

The Gongfarmer's Almanac



The 2019 Gongfarmer's Almanac:

A Dungeon Crawl Classics RPG Zine

Written, Illustrated, Edited and Produced by
the DCC RPG Communities



CLASSES & NPCs

VOLUME 11 OF FOURTEEN BOOKLETS

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The Anti-Cleric

Written by José Luiz Tzi Art by Matt Sutton

The cleric from the DCC Core Rulebook is probably one of the best designs done on the class in all fantasy roleplaying games... if you're a Law cleric. When you start playing with Neutral clerics (particularly followers of Cthulhu and Great Old Ones) or a Chaos cleric, things start to get too generic. The anti-cleric is an attempt to present a chaotic priest with different flavor and mechanics.

The name "anti-cleric" is both an homage to the original fantasy roleplaying game and to let it be clear that this isn't your typical cleric. Theoretically, the judge can keep both Chaos clerics and anti-clerics, maybe using the latter as hidden heretics and cultists inside Law Churches.

Attack, Crit Die/Table, Action Die, Saving Throws and Spells Known as a cleric.

Hit Dice as a cleric.

Choosing a god: At 1st level, an anti-cleric selects a Chaos God, dark god, fiend, ubermonster like primals or elders, demon lord or anti-god* to "worship" (i.e. faithfully serve until such a time comes that a more powerful master comes, or that the anti-cleric ascends).

**An anti-god is a neat idea for "an instant deity", particularly for pickup games. Basically, you select a Lawful deity and then invert everything about it. Your anti-cleric will follow the exact opposite of the gospel of that Law God. In fact, your anti-cleric can be a heretic/inside hidden inside a lawful church or he can serve a secret divinity (perhaps a dark sister or brother to the chosen Law God). Is the anti-god real? Or just some divine husk given shape by the distorted belief of mortals like the anti-cleric? That's for your judge to enjoy.*



Weapon training: A anti-cleric is trained in the weapons used by followers of his chaotic gods and demon lords, as shown on page 32 of the DCC Core Rulebook, but a “typical” anti-cleric should know how to wield axes and swords, dagger, dart, flail, spear and trident.

Anti-clerics may wear any armor and their spell checks are not hindered by its use, but the armor must be made of metal (spiked only), human skin or bones. The judge is free to decree that anti-clerics are proficient in any armor or weapon that screams “Heavy Metal cover”.

Alignment: Chaos, with a capital “C”.

An anti-cleric who changes alignment loses the support of her god. She can’t gain Power! until she find a new dark master (or redeems herself before her last patron... good luck with that).

Caster Level: Caster level is a measurement of an anti-cleric’s power. Unlike Law clerics, an anti-cleric’s caster level is 0 (zero — *Chaos powers love to corrupt mortals but are loathsome to share power [yeah, cheap bastards]*) and can only be increased through Power! (see below).

Unless otherwise decided by the judge, the anti-cleric’s maximum caster level is equal to his character level + 3. Artifacts or unusual “blessings” are good ways to pass that threshold (besides “traditional stuff” like daemonic heritage, lichdom etc.).

Rising your caster level above your character level brings certain risks (see below).

Power!: to cast a spell an anti-cleric must gain and spend Power! This can be accomplished through a relic or a unholy place, although most of the time it really means a Sacrifice (more on this soon) or Drain Life (idem).

Power! works like magic points and determines an anti-cleric’s current caster level (and it does fluctuate wildly). Without Power! the anti-cleric’s caster level is 0 and she rolls just d20 + her Personality modifier when spellcasting or using her class features (except Drain Life).

Power! is spent with each casting or class feature used. For example, a anti-cleric with Power! 3 could burn 1 Power! to cast a spell (rolling 1d20 + 1 + her Per mod) and, in the next round, burn her last 2 Power! to use Lay on Hands.

Unspent Power! naturally depletes at the rate of 1 point/hour. The Judge is encouraged to change this rate to better reflect his campaign, the presence of dark and corrupted places, or just the malicious nature of chaotic patrons.

Carrying too much Power! can be dangerous. Anti-clerics don't follow the normal disapproval rules but suffer Catastrophe! Thus,

each time a disapproval would happen, the anti-cleric must roll a number of d10s equal to number rolled on her d20. For example: if an anti-cleric without disapproval rolls a natural 1 on the spellcasting check she would roll 1d10 for Catastrophe! However, if the same anti-cleric had a disapproval of 4, she would roll 4d10. Add all the d10s rolled and check in the wizard's corruption tables. 1-10 is a minor corruption (DCC RPG table 5-3), 11-20 is major (DCC RPG table 5-4), and 21+ is greater (DCC RPG table 5-5). This total rolled is reduced by the anti-cleric's Luck modifier (and she can also burn Power! to reduce the Catastrophe! roll, but she must spend ALL available Power!).

Finally, using Power! to cast a spell above your normal character level is dangerous and increases your disapproval by the same amount, for that roll. For example: a 2nd-level anti-cleric with disapproval 3 that cast a spell as a 4th level caster would suffer disapproval on any natural roll of 7 or lower.

Note that nothing can stop an anti-cleric from sacrificing an entire village and filling herself with lots of Power! However, for every 10 points of Power!, the Disapproval increases by +1 higher. Besides, while an anti-cleric's Power! is 20 or more, she's considered an unholy creature for the purpose of Turn Unholy (of Law Clerics).

The good part is that Chaos Powers don't care about sinful use of magic and won't inflict disapproval for that.

Sacrifice: an anti-cleric can sacrifice an intelligent victim (willing or not) to gain Power! The victim must be mortal and alive, bound or otherwise helpless and must be ritually killed in the name of the anti-cleric's patron deity.

This usually takes at least of 1 minute of mumbo-jumbo before the death strike. The anti-cleric gains a number of Power! points equal to the victim's current hit points (stronger creatures may require 1 minute of ritual per HD, at the judge's discretion).

A quicker way to gain Power! is through Drain Life (although it generates less energy).

Lay on Hands: Anti-clerics always heal others using the "opposed" column of the lay on hands ability, from the cleric class (and it is always a painful spell, leaving scars and dark runes on those "healed").

Command Chaos: Instead of turning holy creatures, an anti-cleric can try to enslave undead, demons, dragons and other "chaotic" monsters (judge's call). This is resolved as a normal turn unholy check (DCC RPG table 4-4), but remember that an anti-cleric may need to spend Power!; just ignore the Holy Smite column and any reference to damage.

If the anti-cleric gets a "Turn" result (like a T1) she can control the target creature for a number of turns equal to Turning Unholy check, minus the total HD of controlled creatures, to a minimum of 1 turn. The duration is best kept secret from the anti-cleric's player (this is, after all, CHAOS!).

Drain Life: This is the anti-cleric's easiest source of Power! The anti-cleric rolls a d20 + her Personality modifier against a target at 30 feet. The result is the DC for a Will save to resist the hit point drain. Damage is calculated using the "opposed" column of the lay on hands ability, from the cleric class. Half the drained amount of hit points are converted directly to Power! A target can't be drained below 1 hit point (that requires a Sacrifice).

Drain Life is demanding and if the anti-cleric is attacked in the round before unleashing it, she must succeed at a Will save (DC equal to 10 + half the damage taken) or lose her action. That's why anti-clerics love servants and minions.



THE CAMBION

A NEW CLASS FOR DCC RPG

Written by L.J. LaLonde Art by Karim Glue

This character class was developed for my Postcards from Ragora campaign. Players are extraplanar castaways and half mortal demons trapped inside the absurdly gigantic skull of a dying god. Inside Ragora's head is a tropical hellhole of rot and ruin. The Cambion is a creature that calls this bizarre place home. Special thanks to my good friends at the Game Chateau located in Wilkes-Barre Pennsylvania for playtesting this class: Game Chateau owners Chris Moore and Elle Hammond, Marcie Herman Riebe, Peter Riebe, Katy Zurinski, Andrew Corbett, Ian Healy, and John W. Dawe.

You are the blasphemous amalgamation of infernal flesh with a mortal spirit. Raised from a devil larvae and feasting on the infernal milk of the demonic Mother Crones, you grew into a monster feared across the multiverse. Supernaturally tough and possessing a wide variety of preternatural abilities, Cambions are one of the few creatures that can thrive in the deadly environment of a hellscape.

Hit Points: Cambions roll 1d10 to determine their hit points.



Weapons and Armor: Although most rely on their unnatural gifts in combat, Cambions are skilled with rudimentary, tribal weaponry. They are trained with daggers, hand-axes, spears, slings, short bows, and long bows. They will wear any armor they can salvage or loot and have normal check penalties.

Occupations: There are not many opportunities open for Cambions; most are either hunters (01-50) or gatherers (51-00). Hunters will have spears, and gatherers will have small sacks. All zero-level Cambions have natural weaponry that does 1d4 damage.

Alignment: The vast majority of Cambions are Chaotic, unpredictable, and violent. For this reason, they are widely mistrusted. Neutral Cambions are clever enough to realize the benefits of playing the forces of Law and Chaos to one's own fortune. A Lawful Cambion is rare, but they do exist. They are known to use rules and laws only to twist them into their own favor. All Cambions, regardless of alignment, are self-serving and cruel.

Nature of the Beast: All Cambions possess claws, fangs, barbs, or stingers to rend their foes. The damage of this natural weaponry is determined by the Beast Die. Cambions are also prone to succumbing to their demonic impulses and going on berserk rampages. Whenever a Cambion fails an action check of any kind, they gain a point in their Rampage Pool. The Rampage Pool increases throughout the day and goes back to zero the next morning. If an action roll ever falls below the range of the Rampage Pool, the Cambion flies into a berserk rage. The Cambion will fight anyone and everyone in their path for a number of rounds equal to the number of points in the Rampage Pool. During this time, Cambions are +2 to hit, +2 to damage, and -4 to AC. After the berserk rampage ends, the Rampage Pool goes back to zero.

Hide of the Beast: Cambions add their Agility and Stamina modifiers to their AC. In addition, weapons do -1d damage.

Infernal Strength: Cambions add their Beast Die to any skill tests that require physical activity (running, jumping, climbing, swimming, etc.).

Lvl	Attack	Crit Die/Table	Beast Die	Action Dice	Ref	Fort	Will	Aspects
1	+1	1d10/M	1d4	1d20	+1	+1	+0	1
2	+2	1d12/M	1d5	1d20	+1	+1	+0	2
3	+3	1d14/M	1d6	1d20	+1	+2	+1	2
4	+4	1d16/M	1d7	1d20	+2	+2	+1	3
5	+5	1d20/M	1d8	1d20+1d14	+2	+2	+1	3
6	+6	1d24/M	1d10	1d20+1d16	+2	+3	+1	4
7	+7	1d30/M	1d12	1d20+1d20	+2	+4	+2	4
8	+8	1d30/M	1d12+1	1d20+1d20	+3	+4	+2	5
9	+9	2d20/M	1d12+2	1d20+1d20	+3	+5	+2	5
10	+10	2d20/M	1d12+3	1d20 x2 +1d14	+4	+6	+3	6

Aspects of the Demon: Cambions gain abilities from infernal totems of creatures native to Ragora.

Aspects of Vermin

- 1 – The Toad’s Maw: The Cambion has an oversized mouth with terrible jaw strength. A natural 20 will cause an additional Beast Die of damage, and the victim will lose a limb.
- 2 – Venom of Weakness: The Cambion’s attack is poisonous; the target must make a Fort save (DC 10+CL) or lose Beast Die amount of Strength. Victims with 0 Strength collapse.
- 3 – Wings of Pestilence: The Cambion has limited flight with a set of bug wings. The flight is slow (only 15’ round), and lasts 1d4+CL rounds before the Cambion tires. Must rest for 1 hour before next flight.

Aspects of Fungi

- 1 – Flesh of Fungus: The Cambion’s body is composed of a tough, fibrous material with impressive metabolic properties. The Cambion receives a Beast Die bonus to save vs. poisons.
- 2 – Choking Spores: Striking the Cambion will cause noxious spores to explode; everyone in 10’ radius of the Cambion must make a Fort save (DC 10+CL) or suffer a -2 penalty to all actions for 1d4+CL rounds.
- 3 – The Blessed Fruit: A bioluminescent healing fungus grows on the Cambion. The fungus provides 3’ radius of light (lasting 1 hour) and 1 hp of healing (Cambions do not benefit from the fungus). CL fungus are available per day and spoil overnight.

Aspects of Ooze

- 1 – Amorphous Anatomy: The Cambion has a gelatinous, jelly-like physiology with remarkable regenerative properties, allowing the Cambion to heal 1 hp/turn.
- 2 – Metalbane: The body of the Cambion is corrosive. Fumbles against the Cambion will result in a permanent -1d loss for the weapon. Critical hits will ruin armor, granting a permanent -1 AC.
- 3 – Jellybones: The Cambion can squeeze through metal bars, under doors, and other small spaces.

Aspects of Metal

- 1 – Quills of Steel: The Cambion is covered in steel quills like a porcupine. Attacks on the Cambion will result in a free 1d16 attack action; success does Beast Die damage.
- 2 – Scales of Iron: Metal skin grants +2 AC.
- 3 – Mind of a Machine: Nanobots infest the Cambion's brain granting a +2 to Intelligence and the ability to comprehend the binary language.

Aspects of the Leviathan

- 1 – Girth of Giants: Height increases by 4', and Strength by +4.
- 2 – Arms of the Kraken: Tentacles for arms. After the first hit, the Cambion automatically hits for Beast Die damage. Target must make a Strength check vs. the Cambion's Strength to break free.
- 3 – Eye of the Deep: The Cambion has one, large eye. This eye can see in complete darkness.

Aspects of Shadows

- 1 – Eye of the Void: The Cambion gains a third eye that grants second sight.
- 2 – Feast of Souls: Gain 1 hp back for every creature slain.
- 3 – Sidestep the Shadows: The Cambion can step into a shadow and exit another shadow 10' per CL away.

Children of the Wild

A Faerie Character Class

Written by R.S. Tilton (*Meanderings*) Art by Clayton Williams

I ran the classic AD&D adventure Beyond the Crystal Cave as a 1st level DCC RPG adventure, and I decided that there would be a couple of disgruntled fae that could be rolled up as 0-levels. This is the first draft of the Faerie class. Any future changes will be reflected in a future issue of Meanderings, or a compiled zine of Character Classes I'll be creating as well. A Faerie is part elf, and part halfling. Faerie weapons will need to be used due to their small size. These little creatures would also fit as backup 0-levels for one of my favorite all-time DCC Adventures: Daniel F. Bishop's Prince Charming - Reanimator.

0-level Faerie Commoner Occupation Table (roll d6)

	Occupation	Weapon*	Trade Good
1	Faerie Prankster	Fae spear	Roll on random item table
2	Faerie Cobbler	Fae spear	Pair of clogs
3	House Faerie	Fae bow	Spool of thread
4	Faerie Guard	Fae leaf blade	Wooden Shield
5	Faerie Kidnapper	Fae spear	Large Sack
6	Faerie Hedonist	Fae bow	Bag of shrooms

*See below

The Faerie

"You are a child of the forest, a nature spirit. Elves are your cousins and the King of Elfland is your liege."

The Faerie are natural spellcasters and tricksters. Small and fragile, cold iron affects them more than even elves.

Hit points: A Faerie gains 1d6 hit points at each level. When attributes are rolled, reorder them so that Agility receives the highest score; Stamina must receive the lowest score, and Strength the second-lowest. For example... (reordering stats is so unusual a brief example is likely in order).. Faerie are affected by iron as elves, but immediately, the effects happen when a faerie attempts to hold iron.



Weapon training: A Faerie is trained in the use of the fae leaf blade, fae bow, and the fae spear. Faerie may wield appropriately sized mithril weapons as well, though they must use strength to hit and damage.

The faerie rarely wears armor, though often carry wooden shields, and occasionally mithril shields. A faerie wearing armor suffers double to all skill checks, +2d fumble die, and may not fly.

Tiny: Faerie are 18 to 24 inches in height. Any attacks against such a tiny target suffer a -1d modifier. Faerie also receive move silently and hide bonuses. A Faerie's move speed is 15 feet, though their Flight speed is 40 feet.

Flight: A Faerie has wings, and may fly, A Faerie may fly for a number of turns equal to their 1+Class level before they must rest for an hour. The flight is not quiet, and a faerie may not move silently while flying.

Hedge Magician: Faerie are natural spell casters, though their magic is different than mortal magic. Faerie may not spellburn, nor do they suffer from corruption. Faerie may select new spells when gaining a new level and are not required to find them in tomes or learn them from a patron. They may only select the King of Elfland as a patron." When corruption or spell lost is rolled, roll on Table 5-6: Generic Misfire. They may never attain the powerful magic of their elven kin."

Alignment: Faerie are children of the forest; while they are chaotic in nature, they are remain Neutral in the War of Chaos and Law.

Natural Luck: Faerie are magical creatures and regain lost luck as a thief. Unlike a thief they do not gain a Luck die.

Critical Finesse: A Faerie uses Agility as their bonus to hit and damage with faerie weapons. A Faerie may only use this bonus with the fae leaf blade, fae bow, and the fae spear. A Faerie is adept at striking unseen, when a faerie attacks while hidden, they gain backstab damage with fae weapons.

Action dice: A Faerie may use Action dice for attacks or spellcasting, or both.

Table FAE-2: Faerie Titles

0 Faerie Commoner

1 Faerie

2 Faerie Squire

3 Faerie Knight

4 Faerie Noble

5 Court Faerie

Table FAE-1: Faerie

Lvl	Attack	Crit Die/ Table	Action Dice	Known Spells*	Max Spell Level	Ref	Fort	Will
1	+0	1d6/II	1d20	3	1	+1	+1	+1
2	+1	1d6/II	1d20	4	1	+1	+1	+1
3	+2	1d8/II	1d20	5	2	+2	+1	+1
4	+2	1d8/II	1d20	6	2	+2	+2	+2
5	+3	1d24/II	1d20	7	2	+3	+2	+2
6	+4	1d24/II	1d20+1d14	8	3	+4	+2	+2
7	+5	1d24/II	1d20+1d16	9	3	+4	+3	+3
8	+5	1d30/II	1d20+1d20	10	3	+5	+3	+3
9	+6	1d30/II	1d20+1d20	12	3	+5	+3	+3
10	+7	2d20/II	1d20+1d20	14	3	+6	+4	+4

* Plus patron bond and invoke patron.

Faerie weapons

	Damage	Range
fae leaf blade	1d3 (1d4)	
fae bow	1d3	20-40-60
fae spear	1d4 (1d8)	10-20-30

Faerie weapons do -1d damage when wielded by non-faerie.

Faerie Spell List

Level 1 : (d12)	Level 2 : (d16)	Level 3 : (d6)
Animal Summoning	Curse	Dispel magic
Cantrip	Detect Evil	Eldritch hound
Charm Person	Detect Invisible	Gust of wind
Color Spray	ESP	Haste
Detect Magic	Forget	Lightning bolt
Enlarge	Invisibility	Runic alphabet, fey
Ekim's Mystical Mask	Knock	
Food of the Gods	Magic Mouth	
Magic Missile	Mirror Image	
Mending	Nythuul's Porcupine Coat	
Sleep	Ray of Enfeeblement	
Ventriloquism	Remove Curse	
	Scare	
	Shatter	
	Spider Web	
	Wood Wyrldling	

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GODLING



Written by Dieter Zimmerman Art by bygrinstow

You are the mostly-human offspring of an extraplanar power, the child of an elemental force, the scion of a mystical bloodline, or the distant descendant of an actual deity.

Throughout history, gods and other powerful beings have mated with humans, forever changing those bloodlines. The power imbued by that ancestry doesn't necessarily show up in every generation; sometimes it sleeps for millennia before manifesting in an offspring. The abilities bestowed by being a godling are not always evident in childhood, either. They often require stressful situations to become evident.

The Godling is an “a la carte” class that provides numerous options for class abilities. Generally speaking, a Godling ability that is similar to the ability of another class is a somewhat weaker version of that ability, but indubitably players will find a way to make a Godling character overly powerful if the Judge lets them choose their abilities with no oversight. It is suggested that the player choose what sort of being their ancestor was, and have the Judge assign abilities that thematically fit that power. Or go full DCC RPG and roll abilities randomly at each level!

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

Weapon training: Godlings come from a wide variety of backgrounds. They choose any 5 weapons with which they are proficient.

Alignment: Godlings can be of any alignment. They often share the alignment of their progenitor, but not always.

The Blood Tells: Godlings gain supernatural powers and prowess based on the nature of their ancestor. At each level, a Godling gains one or more of the following abilities, which the player can choose or roll randomly (1d20):

- | | | |
|---|--------------|---|
| 1 | Lucky | This Godling regenerates 1 point of Luck each day, and can spend Luck to affect their allies' rolls. |
| 2 | Wizard Spell | The Godling can cast one wizard spell of half their level or less as an inborn ability. As such, the spell has no mercurial magic effect, but it can misfire and corrupt normally. The Godling's level counts as the caster level. Spellburn cannot be used for spells cast through this ability. |
| 3 | Tough | Starting at this level and every level thereafter, the Godling rolls a d12 for hit point instead of d8. |
| 4 | Armored | Through tough skin, divine protection, or some other means, the Godling gains a +2 bonus to their Armor Class. |
| 5 | Cleric Spell | The Godling can cast one cleric spell of half their level or less as an inborn ability. Any cleric spells the Godling can cast accumulate disapproval as normal. The Godling's level counts as the caster level. |

6 Lay on Hands	The Godling has the natural ability to heal the wounded. They can lay on hands as a cleric of the same level.
7 Beast Mode	The Godling has vicious claws, teeth, talons, or other natural weaponry. Attacks with these weapons do 1d6 damage, and Godlings are considered to be proficient when using them.
8 Supernatural Ability	The Godling gains +2 to one ability (not Luck).
9 Monstrous Accuracy	Critical hits are scored on a 19-20 and rolled on crit table M (the monster table).
10 Amphibious	An amphibious Godling can breathe water and swim at their normal movement rate.
11 Resistance	The Godling only suffers half damage from one type of attack. Roll or choose: (1) Fire, (2) Cold, (3) Electricity, (4) Non-magical weapons, (5) Magic, or (6) Natural attacks. A Godling cannot be resistant to the same type of damage their Hereditary Doom makes them vulnerable to (see below).
12 Infravision	The Godling has infravision with a range of 50'.
13 Shape Change	The Godling can change their physical form into one specific animal at will, gaining stats of that animal. Roll or choose: (1) Bear, (2) Bat, (3) Horse, (4) Hawk, (5) Wolf, (6) Lion/Tiger, (7) Giant Snake, (8) Giant Rat, (9) Ape, (10) Octopus.
14 Combat Prowess	The Godling gains an additional +2 bonus to attack rolls.
15 Skilled	The Godling's head holds vast knowledge of the ages. Roll 1d16 for untrained skill checks instead of the usual 1d10.
16 Friend to Nature	Animals will not attack the Godling unless attacked first.
17 Quick Reflexes	The Godling gains +4 on Initiative rolls.
18 Ancestral Bond	The powerful ancestor of the Godling is still in the universe and keeps tabs on the Godling. The Godling can call upon their ancestor for aid as if they were using the cleric's Divine Aid ability.
19 Perfect Health	The physical body of the Godling is immune to disease and aging. The Godling does not need to eat, drink, sleep, or excrete waste.
20 Indomitable Will	The Godling is immune to any mind control or emotion manipulation effects.

Hereditary Doom: While the bloodlines of deities, elementals, demons, and angels confer untold benefits, each also has a terrible weakness that will one day seal their fate. A Godling is particularly vulnerable to one specific material, energy, or attack type. The Godling takes double damage from attacks in the form of their vulnerability, and prolonged exposure to the material or environment causes them 1 point of damage per day (much like elves’ vulnerability to iron) that cannot be healed until the offending substance is removed. Choose or roll randomly:

- 1) Fire/heat, 2) Cold/ice, 3) Iron/steel, 4) Wood/plants,
- 5)Earth/stone, 6) Water, 7) Magic, 8) Animals and animal products (such as leather).

Luck: A Godling’s Luck modifier applies to his Saving Throws.

Languages: At first level, a Godling automatically knows Common and one additional randomly determined language.

Action dice: A Godling uses his action dice for any normal activity, including attacks, skill checks, and spells (if they have any). At 6th level, Godling gains a second action die each round.

Table G-1: Godling

Lvl	Attack	Crit Die/ Table	Action Dice	Bloodline Abilities	Ref	Fort	Will
1	+1	1d8/III	1d20	2	+1	+1	+1
2	+2	1d8/III	1d20	3	+1	+2	+1
3	+2	1d10/III	1d20	4	+1	+2	+1
4	+3	1d12/III	1d20	6	+2	+3	+2
5	+4	1d12/III	1d20	7	+2	+3	+2
6	+5	1d16/III	1d20+1d14	8	+2	+4	+2
7	+5	1d20/III	1d20+1d16	9	+3	+4	+3
8	+6	1d20/III	1d20+1d16	10	+3	+5	+3
9	+7	1d24/III	1d20+1d20	11	+3	+5	+3
10	+7	1d24/III	1d20+1d20	12	+4	+6	+4



By Vasili Kaliman
Illustration By Shawn Brewer

Faters are hermits, thinkers, skeptics and philosophers. They value knowledge, logic and reason above all things. Un beholden to gods, they reject the idea of the spiritual and supernatural, believing instead there is nothing beyond the world of Áreth. To the Fater, magic and the forces of darkness are susceptible to discoverable laws, and the explanations for the mysteries of the universe are ultimately knowable. Although most men are inevitably doomed to

their fate and destiny, the Fater has sought self-mastery through the forging of his intellect, discovered patterns in the chaos of life, and has risen to understand his role and potential in the greater drama. Through his focused mind, the world can bend to ways that give the Fater premonitions about the path he must take, of whether a future action will be a bane or boon. To reward the Fater's reverence of nature, she has granted him the secrets of healing with plant extracts. For any healing using Lay on Hands performed on a Fater by the Cleric, they are treated as opposite alignment. In addition, the Cleric receives 1 disapproval when successfully healing a Fater. It is viewed as a great sin by the Cleric's deity to mend such an adamant unbeliever!

Background option: A Judge may decide to introduce the Three Fates patrons (Chapter 7: Judges Rules of the DCC RPG corebook) into their campaign when using the Fater class, for interesting storytelling possibilities. Perhaps Faters are fallen subjects of these patrons, outcast through renunciation, corruption or taints.

Hit points: A Fater gains 1d6 hit points per level.

Languages: At 1st level, a Fater automatically knows Common, and 3 other determined languages. They know one additional language for every point of Intelligence modifier, as described in Appendix L.

Weapons training: Faters train to use their bodies as a weapon. They can use small melee or ranged weapons, but prefer to fight unarmed with bare hands, and receive a Deed die bonus when doing so.

Alignment: Faters are generally neutral. They are impartial to law, chaos and judgment.

Armor Bonus: Faters rarely choose to wear armor. Calculate Armor Class: 10 +Agility modifier +Character level. If the Fater chooses to wear armor, they do not receive the Agility modifier or Character level bonus.

Attack Modifier: Unlike other classes, Faters do not receive a fixed attack modifier, they instead receive a Deed die bonus. This is not used to perform Mighty Deeds, but rather an attack and damage modifier only given if they attack with bare hands in close melee combat.

Polymath: When not adventuring, Faters have an unquenchable curiosity about the world around them. They wander throughout the land like vagabonds, seeking information (for which they are prepared to pay handsomely!) from rare books in fantastic libraries, common peasants in a fishing village, the tavern owner, thieves in the night, and other journeymen they meet through travel. Faters can have detailed knowledge in the following areas. Roll d20 at 1st level to acquire 3 different skills, then roll for 1 skill per level thereafter to acquire a new area of expertise (re-roll if a skill has been previously acquired):

- 1) weapons, 2) architecture, 3) physiology, 4) seafaring,
- 5) botany, 6) mathematics, 7) history, 8) art, 9) weather,
- 10) maps, 11) astronomy, 12) the supernatural,
- 13) agriculture, 14) lore & legend, 15) genealogy,
- 16) magical inscriptions, 17) alchemy, 18) masonry,
- 19) traps, 20) chemistry.

If asked to make a DC check which requires a field of knowledge which the Fater is proficient, roll d20 + Intelligence modifier +Deed die.

Thief skills: Faters have the following abilities, as per Thief skills described in Chapter 1: Characters in the DCC Core Rulebook: Read Languages, Forge Document and Handle Poison. When attempting these skills, the Fater rolls d20 and applies their Deed die to the DC check.

Strength of Mind: The Fater adds their Deed die to any Will save against mind-influencing spells, in addition to any attribute modifiers.

Wild Healing: Faters are skilled in the wild healing arts. Through their reverence and love of nature, they are able to perform healing upon other creatures with ointments, balms, salves, and extracts derived from plants, fungi, molds, and herbs. Faters carry remedies which can restore hit points, the effectiveness and frequency of which it can be used each day are given on the Wild Healing column of the table below. They may heal any living creature, as well as themselves. The Fater must physically touch the wounds and work for 1 round. When using Wild Healing, roll d20 +Deed die. A result of 12 or greater means Wild Healing has been successful. A result from 2-11 means the healing attempt has failed and the extract has been lost. A

roll of a natural 1 means the extract has actually caused damage, equal to the amount of potential healing (so a roll of a natural 1 by a 3rd lever Fater causes 1d5 damage to a victim, instead of 1d5 healing). Due to the Faters' specialized knowledge of the methods by which their extracts are made and applied, other characters are unable to use their concoctions to perform healing.

The Hand of Fate: The Fater is not simply a powerless pawn in the game. Through years of mindfulness, he has developed insight into the most effective manner to complete any action and the consequences this will bring. By understanding cause and effect upon the loom of time, the Fater is able to weave the strands of fate and destiny. Beginning at 1st level, the Fater rolls their Deed die every morning to determine how many re-rolls they can make that day. This resets overnight. They may spend this to re-roll any single attack roll, damage roll, saving throw, luck check, Wild Healing roll and DC check. The roll can be something they attempt, and also something that directly affects them. For example, the Fater can re-roll a failed attack roll they make, or if an opponent has successfully hit them with an attack, they could force the foe to re-roll the attack or damage result. Regardless, if they choose to re-roll, the results of the second roll must be kept. Fate can rub off on those around him, and like the Halfling, the Fater can aid his allies. The Fater can spend d3 re-rolls for an ally to make 1 re-roll. The ally in question must be nearby and visible to the Fater. The ally can re-roll attack rolls, damage rolls, saves, spell checks, DC checks, thief skills, and so on. The ally can also force a foe to re-roll an attack or damage result. Luck can be added to any re-roll. Critical hits, or a roll of a natural 1 however, cannot be re-rolled by a Fater, his ally or foe...such is the hand of Fate, as some things are just meant to be.

The Will to Live: The Fater does not believe in an afterlife, and therefore has no fear of meeting Lord Death. The universe is without meaning, there is nothing beyond his glorious life on Áereth, judgement by his maker is not forthcoming, so he has nothing to lose when he passes. He will simply turn to dust and cease to exist. If a Fater dies (and after attempting to heal or rolling the body) he is permitted a DC 16 Will to Live save (with no attribute modifiers permitted) on a d20, to reflect his resolve and attachment to this mortal coil. On a successful save, he is granted a reprieve from Death and miraculously survives with 1hp, but suffers 1d3 points of

permanent Strength, Agility or Stamina damage (Judge decides, the loss can be distributed amongst stats). This can be attempted once per day. The Hand of Fate re-roll or Luck may not be spent on this save.

Titles (all alignments):

1. The Skeptic
2. The Theorist
3. The Logician
4. The Thinker
5. The Enlightened
6. The Philosopher
7. The Seer
8. The Wise
9. The Knower
10. The Prophet

Lvl	Deed die †	Crit Table	Die/ Dice	Ref	Fort	Will	Unarmed damage*	Wild Healing (per day)
1	d3	1d8/III	1d20	+1	+0	+1	d4	1d3 (x2)
2	d3+1	1d8/III	1d20	+2	+1	+2	d6	1d4 (x3)
3	d4	1d10/III	1d20	+2	+1	+2	d6	1d5 (x4)
4	d5	1d12/III	1d20	+3	+2	+2	d8	1d6 (x5)
5	d6	1d12/III	1d20	+3	+2	+3	d10	1d8 (x6)
6	d8	1d14/III	1d20+1d14	+4	+2	+3	d12	1d10 (x7)
7	d8+2	1d14/III	1d20+1d14	+4	+3	+3	d12+2	1d12 (x8)
8	d10	1d16/III	1d20+1d16	+4	+3	+3	d14	1d14 (x9)
9	d10+2	1d16/III	1d20+1d20	+5	+3	+3	d14+2	1d16 (x10)
10	d12	1d20/III	1d20+1d20	+6	+4	+5	d16	1d16 (x12)

† Applies to Polymath knowledge checks, thief skill checks, Wild Healing checks, attack and damage rolls using bare hands. Does not apply to attack or damage rolls using weapons.

* add Strength modifier +Deed die

HIRELINGS!

Written by Kevan Larson Art by Lucas Haley

Nobody wants to be the healbot or ability jockey. Some even scoff at the flavor of including healing magic and clerics in gritty Sword & Sorcery settings. One of my favorite features in DCC RPG is that you don't need to fiddle with tables of ability scores every time you want to talk to a hostile NPC, nor does a fighter need several feats to do a running leap off of an ally's back to yank a harpy down out of the skies above.

Sometimes your group doesn't have the full range of skills needed to embark on a journey to unknown ruins. Maybe the thief can't make it tonight, or maybe nobody bothered to roll up a cleric. Another distinct possibility, with a gaggle of party members who originated as farmers and cobblers, is that none of them are particularly well versed in lore or reading ancient runes found on cavern walls. It may be prudent, then, for such a group of intrepid adventurers to pool some of their newfound wealth to hire these specialists. Whether to fulfill mundane tasks players can't be bothered with, or to bolster their ranks with skills the group may be missing, these contractors can fill in the gaps - for a price.

Hirelings should not be considered full fledged replacement characters. Excepting a few of the mercenaries listed below, most of these people are professionals in their given field, not in swinging swords or tossing javelins. These hirelings rightly expect to be protected on your journeys, and will not enter the fray of battle unless absolutely necessary. You hired a scholar to read mysterious runes on a wall, not stab goblins with his pocket knife.

It is a foregone conclusion that if any of these hirelings should be mistreated by the adventurers who hired them, it will negatively impact their performance and attitude out in the field. Additionally, if hirelings have a tendency to go missing after being contracted by your players, it is unlikely they will be able to recruit additional servants without a lot of extra gold and coercion.

Apothecary

Fee: 20 gp per adventure

Non-combatant

Init +0; Atk Staff +0
(1d4); AC 10; HD 1d4;
hp 2; MV 30'; Act 1d20;
SV Fort +0, Ref +0, Will
+0; AL N.

Skills:

Healing Salve - The apothecary mixes a salve which can heal 1d3 damage. The salve takes 1 turn to apply (outside of combat). The apothecary has enough ingredients from passive harvesting to mix two uses per day.



Antidote - Can concoct an antidote to neutralize poisons and venoms if the apothecary is provided with a sample of the offending plant or venom sack from the offending monster. Mixing and administration takes a full turn.

Summary: The apothecary is an eccentric character mixing medicines and scraping up molds and fungi as the group traverse wilderness or dungeon settings. The healing salves they mix must be made fresh to retain potency, so the apothecary must be present on the expeditions to be useful. You can't just buy his medicine or leave him outside and take the salves with you!

Mistreatment: The apothecary will refuse treatment to players if he has been abused throughout the journey. No sense trying to browbeat him into mixing his concoctions! Only he has the fine touches to get the most out of his components for medicinal applications.

Scholar

Fee: 10 gp per adventure

Non-combatant

Init +0; Atk Staff +0 (1d4); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +0 Ref +0, Will +0; AL L.

Skills:

Lore - The scholar is well versed in local legends. The scholar makes trained skill checks to recall relevant knowledge.

Education - The scholar is well versed in the reading of many languages due to their studies. The scholar always makes a trained skill check to decipher mysterious writings.

Summary: A local scholar eager to explore ancient ruins he's read so much about in countless tomes. The scholar has great knowledge of local history as well as comprehension of ancient languages and strange writings. The relatively low cost of employment is due to the scholar's professional desire to see ancient ruins in person.

Mistreatment: The scholar will refuse to provide any clues to a stuck party who has abused him, with exception to extreme dangers he would like to otherwise avoid. For example, if the scholar reads a warning about deadly traps ahead, he's not inclined to march the party right into them.

Locksmith

Fee: 10 gp per adventure, plus 10% of all treasure recovered through his services.

Non-combatant

Init +0; Atk Dagger +0 (1d4); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C.

Skills:

Master of Unlocking - The locksmith has his own set of high quality lock picking tools and knowledge of the inner workings of most man-made locks. Roll a d30 to pick any mundane lock.

Summary: A locksmith can be hired to pick the various locks and safes the party may come across. He has fallen on hard times and is willing to use his skill set to break into locks he otherwise should be fabricating and repairing. The locksmith will expect a share of any treasures their services recover for the group.

Mistreatment: A maltreated locksmith may suggest he's failed to open the lock because its too tough to crack. Later, he'll try to sneak away from the group to recover the contents alone.

Merchant

Fee: 15 gp per adventure

Non-combatant

Init +0; Atk Dagger +0 (1d4); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +0 Ref +0, Will +0; AL L.

Skills:

Appraisal - The merchant can accurately assess the value of gemstones, jewelry and the various mundane items the party will inevitably loot throughout their travels.

Handcart - The merchant comes equipped with a compact handcart. He pulls it behind him everywhere he can, and will bring a variety of large sacks with him where the cart cannot go. Its a mobile storage chest for all the party's pilfered loot.



Summary: The merchant is at home at the bazaars, so he makes it his business to accurately assess the value of trade goods. How could the average cobbler know the difference between a slightly flawed emerald worth only 120 gp, versus a flawless emerald worth five times that price?

Mistreatment: The abused merchant will severely undervalue the items the party comes across, claiming the pieces are phoney, flawed, or otherwise undesirable in some way. The merchant will offer to take the junk off their hands for a "fair price", and take on the burden of selling them himself. What a nice guy!

Mapmaker

Fee: 15gp per adventure

Non-combatant

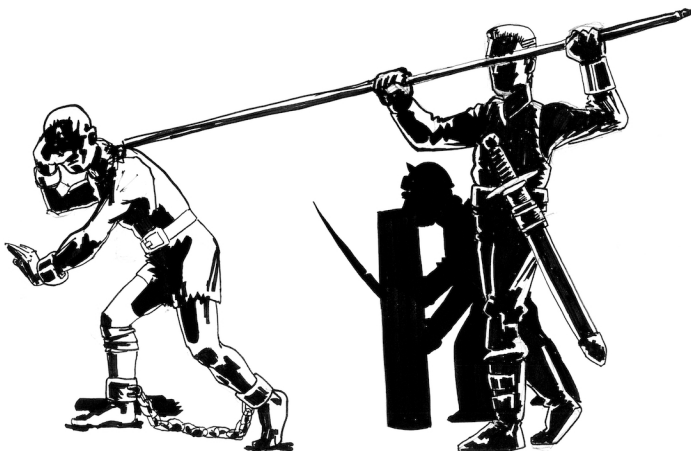
Init +0; Atk Dagger +0 (1d4); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +0 Ref +0, Will +0; AL L.

Skills:

Cartography - The mapmaker, true to his name, will draw a map as the party progresses through dungeons. This can be handled multiple ways by the judge, but the party should be provided some sort of resource to let them more easily track their way through the dungeon. People don't have perfect recall, especially in unexplored dungeons. This adds a more realistic way to give players access to a dungeon map, even if it's just rough outlines.

Summary: The mapmaker jots down sketches of dungeon layouts as the party progresses at normal speeds. He can accurately record things like cardinal directions, rough sizes of rooms, etc. if he's not rushed. He is not infallible, especially if the adventurers have reason to flee with haste, he will obviously not have time to jot where they are going or how far they've run.

Mistreatment: If the mapmaker is mistreated, he may turn on the party and demand a ransom to relinquish his maps for the group to escape the winding labyrinth they've so daringly delved, relying on the maps of their stalwart companion to retrace their steps.



Condemned Criminal

Fee: 5 gp per adventure, 25 gp fee if lost, see below

Non-combatant, unless you really want to trust a violent criminal with a weapon.

Init +0; Atk Fists +0 (1dmg); AC 10; HD 1d4; hp 2; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C.

Skills:

Decoy - Nobody wants to be the first one to walk through a questionable doorway, or over a patch of ground that doesn't look quite right. Send the criminal through, poke and prod them with the tip of a spear if you must.

Summary: Violent, condemned criminals can be put to a better use, according to the prisons. This criminal has been condemned to death anyway, so you can rent them out to use as decoys or test if the floor of a sketchy tunnel is truly safe to cross. The criminal is basically a warm body to take the brunt of the punishment which would otherwise befall adventurers. Naturally, you don't want to lose your criminal, as they serve as a reliable way to test for insidious traps, and due to the hefty fine attached to losing track of the body.

Mistreatment: The criminal is a prisoner, so there aren't necessarily consequences for mistreating them per se. There is, however, a hefty fee of 25 gp to be paid to the prison if, under the party's stewardship, the criminal were to go missing or otherwise escape. You don't want to be responsible for releasing a serial killer back into the wilderness.

Soldier

Fee: 20 gp per adventure, a half-share of all treasure earned.

Combatant

Init +2; Atk Spear +2 (1d8+1); AC 16; HD 1d8; hp 6; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +0; AL L.

Skills:

Melee Fighter - This hireling is willing to stand toe-to-toe with foes, as long as you treat him fairly and don't expect unreasonable sacrifices from him.

Summary: An entirely average mercenary soldier. They come equipped with their own chainmail, spear and shield. Can be contracted for a fee to add extra muscle to a group's combat efforts, but will refuse to be used strictly as a meat shield.

Mistreatment: It would be ill-advised to mistreat a professional armed fighter.

Scout

Fee: 20 gp per adventure, a half-share of all treasure earned

Combatant

Init +2; Atk Dagger +2 (1d4) or Crossbow +2 missile fire (1d6, range 80'/160'/240'); AC 14; HD 1d8; hp 6; MV 30'; Act 1d20; SV Fort +1, Ref +2, Will +0; AL L.

Skills:

Marksman - The scout is a proficient crossbow sharpshooter who will fire into groups of enemies from a safe distance.

Huntsman - While travelling outdoors, the scout can successfully help kill and butcher meat to feed his allies, but he won't do it all himself while his employers laze around camp.



Summary: A professional marksman equipped with leather armor, a crossbow and enough quarrels to provide cover fire for a group of adventurers. He is also a reasonably skilled hunter, and can help provide game for food if journeying in the great outdoors.

Mistreatment: An arrow to the back should dissuade the group from trying to pick a fight with the scout.



Henchmen, Hirelings, Allies & Adversaries

Written by Blair Wettlaufer

You are sitting in a tavern, and you see an old man hunched in the corner, by the fireplace. He beckons to you with a crooked finger, and as you approach, he peers from beneath his hooded cloak, and whispers,

“Hey young folks, are you hiring by chance? I’ve got experience as a gardener...”

As per the DCC rulebook section on Retainers, Hirelings and Followers, 1 person in 100 in any settlement is available as a hireling. But how will you seek out those who will march to your standard, and sing praises of your glory?

Hirelings

Most heroes aren’t looking to just hire just any rutabaga farmer with a sharpened stick, they want: blacksmiths, mercenaries, guards and alchemists.

If you are looking for an unskilled hireling, with no special qualities or background, to serve as porters or menial labour, 1 in 100 people in a town are available for hire, with no special checks. If you are looking for fleshing out your hireling, roll 3d6 for each of their statistics, and roll for a background as per the DCC rulebook, and start them with 1d4 hp and 1d12 cp. No birth augury or special equipment should be rolled like you would give a 0-level player character. These hirelings expect 1 cp per day (1 sp per day if they are placed in dangerous situations).

For other interesting details, the GM is welcome to roll on the following charts, sharing what details they wish:

1d100 Alignment:

01-20: Chaotic

21-80: Neutral

81-00: Lawful

1d20 Background or Personality Quirks

- 1 Fugitive from the law, bounty on their head of 1d10 x 1d10 gp.
- 2 Bastard child of a famous noble, doesn't want anyone to know about it.
- 3 Member of the local thieves' guild.
- 4 Zealous cultist in the service of a patron.
- 5 Drunkard, 10% chance each day in town of becoming sotted if they have drinking money.
- 6 Dishonest and a liar.
- 7 Proud and boastful, always takes credit for any deeds they can.
- 8 Obsessed and seeks knowledge, or objects associated with a culture, animal, or church.
- 9 Malicious and revels in the suffering of others.
- 10 Eternally optimistic and cheerful.
- 11 Somber and humorless.
- 12 Perfectionist, who believes everything should be just so.
- 13 Foul mouthed, vulgar, and outspoken.
- 14 Subservient and passive, eager to please their employer.
- 15 Lazy, hard to motivate, dislikes physical exertion and complains when forced to do so.
- 16 Generous and good natured.
- 17 Pessimistic and complains frequently.
- 18 Has influential friends in the city guard, local church, or government.
- 19 Comes from an educated background, well spoken, and enjoys the finer things in life.
- 20 Neurotic and has at least one phobia or extreme nervous habit.

1d120 Motivations

- 1 Seeks money to repair their parents' house.
- 2 Wants to leave town and make a life for themselves of their own.
- 3 Loves to play cards and dice and gamble.
- 4 Lives for the moment, a full tankard, a rousing story.
- 5 Craves attention and respect from others.
- 6 Dedicated craftsman, loves to carve/paint/sew/cook/etc.
- 7 Collector of specific objects, seeks to complete their collection.
- 8 Just wants to go fishing; wishes everyone would leave them alone.
- 9 Wants to be the best at their profession.
- 10 They want peace and quiet, why won't everyone leave them alone?
- 11 Has barely pent up anger, constantly fingers their dagger hilt.

- 12 They should have never followed their current profession, they secretly seek to be a bard.
- 13 Avid reader, craves books and knowledge.
- 14 Has extravagant tastes, seeks money to buy only the finest clothing and best meals.
- 15 Wants to make a joke of everything, takes nothing seriously.
- 16 A true spendthrift, doesn't wish to spend money on anything, wants to accumulate wealth.
- 17 Wishes they were in the countryside or wilderness, loves the wild and animals.
- 18 Wishes to gain power and authority, or leverage what they have, they must be in charge.
- 19 Wants to hide from the world. Why are there so many people bothering them?
- 20 Fresh berries. They would do anything for fresh berries.

Lastly, remember these are paid hirelings, and may run at the sign of danger. The first time they are exposed to an enemy, or are injured, make a DC 10 Morale check (DC 15 if exposed to a supernatural monster). This is a Will save modified by the employers' level and Personality Modifier. If they are given equipment, provided magical healing, or given at least a half-share of treasure add +1 for each benefit. If the Morale check fails, they slip away in the night, or when no one is looking. Make the same Morale check at the end of the adventure when everyone returns to town.

Henchmen

Henchmen are like hirelings, but are more skilled and have specialized skills. If you want a henchman, instead of taking a random-background hireling, you can roll on the chart below if you can succeed in a DC 11 Personality check. If you roll a DC 20 Personality check, no roll is necessary, and you can choose the background. You can add your character's level to your check, and a further +1 per 1 gp spent in hiring: town criers, buying rounds of ale, and bribes to small urchins. These henchmen expect 2 cp per day (2 sp per day if they are placed in dangerous situations).

<i>1d20</i>	<i>Occupation</i>	<i>Equipment</i>
1	Alchemist	Staff, Flask of Oil, Assorted Reagents and Ingredients
2	Archer	Shortbow, Padded Armor, 2d4 Arrows.
3	Armorer	Hammer, Smithing tools, Iron Helmet
4	Caravan Guard	Shortsword, Shield
5	Cleric	Staff, Wooden Holy Symbol
6	Cutpurse	Dagger, Small Sack
7	Dwarven Crossbowman	Crossbow, 2d4 Bolts
8	Elven Sage	Dagger, 2d6 Parchment Pages and Quill
9	Guide	Staff, 1d6 Days of Rations
10	Halfling Jeweler	Dagger, Brass Scales
11	Healer	Club, 1d4 Healing Poultices (they heal 1 hp)
12	Hunter	Shortbow, 2d4 arrows, Animal Pelt
13	Mercenary	Longsword, Hide Armor
14	Minstrel	Dagger, Musical Instrument
15	Ostler	Staff, Bridle
16	Sailor	Knife, 2 Yards Sailcloth
17	Scribe	Dagger, 2d6 Parchment Sheets
18	Steward	Staff, Lantern, Large Sack
19	Wizard's Apprentice	Dagger, Grimoire
20	Woodsman	Handaxe, Wood Carving Tools

Use the charts above for personality and alignment. Roll 3d6 for each statistic, 1d4 hp, and 2d12 cp. If they have a positive or negative Luck modifier, you can roll on the Player Character Augury chart.

Allies

Whether you have hirelings or henchmen, players should control (within reason) the actions of their employed minions. The GM only should intervene if: a Morale check is needed, their personality quirks should come into play, or the player is attempting to have them act inappropriately.

At the end of the adventure, when everyone gets back to the tavern, after Morale checks have been made and the henchmen remain, a player can choose to share some or all of their accumulated XP with their minion – this effectively makes them an

additional character in that player's roster. They can choose to share XP until the Henchmen become a heroic 1st level character, or even opt to adventure forth with their henchmen, and leave their other characters at home. Of course, at any point after they reach 1st level, they will expect a full share of any accumulated treasure.

Allies Powerful In Their Own Right

A player may wish to recruit an already accomplished fighter, thief, wizard, or priest ... and the GM should laugh maniacally at this point. A 1st level NPC is a person of some repute, and will not usually adventure forth with a player. If the player insists, they can offer a donation, bribe or fee of at least 10 gp and attempt a DC 25 Morale check, adding their character's level to the check, and a further +1 per additional 10 gp spent in: lavish gifts to relatives, paying bards to compose tributes, buying fine wine, and so on. If the Morale check fails, all the spent money is wasted. Accomplished henchmen always demand a share of the treasure, and can never be given XP, or taken on as additional player characters, they will eventually go on their own path of heroism and derring-do.

However, if players looking to hire someone accomplished for a single task: escorting someone across town, casting a single 1st level spell, translating a scroll, picking the captain of the guard's pocket, they can offer a donation, bribe or fee of at least 10 gp and attempt a DC 20 Morale check, with the same modifiers available above. They will serve their employer for at most 1 day.

Adversaries

Now just as a hero can seek out allies and henchmen, they may: incur enemies, rivals, or adversaries. Maybe a powerful lord feels the player character have crossed them, the relative of a player character's foe that they have slain in an adventure seeks revenge, or a rival adventurer jealous of the player character's success wishes to steal some glory they feel is due them, they may acquire an adversary.

If the player has: annoyed a powerful person, failed a Disfavour check after failing to cast a clerical spell, completely botches some sort of persuasion check, or simply a malicious and slightly bored GM asks a player to make a Luck check that they fail, roll on the adversary chart below to determine what kind of enemy they now have.

1d20 Adversaries

Equipment

0-Level Adversaries

1	Cutpurse	Dagger, Small Sack, 1d12 sp
2	Cultist of the Unspeakable Sign	Staff, Wooden Holy Symbol, 1d6 cp
3	Guardsmen	Spear, Leather Armor, 2d12 cp
4	Noble	Longsword, Signet Ring, 2d6 gp
5	Merchant	Club, 3d6 gp in Trade Goods, 1d6 sp
6	Sage	Dagger, 2d6 Parchment Pages and Quill, 1d6 sp
7	Tavern keeper	Club, 2d6 Bottles of Wine, 2d6 sp
8	Caravan Master	Club, Wagon, Horse, 3d6 sp
9	Ship's Captain	Shortsword, Small Ship, 3d6 sp
10	Bard	Dagger, Musical Instrument, 3d6 sp
11	Mercenary Captain	Longsword, Shield, Leather Armor, 2d6 sp
12	Guildmaster	Dagger, 3d6 gp in Trade Goods, 2d6 sp

1st-Level Adversaries

13	Sir Morigun, Knight (War)	Longsword, Scale Mail, 2d6 sp
14	Hewgon Half-Mage (Wiz)	Staff, Grimoire, 3 spells
15	Galeris Nebberthorn (Thf)	Shortsword, Leather Armor, 5d6 gp
16	Undalo Brewersson (Clr)	Staff, Silver Holy Symbol, 3 spells, 3d6 gp

3rd-Level Adversaries

17	Manx the Mighty (War)	Longsword, Shield, Chainmail, 8d6 gp
18	Andalo the Viper (Thf)	Longsword, Dagger, Leather Armor, 8d6 gp
19	Ungiir, Priest of Shaleer (Clr)	Staff, Leather Armor, 8 spells, 5d6 gp
20	Archade the Red (Wiz)	Staff, Grimoire, 6 spells, 5d6 gp

Of course, give these adversaries: personality quirks, alignment, appropriate hp, and treat them as fully developed characters in their own right.

Adversaries should pop up in town between adventures, should indirectly influence, or aggravate situations to the PC's' detriment, or create minor setbacks.

If a player wants to placate the adversary, and end the enmity that exists between the two of them, this can be done with a DC 20 Personality check, a bribe of at least 50 gp, a duel at dawn, a completed side-quest to make amends for the wrong the PC previously performed, or possibly all four; this should be at the GM's discretion.

NPCs should be interesting characters of their own, with their own motivations. Don't let them be lifeless automatons following PCs around. You can use this article as a guideline for random NPCs met in at the crossroads or market, nobles at court, or hard bitten guards they must negotiate to get past. Have fun!

*NOTES FOR PLANNING YOUR ARTICLES
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