checks = +2 bonus. Visibility reduced by half. |
| 19 | Blizzard <i>(Winter Only)</i> | A howling blizzard consumes the land. | -10' movement speed. Perception and ranged attacks = -3. Visibility reduced to 10 feet. |
| 20 | Unnatural Darkness <i>(For Cursed Lands)</i> | The sky turns black even during the day. Strange whispers in the wind. | -1d on all Perception checks. Spells involving darkness or shadow gain +2 spell checks. Monsters of chaos receive +2 to attacks. |

SEASONAL ADJUSTMENTS

The table remains constant, but the frequency of certain results changes based on the season.

| Season | Modifier | Effect |
|--------|-------------|--|
| Spring | +1 to rolls | More likely to have rain, fog, and mild winds. |
| Summer | -2 to rolls | More likely to have clear skies and calm weather. |
| Autumn | +0 to rolls | Balanced spread of weather, but more wind and chill. |
| Winter | +2 to rolls | More likely to snow, blizzards become possible. |

EVIL INFLUENCE ON THE WEATHER

As the evil influence grows stronger, the weather will grow more ominous and unnatural. Use these modifications when an evil entity is actively affecting a region:

| Phase of Evil Awakening | Effect on Weather Table |
|-----------------------------------|--|
| Phase 1 (Whispers in the Dark) | +2 to any “dark” or “fog” result. Clear skies become impossible. |
| Phase 2 (Shadow Awakens) | +4 to weather rolls; unnatural darkness becomes possible outside of a natural result. |
| Phase 3 (The Hunger Stirs) | +6 to weather rolls; heavy fog, darkness, and unnatural storms are common. Natural weather is almost gone. |
| Phase 4 (The Return) | Unnatural Darkness becomes default unless it is directly countered by magical or divine intervention. |

TACTICAL EFFECTS OF WEATHER

These effects are important for both players and enemies:

Rain, Fog, and Darkness:

- Reduced visibility = stealth advantages for both players and monsters.
- Lower ranged attack accuracy benefits melee-focused parties.

Strong Winds:

- Flying creatures struggle, and light projectiles become unreliable.
- Large enemies resistant to wind become more dangerous.

Thunderstorms:

- Metal weapons and armor = risk of lightning strikes.
- Creatures with electrical resistance become harder to kill.

Snow and Cold:

- Travel becomes slower.
- Fire-based spells and torches become more valuable.

- Creatures adapted to the cold have an advantage.

Unnatural Darkness:

- Creatures with darkvision become more dangerous.
- Spells like light and darkness shift from utility to essential survival tools.
- Fear and panic increase among NPCs and villagers.

USING THE WEATHER TO SET THE SCENE

Weather shouldn't just be a mechanical hurdle; it should reflect the tone of the adventure:

- A light drizzle in the morning as the players walk through the village adds calm, somber undertones.
- A cold, biting wind in the Blackthorn Wilds makes the players feel isolated and vulnerable.
- Fog rolling into the village while the church bells ring creates dread and tension.

RANDOM WEATHER SHIFT TABLE

1d8 - Roll Every 4 Hours

Weather can change dynamically throughout the day

| Roll | Shift |
|-------------|---|
| 1 | Clear sky shifts to overcast. |
| 2 | Overcast becomes light rain. |
| 3 | Light rain becomes heavy rain. |
| 4 | Thunderstorms intensify. |
| 5 | Strong winds become a blizzard (winter) or hurricane-force winds (other seasons). |
| 6 | Fog thickens. |
| 7 | Unnatural darkness creeps in (if Malagar's influence is active). |
| 8 | Sudden calm, a moment of eerie silence. |

WHY IMPLEMENT THIS SYSTEM

It encourages players to prepare for long journeys. It makes combat and exploration more challenging and dynamic. Allows the Judge to reflect story progression through environmental changes. The

weather is no longer flavored; it's a real part of the world's danger and tone.

So don't trust a shiny sky and beware of the rising fog, because this world isn't all sunshine and rainbow!